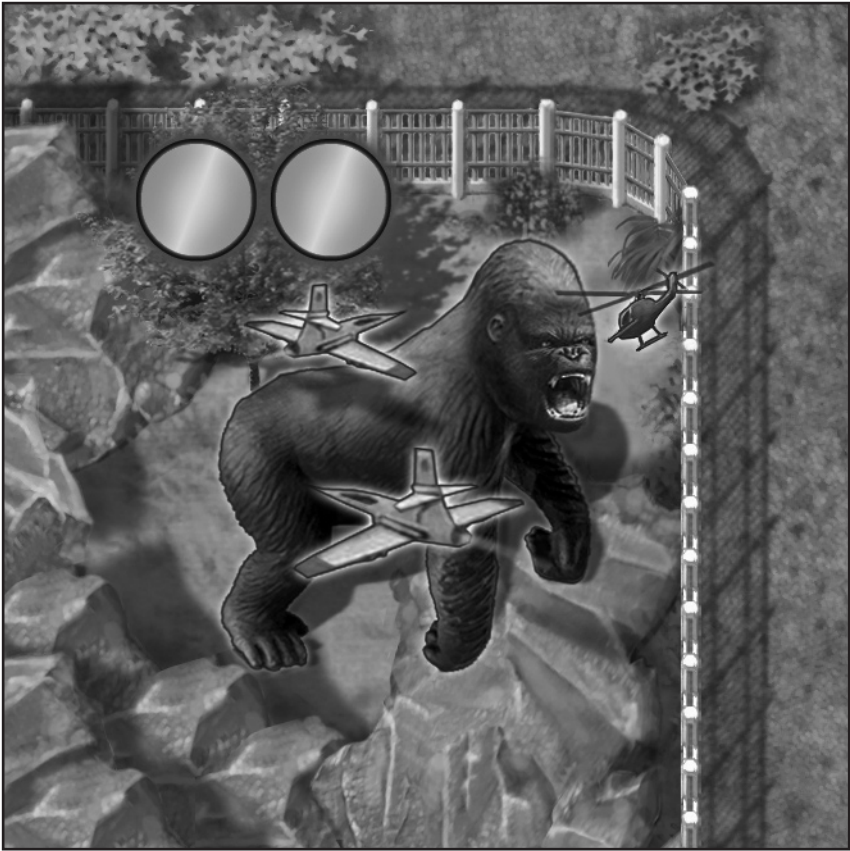


 **STRATEGICON** presents

Orccon 2009



**Presidents' Day Weekend
February 13th to 16th, 2009
at the LAX Radisson Hotel**

Parking

With the hotel parking lot out of commission it can be a challenge to find parking if you don't know the other area parking lots. Below is a brief guide to them. More information can be found at <http://www.strategicon.net/index.php?goto=parking>. If you have any questions, please feel free to stop by the registration desk.

Radisson: 6225 W. Century Blvd

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

Prices subject to change without notice.

Solid triangles denote entrances.

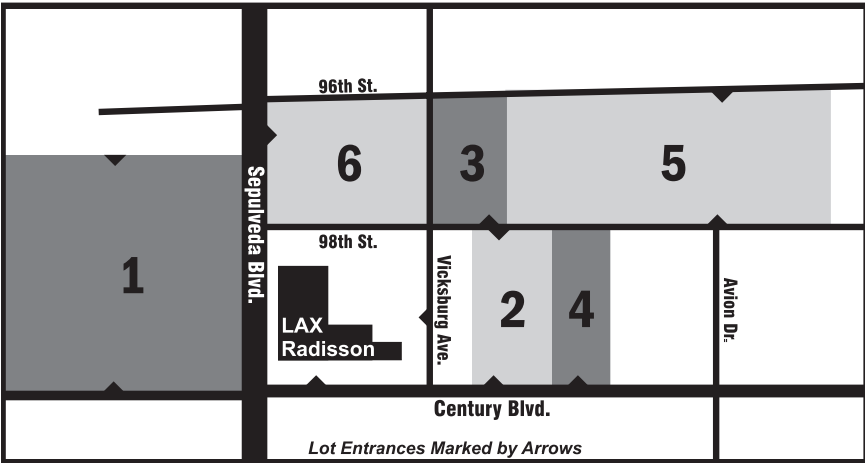


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Welcome

Strategicon welcomes you to Orcccon 2009. 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 Exhibitor Hall.

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

If you have any questions, the convention staff will be glad to assist you. Again, thank you for coming. Enjoy the adventure.

Convention Hours

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.

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 Orcon is sometimes difficult, you can also get information from the Help Desk located in the Registration area.

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught

participating in a non-convention-organized activity may be removed from the convention without a refund of admission.

8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.

9. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.

10. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the dealer room must be wrapped and removed to your room or car immediately.

11. No smoking is allowed anywhere within the Radisson Hotel.

12. Do not use the fire exits unless there is an emergency.

Convention Policy: Bonding

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

Radisson Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or pool-side. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.

2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.

3. The pool closes at 9 pm.

4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.

5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.

7. If you use valet parking, expect to pay full hotel rates, unless you have a room at the hotel.

8. No propping open fire exits and no hallway horseplay (spilling ashtrays, etc.).

9. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!

Exhibitor Hall

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

Hours:

Saturday 9 am to 6 pm

Sunday 10 am to 6 pm

Monday 10 am to Closing

On Monday, exhibitors begin tearing down at approximately 3 pm. Individuals found selling wares at Orcon in an unauthorized manner (i.e., not as an authorized dealer in the Exhibitor Hall, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orcon welcomes the following exhibitors:

Manufacturers

- * Abandon Interactive Entertainment
- * Art of War Terrain
- * Blitzkrieg Studio
- * Dan Verssen Games
- * Decision Games
- * Fat Messiah Games (1)
- * Flying Buffalo (1)
- * Gameslinger Enterprises
- * GMT Games
- * Gorilla Games (GPA Showcase)
- * Hero Games (1)
- * One Small Step
- * Ship of Fools
- * Sierra Madre Games (1)
- * Steve Jackson Games (2)
- * Temple Games (1)
- * Three Sages Games
- * White Wolf Publishing (2)
- * Wicked Dead Brewing Company

Retailers

- * Andrew Parros
- * Emerald Knight Comics & Games
- * Farrescape Gaming
- * Gaffney Used Books
- * Gameology
- * James Foster
- * RMO
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

Events

- * Neoncon
- * Renaissance Pleasure Faire

Artists

- * Tradition Studios
- * Wade Graphics

(1) at Strategicon booth

(2) at the War House

Game Tournaments and Events

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

Common Rights of Event Officials

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

1. Judges and GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. Judges and GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.

3. As necessary, judges and GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players, the convention reserves the right to cancel it.
If a role-playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to cancel it.
5. Event officials have the right to eject, if deemed necessary, any player from an event.

Event Registration

You can register for participation in game events on site by entering your name on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Role-Playing events are an exception. Role-Playing event sign up sheets are in RPG HQ all day and will be moved to the event location when that event starts, thus allowing walk-in registration.

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other).

Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play.

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

Prizes will be awarded by Orcon to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Dollars", which are redeemable at face value in the Exhibitor Hall for merchandise (only). These Dealer Dollars are good only at this convention, and Dealer Dollars may be applied toward the payment of any state sales tax on your purchase as well.

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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 pay \$10 for 1st place and \$5 for 2nd

Big Tournaments pay \$30 for 1st place and \$15 for 2nd

Small Tournaments pay \$6 for 1st place and \$3 for 2nd

Sponsored events will give some type of game or game expansion

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

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

Our sponsors include:

AEG

Asmodee Editions

Atlas Games

Avalanche Press

Columbia Games

Conquest Miniatures

Crocodile Games

Dark Age Games

Days of Wonder

Fantasy Flight Games

FRED Distribution

Games Workshop

GMT Games

Lone Wolf Development

Out of the Box Games

Privateer Press

Quixotic Games, LLC

Reaper Miniatures

Rio Grande Games

RPGA, AD&D Events

Speile aus Timbuktu

Steve Jackson Games

Stonehouse Miniatures

Twilight Creations

Upper Deck

Valley Games

Willow Games

Z-Man Games

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10:00 am Saturday until noon Sunday at the Painting Contest table in the Exhibitor Hall. Judging will take place at 4:00 pm on Sunday. Prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. One entry will be chosen as Best of Show.

Categories

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

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

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

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

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

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

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them, or else be disqualified.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category between 1:00 and 4:00 pm on Sunday if the original category has been canceled. Check back after 1:00 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute

overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

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

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN Ballroom D.**
3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collectors' item games will be determined by the auction staff prior to the commencement of the auction. If you want to know if your

item qualifies, you should see the auctioneer prior to the start of the auction.

5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items not picked up immediately following the auction become the property of the convention.
8. Money due will be distributed in Ballroom D approximately 30 minutes after the conclusion of the Auction.

Auction Buyer rules

1. All sales are cash only. That means no credit cards or personal checks will be accepted. Travelers' Checks and Dealer Dollars from this convention WILL BE accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment is \$1.00 for all items unless a lower minimum bid is announced by the auctioneer before the sale of a particular item.
4. The emphasis of these auctions is on speed. Hard as the auctioneers may try, bids are occasionally missed or confused. All decisions made by the auctioneer are final and binding.
5. CAVEAT EMPTOR ("let the buyer beware"). All auction items are sold "as is," and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
7. If you made the winning bid for an item proceed immediately to the cashier's table to pay for and receive it.

Flea Market

Flea Market tables are rented by the convention at \$10.00 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 7 pm to 9 pm.

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

A Guide to Orcon 2009 for Non-gamers

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

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

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

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

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

Enjoy the con!

PolyCon XXVII

San Luis Obispo, CA
July 3rd - 5th, 2009



Art © Theresa "Zaimenyah" McDougald-Mair 2007

Role Playing Games, Board Games, Miniatures Games,
Great People, Costume Contest, LARPS, Fabulous Prizes
Live Auction, BBQ, Much More!

www.polycon.org • (805) 541-3665 • coninfo@polycon.org

Food

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

Restaurants

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

Convenience

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

Pizza Delivery

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

Master Schedule of Events

* = Play with the creator

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

Start Time **Title System** Dept.
Fri, Feb 13th

Noon **CCG Gathering *Return of the Dead*** C

Magic the Gathering-Pick-up drafts C

Magic: The Gathering- Elder Dragon Highlander C

Mutant Chronicles C

1:00 pm **Combat Tier Demo** RPG, Tactical Games R

2:00 pm **Ticket to Ride the Card Game** Small B

3:00 pm **Classic Euro Demos** Demo B

Formula Motor Racing Small B

Grand Theft Starship Stargate SG-1 (D20/Spycraft) R

The Beast of Kolkoris Agon R

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

Slide 5 #1 Small B

Winners Circle Small B

Kingdom Hearts C

Magic: The Gathering- Japanese Shards Draft C

Fictional North Sea Clash (WW2) M

House of Cards - Role-playing the Heist of the Century [Playtest] House of Cards R

5:00 pm **CHINA with Michael Schacht** Special * B

Zombinion Tournament B

Monsterpocalypse demo C

6:00 pm **Lascaux** Small B

Lost Cities - The Board Game Small B

Municipium - DEMO Demo B

Wargame Bootcamp - Friday Event B

Friday Night Magic C

Monsterpocalypse C

Start Time Title System Dept.
 Fri, Feb 13th

Warlord: Starter Deck Tournament C
FoW relaxed mega battle/Demo M
Painting Lessons (Blending 101) M

7:00 pm **Age of Empires III Tournament** B
Amun Re Tournament B
Guillotine #1 Small B
Hanging Gardens Small B
Hearts #1 Sponsored B
Roll Through The Ages - DEMO Demo B
Blood Bowl Weekend M
Man O' War M
South Pacific Jutland * M

8:00 pm **18XX Short Slot Tournament** B
Agricola - DEMO Demo B
Felix: The Cat in the Sack #1 Event B
Ghost Stories - DEMO Demo B
Seafarers of Catan Tournament B
Ticket to Ride #1 Big B
Uno #1 Tournament B
Friday Night Magic #2 C
World of Warcraft: Quests and Raids C
AGLA1-1 Lost Temple of the Fey Gods Living R
 Forgotten Realms - D&D 4e
BALD1-2 The Night I Called the Undead Out Living R
 Forgotten Realms - D&D 4e
Hell Comes to Harlem Buffy the Vampire Slayer R
IMP11-1 Alone Living Forgotten Realms - D&D 4e R
In this wicked age.. In a Wicked Age R
Jerimond's Orb Tunnels and Trolls R
Lights in the Darkness Star Wars Saga Edition R
Open RPG Gaming Any R

Start Time	Title System	Dept.
Fri, Feb 13th		
	TYMA1-1 Elder Wisdom Living Forgotten Realms - D&D 4e	R
	TYMA1-3 Tools of the Trade Living Forgotten Realms - D&D 4e	R
	Tonight We Dine in HELL!!! MAZES & MINOTAURS	R
	Wes Otis Presents a Tom Cummings Game Call of Cthulhu	R
	Flea Market	S
9:00 pm	Battlestar Galactica - DEMO Demo	B
	Chez Geek Sponsored	B
	Coloretto Event	B
	Liar's Dice #1 Small	B
	Nexus Ops Small	B
	Pandemic - DEMO Demo	B
	Phase 10 #1 Small	B
	Poker - 5 Card Draw Sponsored	B
	Princes of Florence Tournament	B
	The Club - DEMO Demo	B
	Web of Power Tournament	B
	Call of Cthulhu Lcg- Lucky 13	C
10:00 pm	San Juan Small	B
	Friday the 13th	C
	Magic: The Gathering- Elder Dragon Highlander	C
	Friday Night Gamer Flick	S
11:00 pm	Spades #1 Sponsored	B
	Ubongo Small	B
Sat, Feb 14th		
Midnight	Pit Small	B
1:00 am	Werewolf #1 Event	B
8:00 am	Broadside Bash - 40k GT	M
	Broadside Bash - WHFB GT	M
9:00 am	Advanced Civilization Tournament	B

Start Time	Title System	Dept.
Sat, Feb 14th	Axis and Allies #1 Big	B
	Blokus #1 Small	B
	Liberty Event	B
	Michael Schacht NEW GAME Special *	B
	Flames of War Tournament	M
	Gettysburg / Day 2 - 5mm	M
10:00 am	1861 Rail Slot Tournament	B
	Asia/Europe Engulfed Event	B
	Bump in the Night Demo Demo	B
	Galaxy Trucker Tournament	B
	Hearts #2 Sponsored	B
	SUPERNOVA - DEMO Demo	B
	Titan Tournament	B
	Union Pacific Tournament	B
	Uno #2 Tournament	B
	Wargame Bootcamp - Saturday Morning Event	B
	Magic the Gathering-Pick-up drafts	C
	Magic: The Gathering #1	C
	American War of Independence - Barren Hill, May 20th, 1778	M
	Battle for the Fusion Reactor - WH40k Apocalypse	M
	Close Action	M
	Is That You, Sacha?	M
	MBT	M
	Paint and Take	M
	Painting Lessons (Army painting 101)	M
	Sink the Akagi!	M
	Warmachine/Hordes Steamroller	M
	Open Comp/Video Gaming Xbox, PS2, PC and more	P

Start Time	Title System	Dept.
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Sat, Feb 14th

AKAN1-1 The Rotting Ruin of Galain	Living Forgotten Realms - D&D 4e	R
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BladeRunner	GURPS UltraTech	R
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CORM1-1 The Black Knight of Arabel	Living Forgotten Realms - D&D 4e	R
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Dead Man's Party	All Flesh Must Be Eaten (Revised Eden)	R
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Dying Kingdoms Tabletop	Dying Kingdoms	R
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House of Cards - Role-playing the Heist of the Century [Playtest]	House of Cards	R
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IMPI1-2 Breaking Point	Living Forgotten Realms - D&D 4e	R
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MOON1-2 The Sea Drake	Living Forgotten Realms - D&D 4e	R
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SPEC1-1 Shades of the Zhentarim (Round 1)	Living Forgotten Realms - D&D 4e	R
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SPEC1-2 Zhent's Ancient Shadows	Living Forgotten Realms - D&D 4e	R
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Spirit of the Shattered Earth	Spirit of the Century	R
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Star Wars: Save the Senator! (a Clone Wars adventure)	Star Wars Saga Edition	R
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The Good, the Bad and the Money	MECHANOID SPACE	R
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The Graveyard of Sturges	Serenity (Cortex)	R
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The Great Race	Savage Worlds	R
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The Whirlwind	CoC	R
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UnSpeakable	InSpectres - Variant	R
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Drawing and Sketching Demo		S
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11:00 am

