

STRATEGICON

GATEWAY

LOS ANGELES, CA
AUG 31-SEP 3 2018



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STUPID [USERS] BETA



BETA is a fast paced army building game full of twists and turns where you play a member of an I.T. team that is the last defense against a Zombie Apocalypse!

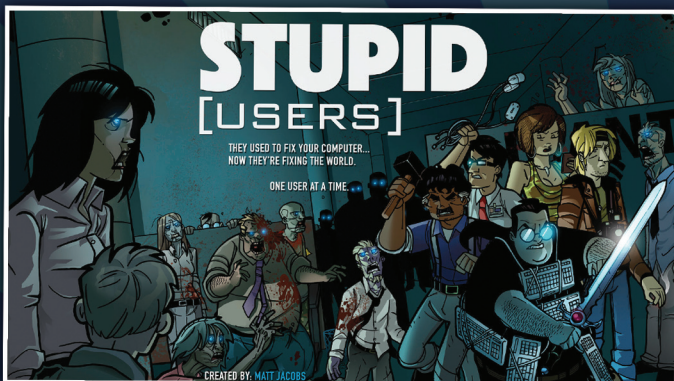
Based off the graphic novel **Stupid Users**, BETA brings a unique and absurd world to life that is sure to please all types of gamers. It is a one-of-a-kind game that will keep you guessing and wanting more.

Support our Kickstarter and get awesome rewards! A 4 player AR enabled card game, 100 pg+ printed graphic novel with digital world explorer, plushies and even get yourself drawn into the game or become a character in the graphic novel. Go down in history!

GATEWAY 8/31-9/2

Indie / New Games Room

CHANCE TO WIN PLUSHIES!



STUPIDUSERSBETA.COM



LAUNCHING **SEPT 4th** ON **KICKSTARTER**

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Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Visit the Registration Desk for assistance.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	William Hillstrom
Role-Playing Games	Jim Sandoval Jon-Enee Merriex Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing
Seminars & Movie Room	Nick Chavez
Library	David Holt
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mei Dean Francis Mark Hyman Michael J. Russell
Quartermasters	Topher Suarez Danielle Suarez

Welcome

Strategicon welcomes you to Gateway 2018. Thank you for joining us.

Gateway brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general. We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

New to the convention? If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

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

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one

person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and Gateway can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

The prizes for board games will be as follows:

Events are played for the pure fun of the game
Tournaments are paid out as follows:

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

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

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

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

Sponsored events will often award some type of game or game expansion

2

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

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

A Guide to Gateway 2018 for Non-gamers

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

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

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

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

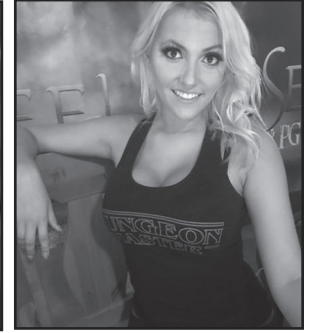
We have worked hard to ensure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is our hobby, and we do love it. If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

Enjoy the con!

Gateway 2018 Special Guest

Todd VanHooser and Griffin Maria

Todd is the author of the Laughing Moon Chronicles and the designer of the tabletop RPG, Adventures Under the Laughing Moon. Over the years, this series has expanded to include novels, short stories, comic books, and original character and creature designs showcased at pop culture and comic conventions in the South West. His latest venture, Laughing Moon: Wheelhouse, takes us into the post-apocalyptic world of Mythren after a catastrophic event sundered the moon. Todd has transitioned from author to storyteller, swapping the writer's keyboard for online streaming and sharing his stories weekly as the game master behind the official Laughing Moon Twitch channel—WheelhouseRPG.



Griffin is a regular gamer and personality on the Laughing Moon: Wheelhouse Twitch channel, and a self-proclaimed master roller of 1s. Equal parts fangirl, gamer, cosplayer, and geek, she has been an integral part of the Laughing Moon crew since the channel launched. Seen at numerous conventions costumed as her tabletop characters, she has been able to bring original characters to life both at the gaming table and as well as in real life. Her energetic gaming style infuses the tabletop game with a sense of fun, but it's her lack of an internal filter that keeps Twitch viewers entertained and coming back for more.



Chris Kohler

A San Diego native who has been involved in miniature gaming, RPGs and board games in some form or another since the early 80s. His love of music and the culture around it, especially punk and hardcore, drove him to create Wild In The Streets - a fast and furious skirmish game based on youth subcultures. When not gaming he is relentlessly chasing down vintage Japanese toys, walking through alleys looking for cool graffiti, buying more art books than he will ever finish looking at and adding more records to his overflowing collection.



Aaron Smith

Aaron had a passion for designing games from a young age... tricky mazes with no dead ends, and video-game-inspired pen and pencil puzzles. He spent 10 years pursuing his dream of creating cutting edge graphics and gameplay for AAA video games such as Prince of Persia, Godzilla, Kung Fu Panda, Transformers, Evil Within, X-Com, and Jimmy Johnson. He took a hiatus and traveling around Asia for 16 months, absorbing exotic cultures, delicacies, temples, adventure, danger, and nature, even eating a few bugs along the way... and began to discover the pattern behind creativity itself, which transcends board games, video games, rap lyricism, and all other creative endeavors as well. During this daring quest, he became inspired to live his life to the fullest, to bring his ideas to life, and to transform his hobby of

board game design into reality, by launching A Smith Games. He has one published board game, Old World New World, a Euro-style tile-driven terrain placement strategy game, about voyaging from the Old World to the New World. He is currently working on SHEEPLE: The Best Game in the Ewe-niverse, a humorous all-ages party game about sheep who are becoming more human-like, a party game where players score points by thinking alike, and thus must Think Like a Sheep.



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



Friday

Master Schedule of Events

* = Play with the creator
 Experience: A = Any, B = Beginner, E = Experienced
 Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+
 Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,
 M = Miniatures, P = Party Games, R = RPGs, S = Seminars,
 T = Traditional Card Games, V = Video Games, W = War Games

Fri, Aug 31

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
11:00 am	1	Goa: A New Expedition 101	International B	B	T	B
	1	King of Tokyo Event	International B	A	A	B
	2	Liar's Dice Event	International B	A	A	B
	4	Sea of Nadia DEMO Demo	International B	B	A	B
	1	Trickerion 101	International B	B	T	B
	2	Twilight Imperium 4th Ed 101	International B	B	T	B
	4	Dragon Dice Demo	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	1	Vanguard Light Tournament	La Jolla	A	A	C
	4	Indie Game Alliance	La Jolla	A	A	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	4	Guild Ball Guild Ball Season 3 demo	International A	A	A	M
	3	Uncharted Seas Uncharted Seas	International A	A	A	M
	1	Liar Liar Demo	Newport B	A	T	P
1 pm	2	Alien Frontiers 101	International B	B	A	B
	3	Goa: A New Expedition Event	International B	A	T	B
	1	Roll for It Event	International B	A	A	B
	3	Trickerion Event	International B	A	T	B
	3	(Decipher) LotR TCG 101	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	3	Street Masters Street Masters	International A	A	T	M
	1	Liar Liar Demo	Newport B	A	T	P
	8	Twilight Imperium 4th ed Event	Los Angeles C	A	M	W
2 pm	2	Bargain Quest Event	International B	A	A	B
	2	No Thanks! Event	International B	A	A	B
	2	Overlords of Infamy Event	International B	A	M	B
	1	Scythe 101	International B	B	A	B
	2	Thurn & Taxis: Power & Glory Event	International B	A	A	B
	8	Twilight Imperium 4th Ed Tournament	International B	E	T	B
	2	Lanterns, Lotus, and Learning - a play and chat for Gameschoolers and [...]	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	4	Blood Rage Blood Rage	International A	A	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	8	Team Yankee - BattleFront Team Yankee Tournament	International A	A	T	M
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo F	A	A	R
	4	AGE Blue Rose: The Unlove Child	San Lorenzo E	A	T	R
	4	A Town Called Malice (playtest) The Sky's Gone Out	Santa Monica A	A	M	R
	4	Cortex Prime GeneX: Retribution	San Lorenzo A	A	A	R
	4	D&D Adventurers League DDAL08-00 Once in Waterdeep (lvs 1-4)	Plaza B	A	A	R
	8	D&D Adventurers League DDHC-MORD-01 Riddle of the [...] (lvs 5-10)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-MORD-02 The Lich-Queen's [...] (lvs 11-16)	Plaza B	A	A	R
	4	Fate Tachyon Squadron	San Lorenzo E	A	T	R
	4	GURPS Monster Hunters: When the hunted become the hunters	San Lorenzo E	A	T	R
	4	Masks: A New Generation Masks vs Vacation	San Lorenzo C	A	M	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Powered by the Apocalypse Bedlem Hall: A Terrible Tale of Pride and [...]	San Lorenzo B	A	A	R
	4	Scum and Villainy (Forged in the Dark) Keep Flyin'	Santa Monica A	A	M	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Star Trek Search and Rescue	San Lorenzo E	A	T	R
	4	Ten Candles 16 Candles	Chair Boardroom	A	M	R
3 pm	3	Alien Frontiers Event	International B	B	A	B
	4	Castles of Mad King Ludwig Event	International B	A	A	B
	1	Great Western Trail 101	International B	B	T	B

Friday

Fri, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	5	Power Grid Deluxe Event	International B	A	T	B
	3	Scythe Qualifier Event	International B	E	A	B
	1	Voyage of Marco Polo 101	International B	B	T	B
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	4	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
4 pm	1	Colosseum 101	International B	B	A	B
	2	Galactic Explorers DEMO Demo *	International B	B	F	B
	5	Great Western Trail Tournament	International B	E	T	B
	1	Ra 2nd Ed 101	International B	B	A	B
	3	Ticket to Ride: Africa Event	International B	A	A	B
	3	Voyage of Marco Polo Event	International B	A	T	B
	2	Yahtzee Free for All #1 Event	International B	A	A	B
	4	Splat!	La Jolla	A	A	C
	3	(Decipher) LotR TCG 101	La Jolla	A	A	C
	2	Clank! A Deck Building Adventure	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars *	International A	A	T	M
	3	Dystopian Wars Dystopian Wars	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	4	The Fall of Magic Event	Newport D	A	T	P
	4	Sails of Glory Small	Los Angeles C	A	A	W
5 pm	1	Angry Town 101	International B	B	A	B
	2	Battlestar Galactica 101	International B	B	A	B
	3	Colosseum Event	International B	A	A	B
	2	Monopoly Deal #1 Tournament	International B	E	A	B
	3	Ra 2nd Ed Event	International B	A	A	B
	1	Terraforming Mars 101	International B	B	T	B
	1	Vanguard Advance Tournament	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
6 pm	2	Angry Town Event	International B	A	A	B
	2	Love Letter #1 Event	International B	A	A	B
	1	Power Grid 101	International B	B	T	B
	1	Robo Rally 101	International B	B	T	B
	3	Terraforming Mars Qualifier Event	International B	E	T	B
	1	Ticket to Ride and Expansions 101	International B	B	A	B
	2	Clank! A Deck Building Adventure	La Jolla	A	T	C
	2	Yu-Gi-Oh! Tournament (Draft)	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	Battletech: Alpha Strike Friday Night Alpha Strike	International A	A	A	M
	1.5	Dirtside Battlestations - Dirtside! *	International A	A	A	M
	6	Fist Full of TOWS3: 15mm HMGS-PSW Presents Battle of Chinese Farm	International A	A	T	M
	4	Walking Dead: All Out War Walking Dead: All Out War	International A	A	T	M
	1	Liar Liar Demo	Newport B	A	T	P
	4	Synthetic RPG Grimdark Cyberpunk Bonanza	San Lorenzo B	A	T	R
	4	Clash of Cultures Event	Los Angeles C	A	A	W
7 pm	5	Battlestar Galactica Event	International B	A	A	B
	1	Heroes of Land Sea and Air 101	International B	B	M	B
	1	Little Drop of Poison 101	International B	B	A	B
	3	Power Grid World Tour: China Event	International B	A	T	B
	5	Robo Rally Tournament	International B	E	T	B
	3	Ticket to Ride: Pennsylvania Event	International B	A	A	B
	1	Magic: The Gathering - Horde: The Siege	La Jolla	A	T	C
	3	Star Wars Destiny Draft	La Jolla	A	A	C
	5	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	1	Meet & Greet *	1635	A	A	G
	2	X-wing 1.0 X-wing Kids Demo and Practice	International A	B	A	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	4	D&D Adventurers League DDAL06-03 Crypt of the Death Giants (lvs 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-00 Once in Waterdeep (lvs 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-01 The Map with No Names (lvs 1-4)	Plaza B	A	A	R

Friday

Fri, Aug 31

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D Adventurers League DDHC-MORD-03 To Wake the [...] (lvs 11-16)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-TOA-06 Heart of the Wild (lvs 5-10)	Plaza B	A	A	R
8 pm	1	Agricola 101	International B	B	T	B
	4	A Study in Emerald Event	International B	A	M	B
	3	Century: Eastern Wonders Event	International B	A	A	B
	1	Imperial 2030 101	International B	B	A	B
	2	Phase 10 #1 Tournament	International B	E	A	B
	1	Xenoshyft Dreadmire 101	International B	B	A	B
	3	M:tG - Friday Night Draft: Core Set 2019	La Jolla	A	A	C
	2	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	3	A Wolf by Any Other Name A Wolf by Any Other Name	Bel Air	A	T	L
	2	Homebrew One Hundred Feet Tall!	3109	A	M	L
	2	Night Forest Night Forest	3103	A	T	L
	4	Blood Rage Blood Rage	International A	A	T	M
	1.5	Dirtside Battlestations - Dirtside! *	International A	A	A	M
	3	Firestorm Armada Firestorm Armada	International A	A	A	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	4	5E Compatible Gamma World Bug Hunters	San Lorenzo B	A	T	R
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo E	A	A	R
	4	Cortex Prime GeneX: Retribution	Exec Boardroom	A	A	R
	4	Custom (facilitated Fall of Magic-esque) MR-KR-GR: The Death-Rolled [...]	Santa Monica A	A	T	R
	4	Fate Dead End	San Lorenzo E	A	A	R
	4	Fate Tachyon Squadron	San Lorenzo C	A	T	R
	4	GURPS Paragon University - The Field Trip	San Lorenzo C	A	T	R
	4	Invisible Sun We Begin at the End	San Lorenzo B	A	T	R
	4	Numenera (Cypher System) The town of Xillow	San Lorenzo F	A	M	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Robotech the Roleplaying Game "Genesis" a Robotech Intro	San Lorenzo E	A	A	R
	4	Savage Rifts Atlantis Emerging	San Lorenzo D	A	A	R
	4	Shadowrun 5 Shadowrun: Missions	San Lorenzo E	A	T	R
	6	Shadows Over Sol Eviction Notice	San Lorenzo A	A	T	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	The Great American Novel The Godfather	Chair Boardroom	A	M	R
	4	unWritten Invasion	San Lorenzo A	A	T	R
	4	Vampire the Masquerade 101 Treachery at the Prince's Mansion	San Lorenzo A	A	T	R
	4	Vampire the Masquerade 5th Edition Enter Freely And Of Your Own [...]	San Lorenzo F	A	M	R
	2	Fortnite #0 PC	Marina	A	A	V
	1.5	Smash Bros. #1 - Kirby-Rama WiiU	Marina	A	A	V
9 pm	3	7 Wonders Duel Event	International B	A	A	B
	4	Agricola Tournament	International B	E	T	B
	1	Castles of Burgundy 101	International B	B	A	B
	3	Imperial 2030 Event	International B	A	A	B
	1	Port Royal 101	International B	B	A	B
	4	Xenoshyft Dreadmire Event	International B	A	A	B
	0	Dealer Room Closes	Pacific	A	A	G
	1.5	Filibuster Demo	Newport D	B	F	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	2	Werewolf 101	Catalina D	A	A	P
10 pm	7	Castles of Burgundy Big	International B	E	A	B
	2	Elder Sign Event	International B	A	T	B
	1	Gold West	International B	B	T	B
	2	Port Royal Event	International B	E	A	B
	2	Uno #1 Event	International B	A	A	B
	2	Homebrew Beast****er: A Game of Duty and Fertility	3109	A	M	L
	1.5	Dirtside Battlestations - Dirtside! *	International A	A	A	M

Saturday

Fri, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Wild in the Streets Wild in the Streets *	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Keep Talking and Nobody Explodes Event	Newport B	A	A	P
	3	Ultimate Werewolf Event	Newport C	A	A	P
	2	Werewolf by Night Event	Carmel	A	T	P
11 pm	1	Bananagrams Event	International B	A	A	B
	2	Comnies! Event *	International B	A	A	B
	1	Disney's Villainous	International B	B	A	B
	2	Gold West Event	International B	A	T	B
	1	Ticket to Ride First Journey Event	International B	A	M	B
	3	M:tG Core Set 2019 Prerelease	La Jolla	A	A	C
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	2	Tabletop MMORPG Party Penguins: Infinity Wars *	International A	A	A	M
	1	News@11 Event	Catalina A	A	M	P

* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Sat, Sep 1

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Disney's Villainous Event	International B	A	A	B
	2	Istanbul: The Dice Game Event	International B	E	A	B
	3	A Toast To Doomsday Event	Catalina B	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Werewolf 101	Catalina D	A	A	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo B	A	A	R
	4	Palladium's Dead Reign The Midnight Society Presents: Resident Evil	San Lorenzo A	A	M	R
3 am	3	Werewolf 101	Catalina D	A	A	P
8 am	1	Titan 101 101	International B	B	T	B
9 am	3	Blue Moon City Event	International B	A	A	B
	1	Container 101	International B	B	A	B
	2	Hollywood Blvd. DEMO Demo *	International B	B	A	B
	2	Monopoly Deal #2 Event	International B	A	A	B
	14	Titan Tournament	International B	E	T	B
	3	Star Wars Destiny Draft	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	A	C
	2	Knitting and Crochet Drop-in Clinic and Meetup	Exec Boardroom	A	A	G
	4	The Sorrows of Winter	Bel Air	A	M	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: [...]	International A	A	T	M
	1.5	Dirtside Battlestations - Dirtside! *	International A	A	A	M
	10	Flames of War V4 FOW: MW Regionals Tourney Day 1	International A	A	T	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Cypher Cypher - Lost Galaxy	San Lorenzo F	A	A	R
	4	D&D Adventurers League CCC-PHA-01 Six Summoned Swords (lvls 5-10)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL05-18 The Mysterious Isle (lvls 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-00 Once in Waterdeep (lvls 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-02 Beneath the City of the Dead (lvls 1-4)	Plaza B	A	A	R
	8	D&D Adventurers League DDHC-TOA-13 The Risen Mists (lvls 11-16)	Plaza B	A	A	R
	4	Disposable Adventurers Gaming System Thieving from thieves	San Lorenzo F	A	A	R
	3	Dungeons & Dragons 5th Edition The TPK Tournament: Let's Kill Xanathar	Santa Monica A	A	M	R
	4	Feng Shui 2 A Time to Steal	San Lorenzo E	A	T	R
	4	GURPS Project Aspire - Consequences	San Lorenzo C	A	T	R
	4	Heroic Dark Craft your world defend it to the death	San Lorenzo E	A	T	R
	4	Mage the Awakening: Second Edition Taking the Oath	San Lorenzo A	A	M	R
	4	Moment of Truth RPG Blood, Blade and Tusk	Chair Boardroom	A	T	R
	4	Palladium RIFTS Let's Get A Party Going, Extended!	San Lorenzo D	A	A	R
	4	Palladium RIFTS The Insert of Team Omega	San Lorenzo D	B	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	PBTA Demigods -	San Lorenzo E	A	T	R
	4	Pugmire and Monarchies of Mau Dogs and Cats Working Together.	San Lorenzo B	A	A	R
	4	Robotech the Roleplaying Game "Battle Cry" a Robotech Intro	San Lorenzo F	A	A	R

Saturday

Saturday

Sat, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Savage Worlds: Deadlands Noir Touch-and-Go (Posé-Decollé)	San Lorenzo A	A	M	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Vampire the Requiem: Second Edition The Requiem Chronicles: Blackout	San Lorenzo C	A	T	R
	4	RPG Games on Demand	Lower Lobby F	A	T	R
	4	Wild Talents/O.R.E. Defending Champion City	San Lorenzo E	A	T	R
	4	Axis & Allies Event	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	1	Azul 101	International B	B	T	B
	3	Container Event	International B	A	A	B
	3	Doom: The Board Game Event	International B	A	M	B
	1	Fireball Island 101	International B	B	A	B
	1	Hit the Throttle! Event	Family Area	A	K	B
	4	Last Days of Athobrae DEMO Demo	International B	B	T	B
	3	Terraforming Mars Qualifier Event	International B	E	T	B
	1	Pokemon Workshop #1	La Jolla	A	A	C
	2	The Tea Dragon Society Card Game	La Jolla	A	T	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	7	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	3	The Skeletons The Skeletons	3109	A	M	L
	7	Paint and Take - Sponsored by Army Painter	International A	A	A	M
	4	Civil Unrest Civil Unrest: Anarchy	International A	A	T	M
	5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars *	International A	A	T	M
	2	Cthulhu Wars Cthulhu Wars Battle for World Domination!	International A	A	T	M
	4	Death from Above Fly the Unfriendly Skies *	International A	A	A	M
	4	Star Wars Legion Star Wars - The Battle of Piralor (RPG Storytime)	International A	A	A	M
	10	War Against George the Third 15mm Battle of Long Island August 1776	International A	A	T	M
	11	Warhammer 40K Gateway Warhammer 40K ITC Grand Tournament	International A	E	T	M
	10	Warhammer 40K 8th edition 40K Mega-Apocalypse	International A	A	A	M
	4	X-Wing 1.0 X-Wing Kids Tournament	International A	E	K	M
	6	X-Wing 1st Edition Last 1st edition X-Wing Tournament (2nd try)	International A	A	T	M
	4	Zombicide Black Plague Zombicide: Mega Zombicide!	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Escape the Circus Event	Newport D	A	A	P
	4	Savage Rifts Atlantis Emerging	San Lorenzo D	A	A	R
	4	Maria Small	Los Angeles C	A	A	W
	4	Sturm Europa Event *	Los Angeles C	A	A	W
	11	Virgin Queen (Campaign Scenario) Special	Los Angeles C	E	A	W
11 am	1	Angry Birds Card Game Event	Family Area	A	K	B
	1	Gem Rush 2nd Ed DEMO Demo	International B	B	A	B
	3	Rising Sun Expansions Event	International B	A	T	B
	4	That's a Wrap DEMO Demo	International B	B	A	B
	1	Ticket to Ride and Expansions 101	International B	B	A	B
	2	Uno #2 Tournament	International B	E	A	B
	3	Ascension #1	La Jolla	A	A	C
	1	Dragon Dice Demo	La Jolla	A	A	C
	4	(ICE) Middle-Earth CCG 101	La Jolla	A	A	C
	3	Pokemon #1	La Jolla	A	A	C
	2	Port Royal	La Jolla	A	A	C
	2	Vanguard Light Tournament	La Jolla	A	A	C
	4	Indie Game Alliance	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	1.5	Dirtside Battlestations - Dirtside! *	International A	A	A	M
	6	Warhammer Ancients Battle 28mm HMGS-PSW Presents Dark Age Dust Up	International A	A	A	M
	1	Luoda Event *	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	3	Dungeons & Dragons 5th Edition The TPK Tournament: Let's Kill Xanathar	Santa Monica A	A	M	R
	2	Smash Bros #2 - FFA WiiU	Marina	E	A	V
	4	Game of Thrones Small	Los Angeles C	A	A	W
	6	Caesar at Alesia Event	Los Angeles C	A	A	W
Noon	3	Califirnia Gold Event *	International B	A	A	B
	1	Darkest Night 2nd Ed 101	International B	B	T	B
	2	Mysterium Event	International B	A	A	B
	5	Power Grid Tournament	International B	E	T	B

Saturday

Sat, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Sea of Nadia DEMO Demo	International B	B	A	B
	1	Ticket to Ride: Rails to Sails 101	International B	B	T	B
	3	Boss Monster Tournament	La Jolla	A	A	C
	2	Splat!	La Jolla	A	A	C
	4	Dragon Dice Sealed Kicker Tournament	La Jolla	A	A	C
	7	Legends of the Five Rings LCG Swiss Tournament	La Jolla	E	T	C
	2	Strategic-Placement-Con - Clash Royale Tournament	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	1	Munchkin Treasure Hunt or Wonderland	La Jolla	A	F	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	1.5	Math Trade & Virtual Flea Exchange	Newport C	A	A	G
	3	Uncharted Seas Uncharted Seas	International A	A	A	M
	1	Once Upon a Time: Storytelling Card Game Event	Catalina A	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Escape the Circus Event	Newport D	A	A	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	Prince AJ's Splendid Scavenger Hunt Tournament	Catalina B	A	T	P
	2	Podcasting: Finding Your Voice	Carmel	A	T	S
	4	1775 Rebellion Tournament Small	Los Angeles C	A	A	W
1 pm	3	Darkest Night 2nd Ed Event	International B	A	T	B
	1	Kingsburg 101	International B	B	A	B
	2	Phase 10 #2 Event	International B	A	A	B
	2	Pursuit of Happiness Event	International B	A	T	B
	4	Ticket to Ride: Rails to Sails Tournament	International B	E	T	B
	2	Treasure Hogs DEMO Demo	International B	B	F	B
	1	Card and Dice Games for Kids!	La Jolla	A	F	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	6	Lord of the Rings Strategy Battle Game Ambush at Moria	International A	A	A	M
	1	Killah Queen Event	Catalina B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	3	Dungeons & Dragons 5th Edition The TPK Tournament: Let's Kill Xanathar	Santa Monica A	A	M	R
	1	Mario Kart Practice #1 Wii U / Switch	Marina	A	F	V
2 pm	1	Angry Town 101	International B	B	A	B
	5	Kingsburg Big	International B	E	A	B
	1	Macao 101	International B	B	A	B
	2	Notre Dame Event	International B	A	A	B
	3	Perpetual Motion Machine Event	International B	A	A	B
	1	Red Dragon Inn 101	International B	B	T	B
	1	Dice Masters 101	La Jolla	A	A	C
	1.5	Magic: The Gathering - Commanderin'	La Jolla	A	A	C
	2	Strategic-Placement-Con - Clash Royale Tournament	La Jolla	A	A	C
	2	Clank! In Space	La Jolla	A	T	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	2	Seanchai Tournament *	Pacific	A	A	G
	4	Nerf/Boffer (Live Combat) Ragnarök and Röll RedUX	Bel Air	A	T	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: [...]	International A	A	T	M
	4	Car Wars Homebrew Car Wars: Amateur Night	International A	A	A	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	6	Ogre! Ogre!	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Luoda Event *	Newport B	A	A	P
	1.5	Filibuster Demo	Newport C	B	F	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Killah Queen 2 Event	Catalina B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	1	Shadow*Kitty Demo	Catalina A	A	A	P
	4	5E Compatible Bug Hunters	San Lorenzo E	A	T	R
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	4	A Town Called Malice (playtest) Burning From the Inside	Chair Boardroom	A	M	R
	4	Cypher Cypher - Lost Galaxy	San Lorenzo B	A	A	R
	4	Cypher System Numenera: Forgetting Doomsday	Newport A	A	A	R

