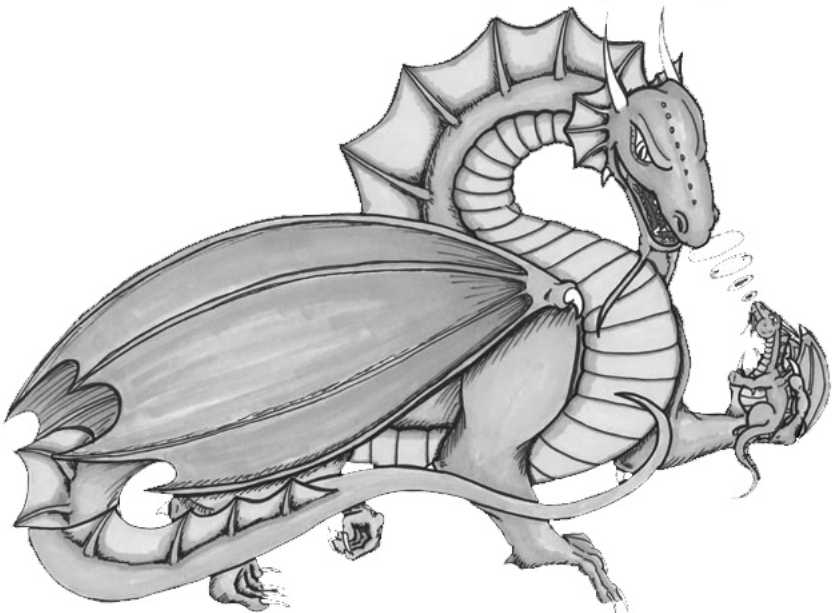




**STRATEGICON** presents

# Gateway 2010



**Guests of Honor  
Tom Lehmann and  
Looney Labs**

**Gateway welcomes HMGS!**

**Labor Day Weekend  
September 3rd to 6th, 2010  
at the Radisson Hotel at LAX**

## **In Memoriam**

### **Kevin Pimentel**



Kevin Pimentel: 1974 to 2010

It is with a heavy heart that we bid farewell to one of the nicest and friendliest people we've had the pleasure of sharing these conventions with over the last few years.

Kevin was always willing to teach new games to anyone that asked. He was both a board gamer and a role-playing gamer, and enjoyed running games of all sorts

Just last convention Kevin placed an ad in this conbook hoping to offer help to all gamers that, quite frequently, have no idea whom to talk to if/when they need a lawyer.

### **Charles S. Roberts**

1930 to 2010. Founder of Avalon Hill in 1958. Sold it in 1963 to Monarch Services, which owned it until 1998. In 1974 the Charles S. Roberts Awards were established to recognize excellence in wargaming.

## Table of Contents

Table of Contents	1
Welcome	1
Convention Hours	1
Troubleshooting Staff	2
Game Tournaments and Events	2
Common Rights of Event Officials	2
Event Registration	3
Tournament Prizes	3
A Guide to Gateway 2010 for Non-gamers	4
Special Guests	6
Annual Awards	7
Master Schedule	8
Special Events and Seminars	26
Board Games	26
Collectibles	36
Computer and Video Games	39
Convention Map	40
LARPs	44
Miniatures	45
Open Gaming	50
Role Playing	50
Miniatures Painting Contest	68
Our Sponsors	69
Shopping (Exhibitor Hall, Flea Market, Auction)	70
The Rules	74
GameX 2010 Winners	75

## Welcome

Strategicon welcomes you to Gateway 2010. 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 Exhibitor Hall.

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

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

## Convention Hours

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.

## Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Events	Tim Keennon
Exhibitor Hall	Steven Ong and RJ Held
Registration	Tracy Fryer and Tiffany LaMarre
Advisor & Special Projects	John Paiva
Board Games	Eric Burgess, Neil Figuracion, Karl Kreder
Industry Liaison and Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Robyn L. Nixon and Harmon Ward
Role-Playing Games	Michael Fryer, Mickey Tan, Bob LaMarre
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing and Robert Lionheart
Seminars and Movie Room	Joseph Eder
Special Events	Heather Hughes and Devi Hughes
Lots of Stuff	Mark Hyman, Eric Nyquist and Michael J. Russell
Art	Scott Parsons

## Game Tournaments and Events

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

## Common Rights of Event Officials

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

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

## **Event Registration**

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

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

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

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

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

Big Tournaments pay \$25 for 1st place and \$10 for 2nd

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

Sponsored events will give some type of game or game expansion

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

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

## **A Guide to Gateway 2010 for Non-gamers**

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

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

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

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

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

Enjoy the con!



## Gateway 2010 Welcomes

### Tom Lehmann

Tom has been playing game since he was a child overseas: "We only owned a couple of games, so one day, I just started inventing my own." Professionally, Tom has been an economist, programmer, and technical writer, as well as a game designer.

In the 1990s, Tom started Prism Games to publish boardgames, including Fast Food Franchise, Time Agent, and 2038 (with Jim Hlavaty). He went freelance in the 00s, designing card, dice, and board games for the international market: Pizarro & Co., To Court the King, Jericho, 1846, Phoenicia, Middle Kingdom, and Race for the Galaxy, plus expansions to RFTG, St. Petersburg, and, with Matt Leacock, Pandemic.



Tom also enjoys contra dance (he calls and have written 25 dances), travel, scuba-diving, river-rafting, and attending the ballet and theatre.

### Looney Labs



#### Andrew Looney - Chief Designer

Andy is the Chief Creative Officer for Looney Labs, and is the designer of Fluxx, Chrononauts, Aquarius, Are You the Traitor?, Treehouse, and Martian Coasters. Andy is also a photographer, a cartoonist, a video-blogger, and a marijuana-legalization advocate. Andy lives with his wife Kristin (and their housemate Alison) somewhere near Washington DC. Andy is a Hippie, a Trekkie, and a Geek. He's been an Eagle Scout and a NASA engineer, he's gotten patents and won awards, he's written a novel, he designed and coded a videogame, and he once watched as his software was

launched into space. Andy loves cake.

#### Kristin Looney - Business Czar

Kristin spent her first 15 years after college working as an Electronics Engineer at NASA and an IT Manager in the aerospace industry - while running a



little part-time game business on the side in her spare time. In early 1999 she jumped off the cliff, leaving her day job behind to work full-time running and growing Looney Labs. The games of Looney Labs are available worldwide, in large part due to Kristin's business and marketing savvy. Kristin fosters the large community of fans, who are spreading the word of Looney Labs far and wide. Kristin's earliest claim to fame came at age 16 when she solved a Rubik's Cube in 35.50 seconds on the TV show That's Incredible, and her enthusiasm for puzzles and games is still going strong.



## Annual Awards

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

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

For 2010 we will be adding Collectible games and Miniatures Games. Also, we will be including in our tallies games played at NeonCon in Las Vegas in November 2010.

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

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

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

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

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

For 2009 the winners are:

Jack Butler: Darrell Stark  
Card Games: Dan O'Farrell  
Euro Games: Bruce Schlickbernd  
Family Games: Nathaniel Taylor  
Party Games: Darrell Stark  
Rail Games: Todd Vanderpluym  
Social Games: Chris Johnson  
Strategy Games: Eric Downing  
War Games: Dale Conklin

Strategicon Congratulates these fine gamers!

## Strategicon wants your art!

We're looking for color and black and white art for web and print advertising, the conbook, and even T Shirts. It can be any genre you like – historical, fantasy, science fiction, what-have-you. Strategicon is looking to expand its involvement with local artists. We can't promise riches but we can promise exposure and a chance to sell your art to eager convention attendees. Contact [stratcon\\_conman@strategicon.net](mailto:stratcon_conman@strategicon.net) for more details.