Agricola	Big	B
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American Megafauna	Small	B
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Bump in the Night Demo	Demo	B
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Conquest of the Empire II	Tournament	B
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Michael Schacht NEW GAME	Special *	B
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Roll Through The Ages - DEMO	Demo	B
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Start Time	Title System	Dept.
Sat, Feb 14th	War of 1812 Event	B
	Warriors of God Demo	B
	The Battle for Caen from June to August 1944	M
	Spore Creature Creation Contest 13+ SPORE	P
Noon	Avalon Hill's DUNE Boardgame Tournament	B
	Bump in the Night Demo Demo	B
	Deep Space DrillerAce Sponsored *	B
	Old World New World - DEMO Demo	B
	Settlers of Catan Big	B
	Sturm Europa! - NEW grand strategic block game Demo	B
	Ticket To Ride: The Dice Expansion Demo	B
	Ticket to Ride: Nordic Countries Small	B
	Warzone - DEMO Demo	B
	Kingdom Hearts	C
	Magic: The Gathering- Elder Dragon Highlander	C
	Monsterpocalypse demo	C
	Mutant Chronicles: Orxon Tournament	C
	WWE Raw Deal Charity Event	C
	A French Farmhouse down the Road	M
	Circus Maximus	M
	Miniature Sculpting and Conversion	M
	Super Smash Bros Brawl Wii	P
	1:00 pm	Age of Steam Tournament
Bump in the Night Demo Demo		B
Combat Commander Small		B
Crusader Rex Event		B
Juniors Event #1 Event		B
Phase 10 #2 Small		B
Robo Rally #1 Tournament		B

Start Time	Title System	Dept.
Sat, Feb 14th		

	Spades #2 Sponsored	B
	Wasabi Tournament	B
	Warlord: West Coast Winter Championships	C
	Battletech Tournament	M
	World of Warcraft Cattle Drive #1 World of Warcraft	P
	Combat Tier Demo RPG, Tactical Games	R
	Q&A and Game Signing with Michael Schacht	S

2:00 pm	Hard Vacuum Small	B
	Iron Dragon Tournament	B
	No Thanks #1 Small	B
	Old World New World - DEMO Demo	B
	Rail Baron Tournament	B
	Steel Driver - DEMO Demo	B
	Terra Nova (Oversized) Event	B
	Wargame Bootcamp - Saturday Afternoon Event	B
	Warzone - DEMO Demo	B
	World of Warcraft CMG- "Lovecraft?"	C
	Beginner Painting	M

3:00 pm	Formula De Tournament	B
	GIANT Zooleretto, Aquaretto, XXL Tournament Big *	B
	Ghost Stories - DEMO Demo	B
	Le Havre - DEMO Demo	B
	Tikal Tournament	B
	Vegas Showdown Tournament	B
	Magic: The Gathering- Booster Draft #1	C
	Houses of the Blooded LARP Houses of the Blooded Live	L
	Winter's Valentine Ball Mage: The Awakening (Camarilla)	L
	Miniature Sculpting-Faces	M

Start Time	Title System	Dept.
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Sat, Feb 14th

World of Warcraft Cattle Drive #2	World of Warcraft	P
CORM1-2 Gangs of Wheloon	Living Forgotten Realms - D&D 4e	R
DRAG1-1 Many Hands Make Light Work	Living Forgotten Realms - D&D 4e	R
Days of the Sentinels	Marvel Classic	R
Dirty Secrets	Dirty Secrets	R
Encounters....	Future Nexus	R
Everybody is Kung Fu Fighting!	NINJAS & SUPERSPIES	R
IMPI1-3 Lost Souls	Living Forgotten Realms - D&D 4e	R
Love and Hate Your Own Kind	Mutants and Masterminds	R
MOON1-3 Black Gold	Living Forgotten Realms - D&D 4e	R
SPEC1-1 Shades of the Zhentarim (Round 2)	Living Forgotten Realms - D&D 4e	R
SPEC1-2 Zhent's Ancient Shadows (Round 2)	Living Forgotten Realms - D&D 4e	R
Spirit of the Fist: Duel at Fang-Hu Mountain	FATE/Spirit of the Century	R
Star Wars	GURPS Space	R
The Boxelder Canyon Branch	Dogs in the Vineyard	R
The House that Tremere Built	White Wolf WoD Mage the Ascension (Old)	R
The Howling Tower	Arduin Eternal	R
Interwar Naval Development and the Effect on WWII Fleets		S

4:00 pm	After the Flood - DEMO	Demo	B
	Battlestations	Event	B
	Hurry' Cup - DEMO	Demo	B
	Juniors Event #2	Event	B
	Munchkin Quest	Sponsored	B

Start Time	Title System	Dept.
Sat, Feb 14th	Thurn and Taxis Tournament	B
	Warzone - DEMO Demo	B
	Heroscape Orccon Championship	C
	Miniature Game Design - AE WWII *	S
5:00 pm	Brass Tournament	B
	Diplomacy Tournament	B
	Fredrich Tournament	B
	Hogwarts House Cup Challenge - DEMO Demo	B
	Khet Small	B
	Merchant of Venus Tournament	B
	Saint Petersburg Tournament	B
	Samurai Swords Tournament	B
	Tinner's Trail - DEMO Demo	B
	Tribune Tournament	B
	Bakugan	C
	Mutants Need Love Too - Mutant Chronicles	C
	Pokemon	C
	World of Warcraft Cattle Drive #3 World of Warcraft	P
Trigun Marathon Part 1	S	
6:00 pm	ANNUAL AWARDS Event	B
	Espana 1936 Event	B
	Formula D - DEMO Demo	B
	Kingsburg Tournament	B
	Kriegbot #1 Event	B
	Lord of the Sierra Madre Small	B
	Michael Schacht's Playtest Special *	B
	TV Trivia Contest Tournament	B
	Ticket to Ride - Marklin Tournament	B
	Monsterpocalypse	C

Start Time Title System Dept.
 Sat, Feb 14th

	Star Wars Miniatures: Jedi Master Event	C
	Halo Tournament #1 Xbox 360	P
7:00 pm	Pitch Car #1 Sponsored	B
	Ra Big	B
	Magic: The Gathering #2	C
	The Love Boat — Pirates Pocketmodel	C
	Warlord: Turncoat Tournament	C
	Air War Vietnam	M
	Battle of Heradea, Rome vs. Pyrrhus	M
	BattleTech	M
	Blood Bowl Weekend	M
	World of Warcraft Cattle Drive - Final Heat World of Warcraft	P
	Flea Market	S
8:00 pm	Bang! Event	B
	Bull in a China Shop Small	B
	Dominion #1 Tournament	B
	Empire Builder Tournament	B
	Lifeboat Event	B
	Pez #1 Small	B
	Warzone - DEMO Demo	B
	Wits and Wagers Tournament	B
	Herodlix: "Love Hurts" Battle Royale	C
	Meepile *	C
	The Roman Senate Based on BG Republic of Rome	L
	The Shape of Things to Come Vampire: The Requiem (Camarilla)	L
	Beyond the Door Dungeons and Dragons 4e	R
	DRAG1-1 Many Hands Make Light Work Living Forgotten Realms - D&D 4e	R

Start Time	Title System	Dept.
Sat, Feb 14th		
	EAST1-2 Marauder's Spear Living Forgotten Realms - D&D 4e	R
	IMPI1-3 Lost Souls Living Forgotten Realms - D&D 4e	R
	If The Old Man Dies Call of Cthulhu	R
	MOON1-3 Black Gold Living Forgotten Realms - D&D 4e	R
	Open RPG Gaming Any	R
	Revenge of the Jedi GURPS Traveller	R
	Star Trek: Deep Space Nine - The Ends and the Means Decipher's CODA System	R
	The Betrayal of Darth Revan Star Wars d20	R
	The Prince of Asgard Conan! Second Edition	R
	Tonight We Dine In HELL!!! MAZES & MINOTAURS	R
	Troubleshooter TV Paranoia	R
9:00 pm	Catch Phrase Small	B
	Chez Geek Sponsored	B
	Cosmic Encounter Tournament	B
	Poker - 7 Card Stud Sponsored	B
	Trigun Marathon Part 2	S
10:00 pm	Thingamajig Small	B
	Tichu Preliminary Round(s) Event	B
	TransAmerica #1 Small	B
	Magic: The Gathering- Elder Dragon Highlander	C
	XXXenophile Valentine	C
11:00 pm	Cash N Guns #1 Event	B
	Times Up Event	B
Sun, Feb 15th		
Midnight	Charades #1 Small	B
	The EYE of ARGON!	S
1:00 am	Werewolf #2 Event	B
9:00 am	Michael Schacht NEW GAME Special *	B

Start Time	Title System	Dept.
Sun, Feb 15th	Phase 10 #3 Small	B
	Clash in The Mediterranean WWII naval	M
	Warhammer Ancient Battles Tournament	M
10:00 am	18XX Classic Tournament	B
	Asia/Europe Engulfed Event	B
	Battle Cry Tournament	B
	Battlestar Gallactica #1 Event	B
	Cutthroat Caverns Event	B
	Euro Rails Tournament	B
	Mille Bornes Small	B
	Power Grid Big	B
	The War Game: WWII Event	B
	Twilight Imperium III Small	B
	Wargame Bootcamp - Sunday Morning Event	B
	Magic the Gathering-Pick-up drafts	C
	Magic: The Gathering- Booster Draft #2	C
	Mechwarrior Tournament	C
	AE-WII Demo	M
	American Civil War: The Battle of Iuka	M
	Basing 101	M
	Battlecruiser Action	M
	Heroscape	M
	Legendary Battles - WHFB Megabattle	M
	North Africa -- Nov. 18, 1941: Bir el Gobi.	M
	Paint and Take	M
	Warhordes Escalating Tournament	M
	Open Comp/Video Gaming Xbox, PS2, PC and more	P
	AGLA1-1 Lost Temple of the Fey Gods Living Forgotten Realms - D&D 4e	R

Start Time	Title System	Dept.
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Sun, Feb 15th

BALD1-2 The Night I Called the Undead Out	Living Forgotten Realms - D&D 4e	R
CORM1-3 Head Above Water	Living Forgotten Realms - D&D 4e	R
IMPI1-1 Alone	Living Forgotten Realms - D&D 4e	R
Mouse Guard : Summer 1152	Burning Wheel	R
Og: Big Smelly Water	Og (Wingnut/Firefly Games)	R
PS #9:Eye of the Crocodile King	Pathfinder Society - Pathfinder RPG	R
Promethean the Created - To The Flame	White Wolf	R
Savage Sword of Conan	Savage Worlds	R
Spirit of the Shattered Earth	Spirit of the Century	R
Star Trek: Deep Space Nine - The Ends and the Means	Decipher''s CODA System	R
The Good, the Bad and the Money	MECHANOID SPACE	R
The Whirlwind	CoC	R
Drawing and Sketching Demo		S

11:00 am	Age of Renaissance Tournament	B
	Alhambra Tournament	B
	Insecta Mutant Kit Small	B
	Michael Schacht NEW GAME Special *	B
	The Club - DEMO Demo	B
	Titan - DEMO Demo	B
	Uno #3 Tournament	B
	Boffer Arena Life Effects *	L

Noon	Cribbage Sponsored	B
	Draco Mundis - DEMO Demo	B
	Pandemic Tournament	B
	Ticket to Ride Europe Tournament	B
	Warcraft the Adventure Game Event	B
	Magic: The Gathering- Elder Dragon Highlander	C

Start Time	Title System	Dept.
Sun, Feb 15th	Mutant Chronicles	C
	Large Scale Battlestar Galactica *	M
	Spore Creature Creation Contest - Kids Spore	P
	Days of the Sentinels Marvel Classic	R
	Tavern Brawl! Flashing Blades	R
	Game Design Seminar	S
1:00 pm	1960 Making of the President Event	B
	Caylus Tournament	B
	Dominion #2 Tournament	B
	History of the World Tournament	B
	Juniors Event #3 Event	B
	Robo Rally #2 Tournament	B
	Take it Easy Small	B
	Talisman Big	B
	Twilight Struggle Tournament	B
	Kingdom Hearts: Coliseum Tournament	C
	Magic: The Gathering #3	C
	Warlord Epic: Doubles	C
	Super Smash Bros #2 Wii	P
	Combat Tier Demo RPG, Tactical Games	R
2:00 pm	Battlestar Gallactica #2 Event	B
	Classic Munchkin, with Everything! Sponsored	B
	Cloud 9 Small	B
	Gem Dealer - DEMO Demo	B
	Here I Stand Tournament	B
	Michael Schacht's Game PlayTest Special *	B
	Munchkin Fu Sponsored	B
	Notre Dame Tournament	B
	Origins, How We Became Human Small	B
	Railroad Tycoon Tournament	B

Start Time	Title System	Dept.
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Sun, Feb 15th

	STEEL DRIVER - DEMO Demo	B
	Wargame Bootcamp - Sunday Afternoon Event	B
	Warzone Special	B
	Wilderness War Tournament	B
	World of Warcraft ccg	C
	AE-WII Demo	M
	Halo Tournament #2 Xbox 360	P
3:00 pm	1st ANNUAL THUMB WARS TOURNAMENT Tournament	B
	Felix: The Cat in the Sack #2 Small	B
	Le Havre - DEMO Demo	B
	Munchkin Quest Sponsored	B
	Red November Event	B
	SUPERNOVA - DEMO Demo	B
	Stone Age Tournament	B
	Bakugan	C
	D&D Miniatures	C
	Magic: The Gathering *Block Party*	C
	World of Warcraft - collectable mins	C
	Nine Dukes of Iron Dying Kingdoms	L
	Redemption by Moonlight Werewolf: the Forsaken (Camarilla)	L
	Rock Band Open Mic Rock Band	P
	Boot Hill - Pacific Rail Conspiracy Boot Hill	R
	CORM1-1 The Black Knight of Arabel Living Forgotten Realms - D&D 4e	R
	Dawn of the Grey Knights D20 Star Wars Saga Edition	R
	Everybody is Kung Fu Fighting! NINJAS & SUPERSPIES	R
	IMPI1-2 Breaking Point Living Forgotten Realms - D&D 4e	R

Start Time	Title System	Dept.
Sun, Feb 15th	MOON1-2 The Sea Drake Living Forgotten Realms - D&D 4e	R
	Nightcycle Shift Paranoia XP	R
	PS #10: Blood at Dralkard Manor Pathfinder Society - Pathfinder RPG	R
	Serial Homicide Unit Serial Homicide Unit	R
	Spirit of the Sword: The Battle of the Long Plains FATE/Spirit of the Century	R
	Swords for Hire AD&D/Home Brew	R
	TYMA1-3 Tools of the Trade Living Forgotten Realms - D&D 4e	R
	The Capture of San Hill Star Wars Saga Edition	R
	The Crimson Codex of Forbidden Ghuang-Xi The Committee for the Exploration of Mysteries	R

4:00 pm	Acquire Small	B
	After the Flood - DEMO Demo	B
	Blokus #2 Small	B
	Illuminati Sponsored	B
	Juniors Event #4 Event	B
	Lunar Rails Event	B
	Modern Naval Battles Small	B
	Municipium - DEMO Demo	B
	Scrabble Small	B
	Spades #3 Sponsored	B
	Pirates: Sink-N-Keep	C
	Yu-Gi-Oh!	C
	Russo-Japanese War	M

5:00 pm	Elk Fest Small	B
	Guillotine #2 Small	B
	Hogwarts House Cup Challenge - DEMO Demo	B
	Tinner's Trail - DEMO Demo	B
	Trivial Pursuit Event	B

Start Time	Title System	Dept.
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Sun, Feb 15th