Saturday

Sat, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D Adventurers League DDAL05-19 Eye of Xxiphu (lvls 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-00 Once in Waterdeep (lvls 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-03 Dock Ward Double Cross (lvls 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-TOA-06 Heart of the Wild (lvls 5-10)	Plaza B	A	A	R
	4	Dungeon Crawl Classics The Hypercube of Myt	Catalina C	B	F	R
	4	Dungeon Fantasy RPG (Powered by GURPS) Threlhaven: Torment of Frost	San Lorenzo E	A	T	R
	3	Fate Fallout: The "Crash" of Vault 24	Catalina C	A	A	R
	4	GURPS Monster Hunters: The Mystic Bond	San Lorenzo A	A	T	R
	4	GURPS (ASPIRE) Guns Lots of Guns	San Lorenzo F	A	T	R
	4	Moment of Truth RPG Mobile Danger Force	San Lorenzo A	A	T	R
	4	Paranoia The Communist Cafeteria Conspiracy	San Lorenzo B	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Post Modern Magic (Modified FAE) Danger at Darkfire School of Magic!	San Lorenzo F	A	T	R
	4	Powered by the Apocalypse 101 The Sprawl - Mars: New Horizons [...]	San Lorenzo E	A	T	R
	4	Prism Kaleidoscope - Shinju Castle	San Lorenzo C	A	A	R
	8	Savage Rifts RIFTS - Mexican Cargo Run: Tampico Touchdown Session 1	San Lorenzo D	A	T	R
	4	Savage Worlds (The Savage World of Flash Gordon™) The Malevolent [...] *	San Lorenzo F	A	T	R
	4	Sentinels Comics rpg Itsy bitsy little spiderbot	San Lorenzo B	A	A	R
	4	Shadowrun 5 Shadowrun: Missions	San Lorenzo A	A	T	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Teenagers From Outer Space Much Ado About Bonk	San Lorenzo E	A	T	R
	4	unWritten Empires At War	Newport A	A	T	R
	4	Vampire The Requiem New Wave Requiem: Hungry Like The Wolf	San Lorenzo F	A	T	R
	4	RPG Games on Demand	Lower Lobby F	A	T	R
	1	Hearthstone - The Boomsday Project PC, Android, OIS	Marina	A	A	V
	2	Mario Kart 8 #1 - Team Race Wii U / Switch	Marina	A	F	V
3 pm	2	Angry Town Event	International B	A	A	B
	3	Macao Event	International B	A	A	B
	1	Merchant of Venus 101	International B	B	T	B
	2	Niagara Event	International B	A	A	B
	2	Project: ELITE Event	International B	A	M	B
	2	Yahtzee Free for All #2 Tournament	International B	E	A	B
	4	Red Dragon Inn	La Jolla	A	T	C
	3	Dice Masters Rainbow Draft	La Jolla	A	A	C
	4	(ICE) Middle-Earth CCG - Hero Arda	La Jolla	A	A	C
	2	Vanguard Advance Tournament	La Jolla	A	A	C
	5	Strategicon Football League - 2018	Exec Boardroom	A	M	G
	5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars *	International A	A	T	M
	5	Imperial Assault Imperial Assault - RPG Storytime	International B	A	A	M
	4	This is WAR! Outpost 5 *	International A	A	A	M
	1	Luoda Event *	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Shadow*Kitty Demo	Catalina A	A	A	P
	3	Wheelhouse Laughing Moon: Wheelhouse Live *	Carmel	A	A	R
4 pm	1	Ashes: Rise Of The Phoenixborn 101	International B	B	A	B
	2	Bull Moose Event *	International B	A	T	B
	2	Galactic Explorers DEMO Demo *	International B	B	F	B
	2	Little Drop of Poison Event	International B	A	A	B
	5	Merchant of Venus Tournament	International B	E	T	B
	2	Monopoly Gamer Event	International B	A	T	B
	2	Movie Buff Event	International B	A	A	B
	2	Splat!	La Jolla	A	A	C
	1.5	Magic: The Gathering - Commanderin'	La Jolla	A	A	C
	3	M:tG Core Set 2019 Prerelease	La Jolla	A	A	C
	2	Clank! In Space	La Jolla	A	T	C
	3	Star Wars Destiny Infinite	La Jolla	A	A	C
	3	Munchkin Collectible Card Draft Event	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	3	Dystopian Wars Dystopian Wars	International A	A	A	M
	4	Warhammer 40K 8th edition Warhammer 40K Demo	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Escape the Circus Event	Newport D	A	A	P
	1	Liar Liar Demo	Newport B	A	T	P

Saturday

Sat, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	1	Shadow*Kitty Demo	Catalina A	A	A	P
	1.5	Injustice 2 #1 - Standard PS4	Marina	A	A	V
	4	Frederick Small	Los Angeles C	A	A	W
5 pm	3	Ashes: Rise Of The Phoenixborn Sponsored	International B	A	A	B
	1	Catan 101	International B	B	A	B
	4	Fallout Boardgame DEMO Demo	International B	B	A	B
	1	Logologic Event	International B	A	A	B
	2	Love Letter #2 Tournament	International B	E	A	B
	2	Pirate's Cove Event	Family Area	A	F	B
	1	Planet Steam 101	International B	B	A	B
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	7	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	6	Circus Maximus Circus Maximus	International A	A	A	M
	1	Liar Liar Demo	Newport B	A	T	P
6 pm	6	Catan Big	International B	E	A	B
	5	Descent Journeys in the Dark 1st Ed Event	International B	A	M	B
	2	Ex Libris Event	International B	A	A	B
	3	Planet Steam Event	International B	A	A	B
	1	Star Fluxx Event	International B	A	F	B
	1	Thurn & Taxis 101	International B	B	A	B
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	3	The Saber Legion Darkwatch Series	Pasadena Gard.	A	A	G
	3	Warhammer 40K 8th edition 40K Ironman Tournament	International A	A	A	M
	1	Luoda Event *	Newport B	A	A	P
	2	Escape the Circus Event	Newport D	A	A	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	Seany G's Board Game Song Parody Game Show Event	Catalina D	A	T	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	1	The Extraordinary Adventures of Baron Munchausen Event	Catalina A	A	M	P
	3	Memoir Classic Small	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Altiplano Event	International B	A	A	B
	1	Glory to Rome 101	International B	B	A	B
	2	Indie Dev Event	International B	A	T	B
	3	Power Grid World Tour: Korea Event	International B	A	T	B
	1	Tentile Bento 101	International B	B	M	B
	3	Ticket to Ride: USA 1910 Tournament	International B	E	A	B
	5	Core 2019 Win-A-Box Draft	La Jolla	E	T	C
	4	Force on Force Capture of the Kara Kozak Bridge	International A	A	M	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	4	D&D Adventurers League DDEP00-01 The Red War (lvls 1-20)	Plaza B	A	A	R
8 pm	1	Colony 101	International B	B	A	B
	3	Glory to Rome Tournament	International B	E	A	B
	2	Not Alone Event	International B	A	A	B
	4	Sovereign Chess DEMO Demo	International B	B	A	B
	2	Tentile Bento Event	International B	A	M	B
	2	Splat!	La Jolla	A	A	C
	2	Chez Geek - Spring Break!	La Jolla	A	A	C
	4	Freeform LARP Path of the Ghost Speaker	Bel Air	A	M	L
	4	Homebrew Graduate School the Larp	3103	A	M	L
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	3	Firestorm Armada Firestorm Armada	International A	A	A	M
	4	Infinity Infinity Demos	International A	A	A	M
	4	Massive Darkness Massive Darkness	International A	A	T	M
	2	The Men Who Would Be Kings The Men Who Would Be Kings	International A	A	T	M
	1	Wild in the Streets Wild in the Streets *	International A	A	A	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Escape the Circus Event	Newport D	A	A	P
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P

Saturday

Sat, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo A	A	A	R
	4	Forged in the Dark Tribe 8 - Enemy of my Enemy	San Lorenzo C	A	M	R
	4	GURPS 101 Experiment fail at Paragon	San Lorenzo B	A	A	R
	4	GURPS 'Guns and Gas and Gods!'	San Lorenzo E	A	T	R
	4	GURPS Monster Hunters: The Mystic Bond	San Lorenzo F	A	T	R
	4	Invisible Sun We Begin at the End	San Lorenzo C	A	M	R
	4	Monster of the Week (PbtA) Life's A Beach, Then You Die... Horribly	San Lorenzo E	A	T	R
	4	Overlight The Unending Sky	San Lorenzo E	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Post Modern Magic (Modified FAE) Catfishing for Heroes!	San Lorenzo F	A	T	R
	4	Prism Kaleidoscope - Saving Shiloh	San Lorenzo B	A	A	R
	4	Scherzando! Scherzando! - A Musical RPG	Chair Boardroom	A	T	R
	4	Shadowrun 5 Shadowrun: Missions	San Lorenzo F	A	T	R
	6	Shadows Over Sol Eviction Notice	San Lorenzo E	A	T	R
	5	Starfinder RPG EXCLUSIVE: SFS 1-99: The Scoured Stars Invasion	Los Angeles A	A	A	R
	4	Star Wars: Force and Destiny (Fantasy Flight Games) Mountaintop Rescue	San Lorenzo A	A	A	R
	2	Happy Jacks RPG Podcast Live!	Carmel	A	T	S
	2	Fortnite #1 PC	Marina	A	T	V
9 pm	1	7 Wonders 101	International B	B	A	B
	1	Bananagrams Event	International B	A	A	B
	1	Baseball Highlights 2045 101	International B	B	A	B
	2	Colony Event	International B	A	A	B
	2	Faete DEMO Demo	International B	B	T	B
	4	Magic: The Gathering - K&J Pauper Tourney	La Jolla	A	T	C
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	THREE Rooms and a Boom Event	Pasadena Gard.	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	4	Werewolf: Twilight Edition Event	Newport C	A	T	P
	3	Werewolf 101	Catalina D	A	A	P
10 pm	3	7 Wonders Big	International B	E	A	B
	3	Azul Event	International B	A	A	B
	3	Baseball Highlights 2045 Event	International B	A	A	B
	2	Commies! Event *	International B	A	A	B
	3	Nexus Ops Event	International B	A	A	B
	5	Stadium: A Sport Odyssey Demo	International B	B	T	B
	5	Stadium: A Sport Odyssey DEMO Sponsored	International B	B	T	B
	2	Kingdom Death Kingdom Death: Monster	International A	A	M	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Parsely: Spooky Manor Event	Newport D	A	T	P
11 pm	2	7 Blunders Event	International B	A	T	B
	1	Elder Sign 101	International B	B	T	B
	4	Rise of Tribes DEMO Demo	International B	B	A	B
	3	M:tG Core Set 2019 Prerelease	La Jolla	A	A	C
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	1	Salem 1692 Event	Catalina A	A	A	P

* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Sun, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Disney's Villainous Event	International B	A	A	B
	2	Elder Sign Event	International B	A	T	B
	1	Magic: The Gathering - Horde: At The Reactor	La Jolla	A	T	C
	2	Clay-O-Rama Clay-O-Rama Midnight Death Brawl!	International A	A	T	M
	3	A Toast To Doomsday Event	Catalina B	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Werewolf 101	Catalina D	A	A	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	4	Palladium's Dead Reign The Midnight Society Presents: Resident Evil	San Lorenzo B	A	M	R

Sunday

Sun, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
3 am	3	Werewolf 101	Catalina D	A	A	P
9 am	1	Century Spice Road 101	International B	B	A	B
	3	Dream Factory Event	International B	A	A	B
	2	Movie Buff Event	International B	A	A	B
	2	Movie Buff 101	International B	B	A	B
	1	Stone Age 101	International B	B	A	B
	2	Terraforming Mars Qualifier Event	International B	E	T	B
	1	Gunkimono	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	A	C
	4	Freeform Lucky 21	Bel Air	A	T	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: [...]	International A	A	T	M
	4	Blood Rage Blood Rage	International A	A	T	M
	7	Flames of War V4 FOW: MW Regionals Tourney Day 2	International A	A	T	M
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M
	4	D&D Adventurers League CCC-YLRA-SDCC01 Exploratory Arts (lvs 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL06-03 Crypt of the Death Giants (lvs 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-00 Once in Waterdeep (lvs 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-01 The Map with No Names (lvs 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-MORD-03 To Wake the [...] (lvs 11-16)	Plaza B	A	A	R
	3	Dungeons & Dragons 5th Edition The TPK Tournament: Let's Kill Xanathar	Santa Monica A	A	M	R
	4	GURPS The Road to Redemption	San Lorenzo A	A	T	R
	4	GURPS (Paragon University) The Big Mission	San Lorenzo F	A	A	R
	4	Mouse Guard The Stark Storehouse Caper	Chair Boardroom	A	A	R
	4	Palladium RIFTS The Insert of Team Omega	San Lorenzo D	B	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Robotech the Roleplaying Game "Homecoming" a Robotech Intro	San Lorenzo C	A	A	R
	4	Savage Worlds: Deadlands Noir Touch-and-Go (Posé-Decollé)	San Lorenzo B	A	M	R
	4	Sum and Villainy (Forged in the Dark) Keep Flyin'	San Lorenzo B	A	M	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Synthicide RPG Grimdark Cyberpunk Bonanza	San Lorenzo A	A	T	R
	5	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	1	Buck, Buck, Moose! Event	Family Area	A	K	B
	1	Concordia 101	International B	B	A	B
	4	Last Days of Athobrae DEMO Demo	International B	B	T	B
	5	Middle Earth Quest Event	International B	A	M	B
	2	Monopoly Deal #3 Event	International B	A	A	B
	1	Panamax 101	International B	B	T	B
	6	Stone Age Big	International B	E	A	B
	4	(ICE) Middle-Earth CCG - Hero Arda	La Jolla	A	A	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	7	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	3.5	The Saber Legion Tim Keennon Classic	Pasadena Gard.	A	A	G
	7	Paint and Take - Sponsored by Army Painter	International A	A	A	M
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	4	Civil Unrest Civil Unrest: Anarchy	International A	A	T	M
	2	Clay-O-Rama Clay-O-Rama Extravaganza	International A	B	F	M
	4	Death from Above Fly the Unfriendly Skies *	International A	A	A	M
	6	Infinity N3 The Gateway Incident	International A	A	T	M
	5	Kings of War The Hildebrand Open 4th annual Miniatures Tournament [...]	International A	B	T	M
	8	La Bataille 15mm Battle of Blankenfelde, Northeastern Prussia, 1813	International A	A	T	M
	8	Warhammer 40K Gateway Warhammer 40K ITC Grand Tournament	International A	E	T	M
	10	Warhammer 40K 8th edition 40K Mega-Apocalypse	International A	A	A	M
	4	Warhammer 40K 8th edition Warhammer 40K Demo	International A	A	A	M
	1	Planet Cover Demo *	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	4	Savage Rifts Atlantis Emerging	San Lorenzo D	A	A	R
	8	Kriegsspiel Event	Los Angeles C	A	A	W
11 am	4	Concordia Tournament	International B	E	A	B
	2	Fireball Island Event	International B	A	A	B
	1	Kingdom Builder 101	International B	B	A	B
	1	Lisboa 101	International B	B	M	B
	3	Panamax Event	International B	A	T	B
	1	Pounce! Event	Family Area	A	K	B
	4	Sea of Nadia DEMO Demo	International B	B	A	B

Sunday

Sun, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Dragon Dice Demo	La Jolla	A	A	C
	3	Pokemon #2	La Jolla	A	A	C
	3	Star Wars Destiny Infinite	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	2	Port Royal	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	1	Vanguard Light Tournament	La Jolla	A	A	C
	4	Indie Game Alliance	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	1	Planet Cover Demo *	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	3	Dungeons & Dragons 5th Edition The TPK Tournament: Let's Kill Xanathar	Santa Monica A	A	M	R
	2	Kids on Bikes by Renegade Game Studios Kids on Bikes in Undecided, [...]	San Lorenzo E	A	K	R
Noon	3	Carcassonne Event	International B	A	A	B
	2	Kingdom Builder Event	International B	E	T	B
	3	Lisboa Event	International B	A	M	B
	1	Talisman/Cataclysm 101	International B	B	T	B
	3	Ticket to Ride: Europe Tournament	International B	E	A	B
	1	Ticket to Ride First Journey Event	Family Area	A	K	B
	2	Uno #3 Event	International B	A	A	B
	2	Splat!	La Jolla	A	A	C
	4	Dragon Dice Build-Your-Own-Army	La Jolla	A	A	C
	4	Star Wars Minis Sealed Booster Draft	La Jolla	A	A	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	3	Uncharted Seas Uncharted Seas	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1.5	The Last Banquet Event	Newport D	A	A	P
	4	The Genius Game Tournament	Newport C	A	T	P
	8	twilight imperium 4th ed Event	Los Angeles C	A	M	W
	4	Battle Cry- Tournament Tournament	Los Angeles C	A	A	W
1 pm	1	Darkest Night 2nd Ed 101	International B	B	T	B
	1	Istanbul 101	International B	B	A	B
	2	Phase 10 #3 Event	International B	A	A	B
	4	Sovereign Chess DEMO Demo	International B	B	A	B
	5	Talisman/Cataclysm Tournament	International B	E	T	B
	1	The Looney Bin Event *	International B	A	A	B
	3	Ascension #2	La Jolla	A	A	C
	3	M:tG Draft - Core Set 2019	La Jolla	A	A	C
	3	Munchkin Tournament	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	6	Lord of the Rings Strategy Battle Game Ambush at Moria	International A	A	A	M
	6	What a Tanker! Operation Mortain	International A	A	T	M
	1	Planet Cover Demo *	Newport B	A	A	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	3	Dungeons & Dragons 5th Edition The TPK Tournament: Let's Kill Xanathar	Santa Monica A	A	M	R
	1	Mario Kart Practice #2 Wii U / Switch	Marina	A	F	V
2 pm	1	Angry Town 101	International B	B	A	B
	3	Darkest Night 2nd Ed Event	International B	A	T	B
	3	Istanbul Big	International B	E	A	B
	1	Lords of Waterdeep 101	International B	B	T	B
	3	Manilla Event	International B	A	A	B
	2	Popular Front Event *	International B	A	T	B
	1	Dice Masters 101	La Jolla	A	A	C
	4	(ICE) Middle-Earth CCG 101	La Jolla	A	A	C
	1.5	Magic: The Gathering - Commanderin'	La Jolla	A	A	C
	1	Vanguard Advance Tournament	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	2	Seanchai Tournament *	Pacific	A	A	G
	4	Homebrew Orcs the LARP	3103	A	M	L
	4	Starship Valkyrie Basic Starship Valkyrie: Kapteyn's Star	Bel Air	B	T	L
	2	Painting Contest Judging	International A	A	A	M
	3	Battlestations 2nd Edition Battlestations 2nd Edition *	International A	A	A	M
	4	Ethnos Ethnos	International A	A	T	M

Sunday

Sun, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	Gaslands Gaslands Death Race	International A	A	F	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Planet Cover Demo *	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	2	The Resistance: Avalon Event	Catalina C	A	T	P
	4	Advanced Dngeons and Dragons My Old School	San Lorenzo E	A	A	R
	4	A Town Called Malice (playtest) The Sky's Gone Out	San Lorenzo F	A	M	R
	4	Cypher System Numenera: Forgetting Doomsday	San Lorenzo E	A	A	R
	4	D&D 5th Edition Tournament of Pigs	San Lorenzo C	B	T	R
	4	D&D Adventurers League CCC-YLRA-SDCC02 No Good Deed (lvls 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL05-18 The Mysterious Isle (lvls 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-00 Once in Waterdeep (lvls 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-02 Beneath the City of the Dead (lvls 1-4)	Plaza B	A	A	R
	8	D&D Adventurers League DDHC-MORD-01 Riddle of the [...] (lvls 5-10)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-MORD-03 To Wake the [...] (lvls 11-16)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-TOA-06 Heart of the Wild (lvls 5-10)	Plaza B	A	A	R
	4	GURPS FINALS GURPS Finals	San Lorenzo F	A	T	R
	4	Iron Kingdoms (using Dunegon World ruleset) Corvis - City of Ghosts	San Lorenzo F	A	M	R
	4	OUTBREAK: UNDEAD 2nd edition Bug out or hunker down?	San Lorenzo A	A	T	R
	4	Paranoia Viva La Revolution	San Lorenzo E	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Post Modern Magic (Modified FAE) Dealing with somebody else's mess	San Lorenzo C	A	T	R
	4	Powered by the Apocalypse 101 The Sprawl - Mars: New Horizons [...]	San Lorenzo A	A	T	R
	8	Savage Rifts RIFTS - Mexican Cargo Run: Tampico Touchdown Session 2	San Lorenzo D	A	T	R
	4	Savage Worlds Achtung Cthulhu! Three Kings	Chair Boardroom	A	T	R
	4	Shadowrun 5 Shadowrun: Missions	San Lorenzo F	A	T	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Teenagers From Outer Space Things That Go Bonk in the Night	San Lorenzo B	A	T	R
	4	The Skeletons The Skeletons	San Lorenzo B	A	T	R
	4	unWritten Steampunk Space Monks - wuxia in an old space west	San Lorenzo A	A	T	R
	4	RPG Games on Demand: Kids Edition	Lower Lobby F	A	K	R
	2	Mario Kart 8 #2 Wii U / Switch	Marina	A	F	V
3 pm	1	Acquire 101	International B	B	A	B
	2	Angry Town Event	International B	A	A	B
	2	Blood Rage Event	International B	A	M	B
	1	Little Drop of Poison 101	International B	B	A	B
	5	Lords of Waterdeep Tournament	International B	E	T	B
	6	Terraforming Mars Finals Big	International B	E	T	B
	2	Yahtzee Free for All #3 Event	International B	A	A	B
	2	Splat!	La Jolla	A	A	C
	1	Clank! In! Space! Apocalypse!	La Jolla	E	T	C
	2	Dice Masters Open Event	La Jolla	A	A	C
	1	Magic: The Gathering - Horde: The Maelstrom	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	2	Vanguard So Cali Con Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	4	This is WAR! Outpost 5 *	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	1	Good Cop Bad Cop Event	Catalina B	A	T	P
	3	Wheelhouse Laughing Moon: Wheelhouse Live *	Carmel	A	A	R
4 pm	4	Acquire - David Woolcott Memorial Tournament Tournament	International B	E	A	B
	1	Cartagena Event	International B	A	A	B
	1	Descent Journeys in the Dark 2nd Ed 101	International B	B	A	B
	1	Eclipse 101	International B	B	T	B
	2	Galactic Explorers DEMO Demo *	International B	B	F	B
	2	Little Drop of Poison Event	International B	A	A	B
	1	Spirit Island 101	International B	B	A	B
	1	Fireworks	La Jolla	A	A	C
	3	M:tG Core Set 2019 Prerelease	La Jolla	A	A	C
	1	Pirates: The Return of Pirate Keith *	La Jolla	A	K	C
	3	Star Wars Destiny Draft	La Jolla	A	A	C

Sunday

Sun, Sep 2

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Dept.
	3		Munchkin Collectible Card Game Tournament	La Jolla	A	A	C
0.25			GRID GAME Raffle Drawing! *	Pacific	A	F	G
	3		Dystopian Wars Dystopian Wars	International A	A	A	M
	4		Song of Ice and Fire Game of thrones	International A	A	T	M
	1		Barker's Row Event	Catalina B	A	A	P
	1		Stupid Users: BETA Event	Newport B	A	T	P
	1		Liar Liar Demo	Newport B	A	T	P
	2		Smash Bros #3 - 1v1 WiiU	Marina	E	A	V
5 pm	4		Descent Journeys in the Dark 2nd Ed Event	International B	A	A	B
	6		Eclipse Tournament	International B	E	T	B
	1		Fury of Dracula 2nd Ed 101	International B	B	A	B
	2		Love Letter #3 Event	International B	A	A	B
	1		Puerto Rico 101	International B	B	A	B
	2		Spirit Island Event	International B	A	A	B
	1		Magic: The Gathering - Horde: The Hedron Fields	La Jolla	A	T	C
	4		Star Wars X-Wing and Minatures Combined	La Jolla	A	A	C
	2		Open Demos - Dice and Cards!	La Jolla	A	A	C
	2		Yu-Gi-Oh! Tournament (Draft)	La Jolla	A	A	C
	7		Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
0.25			Raffle Drawing!	Pacific	A	A	G
	2		The Men Who Would Be Kings The Men Who Would Be Kings	International A	A	T	M
	1		New Salem 2nd Edition Event	Catalina B	A	T	P
6 pm	3		Fury of Dracula 2nd Ed Event	International B	A	A	B
	1		Legacy: The Testament of Duke de Crecy 101	International B	B	T	B
	4		Puerto Rico Big	International B	E	A	B
	6		Star Wars Imperial Assault Event	International B	A	M	B
	1		Sushi Go Party! Event	International B	A	A	B
	1.5		Dirtside Battlestations - Dirtside! *	International A	A	A	M
	1		Ninja (Playground Game) Event	Newport C	A	A	P
	1.5		Injustice 2 #2 - Lockout PS4	Marina	E	A	V
	4		Sails of Glory, Frigates Event	Los Angeles C	A	A	W
6:30 pm	0		Dealer Room Closes	Pacific	A	A	G
7 pm	1		Codex 101	International B	B	A	B
	2		Legacy: The Testament of Duke de Crecy Event	International B	A	T	B
	3		Power Grid World Tour: Central Europe Event	International B	A	T	B
	1		Red Dragon Inn 101	International B	B	A	B
	3		Ticket to Ride: France Event	International B	A	A	B
	3		M:tG Draft - Core Set 2019	La Jolla	A	A	C
	2		Cash 'n Guns Live Event	Newport C	A	A	P
	1		Stupid Users: BETA Event	Newport B	A	T	P
	1		Liar Liar Demo	Newport B	A	T	P
	1		ICE CREAM EMPIRE Event	Newport B	A	A	P
	1		SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	2.5		Jackbox Party Pack Event	Catalina A	A	T	P
	2		Deception: Undercover Allies Event	Catalina B	A	T	P
	4		D&D Adventurers League CCC-YLRA-3 Cast in Shadow (lvls 1-4)	Plaza B	A	A	R
	4		D&D Adventurers League DDAL05-19 Eye of Xxiphu (lvls 17-20)	Plaza B	A	A	R
	4		D&D Adventurers League DDAL08-00 Once in Waterdeep (lvls 1-4)	Plaza B	A	A	R
	4		D&D Adventurers League DDAL08-03 Dock Ward Double Cross (lvls 1-4)	Plaza B	A	A	R
	4		D&D Adventurers League DDHC-MORD-02 The Lich-Queen's [...] (lvls 11-16)	Plaza B	A	A	R
	4		D&D Adventurers League DDHC-TOA-06 Heart of the Wild (lvls 5-10)	Plaza B	A	A	R
8 pm	4		Codex Sponsored	International B	A	A	B
	1		Good Cop Bad Cop Event	International B	A	T	B
	1		Pursuit of Happiness 101	International B	B	T	B
	3		Red Dragon Inn Tournament	International B	E	A	B
	3		Scythe Finals Tournament *	International B	E	A	B
	2		Scythe: The Rise of Fenris DEMO Demo	International B	E	A	B
	4		Freeform LARP The Council of Four	3103	A	M	L
	4		Homebrew Last Call For Camelot	Bel Air	A	T	L
	2		Bolt Action Top Secret Mission - Bolt Action V2.0	International A	A	M	M
	1.5		Dirtside Battlestations - Dirtside! *	International A	A	A	M
	3		Firestorm Armada Firestorm Armada	International A	A	A	M
	4		Massive Darkness Massive Darkness	International A	A	T	M
	4		Rising Sun Rising Sun	International A	A	T	M
	4		Zombicide Zombicide	International A	A	T	M
	1		Stupid Users: BETA Event	Newport B	A	T	P

Sunday

Sun, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Liar Liar Demo	Newport B	A	T	P
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event *	Newport B	A	F	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo E	A	A	R
	4	Call of Cthulhu 7th Edition The Sixteen	San Lorenzo A	A	T	R
	4	Invisible Sun We Begin at the End	San Lorenzo D	A	M	R
	4	Nights Black Agent (Gumshoe) Revenge on the Beast	San Lorenzo C	A	M	R
	5	Pathfinder RPG EXCLUSIVE: PFS 8-99C The Solstice Scar	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	4	Savage World of Solomon Kane Masks of Carnival	Chair Boardroom	B	M	R
	4	Scum & Villainy Easy Money	San Lorenzo B	A	T	R
	6	Shadows Over Sol Eviction Notice	San Lorenzo A	A	T	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Star Wars: Edge of the Empire The Big One	San Lorenzo B	A	T	R
	2	Fortnite PC	Marina	A	T	V
9 pm	2	7 Blunders Event	International B	A	A	B
	1	Bananagrams Event	International B	A	A	B
	1	New Salem 2nd Ed Event	International B	A	T	B
	2	Pursuit of Happiness Event	International B	A	T	B
	1	Splendor 101	International B	B	A	B
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
	2	The Resistance: Avalon Event	Catalina B	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Werewolf 101	Catalina D	A	A	P
10 pm	4	Agricapalooza Event	International B	E	T	B
	2	Comnies! Event *	International B	A	A	B
	1	Cthulhu Wars 101	International B	B	T	B
	2	Pit Event	International B	A	F	B
	3	Splendor Big	International B	E	A	B
	2	Co-operative Kingdom Death: Monster	International A	A	M	M
	1.5	Dirtside Battlestations - Dirtside! *	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Liar Liar Demo	Newport B	A	T	P
11 pm	3	M:tG Core Set 2019 Prerelease	La Jolla	A	A	C

* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Mon, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	A Toast To Doomsday Event	Catalina B	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Werewolf 101	Catalina D	A	A	P
3 am	3	Werewolf 101	Catalina D	A	A	P
9 am	4	Century Spice Road	International B	E	A	B
	2	Elder Sign Event	International B	A	T	B
	1	Mage Knight 101	International B	B	A	B
	3	Power Grid World Tour: Benelux	International B	E	T	B
	6	Open Gaming - RNTASYDHWAF(tm)	La Jolla	A	A	C
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: [...]	International A	A	T	M
	4	D&D Adventurers League DDAL05-18 The Mysterious Isle (lvls 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-02 Beneath the City of the Dead (lvls 1-4)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-MORD-01 Riddle of the [...] (lvls 5-10)	Plaza B	A	A	R
	4	D&D Adventurers League DDHC-MORD-03 To Wake the [...] (lvls 11-16)	Plaza B	A	A	R
	8	D&D Adventurers League DDHC-TOA-13 The Risen Mists (lvls 11-16)	Plaza B	A	A	R
	4	Invisible Sun Escape from Shadow	Santa Monica A	A	M	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Teenagers From Outer Space The Midnight Bonker What Bonks at Midnight	Santa Monica A	A	T	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	4	Cthulhu Wars Event	International B	A	T	B

Monday

Monday

Mon, Sep 3

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Iron Dragon Event	International B	A	A	B
	2	Jungle Speed Event	International B	A	A	B
	4	Last Days of Athobrae DEMO Demo	International B	B	T	B
	5	Mage Knight Event	International B	A	A	B
	3	Vanguard 101	La Jolla	A	A	C
	3	Yu-Gi-Oh! 101	La Jolla	A	K	C
11 am	1	Disney's Villainous 101	International B	B	A	B
	1	Murder at Blood Mansion Event	International B	A	T	B
	3	Thurn & Taxis Event	International B	E	A	B
	2	Uno #4 Event	International B	A	A	B
	2	Vanguard Light Tournament	La Jolla	A	A	C
	3	Auction	Carmel	A	A	G
	5	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
Noon	4	Battle Bosses DEMO Demo	International B	B	A	B
	2	Disney's Villainous Event	International B	A	A	B
	3	Galaxy Trucker Event	International B	E	A	B
	4	Sea of Nadia DEMO Demo	International B	B	A	B
	0.25	Grand Raffle Drawing! *	Pacific	A	F	G
	1	ICE CREAM EMPIRE Event	Newport B	A	A	P
1 pm	2	Nuclear War Event	International B	A	T	B
	2	Potion Explosion Event	International B	A	T	B
	2	To Court The King Event	International B	A	A	B
	4	Vegas Showdown Event	International B	A	A	B
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
2 pm	4	Blood Rage Blood Rage	International A	A	T	M
	4	D&D Adventurers League CCC-PHA-01 Six Summoned Swords (lvls 5-10)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL05-19 Eye of Xxiphu (lvls 17-20)	Plaza B	A	A	R
	4	D&D Adventurers League DDAL08-03 Dock Ward Double Cross (lvls 1-4)	Plaza B	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Pathfinder RPG 2nd Edition Playtest Pathfinder Society 2nd Edition Playtest	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event	International B	A	A	B

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Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of the year.