# Master Schedule of Events

\* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles,

LARP = LARPs, Mini = Miniatures,

Comp = Computers, RPG = RPGs, Sem = Seminars

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

**Fri, Sep 3rd**

Noon	<b>Incan Gold</b> Sponsored	Board
	<b>Serengeti</b> Event	Board
	<b>Herodix</b>	Coll

1 pm	<b>Catan Dice Game</b> Sponsored	Board
	<b>Warhammer: Invasion</b>	Coll

2 pm	<b>1835</b> Small	Board
	<b>Last night on Earth</b> Event	Board
	<b>Excaped</b> Sponsored	Board
	<b>After the Bomb / Palladium</b> To Glasenbry by Snail ...	RPG
	<b>Alpha Omega</b> Alpha Omega Demo - Guard Duty	RPG
	<b>Call of Cthulhu</b> Tom Cummings Call of Cthulhu	RPG
	<b>Cthulhu Pulp</b> Murder in a Dark City	RPG
	<b>Cthulhu Pulp</b> The Incident at Hall House	RPG
	<b>DC Heroes (Mutants &amp; Masterminds 3rd Ed)</b> No Pressure!	RPG
	<b>Eclipse Phase</b> Flying Blind	RPG
	<b>Leftovers</b> Leftovers: Beyond Thunderbowl	RPG
	<b>D&amp;D 4e</b> CORE1-9 Ages Best Forgotten (lvl 7-10)	RPG
	<b>D&amp;D 4e</b> DRAG2-2 Gathering Storm (lvl 1-4)	RPG
	<b>D&amp;D 4e</b> EAST2-1 Ends and Means (lvl 4-7)	RPG
	<b>D&amp;D 4e</b> IMPI1-6 the Ancient Temple (lvl 11-14)	RPG

3 pm	<b>For Sale</b> Sponsored	Board
	<b>Formula Motor Racing</b> Small	Board
	<b>Pirate Fluxx Playtest</b> Event *	Board
	<b>Ex Illis</b> Ex Illis Demo *	Mini

4 pm	<b>Road Kill Rally DEMO</b> Demo	Board
	<b>Attribute</b> Event	Board

Start Time	System Title or Type	Dept.
<b>Fri, Sep 3rd</b>		
	<b>Rush 'n' Crush</b> Small	Board
	<b>Empire Builder International</b> Event	Board
5 pm	<b>Scepter of Zavandor</b> Small	Board
	<b>Pirate Booty</b> Event *	Board
	<b>Niagara</b> Small	Board
	<b>Chaos</b> Sponsored	Board
	<b>Pandemic: On The Edge</b> Event *	Board
	<b>Maria</b> Small	Board
	<b>Monsterpocalypse demo</b>	Coll
	<b>Rock Band!</b> Rock Band Pre-Tourney Warm Up!	Comp
	<b>The Laughing Moon Experience</b> *	Sem
6 pm	<b>Last Night on Earth</b> Event	Board
	<b>Back To The Future: The Card Game DEMO</b> Demo *	Board
	<b>Guillotine</b> Small	Board
	<b>Beowulf-the Movie Board Game</b> Event	Board
	<b>Euro Games 101 #1</b> Demo	Board
	<b>Cities and Knights of Catan</b> Tournament	Board
	<b>Fantasy Chess Demonstrations</b> Demo	Board
	<b>Federation Commander Academy</b> Event	Board
	<b>Colossal Arena</b> Sponsored	Board
	<b>Monsterpocalypse</b>	Coll
	<b>Xtra Heart</b>	Coll
	<b>World of Darkness</b> OSN1-LARP: Up To Code	LARP
	<b>Brave Men, Badly Led: 1806</b> Obilesti: June 1807	Mini
	<b>Flames of War 15mm</b> Folgore! - HMGS	Mini
7 pm	<b>Hearts</b> Sponsored	Board
	<b>Age of Empires III</b> Tournament	Board
	<b>Amun Re</b> Tournament	Board
	<b>Byzantium</b> Small	Board
	<b>Tales of the Arabian Nights</b> Demo	Board
	<b>Magic: the Gathering "Super Friday Night Magic"</b>	Coll
	<b>Large Scale General Quarters</b> North Atlantic Battle	Mini
	<b>D&amp;D 4e</b> AGLA2-2 First Strike (lvl 14-17)	RPG