	Magic: The Gathering #5	C
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	Monsterpocalypse demo	C
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	Star Wars Pocketmodel Tournament	C
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6:00 pm	Golf Mania Small	B
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	Hannibal Rome vs Carthage Tournament	B
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	Ingenious Small	B
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	Jungle Speed Event	B
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	Kriegbot #2 Event	B
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	Liar's Dice #2 Small	B
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	Mall of Horror Event	B
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	Pez #2 Small	B
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	Roads & Boats Event	B
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	Monsterpocalypse	C
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	Guitar Hero #1 PS2 / PS3 / XBox360	P
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7:00 pm	Pitch Car #2 Sponsored	B
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	Puerto Rico Big	B
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	Shogun (Wallenstein) Tournament	B
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	Zombie Fluxx Small	B
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	A Game of Thrones LCG	C
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	Warlord: Kerebrus Tournament	C
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	Air War Vietnam - Mig Master	M
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	Blood Bowl Weekend	M
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	Fictional North Sea Clash (WW2)	M
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	Midnight Skirmish *	M
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	Flea Market	S
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8:00 pm	Apples to Apples Event	B
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	Battlestar Galactica #3 Event	B
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	India Rails Tournament	B
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	Lost Cities Tournament	B
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	Pacific Typhoon Small	B
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Start Time	Title System	Dept.	
Sun, Feb 15th	Treasure Fleet Tournament Special	B	
	Zooloretto Tournament	B	
	Magic: The Gathering *Pauper tournament*	C	
	Lost Possibilities Changeling: the Lost (Camarilla)	L	
	Byline Call of Cthulhu	R	
	Escape! Serenity (Cortex)	R	
	Marvel Slugfest Hero System	R	
	Open RPG Gaming Any	R	
	Rescue Me!: An East Rift Interactive Living Forgotten Realms - D&D 4e	R	
	The Mail Run Mouse Guard	R	
	Tonight We Dine In HELL!!! MAZES & MINOTAURS	R	
	9:00 pm	Race for the Galaxy Tournament	B
		Feedback Forum	S
10:00 pm	Cranium Event	B	
	Poker - Texas Hold 'Em Sponsored	B	
	Tichu Finals Tournament	B	
	TransAmerica #2 Small	B	
	Magic: The Gathering- Elder Dragon Highlander	C	
11:00 pm	Cash N Guns #2 Event	B	
	Bad Movie Night 2: The Return of Bad Movie Night!	S	
Mon, Feb 16th			
Midnight	Charades #2 - A Very Special Valentine's Version Event	B	
1:00 am	Werewolf #3 Event	B	
9:00 am	Michael Schacht NEW GAME! Special *	B	
	Wargame Bootcamp - Monday Event	B	
	Blood Bowl Weekend	M	
	Man O' War	M	
10:00 am	1861 Demo Demo	B	
	Cartagena 1 & 2 Tournament	B	

Start Time	Title System	Dept.
Mon, Feb 16th		
	Downfall of Pompeii Small	B
	Uno #4 Tournament	B
	Magic the Gathering-Pick-up drafts	C
	Magic: The Gathering #4	C
	Air Circus	M
	Open Comp/Video Gaming Xbox, PS2, PC and more	P
	AKAN1-1 The Rotting Ruin of Galain Living Forgotten Realms - D&D 4e	R
	CORM1-2 Gangs of Wheloon Living Forgotten Realms - D&D 4e	R
	SPEC1-1 Shades of the Zhentarim (Round 1) Living Forgotten Realms - D&D 4e	R
	SPEC1-2 Zhent's Ancient Shadows Living Forgotten Realms - D&D 4e	R
	Drawing and Sketching Demo	S
11:00 am	Coloretto with Michael Schacht Event	B
	Napoleonic Wars Sponsored	B
	Through the Desert Sponsored	B
	TransAmerica #3 Small	B
	Auction	S
Noon	No Thanks #2 Sponsored	B
	Pillars of the Earth Sponsored	B
	Kingdom Hearts	C
	Magic: The Gathering- Elder Dragon Highlander	C
1:00 pm	Slide 5 #2 Sponsored	B
	Mutant Chronicles	C
2:00 pm	Fluxx Event	B
	Bakugan	C
3:00 pm	Family Business Sponsored	B
	AGLA1-1 Lost Temple of the Fey Gods Living Forgotten Realms - D&D 4e	R
	AKAN1-2 The Depths of Airspur Living Forgotten Realms - D&D 4e	R

Start Time	Title System	Dept.
Mon, Feb 16th	CORM1-3 Head Above Water Living Forgotten Realms - D&D 4e	R
	SPEC1-1 Shades of the Zhentarim (Round 2) Living Forgotten Realms - D&D 4e	R
	SPEC1-2 Zhent's Ancient Shadows Living Forgotten Realms - D&D 4e	R

* = Play with the creator

B = Board Games, C = Collectibles, L = LARPs, M = Miniatures, P = Computers, R = RPGs, S = Seminars

Annual Awards

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

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

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

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

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

Party games are harder to determine, so each team member will get the points.

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

For 2008 the winners are:

Jack Butler: Chris Johnson

Card Games: Scott Samarel

Euro Games: Bruce Schlickbernd

Family Games: Chris Johnson

Party Games: Edward Roske

Rail Games: Kenneth Heilfron

Social Games: Mary Taylor

Strategy Games: Alasdair Burton

War Games: Mark Luta

Board Game Events

Ballrooms A-D

1st ANNUAL THUMB WARS TOURNAMENT – Sun, 3:00 pm

Join us for this limited competition of Thumb Wars. Are you the best? Or one of the rest?

Age of Empires III – Fri, 7:00 pm

Take on the role of a colonial power seeking fame, glory and riches in the New World. As you proceed through three ages you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capital buildings that give your nation distinct advantages, develop your economy, and if necessary, declare war.

ANNUAL AWARDS – Sat, 6:00 pm

Come and join us for the annual award ceremony with MC Winton Lemoine, and see who the best board gamers around are.

Avalon Hill's DUNE Boardgame – Sat, Noon

The Third Annual Dune Tournament! Avalon Hill's classic game of science-fiction warfare and intrigue. Originally published in 1979! A final round could take the event to 8pm or 10pm. The prize is a copy of the board game.

Battlestar Galactica - DEMO – Fri, 9:00 pm

Love the series? You'll want to try your hand at this semi-cooperative game from Fantasy Flight Games.

Bump in the Night Demo – Sat, 10:00 am

Come learn "Bump in the Night" from the designer. "Bump" is a new, strategic game from Twilight Creations in which players use their monsters to scare little children who have wandered into their haunted house.

Chez Geek – Fri, 9:00 pm

It's another Friday night at Chez Geek, the card game that lets you set up house with your friends - for as long as you can stand them. Get a job and spend money and time to accumulate Slack points. You can have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping?

CHINA with Michael Schacht – Fri, 5:00 pm

CHINA, based on the award winning game "Web of Power", is an Area Control game which combines multiple tactical possibilities with simple to learn rules and a short playing time.

Classic Euro Demos – Fri, 3:00 pm

Join Game Master Ed Williams as he will be happy to teach players some of the classic Euro games Puerto Rico, Tigris and Euphrates, El Grande, Carcassonne, and Settlers of Catan. Are you new to the hobby? Then check this event out, and have Ed explain these classics to you from 3-8 pm.

Classic Munchkin, with Everything! – Sun, 2:00 pm

Come play the classic game of monster killing, treasure grabbing, buddy stabbing, and evil cackling. Whether you're an experienced Munchkineer, or a newbie, you'll experience all the fun parts of a roleplaying game without the roleplaying game. This event will include Classic Munchkin, plus Munchkin expansions 2-7 and "Munchkin Dice".

Cosmic Encounter – Sat, 9:00 pm

Players represent alien races that are seeking to spread themselves onto five foreign worlds. To accomplish this, they make challenges against other players and enlist the aid of interested parties. But alien powers, which are unique to each race, give players ways to bend or outright break some rule in the game.

Deep Space DrillerAce – Sat, Noon

"Convention Exclusive" oversized copy of the game for the winner.

Draco Mundis - DEMO – Sun, Noon

Asmodee brought this exploration game to our shores. Run through the jungle and battle your colleagues for the most points.

Formula D - DEMO – Sat, 6:00 pm

Asmodee's done a gorgeous new version of the classic Formula De. A terrific race game that plays in about 60 minutes.

Formula De – Sat, 3:00 pm

The new Formula De is out and we have ALL the old tracks. For experienced players, the rules are fairly similar with minor changes. For new players, the rules are beer and pretzels. This will be a 2 lap race and we have multiple tracks.

Gem Dealer - DEMO – Sun, 2:00 pm

Reiner Knizia's *Attacker* is back in a new form with pretty stones as FRED Distribution's Gem Dealer. A light and fun auction game.

Ghost Stories - DEMO – Sat, 3:00 pm

Looking for an amazing cooperative game that is nearly impossible to beat but incredible fun to lose? Become a Taoist fighting off the onslaught of the undead in this terrific Asmodee title.

GIANT Zooleretto, Aquaretto, XXL Tournament – Sat, 3:00 pm

All three games combined together to create one GIANT tournament. Everyone who plays gets a special Strategicon ONLY Zooloretto tile expansion (provided by Michael Schacht).

Hogwarts House Cup Challenge - DEMO – Sat, Sun, 5:00 pm

NECA and award-winning designer Andrew Parks bring us to the world of Harry Potter for a chance to explore and discover the world of Hogwarts School of Witchcraft and Wizardry. Compete with your fellow Gryffindors to add the most glory on the path to winning the House Cup. First Year version will be played to only 200 points.

Hurry'Cup - DEMO – Sat, 4:00 pm

This Asmodee racing game actually includes a personal speed element. A fun, light trip around the race track.

Illuminati – Sun, 4:00 pm

The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS! Players compete to grab powerful groups and increase their wealth and power. No ploy is too devious, no stratagem too low, as you scheme your way to victory. Includes Y2K and Bavarian Fire Drill Expansions.

Michael Schacht NEW GAME – Sat - Mon, 9:00 am; Sat, 11:00 am

Play Michael Schacht's newest games, just released by the publishers! Come play an english language "mock-up", created by Michael himself, of either "Die Goldene Stadt" (The Golden City) published by Kosmos, or "Valdora" published by Abacusspiele.

Michael Schacht's Game Playtest – Sat, 6:00 pm; Sun, 2:00 pm

Michael Schacht is working on a new game. Come play one of his new designs, give feedback, and be a part of the development process.

Munchkin Fu – Sun, 2:00 pm

The Munchkins are back! Now it's chop-socky Hong Kong action! The characters are Samurai, Ninja, Yakuza, and Monks. The foes are mooks, demons, and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character's powers.

Munchkin Quest – Sat, 4:00 pm

Kill, grab, and stab. It's the Munchkin boardgame! Build the dungeon, a room at a time. Populate it with monsters and let your munchkins run amok! Cooperate with the group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it. Battle monsters for power and treasure, or send them after your friends. Reach Level 10, and then get out alive!

Municipium - DEMO – Fri, 6:00 pm; Sun, 4:00 pm

Come learn Valley Games terrific new offering from Reiner Knizia. 60-75 minutes.

Old World New World - DEMO – Sat, Noon

Set in the era of exploration and colonization. Dispatch armies and ships to explore the world in hopes of being the first player to discover the New World. Play terrain cards to create your path to the new world, or to block your opponent. There are lots of event cards, so look out for exciting twists! You will be playtesting a game that is soon to be published!

Roll Through The Ages - DEMO – Sat, 11:00 am

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

Shogun (Wallenstein) – Sun, 7:00 pm

Each player assumes the role of a great Daimyo with all his troops. Each Daimyo has the same 10 possible actions to develop his kingdom and secure points. Each round, the players decide which of the actions are to be played out and in which of their provinces. If battle ensues between opposing armies, the unique Cubetower plays the leading role. The troops from both sides are thrown in together and the cubes that fall out at the bottom show who has won immediately.

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

SUPERNOVA - DEMO – Sat, 10:00 am
This Valley Games “euro-wargame hybrid” is about conflict in a galaxy that will end with a bang. Short version will be played.

Talisman – Sun, 1:00 pm
Talisman will use the fourth edition rules as revised by Black Industries and Fantasy Flight Games. Four squares, including the Desert, will be modified to reflect the revised rules of Fantasy Flight. The Grim Reaper will not be used. The Prophetess will be modified as usual.

The Club - DEMO – Sun, 11:00 am
FRED Distribution released this amusing game about, well, hanging out at a club.

Ticket To Ride: The Dice Expansion – Sat, Noon
This Days of Wonder expansion turns Ticket to Ride into a light, enjoyable filler. Standard TTR will be used.

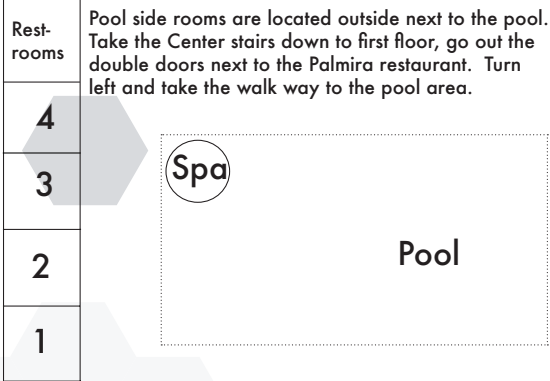
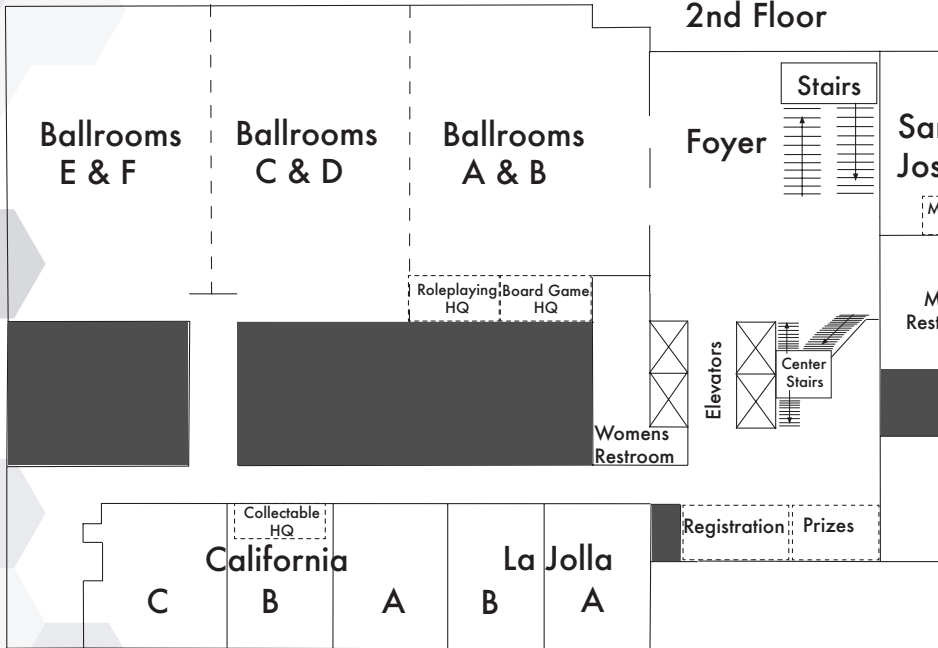
Titan - DEMO – Sun, 11:00 am
Valley Games has resurrected the awesome “Monster Slugathon” game from the Avalon Hill graveyard and made it better than ever! A shorter version of the game will be demonstrated. Time varies based on player participation but this is a long one!

Treasure Fleet Tournament – Sun, 8:00 pm
Load your cannons and ready your boarding party as you join us for Ship of Fools Games’ Treasure Fleet Tournament! Prizes will be awarded to the first, second and third place pirates. Visit the Ship of Fools Games booth to see the prizes that await your plundering. A minimum of 8 players is required for this event.

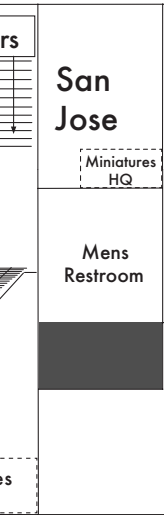
War Game Bootcamp – Fri, 6:00 pm; Sat, Sun 10:00 am; Sat, Sun, 2:00 pm; Mon 9:00 am
Join the War Game team as they are willing to show people how to play some of the newest wargames around. These can be shorter or longer, so learn some new games and have fun.

Warzone – Sun, 2:00 pm
If there are at least 4 teams, and a team may consist of 1-2 people, then they will qualify for a fantastic prize of 50 Dealer Dollars to the winner of the tournament.

Zombinon – Fri, 5:00 pm
The Zombie version of Dominion

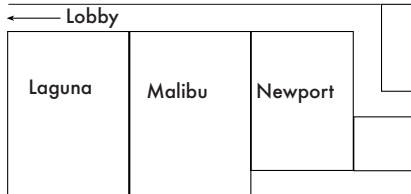


ORCCON 2009 DIRECTORY



Catalina Exhibitor Hall

Laguna, Malibu and Newport rooms are located on the first floor. Take the Center stairs then turn right heading towards the double glass sliding doors



Room
1210

To get to room 1210,
take elevator to the
12th floor

Guest of Honor

Michael Schacht

Michael Schacht is the award-winning designer of over 100 board and card games and game expansions. His games are best known for packing a lot of tough decision making into a short playing time. His game designs include Zooloretto (the 2007 German Game of the Year winner), Aquaretto, Coloretto, Hansa, Industria, and China (also known as Web of Power).

He started designing board games in 1993; his latest designs include Zooloretto: Exotic, Die Goldene Stadt (The Golden City), and Valdora. He's studied graphic design, worked for nearly 15 years as an Art

Director, and works as a freelance game illustrator when he's not designing games. His game illustration credits include Zooloretto, China, Patrician, Diabolo, Coloretto Amazonas, and Oltremare (with Oliver Freudenreich).

His web site is at www.michaelschacht.net, where many of his game designs may be played online, and his original musical compositions may be found. He was born in Germany, and lives with his wife in Frankfurt am Main.