For 2017 the winners are:

Jack Butler Award:	1st -	Darrell Stark
	2nd -	Eric Downing
	3rd -	Michael Swinson
Short Board Games:	1st -	Darrell Stark
	2nd -	Eric Downing
	3rd -	Gilbert Quinonez
Medium Board Games:	1st -	Darrell Stark
	2nd -	Kyle Greenwood
	3rd -	Eric Downing
Long Board Games:	1st -	Nathan Morelli
	2nd -	Christopher Mills
		Eric Downing
		Lisa Burola

		Martin Deolden
		Tracy Sangster
Collectible Games:	1st -	Cameron Takahashi
		Dave Intner
Video Games:	1st -	Jason Bailey

Strategicon congratulates these fine gamers!



Special Events and Seminars

Special Events and Seminars

Carmel

Happy Jacks RPG Podcast Live! – Sat 8 pm

Join the Happy Jacks crew as we record a live show at the game con.

Podcasting: Finding Your Voice – Sat Noon

Ever wanted to start your own podcast? Come and hear the Dos and Don'ts from our panelist who know Podcasting. Join our friends from "Life After the Cover Save" and The lovely Ladies from "Comadres y Comics" Ask your questions about finding a topic or engaging with your audience.

General Events

Pacific Ballroom, Carmel, Executive Boardroom, International F, 1635, Santa Monica C, Newport C, Pasadena Garden

Artemis Spaceship Bridge Simulator – Fri 3 pm, 7 pm, Sat, Sun 10 am, 5 pm

The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Strategicon!. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. Children under 16 require parent present to play.

Auction – Mon 11 am

The last of our thrice-annual redistribution of games. Never the same and always entertaining.

Dealer Room Opens! – Fri 5 pm, Sat, Sun Mon 9:30 am

The Dealer Room is open.

Dealer Room Closes – Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

The Dealer Room is closed..

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

Gateway's bazaar of the bizarre. Clean out your closet or fill it back up.

Grand Raffle Drawing! – Mon Noon

Raffle drawing in the Dealer's Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon Booth in the Dealer's Room to drop off your tickets and see if you have won! There will be additional tickets drawn for people attending this drawing for more prizes!

GRID GAME Raffle Drawing! – Sun 4 pm

The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon

Knitting and Crochet Drop-in Clinic and Meetup – Sat 9 am

Learn to knit or crochet a small dice bag. Or drop-in for help with your crochet or knitting project. Or come on by and work on your WIPs with us. All experience levels welcome! (Materials for bag provided or bring your own materials.)

Math Trade & Virtual Flea Exchange – Sat Noon

This is the exchange event for the math trade (11am) & virtual flea market (11:30am) conducted on BGG before the con. Please arrive promptly at 11 and bring a piece of paper with your BGG ID on it to make things easier.

Meet & Greet – Fri 7 pm

Come join our special guests Todd VanHooser, Griffin Maria, Chris Kohler and Aaron Smith for a special Meet & Greet Event. (Room 1635)

Raffle Drawing! – Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm

Raffle drawing at the Strategicon Booth in the Dealer's Room! Three tickets will be pulled to win 15 Dealer Tokens each!

Seanchai Tournament – Sat, Sun 2 pm

Go on an adventure into Ireland's past! Seven vibrant suits to match for points and bonuses, Shamrock cards grant extra turns, Wild Cards capture anything! Dark Powers are discarded against opponents, but counter cards maybe in their possession! Dealer dollars and other prizes.

Strategicon Football League - 2018 – Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 9th season of the SFL. Over 14 weeks teams play head-to-head as they compete (4 divisions) w/3 week post season. Beginners are welcome and there is no entry fee. No keeper league. FIRST PICK at 3:30 PM!

The Saber Legion Darkwatch Series – Sat 6 pm

The Saber Legion returns to Gateway for its First Anniversary of the Darkwatch series Fourteen competitors will compete in seven matched duels. Each pair will be square off with the winner determined after best two out of three rounds.

The Saber Legion Tim Keennon Classic – Sun 10 am

The Saber Legion returns for our 2nd annual invitational tournament, honoring Strategicon Event Coordinator Tim Keennon. Without Tim's love of Star Wars, the Saber Legion's partnership with Strategicon would not be possible.



Board Games

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Area), La Jolla

Gaming 101

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

7 Blunders – Sat 11 pm, Sun 9 pm

Get your lowest possible score.

7 Wonders 101 – Sat 9 pm

7 Wonders – Sat 10 pm

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

7 Wonders Duel – Fri 9 pm

Two-player game with drafting cards from a display of face-down and face-up cards arranged at the start of a round.

Acquire 101 – Sun 3 pm

Acquire - David Woolcott Memorial Tournament – Sun 4 pm

Place your tiles and create Hotel Chains. Buy stock in Hotels and anticipate Hotel Mergers to make money. He or she who has the Most Money at the end of the game wins! Greed is Good!

Agricapalooza – Sun 10 pm

Agricola on crack, acid and vodka, featuring: X deck, Fairy deck, Seasons post card, public occupation, roll one occupation, banned cards, semi-random rounds. Not meant for the serious Agricola player, come have some fun!

Agricola 101 – Fri 8 pm

Agricola – Fri 9 pm

The updated and streamlined 2016 version that is more accessible and comfortable for new players will be used. Draft rules will be used and if available the Artifex expansion will be used in later rounds.

Alien Frontiers 101 – Fri 1 pm

Alien Frontiers – Fri 3 pm

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, An Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules.

Altiplano – Sat 7 pm

Altiplano, a bag-building game along the lines of Orléans set in the South American highlands of the Andes presents players with new challenges time and again. There are various ways to reach the goal, so the game remains appealing to try out new options and strategies.

Angry Birds Card Game – Sat 11 am

Knock down your structure cards with rolls of the dice, and be the first to actually knock down King Pig with a flick of a die. Yes, you start with the luck of the rolls, but win with good aim.

Angry Town 101 – Fri 5 pm, Sat, Sun 2 pm

Angry Town – Fri 6 pm, Sat, Sun 3 pm

It is Election Season in Angry Town but instead of the boring voting, debates and campaigns the Candidates FIGHT in the Mayoral Tournament.

Ashes: Rise Of The Phoenixborn 101 – Sat 4 pm

Ashes: Rise Of The Phoenixborn – Sat 5 pm

Prebuilt Deck tournament. You do not need a deck to compete, as the GM can provide a pre-built deck for you, but it is highly recommended you bring your own. There will be a base Ashes set for the grand prize winner.

A Study in Emerald – Fri 8 pm

A game dripping with theme, the premise is Cthulhu took over the world 700 years ago. In the late 1800's two factions vie to either throw off the outworlder yoke or keep them in power. While there is hidden role/team aspect to the game, the unique end game mechanics means that only one player wins.

Azul 101 – Sat 10 am

Azul – Sat 10 pm

Players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace.

Bananagrams – Fri 11 pm, Sat, Sun 9 pm

Be the first to use all the tiles by creating your own word grid.

Bargain Quest – Fri 2 pm

It's been said that a hero is only as good as their gear, you should know you're a merchant. In this game you'll be helping heroes the best way you can, by getting them to buy your stuff before fighting a boss monster. The merchant with the most prestigious shop is the winner.

Baseball Highlights 2045 101 – Sat 9 pm

Baseball Highlights 2045 – Sat 10 pm

Robots playing baseball! Control teams of baseball players consisting of humans, cyborgs, and robots in this game of big hits and high points.

Battle Bosses DEMO – Mon Noon

You and your opponents are taking over gigantic beings, gods, or monsters known as Bosses, commanding their army of minions to dominate the battlefield. Game takes approximately 15 minutes per player.

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with everyday crises while trying to reach Earth. But beware, at least one player is not what he or she seems!

Blood Rage – Sun 3 pm

In Blood Rage, each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side!

Blue Moon City – Sat 9 am

The object of the game is earn crystals by helping rebuild the city and put the large Crystal Obelisk in the middle of the city back together. The player who first manages to pay the required number of crystals to the Obelisk wins.

Buck, Buck, Moose! – Sun 10 am

Take turns dealing cards. Buck does nothing, but a colored Moose means the other players race to slap the correct colored moose pile first. Player with the most moose at the end of the game wins.

Bull Moose – Sat 4 pm

U. S. presidential election game based on the 1912 election

Board Games

California Gold – Sat Noon

A historic simulation of orange grove production where you represent a co-op for helping orange ranchers receive support and best prices for their crops. Play hinges around collecting cards that represent orange ranches.

Carcassonne – Sun Noon

A classic, award winning tile-placement game.

Cartagena – Sun 4 pm

Takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. The first person to have all six pirates escape through the tunnels and reach the ship wins. It's like Candyland with strategy and pirates.

Castles of Burgundy 101 – Fri 9 pm

Castles of Burgundy – Fri 10 pm

Players assume the role of princes trying to build the greatest estates in the land by becoming more prosperous than their competitors. Over the course of five rounds, players collect points by trading, livestock farming, city building and scientific research.

Castles of Mad King Ludwig – Fri 3 pm

Players build castles and take turns setting room prices.

Catan 101 – Sat 5 pm

Catan – Sat 6 pm

Gather Resources and trade with other players, use the resources to build your village. Yes, you can build a road with Sheep or a House of Wheat!

Category 5 – Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and the game is over when a player reaches 74 and low score wins.

Century: Eastern Wonders – Fri 8 pm

The second game in the Century trilogy, this expands on the original Spice Road by adding a modular map with ship movement and construction of outposts where one can trade goods. Goods are delivered to ports for victory points.

Century Spice Road 101 – Sun 9 am

Century Spice Road – Mon 9 am

Monday's Mega Tournament is Century Spice Road, a game where players are spice merchants trying to make money and trade for fulfill orders. The player with the most points at the end of the game wins.

Codex 101 – Sun 7 pm

Codex – Sun 8 pm

You may bring a preconstructed Codex. If you do not have your own Codex, you may borrow one from the GM, but limited loaners are available. There will be 3 rounds. First place receives a deluxe copy of the game!

Colony 101 – Sat 8 pm

Colony – Sat 9 pm

Each player constructs and upgrades buildings, while managing resources to grow their fledgling colony. In a clever twist, dice are used as resources. Players work to earn victory points by adding buildings to their tableau on their way to victory.

Colosseum 101 – Fri 4 pm

Colosseum – Fri 5 pm

You're a Roman Impresario aiming to attract the most spectators to your Colosseum. Players will initiate auctions, trade resources, and then run their shows in an attempt to make money & invite VIPs. The game ends after five rounds, the player who held the biggest show wins.

Comnies! – Fri 11 pm, Sat, Sun 10 pm

A 4-7 player social game that combines the secret card play of BSG, shifting alliances of Diplomacy, and the social interaction of Werewolf. Comnies! is easy to learn and simultaneous play keeps the pace quick.

Concordia 101 – Sun 10 am

Concordia – Sun 11 am

Base game in the first round. Salsa expansion (if available) will be used in subsequent rounds alternate maps may be used if a majority of players agree.

Container 101 – Sat 9 am

Container – Sat 10 am

Build factories and warehouses to create & store containers. However, you need someone else to ship those containers to the island. Once they get there an auction happens. If the highest bid is accepted, the island will match that as well.

Cthulhu Wars 101 – Sun 10 pm

Cthulhu Wars – Mon 10 am

A strategy boardgame in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft.

Darkest Night 2nd Ed 101 – Sat Noon, Sun 1 pm

Darkest Night 2nd Ed – Sat 1 pm, Sun 2 pm

The kingdom has fallen. The war is just beginning. Retake your land from a ruthless necromancer by battling undead, defending the helpless, unraveling ancient mysteries, developing your unique abilities, and avoiding the necromancer himself...until you are ready. Save your home.

Descent Journeys in the Dark 1st Ed – Sat 6 pm

A semi-cooperative game in which 4 players will be heroes and 1 will be the Overlord. Heroes will explore dungeons in search of treasure and adventure, while the Overlord will control the dungeon's traps, puzzles, and monsters.

Descent Journeys in the Dark 2nd Ed 101 – Sun 4 pm

Descent Journeys in the Dark 2nd Ed – Sun 5 pm

Form a fantasy adventuring party and explore the dungeon in this cooperative version of the Descent 2nd Edition board game. Race against time as you employ your unique abilities to overcome many challenges and face down the final boss!

Disney's Villainous 101 – Fri 11 pm, Mon 11 am

Disney's Villainous – Sat, Sun Midnight, Mon Noon

Take on the role of a Disney Villain and strive to achieve your own devious objective. Discover your character's unique abilities and winning strategy while dealing twists of fate to thwart your opponents' schemes. Find out who will triumph over the forces of good and win it all!

Doom: The Board Game – Sat 10 am

The original. The rules have been modified to balance out the game between the players and the invaders. This game recreates the video game exceptionally well.

Dream Factory – Sun 9 am

Also known as Hollywood Blockbuster. Players are studio heads who compete for directors, actors, cameramen, effects, music, guest stars and agents to complete movie scripts. There are bonus points for the best films, best directors, and even worst film-it becomes a cult classic

Eclipse 101 – Sun 4 pm

Eclipse – Sun 5 pm

With your interstellar civilization, explore new star systems, research technologies, and build spaceships to defend and attack with. Can you lead your people to victory!? Expansions will be used if available for beginning and final round.

Board Games

Elder Sign 101 – Sat 11 pm

Elder Sign – Fri 10 pm, Sun Midnight, Mon 9 am
A fast-paced, cooperative dice game for 1-8 players.

Ex Libris – Sat 6 pm

Boy if you have OCD is this the game for you. Organize a Library of Mystical Books. Score based on the size, contents and order of your creation.

Faete DEMO – Sat 9 pm

A co-operative fairy tale board game of mystery and heroism in the face of fear. Players must travel through a randomly generated forest and face the trials of the mischievous, malicious fae that seek to test them. Can your team make it through?

Fallout Boardgame DEMO – Sat 5 pm

A scenario-based post-nuclear adventure board game from FFG. From the very beginning, each player must explore the hidden map, fight ferocious enemies, and build their skills.

Fireball Island 101 – Sat 10 am

Fireball Island – Sun 11 am

Your quest is to steal the jewel from the idol and reach the awaiting boat. Run across the board through caves, over mountains, and on bridges. But be warned, the idol's fury has been unleashed. He strives to stop you by sending down torrents of fireballs. Will you survive?

Fury of Dracula 2nd Ed 101 – Sun 5 pm

Fury of Dracula 2nd Ed – Sun 6 pm

One player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel. The hunters must destroy Dracula before he earns enough victory points to win the game

Galactic Explorers DEMO – Fri, Sat, Sun 4 pm

Build your ship. Roll your dice. And explore the galaxy! In Galactic Explorers you get to customize your ship using different sections and technologies. Once its built, you will explore the galaxy, transport colonists and miners, buy and sell resources, and upgrade your ship.

Galaxy Trucker – Mon Noon

Time to haul some serious cargo. Make money as fast as possible by building the best ships to help you haul your cargo.

Gem Rush 2nd Ed DEMO – Sat 11 am

This mountain is rich in mystic gems. Combine gems to open up new rooms, providing new ways to dig up gems. Race against other players or race together against the clock to dig the greatest mine in this easy-to-learn game of tile-laying and set-collection.

Glory to Rome 101 – Sat 7 pm

Glory to Rome – Sat 8 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a client, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used.

Goa: A New Expedition 101 – Fri Noon

Goa: A New Expedition – Fri 1 pm

Set in colonial times at one of the most vital trading centers in the world. Competing companies deal in spices, sending ships, and colonizing regions, all while investing their money.

Gold West 101 – Fri 10 pm

Gold West – Fri 11 pm

Players compete as prospectors building mining empires while vying over the precious metals of the frontier. In a delicate balance of resource management and area control, players must plan their building while carefully managing their supply tracks to refine the right resources at the most opportune times

Good Cop Bad Cop – Sun 8 pm

You are a police officer surrounded by Honest and Crooked cops in your precinct. Figure out who's on your team so you can band together to take out the opposing leader before your leader goes down!

Great Western Trail 101 – Fri 3 pm

Great Western Trail – Fri 4 pm

Guide your herd of cattle across the board and deliver them for the most points in this high rated favorite that combines deck building with point-to-point movement.

Heroes of Land Sea and Air 101 – Fri 7 pm

Hit the Throttle! – Sat 10 am

The player to get both their cars to the finish line first, wins. Each player is assigned two cars, but the dice limit which of the six cars you get to move. Fast and fun.

Hollywood Blvd. DEMO – Sat 9 am

Players are theater owners tasked with picking films that will generate more money than any of their competitors. Each film will generate money by rolling dice. Advertising, amenities, and chance cards will add to the amount of dice rolled.

Imperial 2030 101 – Fri 8 pm

Imperial 2030 – Fri 9 pm

It's 2030 and 6 nations have started campaigns to control the world. The players are the financial backers for these nations, remove yourself from the idea of nationalism because the winner is the player who has the best portfolio when a nation reaches the top tier.

Indie Dev – Sat 7 pm

A worker placement game that simulates being an independent video game developer. Juggle a variety of tasks to earn the most prestige and become the best video game studio!

Iron Dragon – Mon 10 am

Railroad game based on Middle Earth

Istanbul 101 – Sun 1 pm

Istanbul – Sun 2 pm

There's hustle and bustle at Istanbul's grand bazaar as merchants rush through the narrow alleys in their attempt to be more successful than their competitors. Your goal? Be the first merchant to collect a certain number of rubies. Final may use expansions.

Istanbul: The Dice Game – Sat Midnight

A standalone dice game in which players are once again plunging into the bustle of Istanbul's bazaar to collect rubies and thus secure their victory. By cleverly using the dice, the players can make money and goods, then exchange them for the precious jewels

Jungle Speed – Mon 10 am

Reflexive competitive card matching game.

Kingdom Builder 101 – Sun 11 am

Kingdom Builder – Sun Noon

Beginning rounds will use only base game. Final table will use some expansion elements.

King of Tokyo – Fri Noon

Become the King of Tokyo by using your special powers and eliminating your opponents to become the last monster standing in Tokyo.

Kingsburg 101 – Sat 1 pm

Kingsburg – Sat 2 pm

Influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a "battle".

Board Games

Last Days of Athobrae DEMO – Sat, Sun, Mon 10 am

Play one of 5 unique city-states. As the planet begins to collapse beneath your feet, the resources you need grow scarcer, and your opens more desperate. The first civilization to build a ship and get its people off the planet wins.

Legacy: The Testament of Duke de Crecy 101 – Sun 6 pm

Legacy: The Testament of Duke de Crecy – Sun 7 pm

Build the most epic family tree in all of Europe. Learn how to build the family tree of nobles as you plan out the birthing of each generation through the span of 4 generations. Do so honorably, or be a bit dishonest as you slowly use your friends to create the most epic family!

Liar's Dice – Fri Noon

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

Lisboa 101 – Sun 11 am

Lisboa – Sun Noon

Little Drop of Poison 101 – Fri 7 pm, Sun 3 pm

Little Drop of Poison – Sat, Sun 4 pm

The rats and the weasels have always been at each other's throats. It isn't in their natures to be overly aggressive. But what needs to be done can be done with a little drop of poison...

Logologic – Sat 5 pm

Roll dice and then take away dice by color or symbol. Try not to be the person that takes the last dice.

Lords of Waterdeep 101 – Sun 2 pm

Lords of Waterdeep – Sun 3 pm

A strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city.

Love Letter – Fri 6 pm, Sat, Sun 5 pm

Love Letter is a game of risk, deduction, and luck. From a deck with only sixteen cards, each player starts with only one card in hand. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

Macao 101 – Sat 2 pm

Macao – Sat 3 pm

A game of card selection, dice choosing. and other actions

Mage Knight 101 – Mon 9 am

Mage Knight – Mon 10 am

Become a conquering Mage Knight, revealing the board as you explore, finding monsters to battle and sites to conquer, hiring a wide variety of units, improving your deck with new skills, spells, and artifacts.

Manilla – Sun 2 pm

You are the harbor master of the Port of Manilla, It is your job to invest in the ships you think will make it to port. Do you win riches or do you loose your shirt? Find out in this press your luck gambling game.

Merchant of Venus 101 – Sat 3 pm

Merchant of Venus – Sat 4 pm

A 32nd century space race, for the independent interstellar merchant, to buy and sell unusual and exotic goods through out the galaxy. Make vast fortunes and to build a trade empire, to become a legendary merchant of the galaxy.

Middle Earth Quest – Sun 10 am

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

Monopoly Deal – Fri 5 pm, Sat 9 am, Sun 10 am

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

Monopoly Gamer – Sat 4 pm

Monopoly with different game mechanics and charcter abilities

Movie Buff 101 – Sun 9 am

Movie Buff – Sat 4 pm, Sun 9 am

Do you love movies? The game relies on the players' film knowledge base, so no two rounds are the same and all ages can play. Connect actor, role, quote, and film cards to complete a "take." First to get rid of their cards wins!

Murder at Blood Mansion – Mon 11 am

An intense murder mystery card game for 3-6 players Family friendly, superbly enjoyable and quick and easy to learn Invokes deduction, bluffing, wit and collecting enough evidence.

Mysterium – Sat Noon

The victim of a murder now haunts this mansion. Unable to talk, the ghost communicates with the players through illustrated cards. The players must decipher the images to save the ghost. The more the players cooperate and guess well, the easier it is to catch the right culprit.

New Salem 2nd Ed – Sun 9 pm

Band together with a few trusted citizens to build the town of New Salem after fleeing the Salem Witch Trials. Build your district, collect sets, and find the witches before they add too much despair to your new town! This is a drafting and set collection game.

Nexus Ops – Sat 10 pm

A light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles or control the monolith get Energize cards.

Niagara – Sat 3 pm

The first player to be able to claim ownership of five jewels is the winner. But the chase after the riches has some snags. The speed of the river is always changing, and once a canoe goes over the falls, it's a hefty investment to replace it. Will you canoe the rages of Niagara?

Not Alone – Sat 8 pm

Your party lands on a world rich in danger and...You are not alone. Work together to escape the planet while a creature is hunting you. Each player chooses a location on the planet in order to activate its powers. But failure comes if the creature chooses the same spot as you.

No Thanks! – Fri 2 pm

Each turn, players have two options play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card.

Notre Dame – Sat 2 pm

You are the mayor of a province of old Paris. Your job is to bring a good reputation to your district and to keep the rat problem at bay. Your abilities will be chosen by your opponents each round, but it is up to you to make the right decision..

Nuclear War – Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons... Historical Strategicon Rule: If World Destroyed ... ALL PLAYERS LOSE (no winner)!

Board Games

Overlords of Infamy – Fri 2 pm

Take on the role of an Evil Overlord with a goal of making subjects as miserable as possible, while other overlords are doing the same. They accomplish this by harvesting materials to complete plots from “Steal Candy from Babies” and “Make Everyone’s Socks Slightly Damp”

Panamax 101 – Sun 10 am

Panamax – Sun 11 am

Player manage shipping companies whom accept contracts from both the East and West, and deliver cargo for profit, attract investment and pay dividends. Players acquire stocks and try to make as much money possible in order to have the largest personal fortune and win the game.

Perpetual Motion Machine – Sat 2 pm

A game of set collection, skill-tree building, and long and short term strategy. Race against other players to build the most efficient machine possible using limited resources. As you build, you’ll choose which areas to focus on to ensure victory.

Phase 10 – Fri 8 pm, Sat, Sun 1 pm

A rummy card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc.

Pirate’s Cove – Sat 5 pm

Become the most famed and feared Pirate of the High Seas. Gain fame by winning battles, burying your loot, and bragging about your exploits. The most fame at year’s end wins the title.

Pit – Sun 10 pm

Yeah, it’s been nearly 30 years - but that raucous trading card game is BACK at Strategicon!! Relive the movie “Trading Places” as you try to corner the market! The final will be played with a TEN-player deck unseen since the 1980s.

Planet Steam 101 – Sat 5 pm

Planet Steam – Sat 6 pm

Players are entrepreneurs trying to reap the most profit from resource mining in a town on the planet Steam. Players extract resources from their zones using tanks and converters, and they buy and sell those resources in a volatile market. The player with the most wealth wins.

Popular Front – Sun 2 pm

Euro styled Spanish Civil War game where players compete on teams against their ideological counterparts for military positioning and political victory.

Port Royal 101 – Fri 9 pm

Port Royal – Fri 10 pm

A card game where you collect gold from ships to hire workers like traders, sailors, jesters and admirals and also complete expeditions to get points and more gold. Press your luck and watch out for taxes and ships of the same color.

Potion Explosion – Mon 1 pm

Two to 4 players brew potions by pulling colored marbles from a dispenser and matching them with the needed ingredients for the potions on the table in front of them.

Pounce! – Sun 11 am

Curious kitties run about the house trying to be the first to collect a set to room cards by quickly playing matching kitty cards. Just watch out for Bruno, the bulldog, who wants to stop your fun.

Power Grid 101 – Fri 6 pm

Power Grid – Sat Noon

The object is to supply the most cities with power when the end game is triggered. With auction rounds, resource buying and network building, balancing different areas of game play is critical in the quest to build the largest network.

Power Grid Deluxe – Fri 3 pm

The 10th anniversary deluxe edition of Power Grid is a standalone version of the original game with different maps, different power plants and different fuels, and the rules are similar to but slightly different than the original game.

Power Grid World Tour: Benelux – Mon 9 am

This is the final Power Grid World Tour Event of 2018!

Power Grid World Tour: Central Europe – Sun 7 pm

As Poland has large coal supplies, coal will be much more plentiful than elsewhere in Central Europe. However, due to political stands taken by some countries, players may be limited in their access to nuclear power.

Power Grid World Tour: China – Fri 7 pm

The Chinese board has rules for the planned economy in China - power plants come out in ascending order during step 1 and step 2.

Power Grid World Tour: Korea – Sat 7 pm

The Korean board comes with two separate resource markets (North/South).

Project: ELITE – Sat 3 pm

A co-operative, real-time, tactical, game in which players roll dice as fast as they can allowing them to do actions. They move shoot and cut through waves of aliens while at the same time trying to complete objectives that will bring them to victory

Puerto Rico 101 – Sun 5 pm

Puerto Rico – Sun 6 pm

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

Pursuit of Happiness 101 – Sun 8 pm

Pursuit of Happiness – Sat 1 pm, Sun 9 pm

Live the life you’ve always wanted! Take characters from birth to death, taking on projects, families, jobs, things....how much will you be able to achieve in one lifetime?’

Ra 2nd Ed 101 – Fri 4 pm

Ra 2nd Ed – Fri 5 pm

Time to see who the true masters of Egypt are! Players enter the bidding war for gods and gold to see who can get past Ra and be the master of Egypt.

Red Dragon Inn 101 – Sat 2 pm, Sun 7 pm

Red Dragon Inn – Sun 8 pm

Keep your head and don’t get drunk.

Rise of Tribes DEMO – Sat 11 pm

Players control a tribe in prehistoric times that is looking to grow, move, gather, & lead their people. Each turn you roll 2 dice, and may select from 4 actions. Your action depends on your die roll + the last couple of dice on that action. Great family game!