Start Time	System Title or Type	Dept.
<b>Fri, Sep 3rd</b>		
	<b>D&amp;D 4e</b> EAST2-2 Sibilant Whispers (lvl 11-14)	RPG
	<b>D&amp;D 4e</b> LURU2-2 Shadows of the Knights (lvl 7-10)	RPG
	<b>D&amp;D 4e</b> LURU2-2 Shadows of the Knights (lvl 7-10) *	RPG
	<b>D&amp;D 4e</b> MINI2-1 Mourning of Ravens (lvl 1-4)	RPG
	<b>D&amp;D 4e</b> TYMA2-2 The Hand of Darkness (lvl 4-7)	RPG
	<b>Pathfinder</b> PFS #41: The Devil We Know—Part III	RPG
	<b>Pathfinder</b> PFS #42: Echoes of the Everwar—Part II	RPG
	<b>Meet and Greet</b>	Sem
8 pm	<b>18xx (short)</b> Small	Board
	<b>Uno</b> Small	Board
	<b>Euro Games 101 #2</b> Demo	Board
	<b>Hollywood Blockbuster/Dream Factory</b> Event	Board
	<b>Pandemic Expansion Playtest</b> Event *	Board
	<b>Liar's Dice</b> Small	Board
	<b>Party Game Challenge #1</b> Event	Board
	<b>Eurorails</b> Small	Board
	<b>Pirates Pocketmodel "The Expendables"</b>	Coll
	<b>Call of Cthulhu</b> Tom Cummings Call of Cthulhu	RPG
	<b>Cthulhu</b> Azusa Street Revival	RPG
	<b>Eclipse Phase</b> Flying Blind	RPG
	<b>FATE (Deadlands)</b> Black Dog Pass	RPG
	<b>Feng Shui</b> Fist in your face	RPG
	<b>GURPS - Horror</b> We're Alive - Season 1 Chapter 1 - Beginning	RPG
	<b>Leverage (Cortex)</b> Leverage: Ninja Crusade	RPG
	<b>Shadowrun 4th Edition</b> Fight Night!	RPG
	<b>Smallville RPG</b> The Treasure of Hoth	RPG
	<b>Starwars D6</b> Jedi Duel #1	RPG
	<b>White Wolf Storytelling System</b> Geist: The Sin-Eaters: ...	RPG
	<b>Flea Market</b>	Sem
9 pm	<b>Poker - Five Card Draw</b> Sponsored	Board
	<b>Princes of Florence</b> Tournament	Board
	<b>Small World</b> Tournament	Board
	<b>What's Up With Looney Labs?</b>	Sem

Start Time	System Title or Type	Dept.
<b>Fri, Sep 3rd</b>		
10 pm	<b>Ca\$h and Guns Live</b> Tournament	Board
	<b>Cutthroat Caverns</b> Event	Board
	<b>Phase 10</b> Small	Board
	<b>Boardgame Babylon: Race For The Galaxy: ... with Tom Lehmann</b>	Sem

11 pm	<b>Spades</b> Event	Board
	<b>In the Year of the Dragon</b> Small	Board
	<b>Time's Up</b> Event	Board
	<b>Cosmic Encounter</b> Event	Board
	* = Play with the creator	

Departments: Board = Board Games, Coll = Collectibles,  
 LARP =LARPs, Mini = Miniatures,  
 Comp = Computers, RPG = RPGs, Sem = Seminars