Be sure to join the Q&A session and Game Signing session with Michael at 1 PM on Saturday.

Collectible Events

California A & B, La Jolla B

A Game of Thrones LCG – Sun, 7:00 pm

A Game of Thrones LCG...is a game of epic battles and intrigue for 2-4 players. Players vie for the Iron Throne as one of the six Great Houses of Westeros using their favorite characters from George R.R. Martin's A Song of Ice and Fire novels in military, intrigue and power challenges

Call of Cthulhu Lcg – Lucky 13 – Fri, 9:00 pm

In Call of Cthulhu: The Living Card Game, players take the roles of investigators, villains, and unspeakable horrors inspired by the dark mythos of H.P. Lovecraft. Agency detectives, Miskatonic University students and faculty, and the members of the mysterious Syndicate all join the fight against otherworldly beings including Cthulhu, Hastur, Yog-Sothoth, and Shub Niggurath. Players can bring decks or use one provided. Join the friday the 13th fun.

CCG Gathering *Return of the Dead* – Fri, Noon

Today the dead walk again. Retired and dead ccgs return to battle once more. Bring your hecatomb, anachronism, buffy the vampire slayer, VS or wyvern. Or bring a game that is not on the schedule like L5R, UFS or Naratu. Bring enough for 2 players, sign up, and have fun. Points scored for bringing games and playing matches. All day event. Play anytime.

Friday Night Magic – Fri, 6:00 pm

DCI Sanctioned.

Friday Night Magic #2 – Fri, 8:00 pm

GM: Jacob Faturechi

DCI Sanctioned

Friday the 13th – Fri, 10:00 pm

Jason Voorhees returns. This time he is not alone. Come join us for this hybrid of horrorclix, heroclix and halo actionclix. Build a horroclix force of 200 points or a heroclix force of 200 points (with no figure over 40 points), or bring your haloclix force with upgrades. 13 figure maximum for any force. Prizes.

Herodix: "Love Hurts" Battle Royale – Sat, 8:00 pm

300 points. Teams must be comprised of couples or lovers from comics or have cupid, love, heart, kiss, or valentine in their name.

Heroscape Orcon Championship – Sat, 4:00 pm

GM: Bobby Doran

Participate in the greatest battle of all time, when all heroes and warriors of history and fantasy converge on a battlefield. Players bring order and wound markers, dice, cards, and a pre-drafted 400 point heroscape army

Kingdom Hearts – Fri, 4:00 pm; Sat, Mon, Noon

Constructed format. Limited edition card for all participants and LE prize card for winner.

Kingdom Hearts: Coliseum Tournament – Sun, 1:00 pm

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

Magic the Gathering – Pick-up drafts – Fri, Noon; Sat, Sun, Mon, 10:00 am

GM: Jacob Faturechi

All day event. DCI Sanctioned. Draft starts when 8 players are gathered. 10am til midnight.

Magic: The Gathering #1 – Sat, 10:00 am

GM: LaTonya Turner

Legacy Format. DCI Sanctioned

Magic: The Gathering #2 – Sat, 7:00 pm

GM: Robert kent

Extended format- DCI Sanctioned

Magic: The Gathering #3 – Sun, 1:00 pm

GM: LaTonya Turner

Extended format- DCI Sanctioned

Magic: The Gathering #4 – Mon, 10:00 am

GM: Jacob Faturechi

Legacy format. DCI sanctioned

Magic: The Gathering #5 – Sun, 5:00 pm

Vintage format. DCI sanctioned

Magic: The Gathering *Block Party* – Sun, 3:00 pm

GM: LaTonya Turner

It's a block party. Mirrodin, Kamigawa, Ravnica, Time spiral, Lorwyn, Shadowmoor, or shards of Alara blocks are invited to participate.

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

Poor man tourney. Deck is constructed of commons only. Any set is allowed. Fun fun fun.

Magic: The Gathering – Booster Draft #1 – Sat, 3:00 pm

GM: Robert kent

DCI Sanctioned. Shards/conflux.

Magic: The Gathering – Booster Draft #2 – Sun, 10:00 am

GM: Robert Kent

DCI Sanctioned. Multi-set draft.

Magic: The Gathering – Elder Dragon Highlander – Fri-Mon, Noon; Fri-Sun, 10:00 pm

Players must choose a legendary creature as the "General" for their deck. The General's mana cost limits what coloured mana symbols may appear on cards in the deck anything which would generate mana of an illegal colour generates colourless mana instead. Deck must contain exactly 100 cards, including the General. No dupes.

Magic: The Gathering – Japanese Shards Draft – Fri, 4:00 pm

Booster draft.

Mechwarrior Tournament – Sun, 10:00 am

GM: Kenneth Kaler

Bring 450 points of your favorite faction and join us to find who is the greatest mechwarrior of them all.

Meepile – Sat, 8:00 pm

GM: Bobby Doran

Players take turns stacking their Meeples on top of the Megameeple's raised arm. The first player to place 7 Meeples on the pile without knocking any Meeples off is the Meeple Master.

Monsterpocalypse – Fri-Sun, 6:00 pm

GM: Robyn Nixon

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

Mutant Chronicles – Fri-Sun, Noon; Mon 1:00 pm

3/3/3 format.

Mutant Chronicles: Orcon Tournament – Sat, Noon

5/5/5 tactical format. Swiss rounds followed by single-elimination round.

Mutants Need Love Too – Mutant Chronicles – Sat, 5:00 pm

Love is in the air- but blood stains the battlefield. 5/5/5 format.

Pirates: Sink-N-Keep – Sun, 4:00 pm

GM: Victor Bugg

A strategicon tradition. Bring and use one unopened booster pack from any set. Teams will be formed. Players battle each other and the GM. Any GM ship you sink you keep plus there are special ships and prizes awarded thru the game. Winning team also gets a prize. Food and fun for everyone.

Pokemon – Sat, 5:00 pm

Constructed – Unlimited format. Swiss pairings.

Star Wars Miniatures: Jedi Master Event – Sat, 6:00 pm

GM: Fred Carmelia

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

Star Wars Pocketmodel Tournament – Sun, 5:00 pm

30 card deck. 24 stars of units (16 start/8 reserves)

The Love Boat – Pirates Pocketmodel – Sat, 7:00 pm

GM: Victor Bugg

45 point fleet. Must have an equal number of female to male crew. Candy hearts replace gold. Player fleet remaining that has most hearts wins. Other valentine surprises too.

Warlord: Kerebrus Tournament – Sun, 7:00 pm

GM: Fred Carmelia

Kerebrus format. 4E

Warlord: Starter Deck Tournament – Fri, 6:00 pm

GM: Heather Sinauskas & Chris Shoenthal

Head to head matches from starter deck. Swiss pairings.

Warlord: Turncoat Tournament – Sat, 7:00 pm

GM: Rami Silverman

In this fun variant all Warlords must be played as a different faction than the one printed. All faction references and special trait references on the Warlord will change as well.

Warlord: West Coast Winter Championships – Sat, 1:00 pm

GM: Fred Carmelia and Chris Shoenthal

West Coast Winter championships. Singles-4E

World of Warcraft CMG – “Lovecraft?” – Sat, 2:00 pm

Combine valentine’s day love with warcraft and you get Lovecraft. World of warcraft cmg is a collectable miniature game based on the pc game.

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

Come join other World of Warcraft TCG players and raid Onyxia’s lair, Magtheridon’s lair. the molten core, or the Black Temple.

WWE Raw Deal Charity Event – Sat, Noon

GM: Tony Vela

The first annual Adam Crites RAW Deal Tournament. This event is being held to honor the memory of Southern California’s RAW Deal leader, Adam Crites, who passed away earlier this year. He is sorely missed. Format: Classic Cost: \$20.00 to enter the tournament. *All entry monies will be going to the Adam Crites Memorial Fund.* Prize Support: This event will have tons of prize support. Grand Prize will be an ECW World Tag Team Championship replica belt autographed by several Superstars, as well as an Invitation to the 2009 Raw Deal World Championships (held at GenCon, using the “GYOAT” rule) ..Entry prizes ..worst record prize ..autographed cards ..Classic and Revo TK cards Plus much more...

XXXenophile Valentine – Sat, 10:00 pm

What better way to finish off valentines day gaming than with XXXenophile. Woo Hoo! Bring your cards and join in the fun.

Open Gaming

Ballrooms E-F

We’ve set aside a third of the main Ballroom for open gaming. While there, you can check out the Open Gaming Library so that you can try games you’ve never played before or old favorites you don’t have. Enjoy!

Computer and Video Game Events

La Jolla A (Hours: 10 am to 10 pm Saturday and Sunday)

Guitar Hero #1 – Sun, 6:00 pm

A head-to-head ladder elimination tournament for the Guitar Hero games. This includes ALL Guitar Hero games that are available at the "Con". It will PROBABLY be played on PS2, but if we have versions available for other systems, they can be used. If you want to use your own guitar, feel free to bring it, but you will have to check in at the desk.

Halo Tournament #1 – Sat, 6:00 pm

Classic Deathmatch action. The halo tournaments have been getting bigger, and so have the stakes. Sign ups and prize information are available in the computer room. Tournament structure will depend on number of entrants and selected prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time.

Halo Tournament #2 – Sun, 2:00 pm

Classic Deathmatch action. The halo tournaments have been getting bigger, and so have the stakes. Sign ups and prize information are available in the computer room. Tournament structure will depend on number of entrants and selected prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time.

Open Comp/Video Gaming – Sun, 10:00 am

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

Rock Band Open Mic – Sun, 3:00 pm

Hey, what's that music down the hall? OH MY GOD IS THAT JOURNEY?! I LOVE THAT SONG! Come join your fellow gamers for the free spirited rocking out with Rock Band. Single players welcome, Whole bands (4 person) encouraged! Come and impress, you might even get some new fans. Event held in California C.

Spore Creature Creation Contest - Kids – Sun, Noon

Spore Creature Creator is an easy-to-use creature creation tool . With a simple drag-and-drop interface, you can assemble your creature from a wide range of parts. How do you feel about tentacles? Why only two eyes? Each contestant will create their own unique creature. Judging will be based on creativity and uniqueness. (12 & under)

Spore Creature Creation Contest 13+ – Sat, 11:00 am

Spore Creature Creator is an easy-to-use creature creation tool . With a simple drag-and-drop interface, you can assemble your creature from a wide range of parts. How do you feel about tentacles? Why only two eyes? Each contestant will create their own unique creature. Judging will be based on creativity and uniqueness. (13+)

Super Smash Bros #2 – Sun, 1:00 pm

A tourney for more experienced Brawl players. Single-elimination SSBB Tourney with up to 32 entrants. Games will be 5 stock matches with items disabled. All characters will be unlocked.

Super Smash Bros Brawl – Sat, Noon

Come to the computer room for a friendly brawl! Single-elimination SSBB Tourney with up to 32 entrants. Games will be 10 stock matches with limited item and stage availability. All characters will be unlocked.

World of Warcraft Cattle Drive #1 – Sat, 1:00 pm

Participants must start a brand new Level 1 Tauren, and run from the Tauren starting zone to the front gates of Ironforge. This will be a more brutal run! The Tauren will be PvP-enabled through the Dwarven starting area. There are several different ways to travel for this particular run. Come demonstrate your knowledge of Kalimdor! Each of the four events is a "Heat" - people in all four events are competing against each other for one tournament prize.

World of Warcraft Cattle Drive #2 – Sat, 3:00 pm

Participants must start a brand new Level 1 Tauren, and run from the Tauren starting zone to the front gates of Ironforge. This will be a more brutal run! The Tauren will be PvP-enabled through the Dwarven starting area. There are several different ways to travel for this particular run. Come demonstrate your knowledge of Kalimdor! Each of the four events is a "Heat" - people in all four events are competing against each other for one tournament prize.

World of Warcraft Cattle Drive #3 – Sat, 5:00 pm

Participants must start a brand new Level 1 Tauren, and run from the Tauren starting zone to the front gates of Ironforge. This will be a more brutal run! The Tauren will be PvP-enabled through the Dwarven starting area. There are several different ways to travel for this particular run. Come demonstrate your knowledge of Kalimdor! Each of the four events is a "Heat" - people in all four events are competing against each other for one tournament prize.

World of Warcraft Cattle Drive - Final Heat – Sat, 7:00 pm

Participants must start a brand new Level 1 Tauren, and run from the Tauren starting zone to the front gates of Ironforge. This will be a more brutal run! The Tauren will be PvP-enabled through the Dwarven starting area. There are several different ways to travel for this particular run. Come demonstrate your knowledge of Kalimdor! Each of the four events is a "Heat" - people in all four events are competing against each other for one tournament prize.

LARP Events

Poolside 1-2, Laguna, 1210

Boffer Arena – Sun, 11:00 am – Life Effects

GM: Ira Ham

Come test your mettle in this open event. Stop by between games and try your hand at live boffer combat. No experience necessary. Who will emerge as the most skilled fighter at Orcon 2009? Nine hours. Come join in at any time.

Houses of the Blooded LARP – Sat, 3:00 pm – Houses of the Blooded Live

GM: John Wick

The first meeting of the newly-formed Senate provides opportunities for politics, treachery and romance. The HotB Live System is easy to learn and easy to use. Costumes are encouraged – they provide in-game bonuses! Come see why White Wolf freelancer “Black Hat” Matt McFarland said, “If this game was available in the ‘90’s, we wouldn’t be playing Vampire.”

Lost Possibilities – Sun, 8:00 pm – Changeling: the Lost (Camarilla)

GM: John Milam

Into the Hedge we go? A Goblin Market the say. We’ve been here before? But everything is different.... Is that Odd?

Nine Dukes of Iron – Sun, 3:00 pm – Dying Kingdoms

GM: Jesse Heinig

The nine Iron Dukes of Bech come together for a meeting the likes of which hasn’t been seen since the founding of that breakaway nation. Diplomacy, treachery, and might of arms will determine whether the Bechans fall to civil war, or rise under the standard of a new Iron Lord.

Redemption by Moonlight – Sun, 3:00 pm – Werewolf: the Forsaken (Camarilla)

GM: Ryan Brandos

Affiliated with the Camarilla

The Roman Senate – Sat, 8:00 pm – Based on BG Republic of Rome

GM: Darnell Coleman

Play a Roman Senator in a faction, try to rule the Senate, make money and avoid being killed. Can you keep the Barbarians from gaining citizenship? Can you keep Rome’s enemies from destroying the Republic, or will you decide to march on Rome and proclaimed Dictator or will you work internally to be made First Man of Rome. Maybe you will just have your faction win. Or die trying, yes people can die in the game.

The Shape of Things to Come – Sat, 8:00 pm – Vampire: The Requiem

(Camarilla)

GM: Erik Blair

As darkness falls over Southern California, the Kindred come out to feed. This time, however, there is a new enemy that plans to feed on them.... This event is a Featured Game of the White Wolf Camarilla LARP club and established PCs are welcome to play. New players are also very welcome, and they will be able to take the PCs from this game directly into the club’s games if they choose to join.

Winter’s Valentine Ball – Sat, 3:00 pm – Mage: The Awakening (Camarilla)

GM: John Milam

Locks and secrets, hearts and love letters, and Winter... Have Sorrow and Love ever been united in such a way? Come and dance the dance of Love and Tragedy at the Winter Court’s annual Valentine’s Day ball.

Miniature Events

Ballroom Foyer, San Jose, Malibu, Newport

A French Farmhouse down the Road – Sat, Noon

GM: Bruce MacRae

NUTS! is a WWII skirmish game published by Two Hour Wargames. Come & play, everyone is welcome! Somewhere in France is a farmhouse that must be taken. The Germans hold it, the US must take it. Come and try your luck! Everything is provided, just need players!

AE-WII Demo – Sun, 10:00 am

GM: Phil Abramowitz

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

Air Circus – Mon, 10:00 am

GM: Special Projects Team

Tag Team action in the sky as players will partner up and dogfight! The team that has done the most damage wins (midair collisions don't count Paul). Rules are easy, tactics are challenging!

Air War Vietnam – Sat, 7:00 pm

GM: Jose Mendiola and Robert Jones

Air War Vietnam - F-105 Thunderchiefs on egress from bombing mission are harassed by Migs. F-4 Phantoms flying CAP for the mission. Up to 8 experienced players.

Air War Vietnam – Mig Master – Sun, 7:00 pm

GM: Jose Mendiola and Alex Romero

2 US Navy F-8 Crusaders fly escort for bombing mission go on the offensive against 4 Mig-17s. Fights On! up to 6 experienced players.

American Civil War: The Battle of Iuka – Sun, 10:00 am

GM: David Maupin

September 19, 1862. General Price and his Confederate army found themselves trapped between two converging Union armies. Can General Price clear his line of retreat before he is trapped between the closing jaws of the Union forces? The players play as brigade commanders. The rules play quickly and are easy to learn. All figures and terrain supplied by the LA27percenters Wargaming Club.