Rising Sun Expansions – Sat 11 am

A game about honor, negotiation, and warfare in a feudal Japan where the ancient gods (kami) have returned to rebuild the empire.

Robo Rally 101 – Fri 6 pm

Robo Rally – Fri 7 pm

A FRENZIED RACE FILLED WITH COMPUTER-DRIVEN CHAOS!!! It’s a frantic race across the factory floor through many dangerous obstacles. Program your robot to touch all flags, in order, wins. BEWARE, all robots are ARMED.

Roll for It – Fri 1 pm

Roll dice and try to get points from the cards

Board Games

Scythe 101 – Fri 2 pm

Scythe Finals – Sun 8 pm

Finals for the Scythe tournament from Friday.

Scythe Qualifier – Fri 3 pm

Area-control, resource gathering, combat-maybe engine builder. Scythe has it all, plus mechs! Qualifier will use the base game and Invaders from Afar expansion if available. Wind Gambit will be used in the Final (Sunday evening).

Scythe: The Rise of Fenris DEMO – Sun 8 pm

This is a sample scenario design to give a taste of the campaign mode in The Rise of Fenris expansion. 100% spoiler free. It does not use any of Wind Gambit factions from Invaders from Afar may be used.

Sea of Nadia DEMO – Fri, Sat Noon, Sun 11 am, Mon Noon

Learn Rules in a Revolutionary Way

Sovereign Chess DEMO – Sat 8 pm, Sun 1 pm

A two-player game, where opponents take control of pieces from ten neutral armies to defeat their opponent. Anyone with a basic knowledge of traditional chess will quickly adapt to this game.

Spirit Island 101 – Sun 4 pm

Spirit Island – Sun 5 pm

A complex and thematic cooperative game about defending your island home from colonizing invaders. Control one of the island's elemental spirits as they are forced to adapt and grow into a force strong enough to repel the colonists.

Splendor 101 – Sun 9 pm

Splendor – Sun 10 pm

A game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points.

Stadium: A Sport Odyssey – Sat 10 pm

Stadium: A Sport Odyssey DEMO – Sat 10 pm

Coach the future in this ground breaking competitive TCG/board game based on American Football in a post-apocalyptic world. Go head to head using card stats, player abilities, momentum and the Stadium's environment itself to defeat your opponent before a play deck runs out.

Star Fluxx – Sat 6 pm

Explore the vastness of space-themed humor with your valiant Captain, Engineer, and, of course, your Expendable Crewman. You may be swayed by Unseen Forces or find your ship infested with Cute Fuzzy Aliens. Star Fluxx takes you straight into a Wormhole of hilarity. It's A Trap!

Star Wars Imperial Assault – Sun 6 pm

One player commands the armies of the Empire. 4 other players become heroes of the Rebel Alliance, Over the course of the campaign, both the Imperial player and the Rebel heroes gain new experience and skills, allowing characters to evolve as the story unfolds.

Stone Age 101 – Sun 9 am

Stone Age – Sun 10 am

A worker placement game where you gather resources to create buildings or buy civilization cards that get you points, while keeping in mind you have to feed your people every round and can also grow your family and tools. Soft time limits may be used.

Sushi Go Party! – Sun 6 pm

An expanded version of the best-selling card game Sushi Go!, is a party platter of mega maki, super sashimi, and endless edamame. Let the good times roll!

Talisman/Cataclysm 101 – Sun Noon

Talisman/Cataclysm – Sun 1 pm

Fourth edition revised, or fourth edition (depending on availability) will be used. The Prophetess reduction in powers will be used. For the final round, Talisman/Cataclysm, and other possible Expansions (depending on availability) will be included.

Tentide Bento 101 – Sat 7 pm

Tentide Bento – Sat 8 pm

You are a monster, yes, a monster, that kidnaps high school girls. In this Anime themed satire of raunchy innuendos you collect girls, locations, and action cards to try to capture as many girls as possible.

Terraforming Mars 101 – Fri 5 pm

Terraforming Mars Finals – Sun 3 pm

Semifinal and Final rounds for Terraforming Mars Tournament. Semifinal Round will include drafting. Final round will include drafting and may include available expansions. No time limits.

Terraforming Mars Qualifier – Fri 6 pm, Sat 10 am, Sun 9 am

Qualifying Round for Terraforming Mars Tournament. Semi Final and Final rounds will be played on Sunday at 3pm. All winners of qualifying rounds move on to Semifinals. Players are encouraged to play at a good pace but there is no time limit.

That's a Wrap DEMO – Sat 11 am

Play as movie directors who make films by choosing their genres, buying scripts, hiring actors, and dealing with studio meddling, to make movies that will make tons of money and win the prestigious Oskie awards.

The Looney Bin – Sun 1 pm

An uproarious deduction game with fast action - reaction card play that depicts the occurrences of an insane asylum

Thurn & Taxis 101 – Sat 6 pm

Thurn & Taxis – Mon 11 am

Build postal routes across a map of southern Germany and neighboring countries, using them to place post offices and earn bonus points for finishing provinces and constructing long routes.

Thurn & Taxis: Power & Glory – Fri 2 pm

Thurn & Taxis expansion. Default will be the basic game.

Ticket to Ride: Africa – Fri 4 pm

Traditional Ticket to Ride game with added bonus points for placing routes using special terrain cards.

Ticket to Ride and Expansions 101 – Fri 6 pm, Sat 11 am

Ticket to Ride: Europe – Sun Noon

Traditional Ticket to Ride game with added stations to allow completion of routes using another players trains.

Ticket to Ride First Journey – Fri 11 pm

Dumb people rejoice! We're playing a dumbed down version of Ticket to Ride for the late night crowd. Yes, it's designed for children, but expect fierce competition.

Ticket to Ride First Journey – Sun Noon

Collect train cards, claim routes on the map, and work on connecting the cities on your tickets. Try to be the first to complete six tickets.

Ticket to Ride: France – Sun 7 pm

Traditional Ticket to Ride game except you can select the color of the route you would like to build.

Ticket to Ride: Pennsylvania – Fri 7 pm

Ticket to Ride game system with the addition of Stock Certificates to receive Bonus points at the end of the game.

Ticket to Ride: Rails to Sails 101 – Sat Noon

Board Games

Ticket to Ride: Rails to Sails – Sat 1 pm

Collect cards of both ships and rails. Build harbors when you have many connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects. Great Lakes, The World TBD for final rounds.

Ticket to Ride: USA 1910 – Sat 7 pm

Basic Ticket to Ride game with additional route cards.

Titan 101 – Sat 8 am

Titan – Sat 9 am

Can *you* be the One, leading your Colossi to victory? This tournament will have a 6-player final, played until there is only one Titan left alive. First-round heats, when needed, will be 2-4 hours, time-limited, highest-point players from first-round heats advance to the final.

To Court The King – Mon 1 pm

The players are petitioners at the royal court, trying to gain the King's favor. To do so, they must first gain the help of the servants and petty officials at the court, who can then help them gain access to the nobility, who can help to reach the king.

Treasure Hogs DEMO – Sat 1 pm

A competitive, fast pace card game where players take on the role of an Archeologist and compete to become the ultimate Treasure Hog. Watch out! Every turn is filled with surprises! Thieves lurk in the shadows and your riches could be stolen at any moment!

Trickerion 101 – Fri Noon

Trickerion – Fri 1 pm

Players take on the roles of rival stage illusionists, each with their own strengths and characteristics. They are striving for fortune and fame in a competition hosted by a legendary magician, looking for a successor worthy of the mighty Trickerion Stone.

Twilight Imperium 4th Ed 101 – Fri Noon

Twilight Imperium 4th Ed – Fri 2 pm

A new dawn has arrived to the galaxy. Who will lead the lesser races to a new Golden Age? Will you secure victory through the power of the vote, the bargaining of trade goods, or through the might of your armada? Who will claim the Imperial Throne?

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

Players race to empty their hands to catch opposing players with cards left in theirs in this classic card game.

Vegas Showdown – Mon 1 pm

Build your own hotel/casino by bidding against the other players to build rooms and arrange them on your own player board. The player who builds the most famous hotel/casino wins the game. This was Games Magazine Game of the Year for 2007, now back in print.

Voyage of Marco Polo 101 – Fri 3 pm

Voyage of Marco Polo – Fri 4 pm

Roll dice, do actions, get resources, travel

Xenoshyft Dreadmire 101 – Fri 8 pm

Xenoshyft Dreadmire – Fri 9 pm

Combines classic deck-building and resource management with fast-paced combat and unique "base defense" elements. Each player builds up their deck of troop and item cards, which they will use to defend the base against incoming enemies in deadly combat.

Yahtzee Free for All – Fri 4 pm, Sat, Sun 3 pm

A new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

Mini-Wars 2018

Two Days of Miniatures and More!

Saturday, October 13th and Sunday, October 14th

Titan Student Center, CSUF

800 North State College Blvd, Fullerton CA

Doors open at 9:00AM Saturday

Gaming until Midnight Saturday

9:00AM-9:00PM Sunday

Entry Fee: \$25 for the weekend

\$20 for HMGS-PSW members

Tournaments include Flames of War, Team Yankee, Bolt Action, SAGA, X-Wing and DBA.

Demo Games of CAV:Strike Ops and Star War Armada

Come join us for anything miniature or anything historical table top games. There will be vendors to purchase miniatures and reference books. Bring your camera as the table tops tend to be rather photogenic!

For Additional Information See our website:

<http://www.hmgspsw.org>

Or email Harmon Ward: hjw@pacbell.net



HMGS-PSW

Historical Miniature Gaming Society
- Pacific Southwest

QR Code -Scan
with your
smartphone to
access online
information



Family Games

Family Games

For Gateway 2018 we put together a selection of family-oriented games in several departments. This show there are over 25 sections – we hope something for everybody. Some of these events will be hosted in the Family Area while others will be hosted in the their departments designated space. Please check the schedule or with the respective department HQ!

Kids Only Events

Board & Card Games - Angry Birds Card Game, Buck, Buck, Moose!, Hit the Throttle!, Pounce!, Ticket to Ride First Journey

Collectible Cards & Minis - Pirates:The Return of Pirate Keith, Yu-Gi-Oh! 101

Miniatures - X-Wing Kids Tournament

RPGs - Kids on Bikes in Undecided, California, RPG Games on Demand: Kids Edition

Family Events

Board & Card Games - Galactic Explorers DEMO (3), Pirate's Cove, Pit, Star Fluxx, Treasure Hogs DEMO

Collectible Cards & Minis - Card and Dice Games for Kids!, Munchkin Treasure Hunt or Wonderland

Miniatures - Clay-O-Rama Extravaganza, Gaslands Death Race

Party - Filibuster (2), SHEEPLE: The Best Game in the Ewe-niverse (11)

RPGs - The Hypercube of Myt

Video - Mario Kart Practice (2), Mario Kart 8, Mario Kart 8 - Team Race

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

Candy Land, Chicken Cha Cha Cha, Crafty Badger, Elephant's Trunk, Walter Wick Can You See What I See?, What's Missing?

5+

Bug Out, Clue Jr, Coconuts, Color Stix, FlipOut, Monster Factory, Sherlock, Skippity, Seven Dragons: Shuffle Hands, Toc Toc Woodsman, Whac a mole

6+

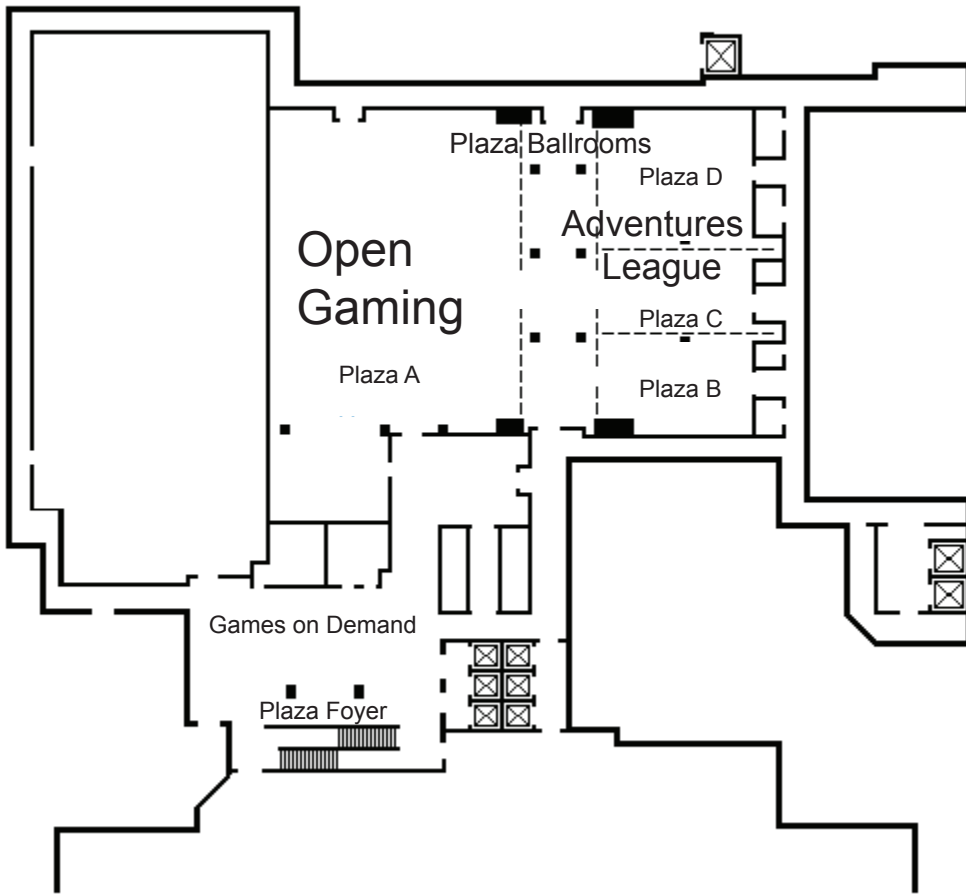
7 ate 9, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory's Story Cubes: Actions, Sorry Sliders, Stomple, Tiki Topple, Uno, Zip Zap

STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2019	Feb 15-18	Hilton Los Angeles Airport
Gamex 2019	May 24-27	Hilton Los Angeles Airport
Gateway 2019	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orcon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Hilton Los Angeles Airport
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport

Gateway 2018 Maps

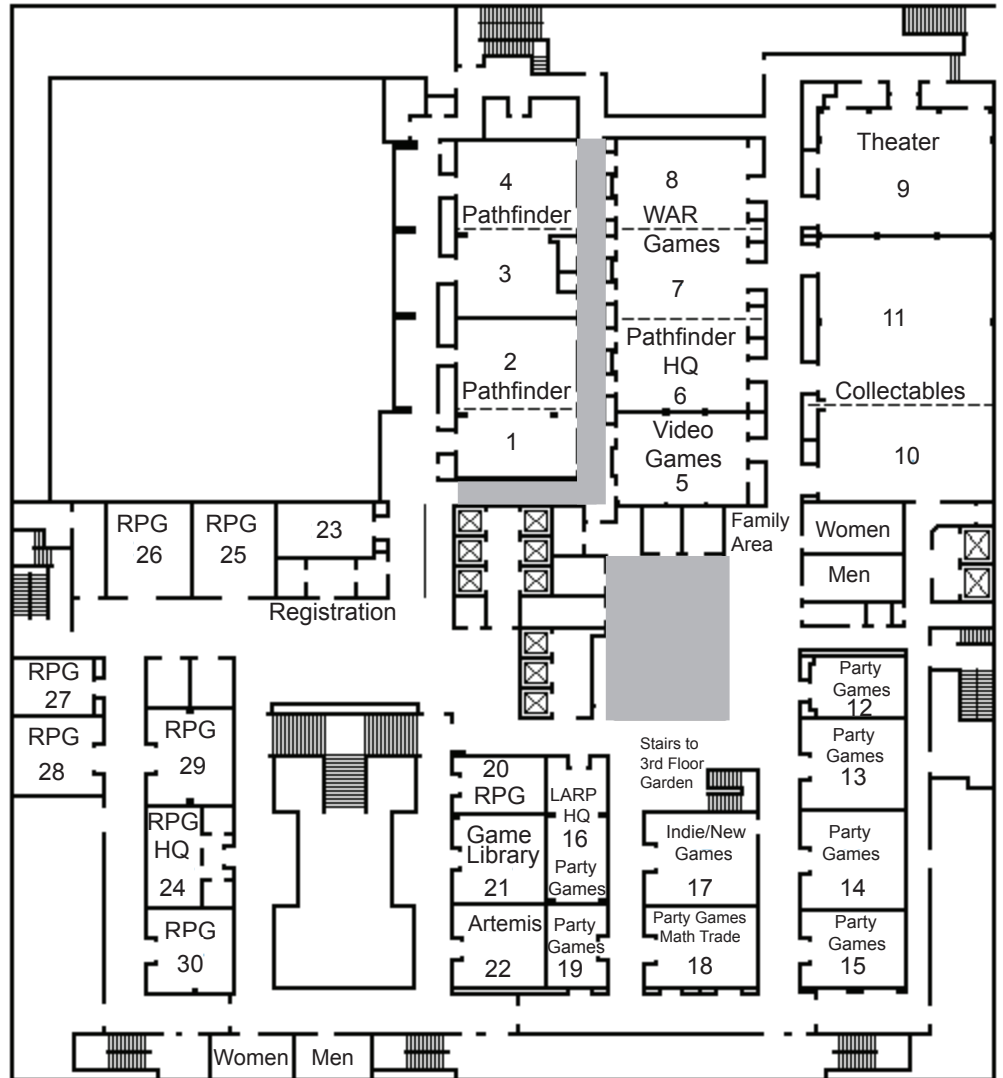
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

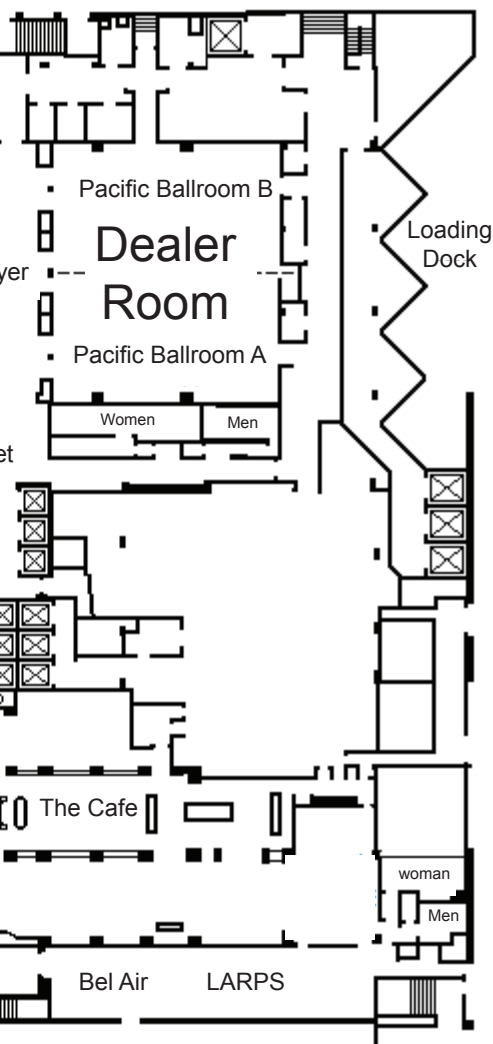


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 1. Century A | 10. La Jolla Ballroom A | 20. Santa Monica A |
| 2. Century B | 11. La Jolla Ballroom B | 21. Santa Monica B |
| 3. Century C | 12. Catalina A | 22. Santa Monica C |
| 4. Century D | 13. Catalina B | 23. Executive Boardroom |
| 5. Marina | 14. Catalina C | 24. Chairman's Boardroom |
| 6. Los Angeles Ballroom A | 15. Catalina D | 25. San Lorenzo A |
| 7. Los Angeles Ballroom B | 16. Newport A | 26. San Lorenzo B |
| 8. Los Angeles Ballroom C | 17. Newport B | 27. San Lorenzo C |
| 9. Carmel Room | 18. Newport C | 28. San Lorenzo D |
| | 19. Newport D | 29. San Lorenzo E |
| | | 30. San Lorenzo F |

HILTON LOS ANGELES AIRPORT - LOBBY LEVEL



LARP events can also be found on the 3rd floor. See LARP HQ for specific room numbers.

Party Games

Party Games

Chairman's Boardroom, Malibu Gardens, Newport, San Lorenzo E

Gaming 101

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

A Toast To Doomsday – Sat, Sun, Mon Midnight

A new Party Game/LARP Hybrid of Social Deduction. The greatest Heroes of The Pulp Era must come together to save the world one last time, but can they put aside their own rivalries in time to prevent the apocalypse, or will the secret history of their secret society doom us all!?

Barker's Row – Sun 4 pm

You are a carnival barker who is trying to fill up your 3D chipboard grandstands with "rube" meeples. Climb the strongman tower and play the most fantastic attractions to amaze and delight the crowd in this 30 minute light strategy game for 2-4 players.

Cash 'n Guns Live – Fri, Sat, Sun 7 pm

You're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their team mates.

Deception: Undercover Allies – Sun 7 pm

A tremor of fear ripples through the population in the streets of Hong Kong. Word is out that a recent string of murders may have been committed by one of the very investigators charged with solving them. The police are bringing in more help the killer is recruiting too.

Escape the Circus – Sat 10 am, Noon, 4 pm, 6 pm, 8 pm

From the creators of Escape Room In A Box: The Werewolf Experiment, Escape the Circus combines the hidden identity intrigue of Werewolf with the quick playing, set collecting fun of Fluxx.

Filibuster – Fri 9 pm, Sat 2 pm

A semi-cooperative game where players are in the US Senate. A leader is elected in the group to execute a Filibuster, using any crazy means necessary to stop wacky policies from passing. Other players assist behind the scenes. Players lose if too many policies pass!

Good Cop Bad Cop – Sun 3 pm

You are a police officer surrounded by Honest and Crooked cops in your precinct. Figure out who's on your team so you can band together to take out the opposing leader before your leader goes down in this 30 minute social deduction game for 4-8 players!

ICE CREAM EMPIRE – Sun 7 pm, Mon Noon

A strategic board game where you learn to build a business one scoop at a time! Come play this fun family game with Lars Thorn the creator of this and other Amazon's Choice games like READ BETWEEN THE WINES!, BREW HA HA! & WHISKEY BUSINESS!

Jackbox Party Pack – Sun 7 pm

Bring your phones and take part in some same-room multiplayer party games. Compete with friends and foe alike in wacky drawing, bracketeering, bluffing, and even fake monster dating games!

Keep Talking and Nobody Explodes – Fri 10 pm

Do you like reading instruction manuals? How about performing under pressure? Come play this mix of troubleshooting and bomb defusal(which isn't actually a word)

Killah Queen – Sat 1 pm, 2 pm

Work with your team to win the game in one of 3 ways: 1: Sting the enemy queen three times. 2: Fill your hive with honey. 3: Lure the bear into the enemy hive. This game is gonna be sweet!

Liar Liar –

Fri Noon, 1 pm, 2 pm, 3 pm, 6 pm, 7 pm, 8 pm, 9 pm
Sat 11 am, Noon, 1 pm, 2 pm, 4 pm, 5 pm, 6 pm, 7 pm
Sun 1 pm, 2 pm, 3 pm, 4 pm, 7 pm, 8 pm, 9 pm, 10 pm
Suspects use the cards they're given to say why they didn't do the crime or why someone else did. Detectives weave out the truth from the bologna to decide who did it. Liar Liar is a crime-solving, finger pointing, yell at your friends for theft with forks at a zoo, kind of game.

Luoda – Sat 11 am, 2 pm, 3 pm, 6 pm

Playtest an abstract puzzle game in the vein of Azul or Blokus. Luoda is a game for 2-4 players, featuring a rotating board and 3D terrain. This is our FIRST major playtest and we would love for you to help shape our game, Kickstarting next year!

News@11 – Fri 11 pm

A hilarious improv/storytelling game in which players are newscasters in a world going weird. Players take turns making up zany news stories based on Mad Libs-style prompts and elements from previous stories.

New Salem 2nd Edition – Sun 5 pm

Band together with a few trusted citizens to build the town of New Salem after fleeing the Salem Witch Trials. Build your district, collect sets, and find the witches before they add too much despair to your new town! This is a drafting and set collection game for 3-8 players.

Ninja (Playground Game) – Sat, Sun 6 pm

Objective is to take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called the best ninja.

Once Upon a Time: Storytelling Card Game – Sat Noon

The award-winning storytelling card game that encourages creativity and collaborative play. The winner is the first player to play their Ending Card. The object of the game, though, isn't just to win, but to have fun telling a story together.

Parsely: Spooky Manor – Sat 10 pm

Like old school text adventures? Like making things up as you go? Parsely is a cooperative text adventure that requires no experience and always ends differently.

Planet Cover – Sun 10 am, 11 am, 1 pm, 2 pm

A 'Space Villain' has a large bounty. Complete 'Scenarios' with the attributes you choose when you create your character. Fight 'Space Thugs' as you explore 9 planets. Whoever captures the 'Villain' wins the bounty, and the game.

Prince AJ's Splendid Scavenger Hunt – Sat Noon

Prince AJ invites you to his final culinary challenge, and this time it's desert! Find the ingredients around the hotel. Discover the recipes among the other chefs. Create the optimal desert. Become the Iron Chef of the Iron Throne! (Ages 13+)

Party Games

Salem 1692 – Sat 11 pm

Werewolf for those who don't like Werewolf. Much more structured than werewolf. Villagers are searching for the Witch. All players get a special role. Before the Witch's victim is revealed, all players have a chance to save themselves (at a cost). Kind of think of the game as a roleplaying version of Arthur Miller's "The Crucible"

Seany G's Board Game Song Parody Game Show – Sat 6 pm
Karaoke league champion Seany G is going to be singing song parodies of your favorite hits that are about board games. In this game show, you have to guess what games he is singing about by the clues in the song.

Shadow*Kitty – Sat 2 pm, 3 pm, 4 pm

Come playtest the next installment in the Sparkle*Kitty Universe! A familiar game with a few new tricks & treats to keep you giggling and cackling. This time... you have some fuzzy & furry help)

SHEEPLE: The Best Game in the Ewe-niverse – Fri 7 pm, 8 pm

Sat 1 pm, 2 pm, 6 pm, 7 pm, 8 pm

Sun 1 pm, 2 pm, 7 pm, 8 pm

A hilarious party game where you start as a sheep, and are trying to evolve into sheep-person. 1. Pick a category 2. Frantically Brainstorm. 3. Compare Answers - Items only score points if other players also put them down. So to win, you must THINK LIKE A SHEEP!

Stupid Users: BETA – Fri 2 pm, 3 pm, 4 pm, 7 pm, 8 pm, 9 pm, 10 pm

Sat, Sun 10 am, 11 am, Noon, 2 pm, 3 pm, 4 pm, 7 pm, 8 pm, 9 pm, 10 pm

Not your typical card game. It's a fast paced, trash talking, turn on a dime, IT vs Zombies, army building card game where you steal or loot anything to WIN! Visit: StupidUsersBETA.com to learn more & read the comic!

The Extraordinary Adventures of Baron Munchausen – Sat 6 pm

A storytelling game that invites you and your friends to spin yarns of your most outrageous exploits. During the game, each player must tell a story, while the other players attempt to interject and stage interruptions or distractions. Location may move to hotel lobby bar.

The Fall of Magic – Fri 4 pm

A game of collaborative storytelling where we play a group of travelers in the company of the Magus. The game follows a literary tradition of the fantasy journey where the character's relationships, transformations, and experiences take center stage.

The Genius Game – Sun Noon

15 players will compete in a series of games that will challenge their skills in strategy, logic, and negotiation. After each game players will be eliminated until only 1 remains and is crowned, The Genius. PRIZES for the top finishers: Board games AND dealer dollars! (Ages 13+)

The Last Banquet – Sun Noon

A big group social deduction game. Each player is a guest at the feast and needs to help his faction secretly reach its goal and ensure that this will truly be the king's last banquet.

The Resistance: Avalon – Sun 2 pm, 9 pm

Pits the forces of Good and Evil in a battle to control the future of civilization. Merlin alone knows the agents of evil, but he must speak of this only in riddles. If his true identity is discovered, all will be lost.

THREE Rooms and a Boom – Sat 9 pm

They said it couldn't be done, but Prince AJ is here to bring you the impossible. 3 rooms, 3 teams, 3 presidents, 3 bombers! 3 times the fun!

Two Rooms and a Boom – Fri 9 pm

Blue Team has a President. Red Team has a Bomber. Players are distributed between two rooms. At the end of each round, some players swap rooms. If Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins otherwise the Blue Team wins.

Ultimate Werewolf – Fri 9 pm, 10 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

Join the village and root out those evil Werewolves...or attempt hide your true nature from the rest of the villagers in this social deduction game. THERE WILL BE A POOLED signup list for this game, please only sign up for 1 game during this time slot.