Start Time	System Title or Type	Dept.
<b>Sat, Sep 4th</b>		

Midnight	<b>Last Night on Earth</b> Event	Board
	<b>Burn in Hell - At the Witching Hour</b> Event	Board
	<b>Werewolf #1</b> Event	Board
	<b>Palladium's Dead Reign</b> Resident Evil: The Ordeal ...	RPG

9 am	<b>Advanced Civilization</b> Big	Board
	<b>Euro Games 101 - Power Grid</b> Demo	Board
	<b>Imperial 2030</b> Tournament	Board
	<b>Pandemic Expansion Playtest</b> Demo *	Board
	<b>Axis and Allies - preliminaries</b> Event	Board
	<b>GW WH 40k</b> Warhammer 40k RTT	Mini
	<b>Adventures Under the Laughing Moon</b> #1 *	RPG
	<b>D&amp;D 3.5</b> Assaulting the Wizards of the Coast #1	RPG
	<b>D&amp;D 4e</b> Learn to Play 4e (lvl 1)	RPG
	<b>DC Heroes (M&amp;M 3rd Ed)</b> A High-Pressure Problem	RPG
	<b>GURPS</b> Happy Jack's Infinite Worlds - Mage Gulch	RPG
	<b>GURPS - Horror</b> We're Alive - Season 1 Chapter 2 ...	RPG
	<b>Gurps Vikings</b> Dragon Boat	RPG
	<b>HERO</b> Happy Jack's Fantasy Hero (5th Edition) Part 1	RPG
	<b>Lady Blackbird</b> Lady Blackbird	RPG
	<b>D&amp;D 4e</b> CORE1-9 Ages Best Forgotten (lvl 7-10)	RPG



Start Time	System Title or Type	Dept.
<b>Sat, Sep 4th</b>	<b>DBA rules, Version 2.2</b> DBA, Ancients - HMGS	Mini
	<b>Drum Barracks Battle Manual of the ACW</b> Sedgewick will come through! Antietam 1863 - HMGS	Mini
	<b>Ex Illis</b> Ex Illis Demo *	Mini
	<b>Gamesworkshop WHFB</b> Warhammer Fantasy Battle Megabattle	Mini
	<b>Hobby Painting</b> Paint and Take	Mini
	<b>Mustangs and Messerschmitts</b> Carrier Attack!	Mini
	<b>Piquet: Band of Brothers</b> Agincourt - 28mm - HMGS	Mini
	<b>home designed</b> AVE - HMGS	Mini
	<b>Xbox 360</b> Geometry Wars Ongoing	Comp
	<b>Xbox 360</b> Worms Armageddon	Comp
<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming	Comp	
11 am	<b>Uno #2</b> Small	Board
	<b>Titan</b> Tournament	Board
	<b>Conquest of the Empire II</b> Small	Board
	<b>Star Wars Minis "Blue Harvest"</b>	Coll
	<b>Vampire: the Eternal Struggle #1</b>	Coll
	<b>Warlord "Speed Singles"</b>	Coll
	<b>World of Warcraft</b> tgg	Coll
	<b>Flea Market</b>	Sem
	<b>Q&amp;A with Guest of Honor Tom Lehmann</b>	Sem
Noon	<b>Arkham Horror</b> Event	Board
	<b>B-17 Demo: Milk Run</b> Demo	Board
	<b>World Cup Soccer</b> Small	Board
	<b>Euro Games 101 #3</b> Demo	Board
	<b>Settlers of Catan</b> Tournament	Board
	<b>Washington's War</b> Event	Board
	<b>Axis &amp; Allies Naval Miniatures</b>	Coll
	<b>Deep Space Drillerace</b> *	Coll
	<b>Magic: the Gathering "Super Sealed"</b>	Coll
	<b>Voltron: Monsterpocalypse</b>	Coll
	<b>Yugioh!</b>	Coll
	<b>Flames of War</b> Elephant Hunt - HMGS	Mini
	<b>Flames of War</b> Flames of War Demo - HMGS	Mini
	<b>Valor, Flesh and Steel (25mm Skirmish)</b> Between the Wars China - HMGS	Mini