American War of Independence - Barren Hill, May 20th, 1778 – Sat, 10:00 am

GM: Steve Phenow

15mm figures American War of Independence. Barren Hill, May 20th, 1778. The Marquis de La Fayette has been trapped by the British advance. Can he fight his way out before the British destroys his command? "War Against George III" rules will be used. 4 to 6 players, no experience necessary.

Basing 101 – Sun, 10:00 am

GM: Katie Gonzalez

Want to learn how to make simple, effective bases in very little time for your army? Want to explore more complicated bases for your display miniatures? I will show you different techniques to spruce up your bases. In addition, students will get the opportunity to experiment with the Vallejo Stone and Water Effects line. Bringing your own miniature(s) to base is strongly encouraged.

Battle for the Fusion Reactor - WH40k Apocalypse – Sat, 10:00 am

GM: Toby & Touradj

Participate in this classic battle between the forces of the Imperium and those that want to tear it apart. Bring your multiple list from 3k to 5K points. Sides will be determined from the people who come, players may join in at later times. Scenario and rules will be based on WH 40k 5th edition, Apocalypse and Apocalypse reloaded.

Battle of Heraclea, Rome vs. Pyrrhus – Sat, 7:00 pm

GM: Paul Rigby

The Roman legions clash with the army of Pyrrhus of Epirus to determine who holds influence in southern Italy. The Might of Arms play test rules for version 2.0 will be used. All figures are provided.

Battlecruiser Action – Sun, 10:00 am

GM: Steve Thorne and Joe Bickley

WWI was the Battlecruiser's war. This scenario is the clash of the conflict's latest and greatest, with a bit support from destroyers and light cruisers tossed in. We will use 1/6000 minitatures with room for eight players.

BattleTech – Sat, 7:00 pm

GM: Jon Wagner and Justin Clouter

Lance vs lance combat. Beginners welcome. Bring your Mechs or use ours figures & terrain provided.

Battletech Tournament – Sat, 1:00 pm

GM: Tom Sutton

Battletech 1. Pick two of your favorite Inner Sphere assault mechs. Mech sheets must be pre-printed FASA/Wiz Kids sheets. No custom mechs ! Two Mechs. Two hundred tons allowed. 2. Two Inner Sphere pilots. Pilot ratings 2/3 and 3/4. 3. Bring copies of Mech sheets of mechs you intend to run. Also, bring one map, dice, and mech figures. Please come prepared to begin play immediately.

Beginner Painting – Sat, 2:00 pm

GM: Katie Gonzalez

New to miniature painting or want to pick up some tips? Let me teach you the very basics of painting. Everything you need to get started whether you're painting armies, figures for tabletop pen and paper gaming or just for fun, join me. Paints, brushes and a limited number of primed figures available, so if possible please bring your own primed figure to paint along with the instructor.

Blood Bowl Weekend – Sat, 7:00 pm

GM: Dennis Bolin

Friday, Saturday, and Sunday @ 7pm join us to get in games to skill up your team. Start with 1mil and 5 free FF (all LRB 5b teams will be eligible) (Can use inducements and 1 star player) Monday is the big bash, 9:30 am - 3:30 pm. Three games of BLOOD BOWL (bring your drinks and lunch)

Broadside Bash - 40k GT – Sat, 8:00 am

GM: John Macomber

The Pacific Marauders Broadside Bash 2nd annual event.

Broadside Bash - WHFB GT – Sat, 8:00 am

GM: John Macomber

The Pacific Marauders Broadside Bash 2nd annual event.

Circus Maximus – Sat, Noon

GM: Calleen Tokashiki

Circus Maximus details the chariot races that occurred in ancient Rome. Eight teams race around the track three times to determine victory. After choosing the specs for their driver, team, and chariot, the players are free to do as they wish to hamper the other racers including whipping other riders, ramming chariots with scythed wheels, smashing into horses, and running over crashed opponents.

Clash in The Mediterranean WWII naval – Sun, 9:00 am

GM: Robert Boyens and Jesse Boyens

Italians vs. British - 1/2400 scale ships. Brit and Italian naval battle in the Med 1942. All figures provided.

Close Action – Sat, 10:00 am

GM: Tim Charlesworth and Robert Estremo

British and French sailing ships clash for control of the high seas. 6 to 8 experienced players. All figures provided for play.

Fictional North Sea Clash (WW2) – Sun, 7:00 pm

GM: Alex Webster

Fictional clash between the Royal Navy and the Kriegsmarine in the North Sea. "Victory At Sea" is a simple set of World War 2 Naval rules with this battle being fought using 1:4800th scale ships. All equipment will be supplied and the rules will be taught, beginners welcome. A battle takes about 2-3 hours, so a second clash is planned for around 9:30-10:00pm.

Flames of War Tournament – Sat, 9:00 am

GM: Bill Wilcox

This will be a 2-day 1,750 point late war tournie, and will be a qualifier for the 2009 Nationals. All official published lists (army books and .pdfs) are legal. British and US Italy Vet forces from FE are 1,355 pnts, German SS and Soviet Guard forces from FE are 1,460 pnts. The only multi-company forces allowed are US Rangers, British Commandos, and British Churchill Companies.

FoW relaxed mega battle/Demo – Fri, 6:00 pm

GM: Francisco Vassallo

Don't have the energy for the FoW qualifier tournament but want to play. Come join us in either a mega battle or a series of battles, depending on participation. Playing on the qualifier, need some practice, come join us, just relax a little, show your army, scare your opponents a full day before the tournament. Either way, expect a fun, relaxed, environment, with plenty of but kickery.

Gettysburg / Day 2 - 5mm – Sat, 9:00 am

GM: Robert Boyens and Jesse Boyens

Gettysburg game, day 2 - 5mm ACW battle for Gettysburg. All figures and terrain provided for play. Bring your best painted 5mm figures if you have them. And your lucky dice. Up to 8 players.

Heroscape – Sun, 10:00 am

GM: Chris O'Rourke

Heroscape - Miniatures event. Figures and battle scape provided. Beginners welcome.

Is That You, Sacha? – Sat, 10:00 am

GM: Sacha Schwarzkopf & Gregory Kuntz

Somewhere in France, there is a meeting engagement between American and German reconnaissance elements at an important bridge for the advancing 3rd Army. This is an introductory scenario containing all the elements – armor, artillery, and infantry – of the combined arms battlefield for the rules set Mein Panzer.

Large Scale Battlestar Galactica – Sun, Noon

GM: Special Projects Team

Come and help us develop our next large scale miniatures event, Battlestar Galactica.

Legendary Battles - WHFB Megabattle – Sun, 10:00 am

GM: Toby & Touradj

The Borders have been overrun on all sides by Chaos/Orcs and the Dark Elves. The Forces of Good must stand and push back this menace. Bring your 2k to 4k lists to participate. Ruleset WHFB Current Edition and Army Books, plus the GW Legendary Battles Supplement

Man O' War – Fri, 7:00 pm

GM: Paul Richert & Daniel Webster

Man O' War - Fantasy Sea battles in the Warhammer Fantasy Realm. Play Games Workshop's classic game. 1000 point battles. Miniatures provided or bring your own.

MBT – Sat, 10:00 am

GM: Chris O'Rourke and Bill Rios

MBT/Main Battle Tank - 1/285 modern micro armor. Rules from the board game edition from Avalon Hill. This event is a miniatures and terrain game. All day event. Figures provided for play and beginners welcome.

Midnight Skirmish – Sun, 7:00 pm

GM: Special Projects Team

In 1944 at night, 2 fleets did not pass peacefully in the night. As a matter of fact, there was a ****load of gunfire exchanged. Double blind rules will be in effect until the fleets are sighted and 16" shells light up the night. Beginners welcome, rules are easy, tactics are challenging!

Miniature Sculpting and Conversion – Sat, Noon

GM: Matt Gubser

Unlock the dark art of miniature sculpting with professional sculptor Matt Gubser in this hands-on sculpting workshop. Tools and materials will be provided. All skill levels welcome.

Miniature Sculpting-Faces – Sat, 3:00 pm

GM: Matt Gubser

Unlock the dark art of miniature sculpting with professional sculptor Matt Gubser in this hands-on sculpting workshop as we tackle the most challenging aspect of all-the face. Tools and materials will be provided. All skill levels welcome.

North Africa – Nov. 18, 1941: Bir el Gobi. – Sun, 10:00 am

GM: Dan Munson

15mm figures World War II - The attack of the British 22nd Armored Brigade against the Bir el Gobi position held by elements of the Italian Ariete armored division. Will the British armor successfully negotiate the minefields and over-run the Bersaglieri defenders before Ariete's armor can intervene? Modified Cross-fire rules "Wustenkrieg (Desert War)" will be used. 3 to 6 players, no experience necessary.

Paint and Take – Sun, 10:00 am

GM: Katie Gonzalez

The Paint and Take is exactly what it sounds like, come, paint a miniature (provided) and take it with you! Experienced painters are on hand to give you tips and answer your questions. The Paint and Take is open from 10 AM to 5 PM, so stop by in between your other games. Paints supplied by Reaper Miniatures, miniatures provided by Games Workshop, Reaper Miniatures and others.

Painting Lessons (Army painting 101) – Sat, 10:00 am

GM: Aaron Lovejoy

Tired of playing with those unpainted miniatures? Want to learn how to paint them quickly but with that "Wow factor". Come learn how to paint with Golden Demon winner Aaron Lovejoy aka "olliekickflip". We'll go over all the basics so stop on by! Feel free to bring models from your current army so that we can go over tips to making them look that much better!

Painting Lessons (Blending 101) – Fri, 6:00 pm

GM: Aaron Lovejoy

Learn how to make perfect blends with Golden Demon winner, Aaron Lovejoy aka (olliekickflip) We will go over several different ways to blend. Feel free to bring current or past projects for critiques.

Russo-Japanese War – Sun, 4:00 pm

GM: Joe Bickley and Steve Thorne

Russo-Japanese War - Battle for Tsushima Straits. Imperial Russian Baltic Fleet and Imperial Japans Pacific Fleet Squadrons. Clash of Classic Battle Wagons. Up to 6 experienced players.

Sink the Akagi! – Sat, 10:00 am

GM: Special Projects Team

The Americans have located the Akagi task force East of Guam and have sent in an attack squadron to sink her. Play either the F4F escorts, the TBD attack planes, or the CAP. Rules are easy, tactics are challenging!

South Pacific Jutland – Fri, 7:00 pm

GM: Special Projects Staff

It's early 1945 and the IJN and USN surface fleets are ready to have it out once and for all. Can the USN sink the Yamato? Will the IJN destroyers torpedo the USN into submission? What is that on the horizon accompanying the USN fleet? Beginners welcome, rules are easy, tactics are challenging!

The Battle for Caen from June to August 1944 – Sat, 11:00 am

GM: Shawn Hendrix

For those who enjoy non-tactical events please join us for a Massive 3 day Flames of War Battle. All over the setting will be Day 1 the approach to Caen Day 2 Assault on Caen Day 3 Caen Counter Attack. Bring a 1000, 1500 and 2000 point list. Units will be available for first timers.

Warhammer Ancient Battles Tournament – Sun, 9:00 am

GM: Tim Keennon

2500 point armies (Each army must have an army general) 6 x 4 tables 3 rounds, 2.5 hours per round. Please bring terrain some peices. All figures must be painted.

Warhordes Escalating Tournament – Sun, 10:00 am

GM: Robyn Nixon

Bring 3 lists for 3 rounds of play. First round is a 500 point Warcaster/Warlock, Solos and Troops only. 2nd round is 500 points of Warcaster/Warlock and Jacks/Beasts only. The 3rd and final climatic round is 750 points of Warcaster/Warlock, Jacks/Beasts, Solos and Troops. Show your superiority! Pre-registration is appreciated, but bring your lists for approval prior to the event.

Warmachine/Hordes Steamroller – Sat, 10:00 am

GM: Robyn Nixon

This is a Timed Steamroller 4.0 official Privateer Press Tournament. Bring your 750 point list to play and a timer (if you have one). Scenarios are from the official SSR 4.0 list. Bring 2 lists to play with, choose the list you will play at the beginning of each round after scenarios are announced. Preregistration is encouraged!

Role-Playing Events

Poolside 1-6 & 10, 1210, and several other rooms*

*check at RPG HQ

AGLA1-1 Lost Temple of the Fey Gods – Mon, 3:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Faeries, sprites, nymphs, and dryads – the fey creatures of Faerûn’s wild places are often dismissed as nuisances and pranksters. Those who truly understand the fey know that as with all things natural, there is a darker side to these creatures of fancy. Could a rash of stolen food and sleep dust traps point to a more sinister threat lurking on the wild side of reality?

AKAN1-1 The Rotting Ruin of Galain – Sat, 10:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Amidst goblin raids originating from the ruined town of Galain, you are asked by a young genasi woman to locate her brother. Lost or deceased, it’s up to you to find him! A Living Forgotten Realms adventure set in Akanûl for characters levels 1-4.

AKAN1-2 The Depths of Airspur – Mon, 3:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Kidnappers have taken the daughter of a wealthy noble lord. You are entrusted with the task of saving her before it’s too late. A Living Forgotten Realms adventure set in Akanûl for characters levels 4-7.

BALD1-2 The Night I Called the Undead Out – Sun, 10:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

You are asked to recover a stolen statue from an abandoned mansion in the Bloombridge district of Baldur’s Gate. What seems to be a simple task quickly turns into a night of terror. The timing of these events seems more than a bit coincidental. Can you protect the locals and still survive long enough to unravel the mystery? A Living Forgotten Realms adventure set in Baldur’s Gate for characters levels 4-7.

Beyond the Door – Sat, 8:00 pm – Dungeons and Dragons 4e

GM: RPGA

In a dark corner of the elemental chaos a strange, stone obelisk marks the location of a plain, iron trap door. No lock, ward, or curse guards this portal, yet none who have passed through it have returned to speak of what rests beyond. Some claim that the mortal corpse of Vecna, guarded by undead horrors beyond reckoning, rots away beyond it. Others whisper that the door leads to the black heart of the Chained God, the last physical shard of that dread being.

BladeRunner – Sat, 10:00 am – GURPS UltraTech

GM: Mike Kelly

Man Has Made His Match... Now It's His Problem.... Bladerunner is the original Cyberpunk vision - chilling, bold, mesmerizing and futuristic. Bladerunner is both a detective thriller and a futuristic adventure. In this game, the players will each be playing a replicant that has jumped a shuttle to Earth to find a cure to their four year life span. Is there a cure? Or will you die a slow and painful death? This adventure contains material from "Bladerunner Down" the next Bladerunner movie.

Boot Hill - Pacific Rail Conspiracy – Sun, 3:00 pm – Boot Hill

GM: Andy Blanchard

Truth or Consequences, New Mexico has had it's fair share of troubles, but now there's a new player in town. Pacific Rail is trying to buy everyone out so that they can run their railroad through the area. And there's some mysterious Indian attacks. What the heck is going on? Seems like a good decision to sell out and leave for greener pastures, right? Hmmm....

Byline – Sun, 8:00 pm – Call of Cthulhu

GM: Armand Morton

You are smart. You are extremely talented. You're a writer. And you've landed your dream job: an internship at Bizarre Adventures Magazine in New York City. Compete with your fellow interns for the lead story of the September 1951 issue. Just remember, it's only fiction . . .

Combat Tier Demo – Fri-Sun, 1:00 pm – RPG, Tactical Games

GM: Julian Rodriguez

Demonstration of a new gaming tool that aids in aerial and 3D combat situations

CORM1-1 The Black Knight of Arabel – Sun, 3:00 pm – Living Forgotten

Realms - D&D 4e

GM: RPGA Judges

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

CORM1-2 Gangs of Wheloon – Mon, 10:00 am – Living Forgotten Realms

- D&D 4e

GM: RPGA Judges

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

CORM1-3 Head Above Water – Sun, 10:00 am – Living Forgotten Realms -

D&D 4e

GM: RPGA Judges

The Valwater family has fallen on hard times but believes that a secret near their family's decaying estates may redeem their good name. Can the PCs uncover the truth that will restore the family's honor? A Living Forgotten Realms adventure set in Cormyr for characters levels 7-10.

Dawn of the Grey Knights – Sun, 3:00 pm – D20 Star Wars Saga Edition

GM: Ron Shaw

It's been 2 years since "the general" left in the Ebon Hawk for parts unknown in search of Revan. Now, those who were left behind such as Jolie Bindo, Juhanni, the Handmaiden, Mission Vao, Canderous, Yuthura Ban and Visas Marr disillusioned with both the extremist views of the Sith and the Jedi have banded together out of a common need for survival against such powers and began taking students...