Werewolf 101 – Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am

Werewolf by Night – Fri 10 pm

A quicker version of Werewolf. Rounds are MUCH faster and the format for discussion during the Nomination aspect is changed a bit. I've observed this style a number of times and it seems to progress just as a 6hr game does...but in much less time. 21 Max People

Werewolf: Twilight Edition – Sat 9 pm

Same Werewolf game, but with a third team. Bella, Edward and Jacob are a third team. Edward is killing additional villagers as the lone Vampire, but with a twist - it's a Cupid lovers love triangle. Jacob wakes up with the Wolves, but he is really a member of team Bella. Join us for this epic version of Werewolf.

WHISKEY BUSINESS! – Fri, Sat 7 pm, 8 pm, Sun 8 pm, Mon 1 pm
Come play this fun party dice game with Lars Thorn the creator of this and other Amazon's Choice UNCORKED! Games like READ BETWEEN THE WINES! & BREW HA HA! plus ICE CREAM EMPIRE!

Collectibles

Collectibles

La Jolla, Family Area

Ascension – Sat 11 am, Sun 1 pm

GM: George Carceres

A deck-building game where players spend Runes to acquire more powerful cards for their deck and armies to slay the monsters invading the world.

Boss Monster Tournament – Sat Noon

GM: william salazar

Pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon.

Card and Dice Games for Kids! – Sat 1 pm

FAMILY AREA EVENT! Join us for some fun and quick card and dice games that are perfect for families. We'll even have a prize drawing for participants!

Chez Geek - Spring Break! – Sat 8 pm

Take your quest for Slack on the road -- the geeks are going on Spring Break! In addition to new cards that celebrate the ups and downs of travel you also get to change the rules with our brand-new, giant Event cards! Chez Geek House Party Edition with the two latest expansions

Clank! A Deck Building Adventure – Fri 4 pm, 6 pm

GM: Kimberly Shaver

Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Choose to play the base game or one of the 3 expansions.

Clank! In Space – Sat 2 pm, 4 pm

GM: Elizabeth Molina

The evil Lord Eradikus has all but conquered the galaxy. He may rule with an iron grip, but his most prized artifacts are about to slip through his cyborg claws. You and your fellow thieves sneak aboard his ship, hack your way into its command module, and steal from him.

Clank! In! Space! Apocalypse! – Sun 3 pm

GM: Jacqueline Chao

The deck-building adventure of Clank! In! Space! continues in Clank! In! Space! Apocalypse!

Core 2019 Win-A-Box Draft – Sat 7 pm

GM: Shane Sauby

This is a 3 pack draft of Core 2019. The fee is \$20 cash. The prize is based on a minimum of 8 players. Other prizes may be available, depending on turn out.

(Decipher) LotR TCG 101 – Fri 1 pm, 4 pm

GM: Larry Page

Relive the glory days of Peter Jackson's Lord of the Rings trilogy with this Decipher TCG based on the movies! I have casual and tournament decks for each of the blocks (FotR, TTT, and RotK) ready to go -bring your own deck or use one of mine.

Dice Masters 101 – Sat, Sun 2 pm

GM: Diane Grotjohn

Do you like rolling dice? No, more dice than that. Nope, even more. Do you wish your dice were Super Heroes or Mythical Creatures? Come learn to play Dice Masters where your dice are the characters and you can roll to your hearts content.

Dice Masters Open Event – Sun 3 pm

GM: Diane Grotjohn

Are you so fascinated with rolling dice that you can't imagine your life without? Do you long for an event that could be a draft or a constructed tournament or just a casual game? This is your event! Players will decide event type at tournament start.

Dice Masters Rainbow Draft – Sat 3 pm

GM: Melissa Weiss

A true Rainbow Draft pulling from multiple sets. Any pack could be a Super Rare. ALL packs could be a Super Rare. (No guarantees). All players will receive cards and dice equivalent to 12 packs from this tournament. Prizes to the top players.

Dragon Dice Build-Your-Own-Army – Sun Noon

GM: Clifford Broadway

Demo before event! Players may bring anything they like and custom-build a 36-point army using NEW Rules Ver. 4.0. Prizes: Rare Promotional Alternate ink 4-health champions with special powers

Dragon Dice Demo – Fri Noon, Sat Sun 11 am

GM: Clifford Broadway

Dragon Dice is a fast-rolling game with a bright new look and robust Rules Revision 4.0! Players use colorful dice to represent armies of fantasy races which battle over essential terrain. Try to control the odds in this dynamic game full of surprises!

Dragon Dice Sealed Kicker Tournament – Sat Noon

GM: Clifford Broadway

Demo before event! Players receive 2 Kickers of one race, 1 Battlefields and 1 Battlechest kicker each (retail value \$40) and play a 36-point army using NEW Rules Ver. 4.0. Prizes: Rare Promotional Alternate ink 4-health champions with special powers.

Fireworks – Sun 4 pm

GM: Jacqueline Chao

Light up the sky in this tile-based firework display. Launch the firework to collect firework tiles for points and become the best firework master.

Gunkimono – Sun 9 am

GM: Jacqueline Chao

A tile-laying area enclosure/area control game set in feudal Japan. This game reimplements Heartland.

(ICE) Middle-Earth CCG 101 – Sat 11 am, Sun 2 pm

GM: Larry Page

You are one of the five Wizards in Middle-Earth vying to be the one to lead the Free Peoples against Sauron and his minions! Collect treasures, recruit armies, gain allies, but beware of the dangerous creatures and the dangers of corruption! Bring your decks or use one of ours!

(ICE) Middle-Earth CCG - Hero Arda – Sat 3 pm, Sun 10 am

GM: Larry Page

You are one of the five Wizards in Middle-Earth vying to be the one to lead the Free Peoples against Sauron and his minions! Collect treasures, recruit armies, gain allies, but beware of the dangerous creatures and the dangers of corruption! Everything provided.

Indie Game Alliance – Fri Noon, Sat, Sun 11 am

GM: william salazar

Some of the most incredible, innovative experiences in tabletop gaming come from independent designers and publishers. Come and Sample just a few of the many many games supported by the IGA demo team

Collectibles

Lanterns, Lotus, and Learning - a play and chat for Gameschoolers and everyone else! – Fri 2 pm

GM: Karla Freeman

Everyone is welcome! Play some of the classic Renegade games, Lanterns, Lotus, Bullfrogs, & more, while we chat about using games to teach, and talk about the games we play with our own families and students.

Legends of the Five Rings LCG Swiss Tournament – Sat Noon

GM: Paul Clark

Come participate in a Legends of the Five Rings LCG Swiss tournament. Players will need to bring a preconstructed L5R deck per FFG Organized Play rules.

Magic: The Gathering - Commanderin' – Sat 2 pm, 4 pm, Sun 2 pm

GM: Phil DeLuca

A casual tournament - this uses the standard Commander/EDH rules and will be 3 or more players per table. See the link at the Commanderin' MTG Podcast home page for more information. Summary: Infinite combos before 60 minutes are bad. Don't take long turns.

Magic: The Gathering - Horde: At The Reactor – Sun Midnight

GM: Michael Arsollon

A cooperative challenge: The reactor is overrun with a zombie infestation! Can you and the other planeswalkers eradicate the zombie menace before the reactor explodes? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Horde: The Hedron Fields – Sun 5 pm

GM: Michael Arsollon

A cooperative challenge: After you unlock an artifact from a hedron, the Eldrazi attack! Can you and the other planeswalkers defeat the horrors of the Blind Eternities? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Horde: The Maelstrom – Sun 3 pm

GM: Michael Arsollon

A cooperative challenge: Strange things from other realities are appearing from the swirling chaos between worlds! Can you and the other planeswalkers defend this world from unknown manifestations? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Horde: The Siege – Fri 7 pm

GM: Michael Arsollon

A cooperative challenge: Giants, Goblins, Minotaurs and more lay siege to your small fort! Can you and the other planeswalkers stand against these armies? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - K&J Pauper Tourney – Sat 9 pm

GM: Michael Arsollon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck using commons. Your deck must contain a minimum of 60 cards. No side boards. Swiss rounds. Paper rarity *not* MTGO rarity. Prizes including the Golden Binky for the winner.

M:tG Core Set 2019 Prerelease – Fri 11 pm, Sat, Sun 4 pm, 11 pm

GM: Dae Kim/Josh Badger

Magic: the Gathering Prerelease Event using the new Core Set for 2019. Prerelease kits have a limited availability on a first-come first-served basis. Packs and promos available for all participants with prizes for the top players.

M:tG Draft - Core Set 2019 – Sun 1 pm, 7 pm

M:tG - Friday Night Draft: Core Set 2019 – Fri 8 pm

GM: Josh Badger/Dae Kim

Magic: the Gathering Draft using the new Core Set for 2019. Packs and promos available for all participants with prizes for the top players.

Munchkin Collectible Card Draft Event – Sat, Sun 4 pm

The Munchkin Collectible Card Game is a stand-alone, two-player game. It is related to Munchkin thematically, but the design is new. Hire monsters to attack your opponent while making sure you don't get squished. Learn to play in this draft event!

Munchkin - Players' Choice – Sat 10 am, Noon, 2 pm, 4 pm, 6 pm

Whether you're new to the World of Munchkin, or a long-time fan, this game is for you. Many of the varieties of Munchkin will be here for players to choose from, from old favorites to the new Guest Artist Editions.

Munchkin Tournament – Sun 1 pm

This is the convention Munchkin qualifier and tournament. All of the Munchkin fun of backstabbing friends and stealing stuff, and a chance to win loot to boot! Official tournament rules will apply. Experience is recommended, but all are welcome.

Munchkin Treasure Hunt or Wonderland – Sat Noon

FAMILY AREA EVENT! A fun boardgame for up to six players, ages 6 and up - now everyone in the family can be a Munchkin! Win by collecting the loot...and take home some loot of your own!

Open Demos - Dice and Cards! – Fri Noon, 2 pm, 4 pm,

Sat 2 pm, 4 pm, Sun 11 am, 1 pm, 3 pm, 5 pm

Port Royal, Zombie Dice - Horde Edition, Chupacabra Dice, Batman The Animated Series Dice Game, Mars Attacks: The Dice Game, Simon's Cat, Super Kitty Bug Slap, I Hate Zombies, and Ghosts Love Candy all pose their own challenges and supply their own fun!

Open Gaming - RNTASYDHWAF(tm) – Mon 9 am

GM: Brandon Weiss

Hooray for Alphabet Soup! In this case, it's Open Gaming - Right Next To the Auction So You Don't Have to Walk As Far(tm)! The perfect place to sample your haul before heading home.

Pirates: The Return of Pirate Keith – Sun 4 pm

GM: Victor Bugg

Pirate Keith returns with a new band of baddies under his control. Can you and the others sink pirate keith again and save the prince and princess twins. Fun and prizes for everyone.

Pokemon – Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop – Sat, Sun 10 am

GM: Charles Watson

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

Port Royal – Sat, Sun 11 am

Will you become the richest, most notorious merchant in Port Royal? Or will you end up with an empty cargo hold? On your turn, you'll push your luck to amass the most wealth or to hire the best characters - but if you push it too far, you get nothing, so be wary.

Collectibles

Red Dragon Inn – Sat 3 pm

GM: Sarai Gonzalez-Hicks

What do you do after you finished wiping the floor with that dragon and looted its hoard? Go back to the Red Dragon Inn to drink and gamble away that hard-earned money. Be the last person sober enough to still pay their tab and claim victory over your teammates.

Revolution! – Sat, Sun 9 am

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory, collect more gold, blackmail, and force. It's a game of bluff, counter-bluff, and surprise.

Splat! – Fri 4 pm, Sat Noon, 4 pm, 8 pm, Sun Noon, 3 pm

GM: william salazar

Join the Kids of Patterson Street as they gather for a paintball battle. The object of the game is to be the last player out or outsmart your opponent. 2-8 players with an average play time of 30 minutes. Simple, easy-to-understand rules and gameplay!

Star Wars Destiny Draft – Fri 7 pm, Sat 9 am, Sun 4 pm

GM: John Borders

Bring a Rivals Draft Set, Card Sleeves, and tokens. Entry fee will allow drafting from Legacies and Way of the Force. 2 packs per player added to the prize pool!

Star Wars Destiny Infinite – Sat 4 pm, Sun 11 am

GM: John Borders

All cards legal. Bring a legal 30 card deck - 30 points. Standard Swiss Tournament. Entry fee goes towards tournament prizes.

Star Wars Minis Sealed Booster Draft – Sun Noon

GM: Mel Campbell

Sealed booster draft tourney. Each participant will receive 2 full sets and 2 six card mini sets, plus 2 sealed booster sheets, to make a 150pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Star Wars X-Wing and Minatures Combined – Sun 5 pm

GM: Mel Campbell

Due to the fun everyone has been having, we are running this event again! It will consist of X-Wing Minis and regular Star Wars minis games combined, engaging in a space, air, and ground battle, taking place at the same time. GM will provide minis to borrow.

Strategic-Placement-Con - Clash Royale Tournament – Sat 2 pm

GM: Marcus Walker

1v1 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place

Strategic-Placement-Con - Clash Royale Tournament – Sat Noon

GM: Marcus Walker

2v2 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place

The Tea Dragon Society Card Game – Sat 10 am

GM: Karla Freeman

Each player's deck represents their own Tea Dragon. Players will choose to draw a card, triggering effects and strengthening their position, or buy a card, improving their deck or scoring points. The game takes place over four seasons, starting in spring and ending in winter.

Vanguard 101 – Fri Noon, Sat 10 am, Sun 11 am, Mon 10 am

GM: Marcus Walker

Learn how to Play Vanguard We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Vanguard! Tournaments hosted everyday of Con!

Vanguard Advance Tournament – Fri 5 pm, Sat 3 pm, Sun 2 pm

GM: Marcus Walker

Join us for an advance Vanguard Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Vanguard Light Tournament – Fri Noon, Sat, Sun, Mon 11 am

GM: Marcus Walker

Join us for a light Vanguard! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Vanguard So Cali Con Tournament – Sun 3 pm

GM: Marcus Walker

Join us for Vanguard So Cali Con Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. 1ST PLACE WILL BE DUBBED BEST CON VANGUARD PLAYER! Deck support will be available!

Yu-Gi-Oh! 101 – Fri, Sat, Sun Noon, Mon 10 am

GM: Marcus Walker

Learn how to Play Yu-Gi-Oh! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Yu-Gi-Oh! Tournaments hosted everyday of Con!

Yu-Gi-Oh! Advance Tournament – Fri 3 pm, Sat 5 pm, Sun 3 pm

GM: Marcus Walker

Join us for an advance Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! Light Tournament – Fri, Sat 1 pm, Sun Noon

GM: Marcus Walker

Join us for a light Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! Tournament (Draft) – Fri 6 pm, Sun 5 pm

GM: Marcus Walker

Join us for Yu-Gi-Oh! draft Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! \$20 to enter and you get to keep the cards/packs you draft! Prizes to 1st, 2nd & 3rd place.

Open Gaming

Plaza Ballroom A

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

Video Games

Video Games

Marina

Fortnite – Fri, Sat, Sun 8 pm

Drop from the Battle Bus, find some weapons, build your defenses, and take out the OpFor! Prizes may be awarded with enough players.

Hearthstone - The Boomsday Project – Sat 2 pm

Standard Event format. 1 on 1. Best 2 out of 3, winning decks/ Heroes will be locked out for that match. Players must have a Blizzard account. Each player will announce their heroes they are going to use. Heroes cannot be duplicated.

Injustice 2 #1 - Standard – Sat 4 pm

The titanic battles in Injustice keep getting bigger and better! The heroes and villains from DC Comics go toe-to-toe not only with each other, but with guest characters from Mortal Kombat, Hellboy and the TMNT! 1v1, best 2 out of 3, double elimination.

Injustice 2 #2 - Lockout – Sun 6 pm

You thought you were good at the standard tournament? Well, tune up your fighting skills with the entire roster. In this Lockout tournament, every time you win with a character, you can not use that character for the REST OF THE TOURNAMENT! 1v1, best of 3, double elim.

Mario Kart 8 #1 - Team Race – Sat 2 pm

Pick a partner and race against another team. Number of races and rounds are determined by the number of teams present at start of event. All players will be required to use the steering wheels and have remotes set to tilt.

Mario Kart 8 #2 – Sun 2 pm

Race with some of the best-known Nintendo characters, and race to become the King of Karting. Choose your character, vehicle, etc. and race against up to three others on various tracks. Players required to use the steering wheels and have remotes set to tilt.

Mario Kart Practice – Sat, Sun 1 pm

Planning on being in the Mario Kart Team or Individual races, but feel you need some practice. Stop by for this hour of practice time before the event. A list of requirements and limitations will be available for that days event.

Smash Bros. #1 - Kirby-Rama – Fri 8 pm

You've mastered Mario, smashed people with Samus, and locked in wins with Link. Now, you face the ultimate challenge - taking the Happy Fun Ball known as Kirby up against... other Kirbys! Can you survive this madness? 4 players per match, top 2 advance.

Smash Bros #2 - FFA – Sat 11 am

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Brawl against up to 7 other players, and come out on top. Additional rules explained at the tournament.

Smash Bros #3 - 1v1 – Sun 4 pm

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Head-to-Head, Double Elimination rules. Additional rules explained at the tournament.

LARPs

Bel Air, Newport A, 3103

A Wolf by Any Other Name – Fri 8 pm – A Wolf by Any Other Name

GM: Robert Prag

You're in detention at magic school on the night of the full moon. How will you protect yourself and your friends when someone wolfs out? An improvisational party roleplaying game written by Learn Larp, set in the new magical universe of New World Magischola.

Beast**er: A Game of Duty and Fertility** – Fri 10 pm –

Homebrew

GM: Ross Cheung/CozyLARP LA

Your family has a terrible secret. Your wealth and power is made possible by a deal your bloodline made with The Beast. Every generation, one member of the family must carry the Beast's spawn. You have been selected by your family as one of the potential mates for the Beast. Beast****er is a larp written by Julian Hyde and Wendy Gorman that tells the narrative of a decadent family in decline. Note that this larp is not explicit, but deals with adult themes.

Graduate School the Larp – Sat 8 pm – Homebrew

GM: Ross Cheung/CozyLARP LA

Once upon a time you saw yourself as a future proud owner of a PhD. The Charm has since worn off. In this larp you play a group of overworked graduate students trying to get through a week in Professor Smith's laboratory. You will follow your desire for recognition and appraisal, while fighting off the ever-present impostor syndrome. Can you make it to happy hour at the end of the week, where you can finally blow off all of the accumulated steam? This is a narrative larp for six players.

Last Call For Camelot – Sun 8 pm – Homebrew

GM: Kevin Pearl

Granted immortality by The Holy Grail, King Arthur and The Knights of the Round Table have secretly upheld their oaths as Britain's greatest warriors for centuries. Now as England endures it's darkest hour, the knights have been summoned to an old London Pub on a warm September night in 1940. Only Arthur can grant them leave to join the fight, but the old king's thoughts lie with an antique Tarot deck, and the stories its cards can tell....

Lucky 21 – Sun 9 am – Freeform

GM: Nicco Wargon

This is a rules light comedy LARP that can handle up to 20 players. Liz Granger returns from New York to her hometown of Chestersex, England, after receiving a panicked phone call from her younger sister Rosie. Liz's exciting life in America kept her too busy to even think about the town her parents built. But now, the death of her mother in a botched burglary means dealing not only with her fractured family but also brings her face-to-face with Jeff, her first love. Join Liz and 20 other Chestersex characters at the premier of a noir comedy.

Night Forest – Fri 8 pm – Night Forest

GM: Kirsten Hageleit

A ritual storytelling game of witnessing. Participants play Memories wandering by candlelight through the dark forest, sharing stories with each encounter. Each participant is given an electric candle and a memory card, and is sent off to remember - or compose - a story inspired by the card. When two participants meet, they first exchange stories, and then cards. As each card returns to its original participant, that participant dims their candle, and moves on to witness the remaining stories.

LARPs

One Hundred Feet Tall! — Fri 8 pm — Homebrew

GM: Ross Cheung/CozyLARP LA

A giant monster attack is both described and physically acted out by players. You and a group of players will live through the story of a monster attack, including experiencing it smashing buildings and news choppers. This larp involves some physical movement and improvisation. One Hundred Feet Tall! was written by Joe Landolph and won an honorable mention in the 2016 Golden Cobra Larp Challenge.

Orcs the LARP — Sun 2 pm — Homebrew

GM: Ross Cheung/CozyLARP LA

You are Orcs. You are mistrusted and forced to hide from the persecution of Human Paladins and eke out a miserable experience in the swamps. Now, Chief Bloodhair has died, and it's time for the tribe to choose a new leader, through rituals as old as your tribe itself. You will tell stories of the collective history of your tribe and share collective wisdom. Orcs is a LARP with no fighting, but a ritualized storytelling method. No previous experience is needed.

Path of the Ghost Speaker — Sat 8 pm — Freeform LARP

GM: Joe Landolph/CozyLARP LA

You are in training to become a Ghost Speaker. You will proceed through the Hall of Relics where powerful spirits dwell. Sometimes, you will be possessed by the spirits and act out their stories. Other times, you will bear witness to the stories acted out by your companions, as they are possessed in turn. You will also have to deal with dangerous or wild spirits, either by comforting them with kindness or banishing them with magic.

Ragnarök and Röll Redüx — Sat 2 pm — Nerf/Boffer (Live Combat)

GM: Robert Prag/ LARP Department

Ragnarök and Roll is an action-focus LARP about a collection of battles between the members of the fictional NPECC military unit and the Frost Giants of Norse myth. The game will revolve heavily around doing battle with Nerf (or Nerf-like) blasters and foam melee weapons. Players shall be split between NPECC and their mythical foes, and enact a number of fearsome battles. This game has been substantially corrected after its initial run, and redesigned in response to player feedback. Migard wants YOU!

Miniatures

International Ballroom A

40K Ironman Tournament — Sat 6 pm — Warhammer 40K 8th ed 1000 points. All models killed are removed for the tournament. All damage carries over. Are you the toughest of them all?

40K Mega-Apocalypse — Sat, Sun 10 am — Warhammer 40K 8th ed.

Come decide the fate of worlds in the new 8th edition of Warhammer 40K. Rules tweaked slightly for epic games, bring a force of up to 350 power. Loaner armies available, join anytime, beginners welcome!

Ambush at Moria — Sat, Sun 1 pm — Lord of the Rings Strategy Battle Game

GM: Larry Stehle

As Aragorn predicted, the area was swarming with hordes of Goblins after night fall, trying to hunt down the intruders. After being repelled near the Lothlorian border, they are returning to the mines of Moria. A force of Wood Elves has moved into ambush near the door the Goblins used to exit the mines. Can you, as the Goblins make it back into Moria? Or as the Elves, slay the foul vermin before they escape?

Starship Valkyrie: Kapteyn's Star — Sun 2 pm — Starship Valkyrie Basic

GM: Christian Brown

Starship Valkyrie is cooperative sci-fi role-playing which has board game and card game elements. Everyone is a crew member on a starship working together to solve a problem. In this scenario, the ERS Merlin is being sent to Kepteyn's Star on a scouting mission to evaluate the suitability of the star system for a future Star Navy Base. Since this will be the first of its kind, it is tentatively being referred to as 'Alpha Base.'

The Council of Four — Sun 8 pm — Freeform LARP

GM: Joe Landolph / CozyLARP LA

The peace treaty is signed, and the City of Jellek has been established as a neutral domain ruled by a Council of Four. Today, the occupying Kingdom army is set to leave the city. The armies of the Empire and the White Rose are watching to make sure they do. Refugees blocked by the Kingdom army hope they can return home. Kingdom settlers, meanwhile, are afraid they will be thrown out. Religious tensions in the city are high. Can the Council and the locals negotiate a peace within the city?

The Skeletons — Sat 10 am — The Skeletons

GM: Ryan McMullan

You are in a dark tomb filled with mysterious treasure. But you are not adventurers seeking its riches, you are the skeletons guarding it for all eternity. When the tomb is not threatened you sit lifeless, alone, in the dark. But when intruders threaten this hallowed space, you spring to life and are as alive as you ever will be again. With each period of animation you remember more of your past, you learn more about the tomb, and your fellow skeletons. This is an experiential tabletop game and collaborative storytelling from Jason Morningstar, adapted for LARP play.

The Sorrows of Winter — Sat 9 am — Custom

GM: Acata Felton

The changelings of the greater LA area get together only a few times a year, and the Winter Market is their biggest gathering. Against a backdrop of typical Changeling the Lost style court politics, every character has brought some tragedy, trauma, or loss to the experts, the Winter Court. Characters will be chosen at game and workshopped in the first ~hour, allowing players to customize their experience. Game runs ~2 hours with time for wrap up and debrief after.

A Song of Ice & Fire: Tabletop Miniatures Game —

Sat 9 am, 2 pm, Sun, Mon 9 am —

A Song of Ice & Fire: Tabletop Miniatures Game

GM: James Freeman/Daniel Alvarez

a competitive miniatures game for two or more players.

Each player controls one of the Great Houses of Westeros, commanding battlefield units, recruiting legendary Heroes, and manipulating the political stage, in the attempt to claim the greatest prize of all: The Iron Throne.

Battle of Blankenfelde, Northeastern Prussia, 1813 — Sun 10 am — La Bataille 15mm

GM: Stephen Phenow

While the Battle of Großbeeren, raged, Renier's flank was protected by General Bertrand's IV Corps to the right, near Blankenfelde. Prussian General v. Tauentzien has orders to defeat Bertrand, and turn the flank, with some urgency since Marshal Oudinot is known to be approaching.

Miniatures

Battle of Long Island August 1776 – Sat 10 am – War Against George the Third 15mm

GM: Dan Munson

American Patriots fight a rearguard action against the British Army to allow the Patriot supply train to retreat to Brooklyn. Can Washington get his trains away, before the British break through?

Battlestations 2nd Edition – Fri 11 pm, Sat 1 pm, 4 pm, 8 pm, 11 pm, Sun 10 am, 2 pm – Battlestations 2nd Edition

GM: Jeff Siadek, Mario Acuña, Dennis Lien, Thomas Barry
Are you a hero? You and your crewmates man the battlestations of a working starship, moving around on the module layout to maneuver your ship on the hex map. You turn the ship in the Helm, you pump for power back in the Engines. Battlestations is a character-based adventure game of simultaneous ship-to-ship and boarding combat in space. All materials provided, new players welcome!

Battlestations - Dirtside! – Fri 6 pm, 8 pm, 10 pm, Sat 9 am, 11 am, Sun 6 pm, 8 pm, 10 pm – Dirtside

GM: Jeff Siadek, Mario Acuña, Dennis Lien, Thomas Barry
Take your starship crew on a few away missions in this stand alone expansion to the popular Space Adventure game Battlestations. All Materials provided, new and experienced players welcome.

Bloodborne: The Card Game – Fri 2 pm –

Bloodborne: The Card Game

GM: Michale Shupe

Bloodborne: The Card Game designed by Eric M. Lang and based on Sony Entertainment and FromSoftware's hit video game Bloodborne for the PlayStation 4. In it, several Hunters will enter the Chalice Dungeon, but only one will be able to escape the victor. Round after round you'll face off against brutal creatures bent on destroying you.

Blood Rage – Fri 2 pm, 8 pm, Sun 9 am, Mon 2 pm – Blood Rage

GM: Lauren Carson/Oscar Perez/Andrew Carson/Benjamin Peck
Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

Capture of the Kara Kozak Bridge – Sat 7 pm – Force on Force

GM: Keyser Soze

Only one bridge across the Euphrates remains in the Kurdish controlled portions of Northern Syria. 3/75 Ranger and Delta must capture the bridge before the Sultan Marad faction of the TFSA can destroy it, trapping the Kurds and Americans before the advancing Turkish army.

Car Wars: Amateur Night – Sat 2 pm – Car Wars Homebrew

GM: Robert Hagmaier

Drivers wanted! The Southern California Autodueling Brotherhood (SCAB) proudly presents Amateur Night 2018. Do you have what it takes to enter the arena and battle for the right to join the ranks of the professionals? The winner will be declared when any driver achieves two kills. Become a hometown hero today! Disclaimer: Opponents must be fully disabled to count as a full kill. Half kills may accumulate.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

Not giving a flip for over 30 years! Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

Civil Unrest: Anarchy – Sat, Sun 10 am – Civil Unrest

GM: Paul Villar

A miniature skirmish game set in an alternative modern day fantasy world. Come join us and choose to take back the streets for the people or lock them down and restore order. We will be supplying all the models, dice, tape measures, ect.

Clay-O-Rama Extravaganza – Sun 10 am – Clay-O-Rama

GM: Patrick Sewell

Uh-oh, someone has placed flaming spiked pits in the arena! Come enjoy the most fun at the convention that does not involve chariots (unless you build one). Every player creates their own gladiator from Play-Doh and proceeds to fight in the great Clay-O-Rama arena. All ages are welcome, but the youngest players will receive a boost. Special attacks are classic (drop, bowl, poke...) or created by the player!