Start Time	System Title or Type	Dept.
<b>Sat, Sep 4th</b>		
	<b>Kingdom Hearts- "Vince vs the World 3D"</b>	Coll
	<b>Blood Bowl LRB6</b> 2010 Blood Bowl ... Championship	Mini
	<b>Nintendo Wii</b> Mario Kart	Comp
	<b>Strategicon Football League</b>	Sem
5 pm	<b>Back To The Future: The Card Game Launch</b> Big	Board
	<b>Dog</b> Event	Board
	<b>Power Grid: Factory Manager</b> Small	Board
	<b>Party Game Challenge #3</b> Event	Board
	<b>Fallen Lands</b> Event	Board
	<b>Friedrich</b> Small	Board
	<b>Heroscape "Gateway Rumble"</b>	Coll
	<b>Star Wars Minis "Escape from the Death Star".</b>	Coll
	<b>Vampire: the Eternal Struggle #2</b>	Coll
	<b>World of Warcraft tsg</b>	Coll
	<b>Yugioh! #2</b>	Coll
6 pm	<b>1856</b> Small	Board
	<b>B-17 Bombs Away!</b> Event	Board
	<b>Dominion - all expansion tournament</b> Big	Board
	<b>Macao</b> Event	Board
	<b>Federation Commander</b> Event	Board
	<b>War at Sea</b> War at Sea with Miniatures! - HMGS	Mini
	<b>Field of Battle 15mm</b> Battle of Freeman's ... - HMGS	Mini
	<b>Firestorm Armada</b> Defection!	Mini
	<b>The Zareba</b> The Sword and the Flame - HMGS	Mini
	<b>Xbox 360</b> Halo Tournament #2 (Halo 3 Deathmatch)	Comp
	<b>HMGS/PSW Membership Meeting</b>	Sem
7 pm	<b>Pez</b> Small	Board
	<b>Pickup</b> Event	Board
	<b>Poker - Seven Card Stud</b> Sponsored	Board
	<b>Brass</b> Small	Board
	<b>Euro Games 101 - Race for the Galaxy</b> Demo	Board
	<b>Ra</b> Big	Board
	<b>Pirates</b>	Coll
	<b>Warlord Ancients</b>	Coll
	<b>Beer and Pretzels Skirmish</b> Stalag 9 and ... HMGS	Mini
	<b>Check Your 6!</b> Cauldron Over Maastricht - HMGS	Mini