Days of the Sentinels – Sat, 3:00 pm – Marvel Classic

GM: Robert van Peer

For the past few years the Federal Government has gone along with California being a mutant sanctuary. There are dark clouds on the horizon, as mutants in California have been attacked by robots and cyborgs who call themselves Sentinels. Who is behind these attacks, and how do the mutants of California deal with them? This will be a six hour game so players can create a character for this game.

Dead Man's Party – Sat, 10:00 am – All Flesh Must Be Eaten (Revised Eden)

GM: Sam Carter

It sounded like a great venture: buy up a previously hurricane-damaged tropical island and host raves there! And it was... until something went horribly wrong... Dead Man's Party is an adventure for the All Flesh Must Be Eaten RPG by Eden Studios, using the newest revised ruleset. Players will take on the roles of hapless employees and rave-goers as zombies run rampant. Who will survive?

Dirty Secrets – Sat, 3:00 pm – Dirty Secrets

GM: Jesse Burneko

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

DRAG-1 Many Hands Make Light Work – Sat, 8:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Westgate is a dangerous city at any time, but today it's about to live up to its name. Today, a band of pious Silverstars have arrived in your precinct and they need a little help with renovations and removals. A Living Forgotten Realms adventure set in the Dragon Coast for characters levels 1-4.

Dying Kingdoms Tabletop – Sat, 10:00 am – Dying Kingdoms

GM: Robert Telmar/Jesse Heining

Join a table top session of the Dying Kingdoms LARP. This event is a good introduction for new players and a chance to experience a more personal story for existing players. This event will segue to a inside scoop and opportunities during the live action game of Dying Kingdoms on Sunday - where the Iron Dukes of Bech will meet. You can get the inside track on changing the fate of the Bechan nation.

EAST1-2 Marauder's Spear – Sat, 8:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

By Art Severence. Gnolls swarm across the river, over the palisades, and into the dusty streets of a halfling settlement on the edge of the Eastern Shaar. Hapless hin and their hurbryn neighbors cry out for protection from these marauding dogs. Why are the gnolls attacking this backwater in such numbers tonight? Who is the real leader of the pack? Living Forgotten Realms adventure set in the East Rift for characters levels 4-7.

Encounters.... – Sat, 3:00 pm – Future Nexus

GM: nadin abbott

The players are in a deep space facility where they meet Astrac envoys... This will introduce players to the Future Nexus Engine

Escape! – Sun, 8:00 pm – Serenity (Cortex)

GM: Kenneth Kaler

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

Everybody is Kung Fu Fighting! – Sat, 3:00 pm – NINJAS & SUPERSPIES

GM: Robert Lionheart

Enter the top secret world of James Bond, John Woo and Ninja Assassins! Its 2019 and cyborg agents from worldwide illuminati conspiracies duke it out chopsocky style with a 10,000 bullets! High tech espionage around the globe! Can you dig it? Beginner's Welcome!

Grand Theft Starship – Fri, 3:00 pm – Stargate SG-1 (D20/Spycraft)

GM: Kenneth Kaler

Come join the SGC's only all extra-terrestrial Stargate team as they assist the Tok'ra in "liberating" a Goa'uld ship from the system Lord Olukun. SG-17 will be doing the same for the Free Jaffa, and General Hammond has promised a three day pass to the first team to achieve their goal. (Characters Provided)

Hell Comes to Harlem – Fri, 8:00 pm – Buffy the Vampire Slayer

GM: Morgan Ellis

A stolen key to the very gates of Hell has been lost on the streets of New York, and everyone is out to find it. Demonic Magic and Voodoo are about to collide across 110th street, and all Hell could break loose up in Harlem. Only the Slayer and her crew can put a stop it, but can they stop it in time? Damn right they can! A Tales of the Slayers Game: 70's Exploitation Cinema meets Buffy the Vampire Slayer.

House of Cards - Role-playing the Heist of the Century [Playtest] – Sat, 10:00 am – House of Cards

GM: Eric J. Boyd

Case the joint, come up with a plan, and pull off a daring heist. Maybe you'll end up rich or maybe you'll end up dead - it's a no risk, no reward proposition. Come playtest my no-prep, quick-play heist game.

If The Old Man Dies – Sat, 8:00 pm – Call of Cthulhu

GM: Wes Otis

Henry McKain was an evil man with no soul and little in the way of humanity. So why should you care if he's terminally ill? Because he knows the truth behind the stars and long ago he made a plea for power. He won't say what that plea was, but the sicker he gets, the more horrors arrive in our reality. Something is connected to Henry and you have to find out what and stop it.

IMPII-1 Alone – Fri, 8:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Impiltur is not a safe country for those who are alone. When a young woman's father dies, can you resist her cry for help? A Living Forgotten Realms adventure set in Impiltur for characters levels 1-4.

IMPII-2 Breaking Point – Sat, 10:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

The cities of Impiltur are rife with crime and corruption. Many a citizen suffers silently with nowhere to go, but when an extortionist goes too far, one weaponsmith is brave enough to hire adventurers even though there are signs of the supernatural. A Living Forgotten Realms adventure set in Impiltur for characters levels 4-7.

IMPII-3 Lost Souls – Sat, 3:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Few realms have greater need of the Crying God's followers than Impiltur, a once strong and peaceful nation now in rapid decline. When the suffering of lost souls is too great for even the painbearers to endure, will you help share the burden? A Living Forgotten Realms adventure set in Impiltur for characters levels 7-10.

In this wicked age.. – Fri, 8:00 pm – In a Wicked Age

GM: James Ritter

Sword and Sorcery using Vincent Baker's brilliant game. What fantastical story will arise when we consult the oracles? Will the Blood Gods of War rise from the Unquiet Past to torment our souls like a Nest of Vipers, or will it be a simple tale of Blood and Sex?

Jerimond's Orb – Fri, 8:00 pm – Tunnels and Trolls

GM: Scott Anderson

The sleepy town of Treefall is in trouble. Bestial creatures are roaming the streets at night and killing innocent people. Where did these creatures come from and what do they want? It is up to a group of hardy adventurers to solve the mystery and to help the residents of Treefall before they all become victims of the Mathorn.

Lights in the Darkness – Fri, 8:00 pm – Star Wars Saga Edition

GM: Kenneth Kaler

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

Love and Hate Your Own Kind – Sat, 3:00 pm – Mutants and Masterminds

GM: Chris Czerniak

Humans have started to evolve into something more emerging with great power. In this adventure you play government sanctioned mutants with amazing powers. Your mission is to hunt down rogue mutants who have gone against The Mutant Registration Act. When the lines blur between right and wrong it is up to you to decide the future of the characters and possibly every mutant from now on.

Marvel Slugfest – Sun, 8:00 pm – Hero System

GM: Venter Laird

Once again, Marvel's mightiest heroes square off against one another to see who will be the last hero standing and claim the coveted Slugfest Champion Trophy (not to mention the other cool prizes for winning). It's CLOBBERIN time!

MOON1-2 The Sea Drake – Sun, 3:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Valiant seafarers travel among the Moonshae Isles every day, bringing food, supplies and information to isolated, insular communities. You have been hired as guard aboard the Sea Drake, a sturdy Nordman vessel. The weather is rainy and the fog is thick: a perfect time to sail the waters of the Moonshaes. A Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 4-7.

MOON1-3 Black Gold – Sat, 8:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Dirty Barnison got his treasure: a mysterious, almost invisible, metallic stone of some unknown substance. A visitor from a far away land now asks you to help him find some more of it and is willing to pay top price for your efforts. A Living Forgotten Realms adventure set in The Moonshae Isles for characters levels 7-10.

Mouse Guard : Summer 1152 – Sun, 10:00 am – Burning Wheel

GM: Chris Czerniak

It is the summer of 1152 and everything is well for the Mouse Territories. That is until the town of Appleloft becomes sick with plague. The plague was contained but it is believed a small group of mice left Appleloft just before the town was cut off. It is up to the Mouse Guard to find who these mice were and prevent the plague from spreading any further.

Nightcycle Shift – Sun, 3:00 pm – Paranoia XP

GM: Ed Murphy

The long day is finally coming to its hot, sticky end. The ventilation wheezes like a pepper-gassed rioter. Someone's been punching holes in the cooling system. But word on the street is, Tech Services has been too "busy" to handle it. No surprise: There's a contract negotiation coming up. Dinner was two parts grease to one part sweat, with a chaser of bootleg asperquaint just to keep you upright. But finally, the lights have dimmed. Heat boils out of the cafeteria, taking you and the rest of the

Og: Big Smelly Water – Sun, 10:00 am – Og (Wingnut/Firefly Games)

GM: Sam Carter

You are a caveman - You know those cavemen who invented fire, the wheel, and civilization? You're not that kind of caveman. In a world of dinosaurs and even weirder stuff your biggest problem is that you're dumber than a box of rocks... and on top of that, a Big Smelly Water came while you were sleeping and Bad Things happened - like half of your tribe is missing! What are you going to do?

Open RPG Gaming – Fri-Sun 8:00 pm

A few tables will be available to play your own RPG with your friends. Please sign up at the RPG Headquarters to get a table.

Promethean the Created - To The Flame – Sun, 10:00 am – White Wolf

GM: Louis Garcia

Something disturbs the slumber of a quiet, rural town. 60 years ago, this monster scarred the town in a terrible inferno. The sightings have returned. The monster, known locally as the Moth, was considered nothing more than a bogeyman to scare local children. But the older folks know better, the Moth brings trouble. Your Promethean throng enters the town in search of the Moth. Can you stop him?

PS #10: Blood at Dralkard Manor – Sun, 3:00 pm – Pathfinder Society - Pathfinder RPG

GM: RPGA Judges

By Shane Cottom, Steven T. Helt, and Joshua J. Frost. Venture-Captain Juberto Savarre plans to retire soon, and he's set his sights on spooky Dralkard Manor in southern Andoran. With the locals swapping tales of hauntings and missing persons, Savarre sends Pathfinders in to uncover the truth. Are the stories just tall tales or will the Pathfinders find themselves drenched in blood at Dralkard Manor?

PS #9:Eye of the Crocodile King – Sun, 10:00 am – Pathfinder Society - Pathfinder RPG

GM: RPGA Judges

By Christopher Self. Arcanamirium transmuter Maren Fuln found a magically sealed amulet in the school's library and kept it as a shiny bauble. Little did he know the amulet contained an entity far worse than he imagined, and by unsealing it, he loosed a revenge-obsessed horror into the sewers beneath the school. Can the Pathfinder Society halt the beast's plan in time, or will he build his army of revenge and sow chaos in Absalom?

Rescue Me!: An East Rift Interactive – Sun, 8:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

Rescue Me! Three rescue missions in the East Rift. In this interactive event, characters will participate in an East Rift adventure appropriate to the characters' levels. Be one of the first to join a new adventuring company! The interactive portion will see the premiere of several new adventuring companies developed by fellow East Rift players and judges.

Revenge of the Jedi – Sat, 8:00 pm – GURPS Traveller

GM: Mike Kelly

The Knights of Regena Cruiser “Bard’s Song” leaves on a secret mission for Archduke Norris - the mission is to explore the Zhodani Consulate – the Imperium has not heard from the Consulate in two years. The “Empress Wave” – destroyed the Consulate.....THE ZHODANI CONSULATE IS DEAD – destroyed in THE Galactic Cataclysm CAUSED BY THE EMPRESS WAVE. All Zho’s are dead – however their robots live on.....especially the Warbots! A must play adventure for both Traveller and Star Wars fans!

Savage Sword of Conan – Sun, 10:00 am – Savage Worlds

GM: Saylor Van Merlin

Forge your own legend in prehistoric Hyboria, the Fast!Furious!Fun! way. Create your own epic adventurer. Then decide to go wenching, thieving, exploring, or enlist in a mighty army or mercenary company. Whether you be an indomitable barbarian, a cunning thief, a dashing buccaneer, or a dark sorcerer, your fate is in your own grim hands. Play the game well and walk away with a fistful of prizes.

Serial Homicide Unit – Sun, 3:00 pm – Serial Homicide Unit

GM: Jesse Burneko

Serial Homicide Unit is a GMless game where the players alternate between playing the detectives pursuing a serial killer and developing the ordinary lives of his potential victims. Every round evidence is gathered increasing the likelihood of catching the killer but every round another character is cut down from the pursuit of his hopes and dreams. Will it be you?

SPEC1-1 Shades of the Zhentarim (Round 1) – Mon, 10:00 am – Living

Forgotten Realms - D&D 4e

GM: RPGA Judges

Zhentil Keep is a city with a storied history, even if most of the tale is not fit for innocent ears. A mission to find the wayward son of a wealthy merchant leads deep into the secrets, deceptions, and brutal power on which the dreaded Zhentarim built their ominous keep. A Living Forgotten Realms two-round special adventure set in Zhentil Keep for characters levels 1-4.

SPEC1-1 Shades of the Zhentarim (Round 2) – Sat, 3:00 pm – Living

Forgotten Realms - D&D 4e

GM: RPGA Judges

Zhentil Keep is a city with a storied history, even if most of the tale is not fit for innocent ears. A mission to find the wayward son of a wealthy merchant leads deep into the secrets, deceptions, and brutal power on which the dreaded Zhentarim built their ominous keep. A Living Forgotten Realms two-round special adventure set in Zhentil Keep for characters levels 1-4.

SPEC1-2 Zhent’s Ancient Shadows – Sat, 10:00 am – Living Forgotten Realms

- D&D 4e

GM: RPGA Judge

Rumors of an ancient artifact, sacred to Shar, have proven all too true. The church of Amaunator has assembled an expedition to return to Zhentil Keep, enter the dangerous twilight-shrouded southern ruins, and destroy the artifact before it can return to its dark mistress. Will you join the followers of the Light on their quest to purge the Shadow? A 2-round LFR Special for PCs levels 7-10.

SPEC1-2 Zhent's Ancient Shadows (Round 2) – Sat, 3:00 pm – Living

Forgotten Realms - D&D 4e

GM: RPGA Judges

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

Spirit of the Fist: Duel at Fang-Hu Mountain – Sat, 3:00 pm – FATE/Spirit of the Century

GM: Mike Olson

Every ten years, the masters of the Heavenly Lion and the White Lotus clans duel among the mist-shrouded peaks of Fang-Hu Mountain. The time approaches once again, and Long-Armed Devil, sifu of the White Lotus Clan, has vowed to personally destroy the entire Heavenly Lion Clan if he is victorious. Come playtest this wuxia take on Spirit of the Century, or lose face in the jianghu!

Spirit of the Shattered Earth – Sat, 10:00 am – Spirit of the Century

GM: Morgan Ellis

Eons ago the world was sundered in a great cataclysm, the cause of which can never now be known. Humanity's civilization was cast in ruins. In its place lies The Shattered Earth! A world of savagery, mutation, super science, and sorcery. But a few heroes still fight for freedom and justice against the forces of evil in a world gone mad.

Spirit of the Sword: The Battle of the Long Plains – Sun, 3:00 pm – FATE/Spirit of the Century

GM: Mike Olson

When their homelands are threatened by the unsavory machinations of the Koldenyi dwarves, barbarian clans and satyr tribes enter into an unexpected alliance to fight back. But can their primitive might triumph over the dwarven war machine? Come playtest this in-development fantasy conversion of Spirit of the Century!

Star Trek: Deep Space Nine - The Ends and the Means – Sat, 8:00 pm – Decipher's CODA System

GM: albert park

Casualties number in the millions, many of your compatriots among them. There are rumors of espionage. And in 2375, the fate of the United Federation of Planets, the entire Alpha Quadrant itself faces conquest, or worse, annihilation by The Dominion. No end in sight. But Bajoran prophecy from dark places whisper of a hope. Peace comes at a high ransom. How far are you willing to go to end the war?

Star Wars – Sat, 3:00 pm – GURPS Space

GM: Mike Kelly

This adventure takes place during Star wars 3 - revenge of the Sith. The players are all Jedi masters and the emperior will try to turn Anakin Skywalker into Darth Vader. Will he succeed? Will Anakin become the ultimate evil in the galaxy? Play this adventure to find out!

Star Wars: Save the Senator! (a Clone Wars adventure) – Sat, 10:00 am

– Star Wars Saga Edition

GM: Andy Blanchard

A favorite and important Senator of the Republic has been kidnapped by the Separatists! It's up to you to save him. But will you get there before it's too late?

Swords for Hire – Sun, 3:00 pm – AD&D/Home Brew

GM: SK

Times are tough as you can see, a sword or spell is not much in need. But tasks must be done and heroes aspire, even if it means a handful of gold for a little bit of adventure.

Tavern Brawl! – Sun, Noon – Flashing Blades

GM: Mike Reeder

A night at Le Chêne Rouge, the roughest tavern in Marseille, is enough to test the mettle of even the most daring swashbuckler. Will Fate steady your sword arm, or will your blood stain the rough wooden floors? Revisit the classic game! Create characters at the table or select from pre-gens. Each character will have a mission to complete: defeat a rival, rescue a friend, steal a treasure.