Clay-O-Rama Midnight Death Brawl! – Sun Midnight –

Clay-O-Rama

GM: Adam Hicks

Come build gladiators out of play-doh and battle to the claydeath! The gods of Claydonia are seeking champions to battle for their fickle enjoyment! Looking for a late night game that is easy to learn, fun to play, and slightly inappropriate? Look no further!

Cthulhu: Xothic Wars – Fri 4 pm, Sat 10 am, 3 pm – Cthulhu:

Xothic Wars

GM: Sandy Dobbs

Games take 30-60 minutes, Cthulhu Xothic Wars is a monster skirmish 28mm miniature tabletop game. Each side is trying to capture important objectives scattered across the landscape to gain victory. Will you play the mighty Starspawn of Cthulhu or will you play the enigmatic Elder Things while playing in the lands of prehistoric earth? All materials provided.

Cthulhu Wars Battle for World Domination! – Sat 10 am –

Cthulhu Wars

GM: Adam Hicks

Come play Sandy Petersen's masterpiece game Cthulhu Wars! Have you ever wondered what it would be like to be a Great Old One and conquer a post apocalyptic planet? Here's your chance! Choose one of the Great Old Ones and their armies of monsters and cultists to pit your skill and might against other cosmic horrors!

Dystopian Wars – Fri, Sat, Sun 4 pm – Dystopian Wars

GM: Cody Hudson

A Victorian super science-fiction miniature wargame with steampunk elements set in an alternate timeline in 1870. In this world, technological advances have occurred over a century before they would in our timeline.

Ethnos – Sun 2 pm – Ethnos

GM: Lauren Carson

Ethnos is a mythical realm filled with creatures big and small. As the last Age ended, war and revolt left the inhabitants without someone to lead them into their future. Giants, Dwarves, Elves, and Centaurs have not traditionally gotten along, but a leader is a diplomat as much as a warrior. Now, you'll have to bring the residents of Ethnos together under one rule.

Firestorm Armada – Fri, Sat, Sun 8 pm – Firestorm Armada

GM: Cody Hudson

A game of spaceship combat, set in humanity's distant future. Through masterful use of tactics, Admirals guide their stellar Fleets in elegant maneuvers to bring their vessels' crushing firepower to bear. Broadside volleys from thermal cannons disintegrate hulls, nuclear torpedoes annihilate whole squadrons and beams of laser-light scorch through the void.

Miniatures

Fly the Unfriendly Skies – Sat, Sun 10 am – Death from Above
GM: David Dunn

Your mission: You are Group Leader for a bomb run over Germany. You and the rest of the 8th Air Force are to knock out a vital ball bearing factory. Without these ball bearings, tanks, planes, ships cannot be made. Get 'em right in the pickle barrel. All materials provided, beginners welcome

FOW: MW Regionals Tourney – Sat, Sun 9 am – Flames of War V4
GM: Troy Hill

MID WAR - 74 Points 2 days/ 5 rounds Saturday and Sunday
Sponsored by NoDiceNoGlory.com and Game Empire
Pasadena - Official Regional Tournament for BattleFront
Saturday - 3 rounds Sunday - 2 rounds and awards.

Friday Night Alpha Strike – Fri 6 pm – Battletech: Alpha Strike
GM: Paul Schipitsch

Come play Battletech: Alpha Strike using the latest Standard rules (v2.4). All materials provided or bring TWO painted mechs that meet the following conditions: Points: Both mechs COMBINED total must not exceed 60 points Rules: Introductory Era: Pre-Clan Invasion Size: Nothing under 45 Tons allowed

Game of thrones – Sun 4 pm – Song of Ice and Fire

GM: nathan nanning
take part in a huge battle of stark vs lannister in the new game of thrones miniatures game by CMON.

Gaslands Death Race – Sun 2 pm – Gaslands

GM: Patrick Sewell
Everything provided! Rules are quick and easy to learn while providing all you could wish for in a Post-Apocalyptic world. The vehicular combat game that only requires you have a few Match Box scale vehicles. Come join in a game of vehicular mayhem. Race to be first place or destroy your competition.

Gateway Warhammer 40K ITC Grand Tournament – Sat, Sun 10 am – Warhammer 40K

GM: John Paiva
ITC ranked Warhammer 40K Grand Tournament using 2000 point armies. We will be using the standard ITC Champion's Missions from the Frontline Gaming website. 3 rounds will be played on Saturday and 2 on Sunday followed by a quick awards ceremony approximately 4pm Sunday.

Guild Ball Season 3 demo – Fri Noon – Guild Ball

GM: Solomon Chang
Guild Ball is a tactical miniatures game of skirmish soccer. Two coaches lead six players from their respective guilds in a race to 12 points. During each turn, coaches alternate activating one player at a time. With a small number of models per side, Guild Ball delivers great depth of strategy, balancing ball control, attack, and defense.

HMGs-PSW Presents Battle of Chinese Farm – Fri 6 pm – Fist Full of TOWS3: 15mm

GM: Adam Hammer
October 1973, the Yom Kippur War is in full swing. General Sharon wants to exploit a gap in the Egyptian's line in order to cross the Suez Canal and encircle the advancing Egyptians. The Egyptians are dug into to fortified positions with Sagger ATGMs and plenty of tank and artillery support at the abandoned "Chinese Farm." Can the IDF eliminate this pocket of resistance? Can the Egyptian Army continue to press its momentum?

HMGs-PSW Presents Dark Age Dust Up – Sat 11 am – Warhammer Ancients Battle 28mm

GM: Adam Hammer, Mark Nicholson
A massive force of Normans is seeking battle from their ancestors: The Vikings Aggressive, berserking- shieldwalls against knights with warhorses. Demo style-multiplayer game. Newbies are welcome.

Imperial Assault - RPG Storytime – Sat 3 pm – Imperial Assault
GM: Jeff McArthur

Take on a UNIQUE character in this original, short campaign that is part of the RPG Storytime series. Your actions will affect the overall campaign being played by players all over the country using all of the FFG Star Wars games. The results play on RPG Storytime on Youtube.

Infinity Demos – Sat 8 pm – Infinity
GM: Wes Conklin

Infinity is a groundbreaking, dynamic system that allows you meaningful, fun choices throughout the entire game, and gives you the tools to implement strategies with realism and flexibility. Direct Action operations, high-stakes missions on the battlefield or behind enemy lines, players command a small group of elite soldiers, chosen for their suitability for the mission at hand. All materials provided

Kingdom Death: Monster – Sat, Sun 10 pm – Co-operative
GM: Reid Barkell

Continuation of Strategicon campaign. Kingdom Death: Monster is a fully cooperative tabletop hobby game experience. Set in a unique nightmarish world devoid of most natural resources, you control a settlement at the dawn of its existence. Fight monsters, craft weapons and gear, and develop your settlement to ensure your survival from generation to generation.

Last 1st edition X-Wing Tournament (2nd try) – Sat 10 am – X-Wing 1st Edition

GM: Francisco Vassallo
Well, apparently FFG decided to release MK2 in mid Sep, so we have our last hurraa MK1 tournament. Squadrons shall be composed of ships that appeared in Episodes 4-6 only, no non movie ships allowed. 100 points, 3 rounds.

Masmorra: Dungeons of Arcadia – Fri 8 pm, Sat 9 am, 2 pm, Sun 2 pm – Masmorra: Dungeons of Arcadia

GM: Kimberly Mumford/Daniel Alvarez
Masmorra was a magical dungeon built beneath the streets of Arcadia. It was meant to be a training grounds for young Heroes, until it was taken by force by the evil wizard, Malaphyas. Now the Heroes will play through several rounds, delving deeper into the dungeon, facing off against nasty monsters, and gaining experience as they go.

Massive Darkness – Sat, Sun 8 pm – Massive Darkness
GM: Kimberly Mumford/James Freeman

In Massive Darkness, you'll join forces with the other players to enter the underground lair of the Darkness. You'll work together, jumping from shadow to light, engaging the enemy when the moment is right. The minions of the Darkness can be anything from orcs, to goblin warriors, to giant spiders.

Ogre! – Sat 2 pm – Ogre!

GM: Steve Nanning
The classic game of cybertank warfare take to a whole new scale. Face off with tanks, armored hovercraft, powered infantry, and of course Ogres.

Operation Mortain – Sun 1 pm – What a Tanker!

GM: Donald Tseng and Chris Mazourek
A last ditch effort to halt a breakthrough in Normandy on the shoulders of the Heer's mighty panzers - the allies have their own armored fists to match. Come try What a Tanker, a fun and dynamic game which mitigates gamey play of omniscient geographic plotting and features situational awareness and readiness as the lynchpins of combat actions. One player, one tank - don't forget to button up!

Miniatures

Outpost 5 – Sat, Sun 3 pm – This is WAR!

GM: David Dunn

Communications has been lost on Outpost 5. Take your CMF Recon Platoon in to investigate. A reinforcement Taskforce will be available to assist if needed. All materials provided, beginners welcome.

Paint and Take - Sponsored by Army Painter – Sat, Sun 10 am

GM: Sarah ChristianScher

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our staff can help you learn all the techniques and tricks to get your minis table ready. No experience required! All materials provided! Children under 10 must be supervised.

Painting Contest Judging – Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after 4pm

Party Penguins: Infinity Wars – Fri 11 pm – Tabletop MMORPG

GM: Victor Bugg

RPG/miniature game of exploration, puzzles, and treasure hunting in dungeons filled with traps and unfriendly monsters in a quest to get all gems for the Infinity Gauntlet. Purchase a party penguin mini from the booth of same name with your gear and class based on which one chosen. What you see is what you get. Take-home treasure (swag) if the team succeeds

Rising Sun – Fri 2 pm, 8 pm, Sun 8 pm – Rising Sun

GM: Oscar Perez/Andrew Carson/Benjamin Peck

Rising Sun is set in Feudal Japan. It is the time of Shintos, Bushis, and Daimyo. The political situation hangs in a tense balance, as alliances are formed and broken and the threat of war is ever-present. Ancient clans call upon mythical Japanese Monsters to assemble with their forces, and when diplomacy fails, they're ready to go into battle. Rising Sun is a game about politics, tradition and war.

Star Wars - The Battle of Pirralor (RPG Storytime) – Sat 10 am –

Star Wars Legion

GM: Jeff McArthur

Take part in an ongoing Star Wars campaign where each game affects the overall storyline. Your choices, successes, & failures will help determine the fate of the campaign, which is being played by people all over the country using all of the Fantasy Flight Star Wars games. The results become part of the series playing on Youtube called RPG Storytime - Star Wars.

Street Masters – Fri 1 pm – Street Masters

GM: Dan Pineda

A 1-4 player cooperative miniatures board game inspired by classic fighting video games. Take control of a powerful fighter to play cards and roll dice in a match up against villainous organizations in a wide array of exciting scenarios.

Team Yankee Tournament – Fri 2 pm – Team Yankee -

BattleFront

GM: Troy Hill

Team Yankee 64 pt 3 round tournament Sponsored by NoDiceNoGlory.com

The Gateway Incident – Sun 10 am – Infinity N3

GM: Frank Vassallo

3 round Infinity tournament. 200 point armies, 1 1/2 hour games. Players are allowed to bring two lists to choose from once paired with their opponent. Tables will have plenty of terrain in them. 1st game: The Armory (Rule book Pg 192) 2nd game: Firefight (Human Sphere Rule book pg 109) 3rd game: Annihilation (Rule book Pg 191)

The Hildebrand Open 4th annual Miniatures Tournament (Kings of War) – Sun 10 am – Kings of War

GM: Ilan Mitchell-Smith

The 4th annual Hildebrand Open Tournament welcomes all players with armies of 2,000 pts, from any Kings of War book and painted to a three-color minimum. The 2018 rules updates from Clash of Kings will be used, and two games of the "Kill" scenario will be played. Points for routed units will count for overall score. Hildebrand engraved mugs awarded for Best General and for Best Painted army, plus additional prizes.

The Men Who Would Be Kings – Sat 8 pm, Sun 5 pm – The Men Who Would Be Kings

GM: John S Harrel

Colonel Fremont is marching south planing to capture the mission of San Marco to resupply. Father Pablo and his Mission Indians defend the mission against the 'Gringos.' Captain Don Juan de la Vega, and the Santa Barbara Battalion marches to the relieve the mission. Will DonJuan arrive in time? All Materials provided, beginners welcome!

Top Secret Mission - Bolt Action V2.0 – Sun 8 pm – Bolt Action

GM: Allen Rockwell

A German scout plane has been shot down, a high ranking intelligence officer was onboard and carrying a briefcase with some very valuable information in it. The Americans must try to capture the briefcase and return it to their HQ, the Germans must do all they can to stop that from happening. (Based on scenario #5 "Top Secret" in the Bolt Action V2 rule book)

Uncharted Seas – Fri, Sat, Sun Noon – Uncharted Seas

GM: Cody Hudson

A game of naval combat, where awesome machines of war fight in a world of high fantasy. This game will be a meeting engagement between Shroud Mages, Iron Dwarves, Orcs Raiders, and Imperial Human fleets.

Walking Dead: All Out War – Fri 6 pm –

Walking Dead: All Out War

GM: Eric Warner

HOW WILL YOU SURVIVE? All Out War is a miniatures game of fast-paced, head-to-head skirmishes set in the iconic world of The Walking Dead. This is your chance to play through the storylines of the best-selling comic series. All materials provided, new players welcome

Warhammer 40K Demo – Sat 4 pm, Sun 10 am –

Warhammer 40K 8th edition

Come learn to play the latest version of the most popular sci-fi minis game ever. All materials provided.

Wild in the Streets – Fri 10 pm, Sat 8 pm – Wild in the Streets

GM: Chris Kohler

A skirmish game of urban youth cultures fighting over turf and real or imagined beef. Gangs of crust punks, goths, skinheads and more take the fight to the streets, parks, bars or anywhere else that people congregate. All materials provided. Come play with the creator and enjoy some random violence.

X-wing Kids Demo and Practice – Fri 7 pm – X-wing 1.0

GM: Patrick Sewell

Everything provided. Come learn how to dogfight in the Star Wars universe! New players who attend this event can play in the tournament on Saturday. All skills learned will apply towards X-wing 2.0! Pew-pew noises are optional, but highly encouraged

Miniatures

X-Wing Kids Tournament – Sat 10 am – X-Wing 1.0

GM: Patrick Sewell

Come and see who truly deserves to rule the galaxy Rebels, Imperials or bounty hunter Scum! Everything provided for new players as long as they have attended a 101 event this year or in the past. 100 point standard list for experienced players. Please show up 15 minutes early so your list can be verified. Age 16 and under only, please. Parents can assist in basic rules, but may not provide strategy tips.

Zombicide – Fri 8 pm, Sat, Sun 2 pm, 8 pm – Zombicide

GM: Jaqueb/Jake Smith

Slipping between buildings, ducking behind rubble, and scavenging for anything that might keep them alive just a little bit longer, a group of Survivors navigates the streets of a dilapidated city now overrun by a mindless horde of zombies. Survivors, each with unique abilities, use their skills against the masses of unthinking, blood craving zombies!

War Games

Los Angeles B & C

1775 Rebellion Tournament – Sat Noon

Control the major factions and allies that participated in the American Revolution. British Regulars, Loyalist Militia, Hessian Mercenaries, American Continental Army, Patriot Militia, French Regulars and Native Americans. Fast and easy to learn

Axis & Allies – Sat, Sun 9 am

Play Europe or Pacific for the preliminary rounds, and the players have the option of playing the full world game for the finals. Preliminary rounds are played on Saturday, the final round on Sunday at noon. We welcome new players. We can match you with an experienced partner

Battle Cry- Tournament – Sun Noon

A low complexity game of American Civil War battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield. Easy to learn, Fun to play

Caesar at Alesia – Sat 11 am

Simulates an epic battle in 52 BC where Julius Caesar surrounded the battered forces of the Gauls led by Vercingetorix. The goal of the game is for the Gauls to create an escape route for Vercingetorix and exit him off the board. The Romans must prevent this over the 20 game turns (which represents 2 days).

Clash of Cultures – Fri 6 pm

a civilization game in which each player leads a civilization from a single settlement to a mighty empire. Players must explore their surroundings, build large cities, research advances and conquer those who stand in the way.

Frederick – Sat 4 pm

A 3 or 4 player strategic lvl war game of the Seven Years War in Europe. A design for effect game with simple mechanics. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required. Dealer Tokens awarded

Game of Thrones – Sat 11 am

3-6 players. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

Zombicide: Green Horde – Fri 2 pm, Sun 9 am – Zombicide: Green Horde

GM: Daniel Alvarez/James Freeman

Orcs and Humans have never had an easy relationship. The borderlands between the two groups were regularly sites of conflict, as both sides would raid into the other's territory. But something new has swept across the border. No simple pillaging party, an entire host of Orcish Zombies have spilled forth. The Survivors of the zombie plague are going to have a whole new set of problems they'll have to deal with.

Zombicide: Mega Zombicide! – Sat 10 am – Zombicide Black Plague

GM: Gabby Perez

Come join a custom game of Zombicide, with a larger expanded board painted minis and up to 8 heroes!

Kriegsspiel – Sun 10 am

Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with blocks to represent units. Easy to learn and simple to play understanding of Napoleonic tactics a plus. Con scenario is American Civil War, operational level

Maria – Sat 10 am

A three-player war game based on the War of Austrian Succession. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required. Dealer Tokens awarded

Memoir ^{EN} **Classic** – Sat 6 pm

Memoir ^{EN} is a unique historical game where players command a horde of little plastic Army men facing-off in dozens of WWII battles on an oversize hex game board. Easy to learn and fast-paced, Memoir ^{EN} requires strategic card play, timely dice rolling and an aggressive, yet flexible battle plan to achieve victory!

Napoleonic Wars, 2nd Edition – Mon 11 am

A fast-paced, tension-fled, card-driven wargame using a point to-point movement system that pushes the envelope in a new direction for this pivotal period of history

Sails of Glory – Fri 4 pm

Sails of Glory, Frigates – Sun 6 pm

Recreates naval combat in the Age of Sail (1750 – 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and boardgame mechanics. Tournament.

Sturm Europa – Sat 10 am

This is not your fathers World War 2 wargame! Plastic miniatures and simultaneous action selection are highlights of this fast paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro! Check out the game hosted by the designer

Twilight Imperium 4th ed – Fri 1 pm, Sun Noon

military and politics

Virgin Queen (Campaign Scenario) – Sat 10 am

The full 7-turn 1559 scenario. Minimum of 3 players. Scheduled for 11 hours, this being an entirely Saturday tournament, with scheduled breaks. Winner receives 50 dealer dollars (in each game). All other participants receive 10 dealer dollars.

Roleplaying

Plaza Ballrooms B-D, Los Angeles A , Newport, San Lorenzo

RPG Games on Demand

Games on Demand is a new model being implemented by the RPG department. This model of short format 2 hour games has been popular at conventions like Origins and Gen Con. GM's will have a variety of games ready to go on a first come first serve basis. Once a table is full the game starts. Do you have a couple of hours to kill in between events? Come on over to the 2nd floor in San Lorenzo F and try something completely out of the ordinary at Strategicon. Saturday and Sunday.

16 Candles – Fri 2 pm – Ten Candles

GM: Christopher Grey

It's 1984 and Roosevelt High is preparing for prom season. Teen angst, love triangles, cliques, childhood friends, and ceaseless drama abound. As difficult as things are at first, we all feel good by the time the credits roll. A John Hughes-inspired reversal of the game rules for legendary horror game Ten Candles.

"Genesis" a Robotech Intro – Fri 8 pm –

"Battle Cry" a Robotech Intro – Sat 9 am –

"Homecoming" a Robotech Intro – Sun 9 am –

Robotech the Roleplaying Game

GM: Oscar Simmons

Come get an introduction to the forthcoming Robotech RPG by Strange Machine Games. A session built around learning the game, we'll build characters with drama and play a session.

Achtung Cthulhu! Three Kings – Sun 2 pm – Savage Worlds

GM: Edward Blum

Join a band of heroic soldiers, agents, and partisans behind enemy lines on the eve of World War Two, as they discover the unspeakable horrors of Castle Karlstein in occupied Czechoslovakia!

A Time to Steal – Sat 9 am – Feng Shui 2

GM: John Armstrong

An priceless and ancient artifact makes it's way by armored car from the City Museum to the Airport. A team of highly competent thieves plan to take it before it gets there, but the city PD has it's best cops on the case. Both side will get more than they bargain for when the power unleashed by the old stone carving is unleashed! Players will take the roles of either Cops or Robbers (or both!).

Atlantis Emerging – Fri 8 pm, Sat, Sun 10 am – Savage Rifts

GM: Juan Shoemake

As the team is relaxing in town, near the coast, Four small pirate slaving boats land on the beach as the team retaliates a Lemurian floating city blots out the moon and bombards the beach obliterating the slavers. As the smoke settles there is a whine of something landing on the beach. A small shuttle craft opens up and unloads what appear to be troops in some high tech armor. The spokesperson offers assistance and much more. Rifts Living Campaign Club

Bedlem Hall: A Terrible Tale of Pride and Prescience – Fri 2 pm –

Powered by the Apocalypse

GM: Louis Garcia

Lady Blackwood has yet another new expensive hobby - the realm of spiritualism and speaking to those beyond the mortal coil. The staff at the Hall are tasked with maintaining a stiff upper lip and their normal impeccable service during the Madame's stay... hopefully it will be short. Presented by the Dead Gamers Society

Blood, Blade and Tusk – Sat 9 am – Moment of Truth RPG

GM: Stuart Venable

A small village on the border of Burgundy is beset with bandits. Their call for help is answered by a group of unlikely heroes - a warband of Orcs.

Blue Rose: The Unlove Child – Fri 2 pm – AGE

GM: Chris Czerniak

When the Sovereigns Finest group returns from a dangerous mission and take time to relax with family and friends they discover their children have been replaced with fakes. They must find their children before things get worse. Adventure in a world of Romantic Fantasy.

Bug Hunters – Fri 8 pm, Sat 2 pm –

5E Compatible Gamma World

GM: Matthew Yarro

Bug Hunters is a 5e-compatible, gamma-world-type adventure where the Earth is a mutant-ravaged, alien-infested, apocalyptic nightmare. It's laser blasters and lightning swords in a world turned upside down and torn inside out. You are on bug-hunt that turns deadly when the hunters become the hunted. And deeper within the vault lies something even more sinister. Can you survive?

Bug out or hunker down? – Sun 2 pm – OUTBREAK: UNDEAD

2nd edition

GM: James Freeman

The world is overrun with undead. Humanity has turned on one another as society collapses. You are one of those lucky few survivors, you have many choices ahead. Will you be a vicious vigilante, plundering and doing whatever it takes to survive? Or will you try to preserve civilization, even at the cost of your own life? Did you test your Post-Apocalyptic survival plan-Otherwise YOUR ZOMBIE SURVIVAL PLAN WILL FAIL!

Burning From the Inside – Sat 2 pm – A Town Called Malice (playtest)

GM: David Kizzia

Here in the lonely mining colony of Malice Station, based on one of the orbiting moons of Jupiter, darkness is constant outside the pressurized windows. A new darkness threatens the station and everyone onboard. Come try the upcoming release from Monkeyfun Studios, based on the Story Pillar System by Protagonist Industries.

Catfishing for Heroes! – Sat 8 pm – Post Modern Magic (Modified FAE)

GM: Seth Halbeisen

Dark happenings at the Duskwel instance hidden inside Downtown Los Angeles! A tear streaked child accosts you and your friends on the street, "Someone has abducted Jeremy! They have even left a note!" and shoves a crumpled ransom demand into your hands. I guess that Chinese dinner can wait... This is a playlets of my RPG Post Modern Magic: The Arcane Underground. Free Fate Dice, while the last!

RPGs

CCC-PHA-01 Six Summoned Swords (lvls 5-10) – Sat 9 am, Mon 2 pm – D&D Adventurers League
Meaningful decisions, unexpected twists and memorable characters are the foundations of this dark 4-hour adventure for 5th to 10th level characters. A chance encounter on an unassuming road leads to a dangerous and lucrative opportunity. But what seems simple on the surface turns out to be much more below. Thrust into a world where every enemy has an enemy and everyone has their own dark motive, the only chance to survive is to ally with the right foe. Sometimes “doing the right thing” comes only in s

CCC-YLRA-3 Cast in Shadow (lvls 1-4) – Sun 7 pm – D&D Adventurers League

The series of disasters plaguing the first-ever Ylraphon Convocation of Delves, Seekers, and Sages seems to be the work of a green hag in the Flooded Forest, but for what reason, none can say. To put a stop to her plans, the characters will brave the swamp and consult with the Wise Woman who lives there—and find that they’re caught up in a sinister plot centuries in the making.

CCC-YLRA-SDCC01 Exploratory Arts (lvls 1-4) – Sun 9 am – D&D Adventurers League

The best tenday in adventuring! Anticipation is running high for the Ylraphon Convocation of Delves, Seekers, and Sages, and every adventurer worth their salt is flocking to Ylraphon to take part. The festival promises tests of skill, renowned guest lecturers, an extensive Mercantile Exhibition, and many more attractions. But within this celebration of the exploratory arts lurks an uninvited guest of honor—danger!

CCC-YLRA-SDCC02 No Good Deed (lvls 1-4) – Sun 2 pm – D&D Adventurers League

The Ylraphon Convocation of Delves, Seekers, and Sages is in full swing, and its Mercantile Exhibition is packed with festival-goers. But not all of them are here for bargains, as the characters soon discover, and good deeds may not be enough to bring peace to Ylraphon.

Corvis - City of Ghosts – Sun 2 pm – Iron Kingdoms (using Dungeon World ruleset)

GM: Sam Carter

Ye never been ta Corvis? Well, the streets are a maze, whole thing surrounded by swamps, but it’s still a bustling city on account of the river traffic. They say the dead don’t rest too easy here, oh for lots of reasons - I don’t know if it’s true, but most residents claim to have seen a shade or two. If ye believe ‘em. Dungeon World rules, with some Iron Kingdoms additions.

Craft your world defend it to the death – Sat 9 am – Heroic Dark

GM: Dustin DePenning

****This is a playtest for a new RPG system**** Heroic Dark is a mix of high-action, high-detail narrative gaming. It takes place in a world you and the other players create, and that you must defend from encroaching darkness. Use your wits, powers, and real-world logic to overcome challenges. But be warned: your victory is not guaranteed. If not successful, the entire campaign can end with darkness conquering all.

Cypher - Lost Galaxy – Sat 9 am (Pt 1), 2 pm (Pt 2) – Cypher
GM: Keith Estanol

Join the Earth Extra-Solar Expeditionary Force as they launch humanity’s first faster than light starship! Who knows what they’ll find or what they’ll encounter. We need all types, those who can fight, those who can negotiate, those who can figure out alien technologies! - No experience necessary, pre-gens will be provided, this will be a Learn to Play/introductory game. Two parts.

Danger at Darkfire School of Magic! – Sat 2 pm – Post Modern Magic (Modified FAE)

GM: Seth Halbeisen

You’ve just started your first year, and already strange events are afoot! Rumors that someone is bullying one of your firm friends, and the teachers don’t seem to be doing anything about it! I guess it’s up to you and your friends to get to bottom of it! This is a playlets of my RPG Post Modern Magic: The Arcane Underground Free Fate Dice, while they last!

DDAL05-18 The Mysterious Isle (lvls 17-20) – Sat 9 am, Sun 2 pm, Mon 9 am – D&D Adventurers League

Baron Rajiram’s forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophic disaster. (Part 1 of 2).

DDAL05-19 Eye of Xxiphu (lvls 17-20) – Sat 2 pm, Sun 7 pm, Mon 2 pm – D&D Adventurers League

Baron Rajiram’s forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophic disaster. (Part 2 of 2)

DDAL06-03 Crypt of the Death Giants (lvls 17-20) – Fri 7 pm, Sun 9 am – D&D Adventurers League

A magical storm builds over the Anauroch desert bringing portents of death and destruction to Faerûn. Giants imbued with power of death itself threaten to permanently destroy the giant Ordning and small folk in their wake. Can you stop these unnatural giants and those that seek to control them? A 2-hour adventure for 17th-20th level characters (optimised for APL 18) This module is a sequel to Against the Giants from DDHC-TYP and a prequel to DDEP6-02 Hectatomb.

DDAL08-00 Once in Waterdeep (lvls 1-4) – Fri 2 pm, 7 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 7 pm – D&D Adventurers League

Who knows why adventurers are drawn together? The lust for gold, a common foe, or the whimsy of fate? Pull up a stool, stoke the hearth, and let YOUR story begin!

DDAL08-01 The Map with No Names (lvls 1-4) – Fri 7 pm, Sun 9 am – D&D Adventurers League

Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you’re not the only ones with that dream. The chase is on. Part One of the Umbral Aristocracy Trilogy.

DDAL08-02 Beneath the City of the Dead (lvls 1-4) – Sat 9 am, Sun 2 pm, Mon 9 am – D&D Adventurers League

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you! Part Two of the Umbral Aristocracy Trilogy.