Start Time	System Title or Type	Dept.	
<b>Sat, Sep 4th</b>	<b>Rock Band!</b> Rock Band Tournament!	Comp	
	<b>D&amp;D 4e</b> ADCP2-2 Heart of the Desert: Clash of the Titans (lvl 11-14)	RPG	
	<b>D&amp;D 4e</b> ADCP2-2 Heart of the Desert: Clash of the Titans (lvl 14-17)	RPG	
	<b>D&amp;D 4e</b> ADCP2-2 Heart of the Desert: Race Against Time (lvl 1-4)	RPG	
	<b>D&amp;D 4e</b> ADCP2-2 Heart of the Desert: Race Against Time (lvl 4-7)	RPG	
	<b>D&amp;D 4e</b> ADCP2-2 Heart of the Desert: Race Against Time (lvl 7-10)	RPG	
	<b>Pathfinder</b> PFS #47: The Darkest Vengeance (lvl 1-5)	RPG	
	<b>Pathfinder</b> PFS #48: The Devil We Know—Part IV: Rules of the Swift (lvl 1-7)	RPG	
	8 pm	<b>Puzzle Strike</b> Event	Board
		<b>Container</b> Tournament	Board
<b>Endeavor</b> Tournament		Board	
<b>Chaos in the Old World</b> Event		Board	
<b>Lifeboat</b> Event		Board	
<b>Race For The Galaxy</b> Big *		Board	
<b>Meepiles</b> *		Coll	
<b>World of Darkness</b> OSN1-LARP: Up To Code		LARP	
<b>Xbox 360</b> Super Street Fighter 4		Comp	
<b>Alpha Omega</b> Alpha Omega - Left for the Dead		RPG	
<b>Apocalypse World</b> Hatchet City & Blue-Blind		RPG	
<b>Call of Cthulhu</b> Tom Cummings Call of Cthulhu		RPG	
<b>D&amp;D 3.5 / Pathfinder</b> Planescape: Belief's End		RPG	
<b>DC Heroes (M&amp;M 3rd Ed)</b> Better Under Pressure		RPG	
<b>GURPS - Horror</b> We're Alive - Season 1 Chapter 3 - Plans		RPG	
<b>Hero 5th Edition</b> Marvel Slugfest		RPG	
<b>Inspectres</b> Spectres Blues		RPG	
<b>Leftovers</b> Leftovers: Beyond Thunderbowl		RPG	
<b>Savage Worlds</b> Realms of Cthulhu: The Transcendents		RPG	
<b>Starwars D6</b> Jedi Duel #2		RPG	
<b>Thousand Suns</b> The Wreck of The Surepesh		RPG	
9 pm		<b>Are You The Traitor?</b> Event *	Board
	<b>Tichu Preliminaries</b> Special	Board	
	<b>Kingsburg</b> Tournament	Board	

Start Time	System Title or Type	Dept.
<b>Sat, Sep 4th</b>		
	<b>Party Game Challenge #4</b> Event	Board
	<b>Telestrations #1</b> Event	Board
	<b>Improv</b> Event	Board
	<b>Who Would Win?</b> Event	Board
10 pm	<b>Ca\$h and Guns Live</b> Tournament	Board
	<b>Vasco Da Gama</b> Tournament	Board
	<b>Shadow Hunters #1</b> Event	Board
	<b>Dead Things</b> Dead Things: Gas and We're Outta Here! Mini	
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming - 18+	Comp
11 pm	<b>Pandemic</b> Event	Board
	<b>Fearsome Floors</b> Small	Board
	<b>Medici</b> Small	Board
	<b>Notre Dame</b> Small	Board
	<b>Nexus Ops</b> Small	Board
	* = Play with the creator	

Departments: Board = Board Games, Coll = Collectibles,  
 LARP =LARPs, Mini = Miniatures,  
 Comp = Computers, RPG = RPGs, Sem = Seminars

Start Time	System Title or Type	Dept.
<b>Sun, Sep 5th</b>		
Midnight	<b>Last Night on Earth</b> Event	Board
	<b>Burn in Hell - At the Witching Hour</b> Event	Board
	<b>Werewolf #2</b> Event	Board
	<b>Werewolf #3</b> Event	Board
	<b>Palladium's Dead Reign</b> Resident Evil: Operation Mountain Valley	RPG
9 am	<b>Cartagena</b> Small	Board
	<b>Through the Ages</b> Small	Board
	<b>Pirate vs. Pirate DEMO</b> Demo	Board
	<b>Axis and Allies - Finals</b> Big	Board
	<b>Disposable Heroes</b> Heroes of the ... 28mm - HMGS	Mini
	<b>GW WHFB</b> Warhammer Fantasy Battle RTT	Mini
	<b>D&amp;D 4e</b> Learn to Play 4e (lvl 1)	RPG
	<b>Adventures Under the Laughing Moon</b> #3 *	RPG
	<b>Cthulhu</b> Azusa Street Revival	RPG
	<b>D&amp;D 3.5</b> Assaulting the Wizards of the Coast #2	RPG