The Beast of Kolkoris – Fri, 3:00 pm – Agon

GM: James Ritter

In the labyrinth of Kolkoris a monster lurks, hiding its face from the immortal gods. It has ravaged countries and eaten the flesh of the living, but now the gods have declared that the Beast must die.

The Betrayal of Darth Revan – Sat, 8:00 pm – Star Wars d20

GM: RPGA Judges

By Patrick Stutzman. Journey back 4,000 years before the Battle of Yavin for an epic adventure set in the Knights of the Old Republic time period! The Jedi Council sends a strike force to attack Darth Revan's flagship to seize the Dark Lord, and the heroes must make sure the mission is a success. A Star Wars Saga Edition adventure for 9th-level characters featuring rules from the Knights of the Old Republic Campaign Guide. Characters are provided.

The Boxelder Canyon Branch – Sat, 3:00 pm – Dogs in the Vineyard

GM: Ed Murphy

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

The Capture of San Hill – Sun, 3:00 pm – Star Wars Saga Edition

GM: Kenneth Kaler

Clone War Day One: Your team's gunship has been shot down on Geonosis. Now the survivors need to fight their way through the separatist opposition to capture a key separatist leader. (characters provided)

The Crimson Codex of Forbidden Ghuang-Xi – Sun, 3:00 pm – The Committee for the Exploration of Mysteries

GM: Eric J. Boyd

You and your intrepid fellow adventurers trekked into the Himalayas seeking the Crimson Codex rumored to contain lore with the power to shake the world. Now you have returned from your expedition and must report to your peers on your daring exploits, proving to the hardened adventurers, geniuses, and polymaths gathered before you that you are worthy of their respect in your every endeavor. What wonders did you see? What feats of daring did you achieve? Now is the time to tell your tales!

The Good, the Bad and the Money – Sat, 10:00 am – MECHANOID SPACE

GM: Robert Lionheart

You are the rough and tumble salvage crew of the Terminator Firefly, scrambling through the destroyed coreworlds and you just hit the motherlode. Can you cash out before the most dangerous cyborgs in the galaxy find you? Merciless gritty sci-fi action! Beginners Welcome!

The Graveyard of Sturges – Sat, 10:00 am – Serenity (Cortex)

GM: Kenneth Kaler

The Battle of Sturges was the biggest battle of the Independence War as was fought in the black. Now your crew has been hired to go to the battlefield and “retrieve” some goods lost there. Of course you don’t have the salvage rights, but hey... (Characters provided.)

The Great Race – Sat, 10:00 am – Savage Worlds

GM: Saylor Van Merlin

The call has gone out far and wide. Every scurvy dog and one-eyed scoundrel in the Caribbean knows that when Cap’n Bloodbeard announces a contest, it will be a sight to see! Well, this time it’s to be a race preceded by a great tournament: 6 plucky rogues will gamble for the best ships and then it’s off to sea! The first to bring back the McGuffin will win a chest full of gold. Prizes for all!!!!

The House that Tremere Built – Sat, 3:00 pm – White Wolf WoD Mage the Ascension (Old)

GM: Ron Shaw

Decendants of the once proud House Tremere, those who refused to take part in the ritual that created the clan Tremere have been safeguarding the ritual’s formulas along with the formulae that form the basis for Thaumaturgy. This remnant has at last been discovered and driven out of hiding. An ad-hoc council of Elder mages has decided that a neutral team shall go escort a courier to a safehouse...

The Howling Tower – Sat, 3:00 pm – Arduin Eternal

GM: John Kell

Be one of the first to play Arduin Eternal before it arrives later this year. If you’re of strong wit and stronger heart, then this adventure and system is for you! Dare to dream the impossible and soar with myths and legends. Battle for honor and survival while seeking treasures beyond mortal understanding. Prizes for best death and role-playing, heck, for just playing too!

The Mail Run – Sun, 8:00 pm – Mouse Guard

GM: James Ritter

You are members of the Guard, sworn to protect the far flung settlements of the Mouse Territories. The harsh winter winds pull at your cloak as you head out of Lockhaven across the snow and ice. For even in winter, the mail must get through.

The Prince of Asgard – Sat, 8:00 pm – Conan! Second Edition

GM: Special Projects Team

Between the time when the oceans drank Atlantis and the rise of the sons of Aryas, there was the age of Conan. Now, let me tell you of the days of high adventure! 6 adventurers will take part in these days of high adventure in this Conan! Second Edition table top RPG game. bring a pencil, some dice (d20 3rd ed base) and a hearty appetite for women, wine, and glory! The rest will be provided.

The Whirlwind – Sun, 10:00 am – CoC

GM: Dan Sherer

In the 4th month of 1179, a massive tornado suddenly broke out in northeastern Kyoto, tearing its way towards the Imperial palace. Countless people were harmed or made homeless, and chaos gripped the city. You are among the lucky few who saw the tornado and lived to tell of it. But it is not the Tornado that haunts your nightmares...

Tonight We Dine In HELL!!! – Sat, 8:00 pm – MAZES & MINOTAURS

GM: Robert Lionheart

The world will know that free men stood against a tyrant, that few stood against many, and before this battle was over, even a god-king can bleed. What if Original D&D was based on Greek myths and movies like Jason and the Argonauts, Hercules, Xena and 300? By Zeus, let's find out! Grab your spear and shield and come aboard for a Bronze Age fantasy adventure!

Tonight We Dine in HELL!!! – Fri, 8:00 pm – MAZES & MINOTAURS

GM: Robert Lionheart

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Troubleshooter TV – Sat, 8:00 pm – Paranoia

GM: Michael Powell

Greetings, Citizen! You are a Troubleshooter, and have been specifically chosen for this super-special mission! You will be the stars of the newest Human Personal Development and Mind Control's series, Troubleshooter TV. Stay Alert! Trust no one! And keep your laser handy! [An original module for the Paranoia system, both experienced and inexperienced players welcome]

TYMA1-1 Elder Wisdom – Fri, 8:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

A frontier village on the outskirts of Tymanther needs help with a reconnaissance mission. The dragonborn do not often look to outsiders, so this is a good chance to learn about the fate of Unther and meet the new neighbors. A Living Forgotten Realms adventure set in Tymanther for characters levels 1-4.

TYMA1-3 Tools of the Trade – Sun, 3:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Judges

You are asked to investigate the theft of caravan goods in the village of Ruinspoke. Aside from the monetary value of the stolen items, the reputation and prestige of House Jalt are at stake. Sometimes an accident is just an accident, and sometimes it's a clue to something far more sinister. Adventuring isn't the only dangerous profession. A LFR adventure set in Tymanther for PCs levels 7 - 10.

UnSpeakable – Sat, 10:00 am – InSpectres - Variant

GM: Jesse Burneko

UnSpeakable is a rules variant for InSpectres which changes the tone of the game from a Ghostbusters-like comedy to a deadly serious Lovecraftian tale. It retains InSpectres core feature of having the GM seed the situation and manage tension while allowing the players to ultimately decide the horrible truth behind the mystery. The game ends when at least one player has gone permanently insane!

Wes Otis Presents a Tom Cummings Game – Fri, 8:00 pm – Call of Cthulhu

GM: Wes Otis

I have been running games for years at Strategicon, so when I have time to play a game I always try to get into Tom's Call of Cthulhu games. This game will be my version of one of his games that I played. We are very different GMs so it will be a lot of fun.

Seminars and Other Events

California C, Ballroom D, Catalina, San Jose

Auction – Mon, 11:00 am

Who knows what lurks in the closets of gamers ... come find out! Always interesting stuff to be had. In Ballroom D

Bad Movie Night 2: The Return of Bad Movie Night! – Sun, 11:00 pm

Three movies. One evening. An infinite amount of horrible awesomeness. Can you handle it? Come join your fellow gamers in a test of ultimate perseverance as you sit through three of the most fantastically awful movies you've ever witnessed in your life. Scoff, boo, laugh, cry, just don't shut your eyes, and don't leave the Seminar room. California C.

Drawing and Sketching Demo – Sat - Mon, 10:00 am

Creating characters, creatures, and backgrounds for game use and beyond. At the Wadey Graphics booth in the Exhibit Hall.

Feedback Forum – Sun, 9:00 pm

Well, the place looks new, the parking was better, but now what? Come let us know what you think. California C.

Flea Market – Sun, 7:00 pm

Our Bazaar of the Bizarre expands offer even gaming goodness. Note: We've moved the Saturday and Sunday flea market to the evening. San Jose.

Friday Night Gamer Flick – Fri, 10:00 pm

Come by the Seminar/Movie room to enjoy some quality cinema with your fellow gamers, unwind after a long day 'o gaming. Movies to be announced at the reg desk Friday afternoon! California C.

Game Design Seminar – Sun, Noon

Have an idea for a game? Always wanted to design a roleplaying game and don't know the first steps? Multi-Origins Award winning designer and author John Wick talks about design, playtesting, layout, art, and publishing. We're going to turn that idea in your head to a game for sale on your website. California C.

Interwar Naval Development and the Effect on WWII Fleets – Sat, 3:00 pm

Join Lonnie Gill, the creator of General Quarters, in a discussion of the most dramatic Naval development and strategies ever that we saw in WWII. There will be a short power point presentation followed by a Q&A. California C.

Miniature Game Design – AE WWII – Sat, 4:00 pm

Robert Kingery, President and Designer at Darkson Designs, will be hosting presentation and an open question and answer session about Miniature Game Design and Miniature Figure Development. Robert is the lead designer for the Miniature games system called Alternative Evolution WWII (AEWWII), the writer of Darkson Designs Painting Guide. He also will be talking about current Projects at DD. California C.

Q&A and Game Signing with Michael Schacht – Sat, 1:00 pm

Come meet Michael Schacht, German board game designer and game illustrator! Find out about his newest game releases and his old favorites. Hosted by Eric Burgess of the Boardgame Babylon Podcast. Game Signing opportunity at the close of the session. California C.

The EYE of ARGON! – Sun, Midnight

“From where do you come barbarian, and by what are you called?” Gaspd the complying wench, as Grignr smothered her lips with the blazing touch of his flaming mouth.” If you dare to read the most gruesome tale of the most gruesome Grignr as he seeks the most gruesome of most gruesome artifacts, then don’t miss Orcon’s Midnight reading of THE EYE OF ARGON! California C.

Trigun Marathon Part 1 – Sat, 5:00 pm

There comes a time in a person’s life, where a person must sit down, and listen. Listen to the chronicle. The tale. The epic. Of one man. One \$60,000,000,000 man. If you haven’t seen the tale, then come by the Seminar Room Saturday night, and watch his life unfold you. This is the first half of the marathon. 3 hours, 1 hour break, then 3 hours. California C.

Trigun Marathon Part 2 – Sat, 9:00 pm

There comes a time in a person’s life, where a person must sit down, and listen. Listen to the chronicle. The tale. The epic. Of one man. One \$60,000,000,000 man. If you haven’t seen the tale, then come by the Seminar Room Saturday night, and watch his life unfold you. This is the second half of the marathon. California C.

2008 Gateway Winners

Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Darci Gibson		
Fantasy Large	Darci Gibson	Justin Clouter	Katie Gonzalez
Fantasy Single	Malcom Hee	Darci Gibson	Katie Gonzalez
Fantasy Unit	Parker Gibson	Shawn Hendrix	Mike Morris
Historical Single	Shawn Hendrix	Tim Keennon	
Historical Unit	Shawn Hendrix	Tim Keennon	
Open	Jeff Clark	Bill Hoskins	Mary Sorensen
Science Fiction Single	Jeff Clark	Solomon Chang	Samuel Schrimsher
Science Fiction Unit	Jeff Clark	Samuel Schrimsher	
Strategikids	Sierra West		
Miniatures Game	1st Place	2nd Place	3rd Place
Warhammer Fantasy RTT	Keith Nelson	Mike Ulibarri	
Warhammer 40K RTT	Ken Krogman		
Circus Maximus	David Whiting	Rick Brown	Chris Luft
Blood Bowl	Ethan Schaeffer	Ger Milton	Jason Windass

Board Games	1st Place	2nd Place	3rd Place
1861 Rail Slot	Bill Gallagher	Andrew Schoomaker	Todd Vanderplym
18XX Classic	Joe Gray	Pete Van Ettinger	Bill Gallagher
18XX Short Slot	Mark Luta, Todd VanderPluym	Andrew Schoomaker, Joe Gray	
1960 Making of the President	Keith Schoose	Bradley Burcar	Krista Brookes
2 Player Euro Fest	Travis Ball	Aaron Cappocchi	Chris Johnson
Abalone	JP Mitchell	Neil Figuracion	Daniel Eppolito
Acquire	Bruce Schlickbernd	Cheryl Aday	Steve Loeb
Advanced Civilization	Andrew Cohen	Dean Taylor	Brian Peters
Age of Steam	Kenneth McMillen	Burt Hunt	Jason Black
Agricola	Bill Begermann	Erin Fitzsimmons	Linda Fitzsimmons
Agricola	Sam Udrardi, Dale Conklin	Leslie Udrardi, Matt Smith	Matt Udrardi, John Lidey
Agricola	Andrew Schoonmaker	Steve Loeb	Ian Henrich
Alhambra	Ben Mack	Annette Henrich	Ian Henrich
American Megafauna	Matthew Eklund		
Amun Re	Daniel Eppolito	Bruce Schlickbernd	Stephen Steward
Apples to Apples	Joseph Neelon	David Terr	Odin8186
Axis and Allies # 1	Jay Spowart	Robert Prell	
Battle Cry	Scott Pease	Ben Poteet	Ben Tobin
Battle Lore	Walter Wichowski	Chris Venuti	Jason Black
Blokus # 1	Darrell Stark	Chris Johnson	Martin Padilla
Blokus # 2	Chris Johnson	Kevin Bryant	Chia Richardson
Brass	Ken McMillen	Lars Christiansson	Dean Taylor
Brass	Seth Jaffee	Brian Simmons	Brian Hughes
Britannia	Alisan Cayler	Matthew Smith	Joe Sandez
British Rails	William Byermann		
Campaign Trail	Robert Neff	Bruce Ballard	Ping Ren
Candidate	Bruce Ballard	Robert Neff	Rick Lepore
Cartagena 1 & 2	Darrell Stark	Bruce Schlickbernd	Chia Richardson
Cash N Guns	Bradley Burcar	W Wichoski	

Catch Phrase	Lori Greene, Mary Taylor, Pearl Newton	Odin8186, Neil Figuracion, Michael Wolfe	
Caylus	David Zevin	Shane Sauby	Grant Zweifel
Charades #1	Tim Oates, Bryan Symington, Jonathan Kottler, Seth Jaffe	Winton Lemoine, Joe Neelon, Linda Fitzsimmons, Ian Rodrigues	
Charades #2	Phil Fleischmann, Tim Oates, James Sellers	Dave Brassil, Joe Neelon	
Chez Geek	Belle	Victor Ippolito	Sarah Boswell
Chez Greek	Jason Perry	Martin Padillo	Sarah Boswell
Cleopatra & the Society of Architects	Justin Clouter	Leslie Uduordi	Esther Uduordi
Cloud 9	Pearl Newton	Lori Greene	Kevin Hax
Connect 4	Leslie Udvardi	Esther Udvardi	Michael Kline
Cribbage	Donald Bryant	Keith Searfoss	William Morton
Crokinole	Clint Corley	Alex Packard	Steve Packard
CRR - Crusader Rex	Paul Fevis	Philip Deutsch	Steve Williams
CRR - Hammer of the Scots	Paul Fevis	Phil Deutsch	Jason Black
CRR - Liberty'	Steve Williams	Paul Tavis	Phil Deutsch
Cuba	Stephanie Gill	Scott Samarel	Jonathan Mabe
Cutthroat Caverns	James Brookes	Krista Brookes	Greg Dapkus
Cutthroat Caverns	Grant Zweifel	Adam Long	Greg Dapkus
Deep Space Driller Ace	Clint Corley	Crystal Koontz	
Die Macher	Brian Hughs	Jason Black	Clint Corley
Duel in the Dark	Jesse Escobedo	David Mines	
Elk Fest	Robert Larson	Daniel Watson	JP
Empire Builder	Peter Van Ettinger	John Paiva	Bill Beyermann
Espana 1936	Mark Hom	Art Fitzsimmons	Gerard Fitzsimmons
Fab Bulge	Kurt Keckley		
Felix: The Cat in the Sack #1	Michael Sarsosa	Russell "Rusty" Howell	Greg Dapkus
Felix: The Cat in the Sack #2	Nathaniel Taylor	Adam Long	Sara Boswell
Fluxx #1	Scott Dunnington	Martin Padillo	Alexander Murphy
Fluxx #2	Burt Hunt	Adam Taylor	Ashley Charboneau
For Sale	Greg Papkus	Tim Moloney	Adam Long