DDAL08-03 Dock Ward Double Cross (lvls 1-4) – Sat 2 pm, Sun 7 pm, Mon 2 pm – D&D Adventurers League

You’ve been set up. However, the man you were set against is more than willing to forgive and forget, if you are willing to join forces to see, a terrible vengeance. Part Three of the Umbral Aristocracy Trilogy.

RPGs

DDEP00-01 The Red War (lvls 1-20) – Sat 7 pm – D&D

Adventurers League

The Cults of Elemental Evil wrought incredible destruction on the city of Mulmaster. In its hour of need, the City of Danger received aid from an unlikely source- the Mageocracy of Thay, ruled by the lich Szass Tam. With Mulmaster moving ever closer to Thay's orbit and strife brewing within the Factions for action, the hour is ripe for conflict.

DDHC-MORD-01 Riddle of the Raven Queen (lvls 5-10) – Fri, Sun

2 pm, Mon 9 am – D&D Adventurers League

Embark on a rescue mission into the heart of the Shadowfell in this adventure for the world's greatest role-playing game! This adventure takes heroes from the elf village Dripping Leaves in Cormanthyr Forest to a drow outpost to the Shadowfell. Along the way they contend with new creatures and story elements found in Mordenkainen's Tome of Foes.

DDHC-MORD-02 The Lich-Queen's Begotten (lvls 11-16) – Fri 2

pm, Sun 7 pm – D&D Adventurers League

The Lich-Queen of the Githyanki is one of the most malevolent beings in existence, and she is scheming to become more powerful than ever before. Our heroes must journey to the Astral Plane where they will encounter astonishing new locations and terrible new enemies. Can they thwart the diabolical plans of the Lich-Queen and save the multiverse? Contains new creatures and story elements from Mordenkainen's Tome of Foes.

DDHC-MORD-03 To Wake the Leviathan (lvls 11-16) – Fri 7 pm,

Sun 9 am, 2 pm, Mon 9 am– D&D Adventurers League

A RACE AGAINST TIME THROUGH THE RAVAGES OF THE BLOOD WAR Across the infinite layers of the Lower Planes, a band of heroes desperately hunts for the whereabouts of an ancient weapon – one that could very well turn the tide of the eternal Blood War. With the help of the archmage Mordenkainen, these adventurers must stop the great Leviathan from falling into fiendish hands. Can they unlock the mysteries of the war machine before it's too late? Part of a series of adventures that expands upon the materia

DDHC-TOA-06 Heart of the Wild (lvls 5-10) – Fri 7 pm, Sat 2 pm,

Sun 2 pm, 7 pm – D&D Adventurers League

Dare to unearth the secrets of a legendary curse. A group of adventurers is tasked to uncover the truth behind a mystery that lies deep within a forgotten sanctum, one protected by those who still practice the old teachings of Chultan magic. Failure may crush all hope for one of their allies, while success may also bring upon the wrath of an ancient order of zealots. Can the party solve the mysteries of the forest temple before they are overtaken by the fearsome Mage Hunters? Part 2 of the Lost City of M

DDHC-TOA-13 The Risen Mists (lvls 11-16) – Sat, Mon 9 am –

D&D Adventurers League

A domain of darkness, discord, and dread. In search of a lost ally, an adventuring party journeys into the heart of a region once ruled by powerful reptilian and serpentine overlords. A blanket of strange mists has settled over the area, claiming all those who have dared venture into them... Meanwhile, a twisted power unleashed at the mountain border of Samarach may weave a terrible fate for not only the people of the mists, but perhaps for all life in Chult.

Dead End – Fri 8 pm – Fate

GM: Dorian Richard

Homeless people are disappearing around Westwood and the UCLA campus. Could this be part of the city's secret "clean-up" efforts or are the reports just student pranks? The question is, does anyone care? Set in the Harry Dresden universe populated with wizards, werewolves, vampires, shapeshifters and undead dinosaurs. Don't forget your blasting rod.

Dealing with somebody else's mess – Sun 2 pm – Post Modern

Magic (Modified FAE)

GM: Seth Halbeisen

It's a crisis! Well have become tainted in the Claimant section of Fault City! People have been sickened! The Ministry doesn't know what to do! Only you and your friends can solve this terrible situation! Maybe you'll even get paid! This is a playlets of my RPG Post Modern Magic: The Arcane Underground Free Fate Dice, while they last!

Defending Champion City – Sat 9 am – Wild Talents/O.R.E.

GM: Kurt Hanna

We're not you're ordinary super heroes we're the other guys.

Demigods - – Sat 9 am – PBTA

GM: Kimi

The gods (of all faiths and pantheons) exist and you are their children! How do these ancient powers impact the modern world? Prepare for some crazy fun! Find more info about the system at demigodspbta.com

Dogs and Cats Working Together. – Sat 9 am – Pugmire and

Monarchies of Mau

GM: Rich Warren

The Royal Pioneers of Pugmire uncover the Amulet of Thaslan, hoping to launch an expedition to the mythical ruins of Taresh, to unlock the Great Archive of Man. Taresh is rumored to lie deep within the deserts to the east of Angora, in territory claimed by the Monarchies of Mau. If they want any hope of success, the Royal Pioneers must team up with Trillani Trailblazers to launch a mixed expedition of dogs and cats.

Easy Money – Sun 8 pm – Scum & Villainy

GM: Rich Warren

Seeker Korlos Vas uncovered a Precursor artifact while exploring an Ur ruins. An egg-shaped crystal, but the egg was confiscated from her by a corrupt city chancellor before she could bring it to the research center to examine it. Can You extract the gem and get it safely off Mem

Empires At War – Sat 2 pm – unWritten

GM: Alejandro Duarte

You are the kings and queens, the vassals, guards, and whisperers, the empires at war. However, your squabbles now seem petty in the face of a greater threat that comes from the very earth itself. Due you band unite against this greater threat or take advantage of this opportunity?

Enter Freely And Of Your Own Free Will – Fri 8 pm – Vampire the Masquerade 5th Edition

GM: Louis Garcia

Vampire: The Masquerade is the original and ultimate roleplaying game of personal and political horror. You are a vampire, struggling for survival, supremacy, and your own fading humanity—afraid of what you are capable of, and fearful of the inhuman conspiracies that surround you. This is the new edition with lots of new and familiar experiences.

RPGs

Escape from Shadow – Mon 9 am – Invisible Sun

GM: Matt Chapman

A unique collaborative world-building & character creation experience, set in the Surreal Fantasy world of the new RPG Invisible Sun, by Monte Cook Games. If you aren't already familiar with the game, you are strongly encouraged to play in one of the other events earlier in the weekend, but this is not a strict prerequisite for this event.

Eviction Notice – Fri, Sat, Sun 8 pm – Shadows Over Sol

GM: John-Paul Spore

On Mars, a small-time gang has taken up residence in the ruins of Vidhi Colony. The team has been called in to rid the ruins of this menace, but gangers won't be the only threat awaiting them on the Red Planet.

EXCLUSIVE: PFS 8-99C The Solstice Scar – Sun 8 pm – Pathfinder RPG

NEW PLAYERS WELCOME! Join us as we journey take on the Solstice Scar and uncover clues about what happened that fateful day. This epic, multi-table adventure expands on the events of 8-99A and B: The Solstice Scar. Band together with a room full of friends to discover the secrets behind The Solstice Scar. You won't want to miss this one!

EXCLUSIVE: SFS 1-99: The Scoured Stars Invasion – Sat 8 pm – Starfinder RPG

NEW PLAYERS WELCOME! Balancing time against the lives of the myriad trapped Starfinders, a dangerous mission is authorized to return to the ill-fated region of space known as the Scoured Stars. The galaxy pauses to watch if a new generation of Starfinders can save those once lost. Join a room full of Starfinders in this multi-table adventure that will keep you on the edge of your seat!

Experiment fail at Paragon 101 – Sat 8 pm – GURPS

GM: Gary Gandara

A Paragon university setting game. Characters must deal with an experiment gone bad. Fighting there way through to the Lab to put an end to disaster.

Fallout: The "Crash" of Vault 24 – Sat 2 pm – Fate

GM: PK Sharp-Garcia

A Fate accelerated adaptation of Fallout (a post nuclear role playing game). The citizens of Vault 24 were told that their vault was to be launched into orbit around the earth as part of a psychological experiment, but now with the vault's supply of Nuka Cola running dangerously low the Vault's ZAX computer is preparing the inhabitants to return to their world to recolonize and recover more Nuka. 6 pregens provided

GeneX: Retribution – Fri 2 pm, 8 pm – Cortex Prime

GM: JiB

Tensions increase between X's and normals. They're afraid of us. Our time is just beginning. No birth happens without pain, and ours will be no different. The time has come for us to rise up and throw off their yoke to take our place as the next stage in evolution. GeneX: Retribution is a supers game in Cortex Prime in the universe of the GeneX game on the Happy Jacks actual play feed. Events in this game effect events in that game.

Grimdark Cyberpunk Bonanza – Fri 6 pm, Sun 9 am – Synthicide RPG

GM: Dustin DePenning

Explore a grimdark, cyberpunk galaxy where robots are worshipped like gods and humans have no rights. Synthicide sports a streamlined attribute-based rule set with tactical grid combat. Play as a sharper – a drifting criminal traveling the stars, looking for your next meal ticket. See what Synthicide has to offer: choose from 3 adventures and 15 characters.

'Guns and Gas and Gods!' – Sat 8 pm – GURPS

GM: Gary Mack

(GURPS Tournament Qualifier) In a world where gas means more than blood and cars more than bone, all must prove themselves worthy of the title 'driver'. Now is the time to prove your mettle with steal, by being more skilled, or more alive than the guy in front of you.

Guns Lots of Guns – Sat 2 pm – GURPS (ASPIRE)

GM: Ron Shaw

(GURPS Tournament Qualifier) Sphere of Influence is now exposed and scrambling for cover. Identified infiltrators are fleeing from ASPIRE and using the last of their ASPIRE authority and credentials to grab resources on their way out. Your ASPIRE team must recover control of an ASPIRE armory that the fleeing infiltrators have seized. There are guns, lots of guns

GURPS Finals – Sun 2 pm – GURPS FINALS

GM: Michale Shupe

Qualify to play in this game.

Invasion – Fri 8 pm – unWritten

GM: Alejandro Duarte

For the past 10 years, dozens of massive spaceships have been hovering silently, miles over the Earth's major cities. As the ships start coming to life, you, the military contractors who originally attempted to penetrate their hulls, seem to be changing. Now, various governments, contractors, and private groups scramble to prepare for...?

Itsy bitsy little spiderbot – Sat 2 pm – Sentinels Comics rpg

GM: Ian ChristianScher

You are comic-book heroes from the pages of Sentinel Comics! Join forces against terrible villains and fight in dangerous environments! Be heroic! Spiderbot are swarming megalopolis and it's up to the freedom 5 (and former intern Unity) to save the city from a fiendish plot. This will be the the adventure provided in the sentinels starter kit.

Kaleidoscope - Saving Shiloh – Sat 8 pm – Prism

GM: Dorian Richard

Science and nature have merged to transform and redefine us. Mutants, genetically engineered races and mechs with human consciousness are challenging the very definition of humanity. Now the barrier between the living and the dead is eroding, redefining even what it means to be alive. Play a Revenant as you try to save a child and what is left of your humanity.

Kaleidoscope - Shinju Castle – Sat 2 pm – Prism

GM: Dorian Richard

A horror survival RPG adventure for 1-4 players set in the Kaleidoscope universe. In a world where science and nature have merged to create new races of mutants and genetically engineered humans and where the barrier between the living and the dead is slowly eroding you are desperately trying to escape a fate worse than death.

Keep Flyin' – Fri 2 pm, Sun 9 am – Scum and Villainy (Forged in the Dark)

GM: Sam Carter

Your ship ain't pretty, but she gets you where you need to go. Your jobs may not always be strictly legal, but they keep you in credits (for now anyway). Tomorrow though? - one never knows... Heard of or played Blades in the Dark? This is the Sci-fi version - think Firefly, Star Wars, Coboy Bebop or Guardians of the Galaxy.

RPGs

Kids on Bikes in Undecided, California – Sun 11 am – Kids on Bikes by Renegade Game Studios

GM: Karla Freeman

Choose your OWN destiny in this storytelling rules-light tabletop role-playing game where adventure is a bike ride away! Kids on Bikes is a Collaborative World Building RPG set in small towns with big mysteries.

Laughing Moon: Wheelhouse Live – Sat, Sun 3 pm – Wheelhouse

GM: Todd VanHooser

Join us for a live play of Wheelhouse, a post-apocalyptic fantasy RPG set 1000's of years after a cataclysmic event destroyed the world of Mythren! Special Guests Todd VanHooser & Griffin Maria bring their tabletop RPG to Gateway for two LIVE events. Join the audience, experience the story & interact with the players in actual gameplay. Special guest stars from the HappyJacks RPG podcast will also be at the table!

Let's Get A Party Going, Extended! – Sat 9 am – Palladium RIFTS

GM: Paul Rogers

As seen from last time, our survivors arrived in what was once Phoenix Arizona to be present for the 1st annual "Wonder Rifting" phenomena (as named for the location of happening), hoping to be present for another possible beneficent event. When last we saw, unscrupulous personages have infiltrated the site with some occultic purpose of their own. What will happen if they tap into the rift's power for themselves?!...

Life's A Beach, Then You Die... Horribly – Sat 8 pm – Monster of the Week (PbtA)

GM: Dann Webster

Tourists are washing up dead in the beautiful beaches around Long Beach. You and your fellow Hunters will race to solve the mystery before any more innocents are killed. Monster of the Week captures the feel of Buffy, Angel, Supernatural, and X-Files with a quick to start, quick to finish system. We will spend 15-30 minutes to choose and customize the playbook for your Hunters, then investigate this mystery.

Masks of Carnival – Sun 8 pm – Savage World of Solomon Kane

GM: Jim Sandoval

The 30 years war is raging in Europe as Protestants and Catholics fight for their right to worship in their way. The Republic of Venice is neutral in this conflict and Carnival is fast approaching. At a time when everyone is expected to wear masks, these masks hide more than revelers identities. They hide a sinister secret about to shatter the continent.... if not stopped.

Masks vs Vacation – Fri 2 pm – Masks: A New Generation

GM: Carl Rigney

After the Golden, Silver, and Bronze Ages in Halcyon City, now it's Your Age! You play teen superheroes trying to figure out who you are and what kind of heroes you want to be while others try to shape your identity. If you like Young Avengers, Teen Titans, Young Justice, and Runaways, this is your jam. System will be taught, beginners welcome. Free island vacation? At last a chance to relax and de-stress!

Mobile Danger Force – Sat 2 pm – Moment of Truth RPG

GM: Stuart Venable

It's July 1969. Neil Armstrong, Michael Collins and Buzz Aldren are hurtling toward the moon in the Apollo 11 capsule. But the Rusksies have a big red surprise waiting on the moon for those intrepid astronauts. Good thing the Mobile Danger Force perfected space travel decades ago...

Monster Hunters: The Mystic Bond – Sat 2 pm, 8 pm – GURPS GM: Vickichu Just Vickichu

Those who have been touched by magic are drawn to magic. Groups have united in order to keep the supernatural world hidden from the human world, but there are those who do not wish to be hidden and loathe the human world. They seek to bring destruction to the humans. It's up to you to stop their malicious intentions.

Monster Hunters: When the hunted become the hunters – Fri 2 pm – GURPS

GM: James Freeman

You have joined a support group for survivors of supernatural encounters. The group leader has decided to have a meeting to ask that you help him deal with a problem. He will pay all of your expenses. Maybe this will help you with the nightmares you have had since your encounter.

Mountaintop Rescue – Sat 8 pm – Star Wars: Force and Destiny (Fantasy Flight Games)

GM: Matt Martinez

In this scenario from the Star Wars: Force and Destiny Beginner Game, you are a group of Force-sensitives on a mission to rescue your mentor from a servant of the dark side. Can you save him and stop an ancient Jedi temple's treasure trove of knowledge from being plundered? (regens and dice will be provided.)

MR-KR-GR: The Death-Rolled Kingdom – Fri 8 pm – Custom (facilitated Fall of Magic-esque)

GM: Tomer Gurantz

"Five days by boat, upriver. You come to a wide lake, watched by limestone cliffs. Shapes lurk in the water. Shapes wait up ahead." Come explore one of the Thousand Thousand Islands, a South-East Asian fantasy world, using a custom system described as "a facilitated Fall of Magic, with a simple conflict resolution mechanic". Light background audio is used (warning for anyone with auditory hypersensitivity).

Much Ado About Bonk – Sat 2 pm – Teenagers From Outer Space GM: Michael "Benji" Hall

You are students at Bradbury High, the finest educational institute for the myriad of species now calling the Earth their home. Excitement is at an all time high since Mr. Garrison announced this year's earth history field trip. Prithee, join us good gentles for a day of fyne food and merriment at Ye Olde Renaissance Faire! Pregen characters provided. No experience necessary. Just bring a good sense of humor and be ready for anything.

My Old School – Fri 2 pm, 8 pm, Sat, Sun Midnight, 2 pm, 8 pm – Advanced Dungeons and Dragons

GM: Maslon Barry

The Obscurity lies in ruins south of Nupol. It is rumored to be an ancient school. You adventure there for Gold and Glory. This module will be hosted repeatedly throughout the course of the convention all games forming one continuous campaign. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

New Wave Requiem: Hungry Like The Wolf – Sat 2 pm – Vampire The Requiem

GM: michael cantin

New Wave Requiem: Hungry Like The Wolf Take a journey back to the days when World War Three beckoned, aquanet was the tool of choice, and the Wolverines were the best darn sports team period. It's unlife in the 80's babe, and if you aren't getting yours, someone else is. You've fought long and hard for your pittance at the bottom of the food chain. Lucky for you, your moxy has not gone unnoticed by your Elders.

RPGs

Numenera: Forgetting Doomsday – Sat, Sun 2 pm – Cypher System

GM: Matt Chapman

Two villages separated by a ravaged, war-torn stretch of land were founded generations ago by twin brothers with the shared dream of an empire. When an installation begins to activate in the middle of the valley—created during the brothers' war so long ago—a disastrous memory-eating virus begins to spread. GenCon 2018 Adventure.

Paragon University - The Field Trip – Fri 8 pm – GURPS

GM: Michale Shupe

The annual field trip this year takes the students to Saskatoon, Saskatchewan. Of course, everything will go to plan and nothing unusual will happen. If you believe that I have a bridge to sell you. Bring your own Paragon Student or choose from a large stock of pregenerated characters. Part of the GURPS Tournament.

Pathfinder Society 2nd Edition Playtest – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Pathfinder RPG 2nd Edition Playtest

Come playtest 2nd Edition of the Pathfinder RPG with the Pathfinder Society! The Pathfinder Society is a group of players who love Pathfinder RPG and play in a single global campaign with other players all over the world. Head over to PFS HQ (Los Angeles Ballroom A) on the 2nd floor to sign up for adventures.

Pathfinder Society Games – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, 8 pm, Sun, Mon 9 am, 2 pm – Pathfinder RPG

NEW PLAYERS WELCOME! Join the Pathfinder Society and explore the world of Golarion! The Pathfinder Society is a group of players who love Pathfinder RPG and play in a single global campaign with other players all over the world. Head over to PFS HQ (Los Angeles Ballroom A) on the 2nd floor to sign up for adventures.

Project Aspire - Consequences – Sat 9 am – GURPS

GM: Michale Shupe

In the new "open" world, new phrases are being coined Monsterphile and Monsterphobe. It's the Monsterphiles that are the bigger problem currently. Supernaturals are being followed by what amounts to paparazzi. A group calling themselves the Truth Seekers have been disrupting the balance between factions. Find a way to dissuade them, and remember it'll be on the news! Pregens provided! Part of the GURPS Tournament.

Revenge on the Beast – Sun 8 pm – Nights Black Agent (Gumshoe)

GM: Jay Pillay

Two years ago while on an OP, Your team encountered a creature of terror. It tore into your squad like a hot knife through butter. Many were killed but the four of you survived only to be made an escape goat by the Agency. Worst yet the creature kept up the hunt and you were forced to go into hiding. Finally the beast has made a mistake and your time for vengeance has come.

RIFTS - Mexican Cargo Run: Tampico Touchdown – Sat, Sun 2 pm – Savage Rifts

GM: Anthony Hansen

Fantasy, Sci-Fi, and Post-Apocalypse. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & back. The party will be split into two teams for two missions. Two GM's will be running this event. Music & soundboard provided. This is a roleplay tournament. Players will vote the best roleplayers (not roll-players).

RPG Games on Demand – Sat 9 am, 2 pm – various

GM: various (Tomer Gurantz)

Want to play or run indie press RPGs and story games? Or didn't get into the game you wanted? Or want to run an indie RPG? Come join us at RPG Games on Demand. We will pitch games 10-15 minutes after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more.

RPG Games on Demand: Kids Edition – Sun 2 pm – various

GM: various (Tomer Gurantz)

In the Kids Edition of RPG Games on Demand we gather kids and teens who want to play role playing games and run games such as Goobles and Goblins, Tiny Dungeons, Hero Kids, and The Deep Forest.

Scherzando! - A Musical RPG – Sat 8 pm – Scherzando!

GM: Amber Autumn Gilchrist

Scherzando! is a musical tabletop roleplaying game about things going explosively wrong where you play both the characters and the soundtrack! All levels of musical experience welcome.

Search and Rescue – Fri 2 pm – Star Trek

GM: Rich Warren

Sixteen months ago, the Federation and Klingon Empire launched the largest joint exploration vessel, The JEX Gr'tang. The ship launched from Narendra Station on a 2-year expedition into the Shackleton Expanse. After 16 months of exploration, Narendra Station suddenly lost all contact with the Gr'tang. Narendra Station picked up a weak subspace distress signal.. As the closest ship, you've been asked to investigate.

Shadowrun: Missions – Fri 8 pm Sat 2 pm, 8 pm, Sun 2 pm – Shadowrun 5

GM: William Reges

Mission X of 4 : TBD

Starfinder Society Games – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Starfinder RPG

NEW PLAYERS WELCOME! Join the Starfinder Society and explore the stars! The Starfinder Society is a group of players who love Starfinder RPG and play in a single global campaign with other players all over the world. Head over to PFS HQ (Los Angeles Ballroom A) on the 2nd floor to sign up for adventures. Or pre-register prior to the con by going to the url below!

Steampunk Space Monks - wuxia in an old space west – Sun 2 pm – unWritten

GM: Alejandro Duarte

You've arrived from the outer planetary range, learned the ways of the central planetary range, to stop an ancient evil that grows from the very heart of the Sun before it consumes the solar system.

Tachyon Squadron – Fri 2 pm, 8 pm – Fate

GM: Morgan Ellis

Join the daring pilots of the Draconis Volunteer Group as they battle the forces of the Evil Dominion in a new space ship combat rpg from Evil Hat using Fate Core and new dogfighting mechanics.

Taking the Oath – Sat 9 am – Mage the Awakening: Second Edition

GM: Steven Rodriguez

As above, so below. 1789, France, an assembly of lawmakers have sealed themselves inside a tennis court to rewrite their constitution. Meanwhile the Mages of France find dissonance between their 4 Orders, and rumors of a new 5th Order are causing draconian retaliation from the leadership. Will this idea of freedom from the established order survive?

RPGs

The Big Mission – Sun 9 am – GURPS (Paragon University)
GM: Ron Shaw
(GURPS Tournament Qualifier) Low on manpower, ASPIRE has farmed out much of its intelligence gathering to Paragon University. Because of several major events in the Fae courts recently, the school is using the Fae-studies course as cover to send students out on Fae related missions. Your group must get first-hand information about events from the Fae, but as usual with the Fae, nothing is ever free

The Big One – Sun 8 pm – Star Wars: Edge of the Empire
GM: Steven Rodriguez
You have not settled well into retirement. A long life of heists, planning, and risks has done you well. The money you gained mostly dried up, spent on resort worlds. Now an old Toydarian friend has turned you on to one final break, one last chance to stretch your wings and fly again. Steal an imperial capital ship, and cement your fame for decades to come.

The Communist Cafeteria Conspiracy – Sat 2 pm – Paranoia
GM: Ed Murphy
Troubleshooter! Report to Briefing Room 2910, Level 87, Sector FOG for a briefing by Internal Security Case Officer Toni-G-TLD. This mission is designated High Priority by Troubleshooter Dispatch. Troubleshooter! Report to Briefing Room 2910, Level 87, Sector FOG for a briefing by Armed Forces Lieutenant Larry-B-OMB. This order is designated Super High Priority by Troubleshooter Dispatch.

The Godfather – Fri 8 pm – The Great American Novel
GM: Christopher Grey
It is 1945 and the Great War is over, but a new war in the secret crime world of New York is about to begin. Play out a story inspired by Mario Puzo's The Godfather, where a powerful crime family sends itself down a path of self-destruction and ruthless sacrifice. Explore the rise and fall of characters with The Great American Novel framework, an RPG system in beta playtesting developed by the GM.

The Hypercube of Myt – Sat 2 pm – Dungeon Crawl Classics
GM: Thom Denick
For millennia, the people of your village have wondered about the origins of a mysterious, supernaturally unblemished cube in the ruins of the castle of Mytus the Mad. This 0-level DCC tournament will pit you against the timeless puzzles of a mad wizard. Can you solve the maddening mysteries of a 4-dimensional hypercube? The endless confusion of quantum entanglement? Beginners welcome!

The Insert of Team Omega – Sat, Sun 9 am – Palladium RIFTS
GM: Addison Vigil
You brave soldier are part of the handpicked Team Omega, the eyes and ears of the 175 Motorized Infantry of the Sovietski Army. You have been tasked with finding out what these rumors are of a rising evil in the Sphere of Warlord Orloff are all about, and put a stop to them if one can. You have your orders Soldier, put an end to these rumors of evil and make the Motherland proud.

The Malevolent Maze of Ming the Merciless – Sat 2 pm – Savage Worlds (The Savage World of Flash Gordon™)
GM: Scott Woodard
All too often, those imprisoned in Ming the Merciless' elaborate dungeons are not heard from again. When the relative of an invaluable ally is incarcerated for a crime she did not commit, you are called on to do the unthinkable... Stage a prison break! Join Flash Gordon™ Brand Manager/Lead Writer, Scott Woodard for an exciting adventure on Mongo!

The Midnight Bonker What Bonks at Midnight – Mon 9 am – Teenagers From Outer Space
GM: Michael "Benji" Hall
Legends say it's been twenty-five years since a madman terrorized the students of Bradbury High. Now, he has returned. A poor student was found bonked senseless in a bathroom stall at the Burger Brouhaha. The same infamous calling card was left at the scene of the crime ... a rubber chicken. Has the Clucker returned after all these years? Can you stop him before he ruins the Homecoming Dance? Pregen characters provided. No experience necessary. Just bring a good sense of humor and be ready for anyt

The Midnight Society Presents: Resident Evil – Sat, Sun Midnight – Palladium's Dead Reign
GM: Joe Burns
Nestled in the mountains of the Pacific Northwest, Mountain Valley is an idyllic college town. Now it has been overrun by hordes of the undead. A crack unit of BSAA operatives has been sent in to assess the threat. Can they save the city? Can you survive the nightmare? This is a more cinematic game where role-playing takes precedence.

The Requiem Chronicles: Blackout – Sat 9 am – Vampire the Requiem: Second Edition
GM: Louis Garcia
The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is The Requiem Chronicles. Presented by the Dead Gamers Society

The Road to Redemption – Sun 9 am – GURPS
GM: Gary Mack
(GURPS Tournament Qualifier) To balance out your conscience and your kill count in the unforgiving wasteland, your car of death must sometimes become a chariot of mercy.

The Sixteen – Sun 8 pm – Call of Cthulhu 7th Edition
GM: Michale Shupe
The investigators follow the Aeon Tracker to San Antonio Texas in February of 1836. Sixteen Texians have decided to seek otherworldly help to fight off a siege by Mexican troops. Of course they failed, right? Everyone's heard of how the Alamo turned out... but did it? What's the right thing to do, allow the Texians to consult with dark forces, or allow the Mexicans to prevail? Pregenerated characters provided.

The Skeletons – Sun 2 pm – The Skeletons
GM: michael cantin
Years fly by like dead leaves. Everything is darkness. Everything is silence. You stand vigilant before the sarcophagus without thought or breath-such is your compulsion. You do not remember your name and still you watch. The flesh has fallen off your bones and still you watch. This is a meditative freeform game | –you play not the intruders, but the guardians, cursed to spend all of eternity defending a tomb.

The Sky's Gone Out – Fri, Sun 2 pm – A Town Called Malice (playtest)
GM: David Kizzia
Darkness falls across the northern town of Malice for six months a year... but this time there is a new darkness. One that will destroy the town's chances of surviving the cold winter nights and dwindling resources. Come try the upcoming release from Monkeyfun Studios, based on the Story Pillar System by Protagonist Industries.

RPGs

The Sprawl - Mars: New Horizons Habitation Dome 101 – Sat, Sun 2 pm – Powered by the Apocalypse
GM: David Trudeau

The Sprawl is a cyberpunk-style game that focuses on narrative action and cooperative storytelling. Your characters are entrepreneurs (read: criminals) that skirt the edges of society. Set in the year 21xx, you operate in a domed city on Mars, looking to make a cred a two before the megacorps can catch you. A selection of characters will be pre-generated for this game. Players of any experience level are welcome.