Formula De	Robert Wadey	Chris Luft	Roderick Lee
Formula Motor Racing	Bradley Burcar	Lori Greene	Neil Figuracion
Friedrich	Andrew Schoonmaker	Jesse Escobedo	Phil Deutsch
Galactic Emperor	Joseph Will	F. Lane	Ben Tobin
Game of Politics	Lars Kristiansson	Shane Sauby	Ping Ren
Goa	Seth Jaffee	Jeff Ridenour	Jamie Bussio
Guillotine # 1	Pearl Newton	Greg Richardson	Lori Greene
Guillotine # 2	Joe Eder	Rick Lepore	Chris Allen
Hail to the Chief	Robert Neff	David Whiting	Joseph Miranda
Hanging Gardens	Steve Loeb	Roland Wood	Jonathan Mabe
Hannibal Rome vs Carthage	Roderick Lee	Sebastian Sohn	Mark Luta
Hearts # 1	David Trice	Don Bryant	Dan O'Farrel
HeroQuest	Chris Luft	Leonard Lopez	JP Mitchell
I Wanna be President	Bruce Ballard	Leo Rodrigues	Leo Rodrigues Sr
Illuminati	Carol Tiveron	Eric Downing	Ryan Gan
Ingenious	Chia Richardson	Chris Johnson	Phil Fleischmann
Insecta Mutant Kit	Bruce	Steve Turney	Eric Gerber, Phil Eklund
Iron Dragon	Jim Cowan	Scott Samarel	James Thomas
Juniors Event # 1	Jacob Fragun	Sarah Acuna	Samantha Kline
Juniors Event # 2	Ayla Acuna	Sarah Acuna, Travis, Georgia Acuna	
Juniors Event # 3	Jenna Venuti, Leo Rodrigues	Georgia Acuna, Ayla Acuna	Sarah Acuna, Jacob F
Juniors Event # 4	David Larson, Leo Rodrigues	Georgia Acuna, Sarah Acuna, Jacob F	Ayla Acuna
Juniors Event # 5	Sarah Acuna	Georgia Acuna	Leo Rodrigues
Kaisers Pirates	Steve Loeb	Lori Greene	Art Fitzsimmons
Khet	Michael Wolfe	Mike Fryer	Jon Nickols
Kingsburg	Bruce Schlickbernd	Bradley Burcar	Jamie Bussio
Kriegbot	Eric Gerber	Steve Turney	Jim Forster
Kriegbot	Greg Dapkus	Klaus Scharpf	Eric Gerber
Kung Fu Fighting	John Paiva	Steven Crawford	Chris Luft
Kutusov	Brett Derick	Art Fitzsimmons	Tim Porter
Landslide	Ping Ren	Bruce Ballard	Lars Kristiansson
Liar's Dice # 1	Greg Richardson	Larry Blumenthal	Tom Brown

Liar's Dice #2	Scott Dunnigton	Nathan Taylor	Patrick Havert
Looney Bin	Ashley Charboneau		
Lord of the Fries	Brian D	Thomas Moore	Ashley Charboneau
Lords of the Sierra Madre	Eric Gerber	Davis Siskin	Burt Hunt
Lost Cities	Winton Lemoine	Joseph Will	
Lowenherz	Colin Dimock	Nick Szczech	Claude Le Ceshe
Lunar Rails	Jim Foster	Kerry Brown	Arnold Barnhart
Mall of Horror	James Sellers	Greg Dapkus	Krista Brookes
Merchant of Venus	Venter Laird	Dan O'Farrell	James
Mille Bornes	Kevin Bryant, Don Bryant	Clint Corley, Leonard Lopez	
Modern Art	Kurt Keckley	Stephen Stewart	Leland Pike
Modern Naval Battles	Leonard Lopez	Jason Black	
Mr President	Rick Lepore, Darrell Stark	Michael Soto, Richard Potthoff	
Munchkin #1	Chuck Woosten	Chris Allen	Odin
Napoleonic Wars	Kurt Keckley	Mark Luta	
Napoleon's Triumph	Odin Lance	Dave Brassil	James Sellers
New Game Demo #1	J.L Robert		
New Game Demo #2	Roberto Chavez		
New Game Demo #4	Chia Richardson	Chad Smith	Ben Cheeseman
New Game Demo #7	Chad Smith	Eric Burgess	Seth Halbeisen
Nexus Ops	Jim Pinto	Darrell Stark	Wayne Sherman
No Thanks #1	Richard Spaulding	Bridget Acuna	Robert Larson
No Thanks #2	Andreas Pluchar	Chia Richardson	Richard Spaulding
Notre Dame	Daniel Eppolito	Winton Lemoine	Michael Sarsoza
Nuclear War	Kristie Brown	Chris Brown	David Brassic
Origins, How we became Human	Steve Tupal	David Siskin	Art Fitzsimmons
Pandemic	David Zevin	Robert Larson	Jonathan Mabe
Pandemic	Disease		
Pez #1	Hayden Decker	Adam Taylor	Alex Decker
Pez #2	Richard Spaulding	Nathaniel Taylor	Tom Brown
Phase 10 #1	Mary Taylor	Chris Allen	Lori Greene
Phase 10 #2	Lori Greene	Beyan Peters	Cathy Neelon

Phase 10 #3	Chris Allen	Mary Taylor	Scott Dunnington
Pillars of the Earth	Scott Samarel	Bradley Burcar	Darrel Stark
Pirate King	James Thomas	Y Blegan	Eric Weston
Pit	Lori Greene	Rocco Garcia	Nathaniel Taylor/ Krysta Fryer
Pitch Car #1	Devi Hughes	Krysta Fryer	David Larson
Pitch Car #2	Clint Corley	Krysta Fryer	Kevin Bryant
Poker - 5 Card Draw	Don Bryant	Rocco Garcia	Dave Trice
Poker - 7 Card Stud	Katie Gonzalez	Tarynne Fraigun	Dean Albright
Poker - Texas Hold 'Em	Darrell Stark	Scott Samarel	Clint Corley
Politics as Usual	Don Bryant	Timmy Wong	Patrick Stevens
Power Grid	Chris Johnson	Danny Crouch	Jim Pinto
Presidential Tournament	Bruce Ballard		
Presidential Fever	Bruce Ballard	Andrew Cohen	Richard Potthoff
Presidents of the United States	Robert Neff	David Whiting	Tom Brown
Princes of Florence	Michael Wolf	Ben Holbrook	Ben Cheeseman
Puerto Rico	Danny Crouch	William Beyer Beyermann	Steve Loeb
Quelf #1	Sierra West	Pearl Newton, Odin 8186	Stacy Shanks, Ashley Charboneau
Quelf #2	Cody West, Bob LaMarre	Krysta Fryer, Nathaniel Taylor	Himoru, Jared F
Qwirkle	Chia Richardson	Bill Gallagher	Rob Escalante
Ra	Vince Langston	Larry York	Stephanie Stewart
Race for the Galaxy	Chris Johnson	Andrew Schoonmaker	Jamie Bussio
Railroad Tycoon	Peter Van Ettinger	Ken McMillen	Terry Nener
Rheinlander	Neil Figuracion	Marla Luta	Bradley Burcar
Risky Strategy	Robert Neff	Darrell Stark	Lars Kristiansson
Roads & Boats	Danny Crouch	Ken McMillen	Brian Hughes
Robo Rally #1	Kirk Udvardi	Victor Ippolito	Phil Fleischmann
Robo Rally #2	Phil Fleischmann	Joe Neelon	Ian Rodriguez
Saint Petersburg	Alasdair Burton	Shane Sauby	Todd Vanderplym
Samurai Swords	Ben Tobin	Leiland Pike	Jason Black
San Juan	Alia Weiner	Winton Lemoine	David Whiting
Scrabble	David Terr	Rob Escalante	Karen N
Seafarers of Catan	Tanya Aldrich	David Whiting	Andreas Pluchar

Settlers of Catan	William Beyer mann	Steve Loeb	Darrell Stark
Slide 5 # 1	Scott Dunnington	Tarynne Fraigun	Robert Lawson
Slide 5 # 2	Chia Richardson	David Terr	Andrew Schoonmaker
Spades # 1	Cathy Neelon, David Trice	Tom Finkle, Rachael Innes	
Spades # 3	Tom Finkle, Cathy Neelon	Chuck Watson, Samantha Cohen	
Star Wars Epic Duels	Alex Brockus	Chris Loft	Leonard Lopez
Stone Age	Bruce Schlickbernd	Greg Richardson	Cheryl Aday
Talisman	Alasdair Burton	Tony Brown	Solomon Chang
Terra Nova (Oversized)	Carol Tiveron	Jamal Swinton	Ken Hughes
Thebes	Pearl Newton	Shane Sauby	Karen Star
Through the Desert	Bruce Schlickbernd	Leland Pike	Neil Figuracion
Thumbwars	Lori "The Thumb" Greene	Krysta "The Pinky" Fryer	Tim "The Stump" Porter
Thurn and Taxis	Daniel Eppolito	Darrell Stark	Dan O'Brien
Tichu Finals	Chia & Greg Richardson	Neil Figuracion, Mike Wolfe	Roderick Lee, Phil Fleischmann
Ticket to Ride - Marklin	Roderick Lee	Pete Van Ettinger	David Mines
Ticket to Ride # 1	Roderick Lee	Marto Acuna	Stephanie Sarsoza
Ticket to Ride # 2	Jonathan Kottlar	Kevin Bryant	Scott Dunnington
Ticket to Ride Card Game	Steve Loeb	Shane Sauby	Greg Richardson
Ticket to Ride/1910	Richard Potthoff	Gerald Delker	Neil Figuracion
Tigris & Euphrates	Bruce Schlickbernd	Roderick Lee	David Terr
Tikal	Neil Figuracion	Tim Maloney	
Times Up	Winton Lemoine, Chris Johnson, Travis Ball	Darrell Stark, Lori Greene, Mary Taylor	
Titan	William Beyer mann	Alasdair Burton	Ben Tobin
Traders of Carthage	Leland Pike	Jonathan Kettler	Clint Corley
Transamerica # 1	Steve Loeb	Jason Zara	Ian Rodriguez
Transamerica # 2	Tanya Aldrich	Robert Neff	
Transamerica # 3	Greg Richardson	Chia Richardson	Karen Star
Trivial Pursuit	Larry Blementhal, Michael Soto	Donald Bryant, Joseph Neelon	Chris Raymond, Ian Foutz

TV Trivia Contest	Bill Gallagher, Larry Blumenthal, Brian Symington, Leonard Lopez	Tim Maloney, Don Bryant, Bobby Doran	
Twilight Imperium III	Mark Applegate	Ted Blegen	Bradley Burcar
Twilight Struggle	Darrell Stark	Rick Lepore	Roderick Lee
Ubongo	Greg Richardson	Lori Greene	Tanya Aldrich
Union Pacific	Stephanie Sarsoza	Roderick Lee	Ken McMillen
Uno #1	Kristie Brown	Tarynne Fraigun	Bob Lamarre
Uno #2	Kevin Bryant	Kelsey Gaines	Kristie Brown
Uno #3	Martin Padilla	Catherine Neelon	Mary Taylor
Uno #4	Martin Padilla	Venter Laird	Nathaniel Taylor
Vegas Showdown	Brian Symington	Alex Eachard	Jonathan Kottler
Wargame Bootcamp	Jason Black	Steve Williams	Paul Tevis
Warriors of God	Andrew Clark	Art Fitzsimmon	
Warzone	Odin8186		
Warzone	Vinh Ha	Derek Watkins	
Warzone	Leonard Lopez	Derek Watkins	
Warzone	Abram Udvardi	Samual Udvardi	Derek Watkins
Werewolf #2	Everybody		
Werewolf #3	Scott Samarel	Fred Carmella	
Wilderness War	Phillip Dentsch	Steve Williams	
Winds of Plunder	RJ Held	Ian Henrich	Pamela Mines
Winners Circle	Brian Symington	Michael Sarsosa	Ken McMillen
Wits and Wagers - Gamers Edition	Chad Smith	Brian Symington	Bill Gallagher
Zooleretto	Jonathan Kottlar	David Koontz	Mary Taylor
Computer Games	1st Place	2nd Place	3rd Place
Guitar Hero #1	Stephen Novak	Jacob Rosner	Tim Jenkins
Halo #1	Weston Sullivan	Jose Mendez	Tim Jenkins
Halo #2	Todd Schlickbernd/Jose Mendez	Cody West/Adam Taylor	Sean Guerra/ Raymond Preciedo
Smash Bros #1	Sam Uduardi	Jacob Rosner	Brandy Camel
Smash Bros #2	Joshua Garcia	Wesley Conklin	Samuel Mitchell
Spore - Kids	Jarred Morton	Avalon Emrich	Archer Emrich/ Samantha Kline
World of Warcraft Gnome Rally #4	Polly Aylor	Aladair Burton	Westin Sullivan

Collectible Games	1st Place	2nd Place	3rd Place
D&D Miniatures	Robert Macy		
Herodlix: Battle Royale	Samuel Mitchell		
Heroscape Gateway Championship	Robby Kellogg	Bob Kellogg	Bobby Doran
Kingdom Hearts #1	Dylan Venuti	Robert Charboneau	Chris Venuti
Kingdom Hearts #2	Robert Charboneau	Vince Langston	Wesley Conklin
Kingdom Hearts #3	Dylan Venuti	Chris Venuti	Johathan Brown
Kingdom Hearts: Coliseum	Samuel Mitchell, Jenna Venuti	Ken Grotjohn, Eric Warner	
Magic: The Gathering #1	Ryan Gan	Josh McFadden	Daniel Peschman
Magic: The Gathering #2	Jonathan Brown	Richard Beckett	Daniel Peschman
Magic: The Gathering #3	Daniel Peschman	David Koontz	Robert Kent
Magic: The Gathering Booster Draft 1	Robert Kent	Jonathan Brown	Dennis Averill
Magic: The Gathering Booster Draft 2	Mathew Udvardi	Sam Udvardi	David Koontz
Mechwarrior	Chuck Watson	Wesley Conklin	Ken Grotjohn
Meepile	Samantha Cohen	Daniel Watson	Jonathan Mabe
Mutant Chronicles	Scott Anderson	Larry Harala	Robin Ripley
Pirates of Cursed Sea	Naseem Zubi	Charles Watson	Lewis Day
Pirates: Sink-N-Keep	Crystal Koontz, Chuck Watson, and Brandon Henricksen	Sayler Van Merlin, Jonathan Brown, and Fred Carmelia	
Star Wars Miniatures: Jedi	Ken Grotjohn	Graeme Bayless	Gary Okuma
VTES "Bear Baiting"	Robert Scythe	Nat Hammond	
VTES "Reform Body"	Preston Poulter	Darby Keeney	
VTES NAC Mini Qual "Feral Spirit"	Darby Keeney	Robert Scythe	Mike Contois
Warlord: Kerebrus Turncoat	Heather Sinauskas	Efrain Astorga	Scott Porter
Warlord: Singles	Efrain Astorga	Rami Silverman	Chris Schoenthal
Warlord: Starter Deck	Rami Silverman	Efrain Astorga	Mike Leader
World of Warcraft: Quests and Raids	Chris Sanger	David McKant	
Yu-Gi-Oh! #1	Mark Nicholson	Archer Emrich	Odin8186
Yu-Gi-Oh! #2	Robert Charboneau	Mark Nicholson	Archer Emrich
Yu-Gi-Oh! #3	Stephen Novak	Marvin Redding	Jacob Rosner

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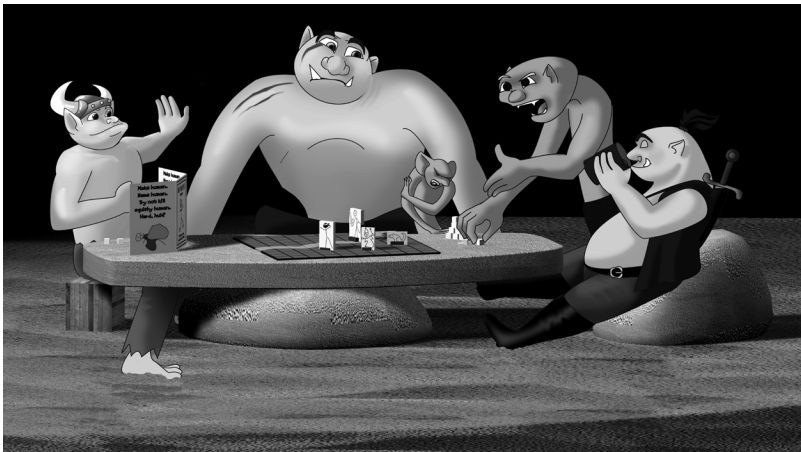
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