The Stark Storehouse Caper – Sun 9 am – Mouse Guard
GM: Gabe Resneck

By Autumn's end, most mice have stored enough food to last through the Winter. When your patrol is halted on its path back to Lockhaven by village-mice who have been burgled, the honor of the Guard demands that you find the stolen food to prevent the village from starving! Mouse Guard is an RPG system based on a simplified version of Burning Wheel that depicts heroic characters from the comic books of David Petersen

The town of Xillow – Fri 8 pm – Numenera (Cypher System)
GM: Jay Pillay

The town of Xillow is known for its unruly crowds and extreme techno lust. It has now become known for one more thing and that is the murder rate. Your gang has been hired by a prominent member of the The order of Truth to make sure his pilgrimage through the city does not end Unfortunately.

The TPK Tournament: Let's Kill Xanathar – Sat, Sun 9 am, 11 am, 1 pm – Dungeons & Dragons 5th Edition

GM: Ryan Servis, Jon Kelly, or Matt Larralde
Bring your best! 2CGaming's annual TPK Tournament pits intrepid adventurers, against the cronies and personage of one of 5th Edition's most notorious foes. Beware, though it's called "TPK" for a reason! Discounts and drawing entry awarded to all players! Dealer Dollars & PDF Booklets awarded to winners! Preferred previous experience with 5th Edition D&D - no other materials needed. Characters, dice, etc. provided.

The Unending Sky – Sat 8 pm – Overlight
GM: Michale Shupe

Humankind was not yet ready. Defying this judgment, one celestial fled to Earth with the Keys of Creation, and gifted them to humanity with one warning, "Do not use the Black Key". Humanity did not listen. All of reality was turned inside out. The burning heart of the world was now the bright white, unending sky, and the unknowable depths of space now a vast star-filled sea beneath. Entire continents float between.

Thieving from thieves – Sat 9 am – Disposable Adventurers Gaming System
GM: Ian ChristianScher

The thieves guild is well known to hoard all the best loot in the city and you're going to liberate it. Unless you die that is. In which case your next of kin will avenge you. And if they die they can be avenged. But really how deadly can a thieves guild be anyway?

Things That Go Bonk in the Night – Sun 2 pm – Teenagers From Outer Space

GM: Michael "Benji" Hall

It all started out as a dare. Spend the night at old Gravesly Manor and you'd be the coolest life form in your class at Bradbury High. What evil lurks in the heart of Gravesly Manor and can it be any worse than your vice principal? Pack your flashlights and sleeping bags! What could go wrong? Pregen characters provided. No experience necessary. Just bring a good sense of humor and be ready for anything.

Threlhaven: Torment of Frost – Sat 2 pm – Dungeon Fantasy RPG (Powered by GURPS)

GM: Jessie Foster

Cragland keep has come under attack by ice magic. Crops, animals, even people, are often found frozen solid. Rumors range from a frost dragon, to rogue weather wizards. Zith, of the Malleus Maleficarum, has tasked you with investigating and resolving this issue.

Touch-and-Go (Posé-Decollé) – Sat, Sun 9 am – Savage Worlds: Deadlands Noir

GM: Michael M. Kelly

New Orleans, 1935. What is the connection between a young woman's disappearance, a brutal gangland murder, and a missing ancient magical Relic? Rival Private Investigators (PI's) must find out, before someone else disappears or ends up dead.

Tournament of Pigs – Sun 2 pm – D&D 5th Edition

GM: Thom Denick

Come one, come all to the Tournament of Pigs, the annual tournament of games hosted by the Mad King of Nook. Players will compete to survive in a series of (mostly) deadly challenges for enough prizes and glory to rise above serfdom! This game will use special 0-level 5th edition rules, so no need to bring a character, we'll be rolling them up at the start. Beginners welcome!

Treachery at the Prince's Mansion 101 – Fri 8 pm – Vampire the Masquerade

GM: Gary Gandara

During a special meeting at the Prince's Mansion there has been deadly treachery. Can our ... Personalities...Discover who was the culprit before the Prince has them all killed ?

Tribe 8 - Enemy of my Enemy – Sat 8 pm – Forged in the Dark

GM: Chris Czerniak

An angry Terasheban (tribal judge) has started a plot to bring the Eighth Tribe down but it starts to fall apart when a key spy goes rogue and intertwines with the goals of the players. Tribe 8 is set in a tribal future where Player Characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old, fighting against alien horrors and the Fatimas,.

Viva La Revolution – Sun 2 pm – Paranoia

GM: Ed Murphy

Troubleshooter, you have been selected for an exciting mission, tailored to your skills and talents. This fun opportunity starts with a fun briefing in Room #32, Corridor 281, Level 5, YUC Sector. You are to report there within 49 minutes of receipt of this mission alert. Remember, your contribution to the security of Alpha Complex is vitally important! Stay Alert! Trust No One! Keep Your Laser Handy!

We Begin at the End – Fri, Sat, Sun 8 pm – Invisible Sun

GM: Matt Chapman

The clock resets. The moth crawls back into its cocoon. But the renewal promised by the Gold Sun is not always welcome. Sometimes things should just end. Can you stop the rebirth of the Illustrated Messiah who just wants to remain dead? GenCon 2018 Intro Monte Cook Games new RPG of Surreal Fantasy.

Miniatures Painting Contest

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

Categories

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

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

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

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

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

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

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Advanced Grafix	LITKO Game Accessories
AEG	Looney Labs
Ape Games	Magic Meepile Games
Arcane Wonders	Monte Cook Games
Army Painter	Northstar Games
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Blue Panther	Out of the Box Games
Columbia Games	One Small Step Games
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Dan Verssen Games	Pegasus Hobbies
Days of Wonder	Prawn Designs
Decision Games	Privateer Press
Dust Studios, USA	Queen Games
Educational Insights	Reaper Paints & Miniatures
Existence Games	Rio Grande Games
Fantasy Flight Games	Seth's Games & Anime
Foenix Hobbies	Sierra Madre Games
Fire & Dice	Steve Jackson Games
Flying Buffalo	Stronghold Games
Galaxy Press	Tablewar Designs
Gamecraft Miniatures	The Board of Games
Gamelyn Games	Vallejo Paints
Games Workshop	Wattsalpoag Games
Gamewright	Wizards of the Coast
Imperial Outpost	Wizkids
John Wick Presents	Z-Man Games

Shopping

Dealer Room

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

Hours:

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

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

Gateway 2018 Dealer Room Vendors:

+3 To Charisma	Dent Ventures
2CGaming	Drunken Meeple
2hour Wargames	Existence Games
Biplane Games	Famous Card Games
Blue Panther	Fantasy Adventures 360
Cobblestone Games	Fire & Dice
Crazy Bob's Dream Emporium	Flying Buffalo
Dan Verssen Games	Frog Knight Games

Gamecraft Miniatures
Gate Keeper Games
Magic Meeple Games
Masseur Middleton
Meepleshop
Midnight Garden Crafts
Monkeyfun Studios
Moonlit Moor Games
Ninja Star Games
No Limit Games
Noble Dwarf Printing
Nose Divot Productions
Obscure Reference Games
Party Penguins
Play 5

Seanchai
Sentient Cow Games
Seth's Games & Anime
Shawnsolo Games
Slow Death Games
Snake Eyes Designs
Sovereign Chess
Spellbinders
Stonehouse Miniatures
Strategicon Market
The Board of Games
The Dragon and Meeple
The Warehouse
The Weekend Warrior
Tiny Shiny Squid

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will briefly tell you about their show specials, new products, describe their game, etc.

Sheets do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

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

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything 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.
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 cash only and delivery on payment.

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items

the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do

not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.
13. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.

GameX 2018 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Wonders MEGA	Bill Persaud	Matt Schwartz	Sean Growley
A Feast for Odin	Nathan Morelli	Brett Holbrook	Gregory Huber
Acquire - David Woolcott Memorial	Bruce Schlickbernd	Scott Kelly	Daniel Halloran
Angry Birds Card Game	Orion Dowdy	James Aldrich	Rush Brinkley
Azul	Richard Giedlin	Matt Schwartz	Carol Haney
Battlestar Galactica	Cylons		
Blue Moon City	Michael Swinson	Lisa Burola	Jesse Feldman
Bob Ross: Art of Chill Game	Mike Guerrant	Kayla Barbosa	Grace Letnerr
Boss Monster	Jonathan Nowak, Erica Couchman	Stephen Debaun	
Boss Monster	Rhonda Blue	Nathan Yospe	Maximos Forero
Bruxelles 1893	Reid Barkell	Kelly Leitereg	Neal Leitereg
Builders of Blankenburg	Paul Slavich		
Camel Up #1	Terry Ash	Geoffrey Greer	Erik Solie
Camel Up #2	Scott Hansen	Stephanie Delatorre	Mark Delatorre
Carcassonne	Jeff Jones	Sullivan Weibert	Carla Haak
Cat Lady	Sean Growley	Steve Behnke	Heather Mazorow
Catan National Qualifier Finals	Matt Schwartz	Jesse Warren	Heather Mazorow
Category 5	Eric Downing	Lisa Burola	Mycroft Roske
Century: Spice Road	David Mines	Darrell Stark	Ramon Vinluan
Champions of Midgard Unrivaled [...]	Oscar Perez	Darrell Stark	Angel Orta-Perez
Chinatown	Ramon Vinluan	Amie Kaczarski	Steffan Muntsinger
Colt Express	Amie Kaczarski	Steven Estrella	Brandon Muller
Comnies!	Eliot Roske	Sean Rich	Austin Tedman
Comnies!	Kurt Vogeley		
Custom Heroes	Joman Diec	Sean Growley	Grace Letnerr
Dead of Winter	Lea Vicalal	Grace Li	Matt Peterson
Descent Journeys in the Dark 1st Ed	Team Wee Pee Freely		
Dokmus	Jonathan Zev		
DOOM: The Board Game	Team Bellhops		
Dream Factory	Michael Swinson	Matt Schwartz	Stephen Scott
Eclipse Expansions	Joshua Beller	Alfonso Weilbach	David Gaarsoe
Elder Sign	Team Cthulhu Destroyers		
Elder Sign	Team Monster Crushers		
Evolution Unrivaled Super Satellite	Oscar Perez	Angel Orta-Perez	
Exploding Kittens Unrivaled Super Satellite	Nick Chavez	Christopher Davis	Lauren Davis
Feudum	Gregory Huber	Dean Taylor	Nathan Morelli
Fireball Island	Lauren Davis	Steffan Muntsinger	Brian Rush
Flash Point: Fire Rescue	The Fire Won		
Forbidden Island	Team Forbidden		
Forbidden Island	Team Forbidden		
Formula D	Eliot Roske	Andreas Pluchar	Edward Roske
Fury of Dracula 2nd Ed	Dracula Won		
Gaia Project	Frank Madrid	Stephen Wight	T.J. Wallace
Heroes of Air Land and Sea	Amie Kaczarski	Steffan Muntsinger	Patrick Ho
Hit the Throttle!	Winter Abruzzo	Merry Abruzzo, Rush Brinkley	
Incan Gold	Edward Roske	Robert Larson	Bradley P. Thomas
Jamaica	Steffan Muntsinger	Jason De Moura	Derek Ren
King of Tokyo	Jay Spowart	James Aldrich	Brian Simmons
Kingdom Builder	Eric Downing	Christine Marciniak	Raymond Delgadillo
Kingsburg	Darrell Stark	Eric Downing	Jay Spowart
Klask! Unrivaled Super Satellite	Steven Thomas	Taylor Adams	Daniel Ratica
Liar's Dice	Matt Schwartz	Gilbert Quinonez	Robert Neff
Little Drop of Poison	Apar Suri	Pramod Iyer	David Moskowitz
Little Drop of Poison	Jeff Alkire	Mark Delatorre	Qi Cai
Lord of the Rings the Board Game	Brian Rush	Bill Persaud	
Love Letter #1	M H	Lauren Carson	Bradley P. Thomas
Love Letter #2	Jack Munson	Nathaniel Taylor	Pearl Brinkley
Love Letter #3	Noah Massaro	Sean Rich	Jon Daneshgar

Manila	Michael Swinson	Cellanae Espanol	Mustafa Alammr
Middle Earth Quest - Game 1	Shillegh Law		
Middle Earth Quest - Game 2	Sloppy Sailors		
Middle Earth Quest - Game 3	Stop Touching Me		
Monopoly Deal #1	Shaun Bernard	Jack Munson	Judy Blake
Monopoly Deal #2	Taylor Adams	Shaun Bernard	Rick Lepore
Monopoly Deal #3	Jack Munson	Robert Lamarre	Tracee
Nevermore Unrivaled Super Satellite	Oscar Perez	Richard Matney	James Matney
Nexus Ops	Darrell Stark	Heather Mazorow	David Parayre
No Thanks!	Bill Gallagher	Lisa Burola	Matt Schwartz
Notre Dame	Alvin Kim	Scott Samarel	Nick Dehaven
Onitama Unrivaled Super Satellite	Lumin Sperling	Oscar Perez	Danya Freidin
Overlords of Infamy	Christine Marciniak	Patrick Clinger	Marty Watrous
Pandemic Survival	Nick Chavez, Kevin Barber		
Pandemic Survival: National Qualifier	Kevin Barber, Walter Wichowski		
Pandemic Survival: National Qualifier	Lumin Sperling, Reid Barkell		
Phase 10 #1	Shaun Bernard	Edward Roske	Jon Daneshgar
Phase 10 #2	Lisa Burola	Jaye R	Zachary Pitts
Phase 10 #3	Edward Roske	Eric Downing	Eliot Roske
Port Royal	Lisa Burola	Toni Johnson	Brian Dickson
Power Grid	Christopher Mills	Brian Simmons	Bruce Schlickbernd
Power Grid World Tour: Qubec	Michelle Mills	Jack Munson	Lisa Burola
Project Elite	Tie Team We Should Care vs Game		
Project Mars	Michael Gordon	Steven Turney	Adam Fomotor
Puerto Rico	Alfonso Weilbach	Darrell Stark	Gabriella Lubliner
Rajas of the Ganges	David Mines	Patricia Liu	Sage Garver
Red Dragon Inn Unrivaled Super Satellite	Darrell Stark	Eliot Roske	James Matney
Rising Sun	Ed Bodge	Andres Fresquez	Matt Peterson
Santiago	Brett Holbrook	Jamie Bussio	David Mines
Sheriff of Nottingham	Jessica Fu	Jackson Sauthoff	Jonathan Nowak
Space Base	Andy Mcguire	Sean Growley	John Oh
Star Realms	William Moreland	Patrick Ho	Don Collins
Star Wars Imperial Assault	Team Jr Bird Men		
Stone Age	Jaye R	Rob Hagmaier	Carol Haney
Sushi go party!	Brian Rush	Nancy Berk	Alex Haley
Talisman Cataclysm	Wynema Gonzagowski	Mike Gonzagowski	William Reges
Terraforming Mars	Stan Cascone	Terry Newton	Gregory Bailey
The Castles of Burgundy	Sean Growley	Gregory Bailey	Mark Nadeski
The Downfall of Pompeii	Brian Simmons	Ram Vaidyanathan	Karin Yospe
The Hobbit	Sean Devereaux	Misty Epperson	Qi Cai
The Looney Bin	David Parayre	Duncan Lawrence	Melissa Zubi
The Mystery Mansion: Storytelling Cards	Bradley P. Thomas	Emyle Rogers	Sarai Gonzalez-Hicks
The World Cup Game	Robert Neff	Rick Lepore	Jason Freelin
The World Cup Game: 1930	Todd Sipe	Robert Neff	Nathan Yospe
The World Cup Game: 2010	Robert Neff	Jason Freelin	Samir Shah
Thurn and Taxis	Stephen Bowen	T.J. Wallace	David Cohen
Ticket to Ride: First Journey	Darrell Stark	Sean Growley	Jaye R
Ticket to Ride: First Journey	Rush Brinkley	Keith Aldrich	Keira Estrella
Ticket to Ride: Rails to Sails	Reema Rihwani	Christine Marciniak	Tina Del Carpio
Time Barons	Matthew Derer	Josh Wood	
Titan	Eric Downing	John Spence	Jeff Matthews
Transamerica: Vexation	Rachel Decker	William Reges	Eliot Roske
Tutti Frutti	Keira Estrella	Keith Aldrich	Rose Brinkley, Rush Brinkley
Tyrants of the Underdark	Patrick Ho	Noah Massaro	Ethan Hurd
Unfair	Enrique Mesina	Matt Peterson	Ed Bodge
Uno #1	Karin Yospe	Heather Lesh	Edward Roske
Uno #2	Chris Allen	Jaye R	Chris Taylor
Uno #3	Tracee	David Parayre	Eliot Roske
Uno #4	Michelle Olson	Sara-Marie Nuesca	Jaye R
Vegas Showdown	Paul Michalski	Darrell Stark	Jonathan Flagg
Villagers and Villains Unrivaled Super [...]	Dominique Sanchez	Kevin Barber	Richard Matney

Yahtzee Free for All #1	Judy Blake	Lea Vical	Daniel Glenn
Yahtzee Free for All #2	Eric Downing	Lisa Burola	Kimberly Shaver
Yahtzee Free for All #3	Vennesa Martinez	Alexis Letner	Shaun Bernard
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
(ICE) Middle-Earth CCG Arda	Gene Berry	Noah Mindess	Dan Johnson
Ascension #1	Sara Bell	Justin Gray	Melissa Weiss
Ascension #2	Rich Pizann	Melissa Weiss	Rami Silverman
Castellan - Learn to Play, then Play to Win!	Jennifer Cornwell	Heather Mazorow	
Chez Geek - Spring Break!	Nick Chavez	Brand Bogard	Danya Freidin
Chez Geek - Spring Break!	Carol Haney	Adrian Konikow	
Clank! A Deck Building Adventure	John Borders	Scott Samarel	Christopher Lawrence
Clank! In Space Game 1	Albert Quintero	Jeff Bailey	Rich Pizann
Clank! In Space Game 2	Sara Bell	Hendrick Mcdonald	Christopher Davis
Clank! The Mummy's Curse	Andy Mcguire	Tevin Bishop	Joman Diec
Exodus World Championship Qualifier	Alexander Zamora		
Magic: The Gathering - Commanderin'	Chris Waters	Adam Hicks	Daniel Del Pilar
Magic: The Gathering - Commanderin'	Daniel Del Pilar	Chris Waters	Ana Castro
Magic: The Gathering - Commanderin'	Diane Kunce	Patrick Carino	Anthony Villa
Magic: the Gathering - Dominaria Draft	Jason Folger	Noah Massaro	Henry Friedman
Magic: the Gathering - Dominaria Sealed	Harold Goldstein	Josh Badger	Jon Brown
Magic: the Gathering - Dominaria Sealed	Cameron Takahashi	Theo Cyngiser	Henry Friedman
Magic: the Gathering - Dominaria Sealed	Cameron Takahashi	Harold Goldstein	Anthony Villa
Magic: the Gathering - Friday Night Draft!	Stephen Bowen	Jason Folger	Joseph Beck
Magic: The Gathering - Horde: Gone [...]	Players Won		
Magic: The Gathering - Horde: Para. Lost	Players Won		
Magic: The Gathering - Pauper Tourney	Jon Brown	Michael Arsollon	Patrick Carino
Munchkin - Players' Choice	Naseem Zubi	Allison Takahashi	
Munchkin - Players' Choice	Allison Takahashi	Naseem Zubi	David Whiting
Munchkin - Players' Choice	Alex Mcgowan	Dean Menezes	Elske Midstokke
Munchkin - Players' Choice	Malaclypse	Sarah Hicks	Kayla C
Munchkin - Players' Choice	Erica Solie	Elliot Bely	Elske Midstokke
Munchkin Collectible Card Draft Event	Alex Mcgowan	Daniel Alvarez	
Munchkin Collectible Card Draft Event	Kimberly Shaver	Alex Mcgowan	Jake Smith
Munchkin Treasure Hunt!	William Salazar	Elliot Bely	
OGRE 6th Edition	Owen Saunders	Brandon Weiss	
Pirates Sink-n-Keep "Rampage"	Kids Won		
Pokemon Tourney	Breck Lebaron	Perrin Weiss	
Pre-Release Draft Munchkin CCG	Jake Smith	Alex Mcgowan	Melissa Weiss
Revolution!	Leonard Lopez	Ben Schear	
Revolution!	Grace Letnerr	Kayla Barbosa	Jimmy Crowell
Star Wars Destiny Draft/Sealed	Noah Mindess	Devon Durand	Alex Vayhinger
Star Wars Destiny Standard/Infinite	Noah Mindess	Dan Johnson	Devon Durand
Star Wars Destiny Standard/Infinite	Alex Vayhinger	Devon Durand	
Star Wars Minis Sealed Booster Draft	James Branzuela	Connor Mowatt	Kyle Trujillo
Star Wars X-Wing and Star Wars Minis	Connor Mowatt	James Branzuela	Kyle Trujillo
Tak: A Beautiful Game #1	Dominique Sanchez	Matthew Derer	
Tak: A Beautiful Game #2	Frank Zazanis	Karen Haugland	
Vanguard Advance	Tyler Hicks	Logan Langewisch	Brad Dawson
Vanguard Advance	Tyler Hicks	Tevin Bishop	Marcelo Figueroa
Vanguard Light	Tyler Hicks	Logan Langewisch	Brad Dawson
Yu-Gi-Oh! Advance	Emyle Rogers	Marcelo Figueroa	Aaron Franklin
Yu-Gi-Oh! Advance	Tevin Bishop	Emyle Rogers	Ronen Ziegert
Yu-Gi-Oh! Light	David Anderson	Chris Anderson	Emyle Rogers
Yu-Gi-Oh! Light	Logan Langewisch	Emyle Rogers	Morgan Langewisch
Yu-Gi-Oh! (Draft)	Aaron Franklin	Tevin Bishop	Quinn Ziegert
Miniatures	1st Place	2nd Place	3rd Place
40K Ironman	Darth Robert	Zakery Haynes	
Circus Maximus	Hayden Hemstreet	Erick Olson	Hayden Hemstreet
Dust 1947	Matt Haynes	Zakery Haynes	Braden Farr
Epic ship encounter	Tom Lebaron	Ethan Haley	
Gamex ITC 40K	Jason Mckenzie	Danielle Jurek	Jonathan Starks
Last 1st edition X-Wing	Tom Lebaron	Willie Malone	M H
Mr. Lincoln's War	Robert Nelson	Dan Munson	Paul Szymborski

X-Wing Kids	Liam Clark	Anakin Ramirez	David Beck
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Joshua Howdeshell		
Fantasy Large	Jeff Huerta	Geoffrey Brodaksilva	
Fantasy Single	Joshua Howdeshell	Thom Denick	Brenda Ho
Fantasy Unit	Devin Kelsay		
Historical Single	Brenda Ho	Jesse Boyens	
Historical Unit	Paul Szymborski		
Open	Joshua Howdeshell		
Sci Fi Large	Joey Vigil	Stephanie Tennison	Trisha Brodaksilva
Sci Fi Single	Joshua Howdeshell	Sullivan Weibert	Stephanie Tennison
Sci Fi Unit	Frank Vassallo	Tom Lebaron	
Strategikids	Anakin Ramirez	Ulric / Ben Hicks	Artemis Brodak Silva
Party Games	1st Place	2nd Place	3rd Place
Ca\$h 'n Gun\$ Live	Struggle & Splash	The Magicians	SCREECH!!!!
Ca\$h 'n Gun\$ Live	Five Alive	Velvet Bananas	Bob Ross (Happy Mistakes)
Ca\$h 'n Gun\$ Live	Rick's Pickles	Team 1	Wait for it....
Prince AJ's Stupendous Scavenger Hunt	Dwight Stone, Andre Chautard	Florence, Mustafa	
The Genius Game	David Parayre	Eric Millegan	Peter Cornwall
Wits & Wagers: Disney #1	Raymond Delgadillo	Shawna Dickson	Lauren Davis
Wits & Wagers: Disney #2	Edward Roske	Carrie Olson	Samantha Ihlenfeldt
RPGs	1st Place	2nd Place	3rd Place
New Strawn: Kansas Shuffle	Joel David Reed	Addison Vigil	Jeanne Sikoff
Savage Rifts	Joel David Reed	Paul Michaelson	Andrea Mccoll
Let's Get a Party Rifts	Paul Michaelson	C.J. Ganiere	Christopher Ganiere
GURPS Final	Kethry York	Scott York	Gary Gandara
Savage Rifts	Andrew Berk	Juan Shoemake	Seline Hoppe
Video Games	1st Place	2nd Place	3rd Place
Battletech #1	Jason Duvall	John Albright	Cole Miranda
Battletech #2	Mike Gonzagowski	Sam Crosbie	
Dragonball FighterZ	Michael Tsai	David Beck	Anthony Walker
Dragonball FighterZ	Henry S	Tyler W	Chubbs
Hearthstone	Clavin Lee	Owen Sorensen	Matthew Alvarez
Hearthstone	Annmarie Zaphiriou	Jake Smith	Mario Goldgorin
Injustice 2 #1	Jason Duvall	Jason Bailey	Doug X
Injustice 2 #1	Jason Bailey	Leo Ventimilia	Jeremy Estrella
Injustice 2 #2	Alfonso Pacheco	Cole M	Elizabeth M
Injustice 2 #2	Anthoony W	Dezirae S	Sam C
Mario Kart 8	Jeremy Estrella	Leo Ventimilia	Eli
Mario Kart 8 Team Race	James Nuesca, Jason Bailey	Keith Aldrich, James Aldrich	Eli Beck, Darth Robert
Mario Kart Madness	Tyler Hicks	Nathan Yospe	Cole Miranda
Marvel Vs. Capcom Infinite	Jason Bailey	Zachary Fowler	Nathan Yospe
Marvel Vs. Capcom Infinite	Chubbs	Jason Duvall	Alex Wirtzer
Super Smash Bros. 1v1	Bryan Jovel	Aj Of House Aj	Nathan Yospe
Super Smash Bros. FFA	William Jackson	Andrew Holnes	Leo Ventimilia
Super Smash Bros. FFA	Daniel Martinez	Javier Gomez	Jason Bailey
War Games	1st Place	2nd Place	3rd Place
1775: Rebellion	Christopher Ramirez	Don Collins	
Axis & Allies	Andrew Alkire, Dale Conklin, Tom Corbett Tim Towery		
Battle Cry	Rick Lepore	Anakin Ramirez	
Frederick	Marshal Neal	Armand Desharnais	
Game of Thrones #1	John Liddy	Andrew Clark	
Game of Thrones #2	Anthony Stenzel	Mike Tan	
Kriegsspiel	Kevin Sue	Elliot Bely	Anthony Stenzel
Maria	Frank Yuan	Marshal Neal	
Rune Wars	John Oh	Joshua Beller	Joey Vigil
Sails of Glory	Bruce Schlickbernd	Don Collins	Eric Collins
Sails of Glory, Frigates	Eusebio Viajar	Gabe Halloran	
Twilight Imperium 4th Ed	Peter An	John Oh	Martin Bowers
Cataclysm	Erling Hedkvist	Joseph Olejniczak	Rob Flippo

Hotel Food Policy

No outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.



A Word (or two) from the Con Man

It's been such a long time

An old gaming joke is

Q: "How do you make a small fortune in the gaming industry?"

A: "Start with a large one."

It's now been a dozen years we've been running these conventions. We've had a few missteps along the way, but it's been a pretty successful run so far. Due to a lot of hard work put in by our staff and volunteers, we've been able to make this happen. So if you like what we're doing, thank them – it couldn't happen without them.

We keep getting bigger

In those 12 years we've almost tripled the size of the show. The secret has been a lot of hard work and making the tough choices on what to do and more importantly what not to do. The larger we get the more we can do, but it also comes with a few interesting issues ...

Our Dealer Room is now selling out really fast

We only have so much dealer space, and it's now sold out by the end of the prior con. We could easily sell 20 more tables if we had them. We don't, and there's nowhere to put them, because ...

Another con another attendance record

Amazingly we keep hitting them. This past Gamex was the

largest Gamex we've run, topping over 2100 attendees for the first time. This show could very well top 2400. Space is tight with this many people but not impossible. If we hit 2800 then it gets dicey, but we have to get there first. At least they won't be bored because ...

There's so much to do!

We've hit 1,000 events. So even if we had the space the schedule is full.

Ugh

However there is one problem that continues to dog us no matter what the situation – parking. Parking is a mess in the area right now. Multiple parking lots used by the airport are under construction, including Lot C. This bit us at Gamex as we just simply did not know and the hotel was unprepared. It should be better this time as the hotel is aware of the situation, but there's no way to know much in advance.

I can't complain but sometimes I still do

Truth is, the cons are going great. There's always issues, but overall we're in the best shape we've been in since we've been running the shows.

Have a great con everyone. Thanks for being here.

Seanchai



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