Start Time	System Title or Type	Dept.
<b>Sun, Sep 5th</b>		
	<b>D&amp;D 4e</b> CORE1-9 Ages Best Forgotten (lvl 7-10)	RPG
	<b>D&amp;D 4e</b> CORE2-10 Upon the Sea of Stars (lvl 17-20)	RPG
	<b>D&amp;D 4e</b> DRAG2-2 Gathering Storm (lvl 1-4)	RPG
	<b>D&amp;D 4e</b> EAST1-2 Marauder's Spear (lvl 4-7) *	RPG
	<b>D&amp;D 4e</b> EAST2-2 Sibilant Whispers (lvl 11-14)	RPG
	<b>D&amp;D 4e</b> MINI2-1 Mourning of Ravens (lvl 1-4)	RPG
	<b>Mouse Guard</b> A Death in Appleloft	RPG
	<b>Paranoia</b> Pre-Paranoia	RPG
	<b>Pathfinder</b> PFS #50: Fortune's Blight (lvl 5-9)	RPG
	<b>Pathfinder</b> PFS #51: The City of Strangers—Part I: ...	RPG
	<b>Reign ORE</b> The Noble Art of Larceny	RPG
	<b>Savage Worlds</b> Tom Cummings Savage Worlds	RPG
	<b>Swashbucklers of the 7 Skies</b> Treachery in the Skies	RPG
	<b>Dresden Files Roleplaying Game</b> Major Problem, ...	RPG
	<b>White Wolf Storytelling System</b> Dead and Bloated	RPG

10 am	<b>18xx (classic)</b> Tournament	Board
	<b>Battle Cry</b> Tournament	Board
	<b>Battlestar Galactica</b> Event	Board
	<b>Phantom Leader</b> Event	Board
	<b>Conquest of the Empire</b> Event	Board
	<b>Euro Games 101 #6</b> Demo	Board
	<b>Le Havre</b> Tournament	Board
	<b>Gulo Gulo</b> Event	Board
	<b>Three of a Crime</b> Small	Board
	<b>Battles of Napoleon: The Eagle and the Lion</b> Event	Board
	<b>1805 Sea of Glory</b> Event	Board
	<b>Liberty Roads</b> Event	Board
	<b>Stalin's War</b> Event	Board
	<b>Looney Labs Game Demonstrations</b> Demo	Board
	<b>Warriors of God</b> Event	Board
	<b>Rattus</b> Demo	Board
	<b>Republic of Rome</b> Event	Board
	<b>Uno #3</b> Small	Board
	<b>War Game Boot Camp</b> Special	Board
	<b>Warlord Kerebus</b>	Coll
	<b>Xtra Heart #2</b>	Coll



Start Time	System Title or Type	Dept.
<b>Sun, Sep 5th</b>	<b>Forbidden Island</b> Event	Board
	<b>That's Life</b> Small	Board
	<b>Robo-Rally</b> Tournament	Board
	<b>1960: The Making of the President</b> Small	Board
	<b>The Speicherstadt</b> Demo	Board
	<b>Kingdom Hearts "Despicable V"</b>	Coll
	<b>Warmachine</b> Warmachine Tournament	Mini
	<b>Race for the Galaxy: Two-player tournament</b> Big	Board
<b>2 pm</b>	<b>March Madness</b> Tournament	Board
	<b>Euro Games 101 #8</b> Demo	Board
	<b>Thurn and Taxis</b> Tournament	Board
	<b>Elk Fest</b> Small	Board
	<b>Wicked Witches Way</b> Event	Board
	<b>Party Game Challenge #5</b> Event	Board
	<b>Warlord Singles</b>	Coll
	<b>Dying Kingdoms</b> The Court of Circadia *	LARP
	<b>Wustenkrieg</b> Battle at Er Regima Pass - HMGS	Mini
	<b>Xbox 360</b> Halo Tournament #3 (Griffball)	Comp
	<b>3:16 Carnage Amongst The Stars</b> Delta Company	RPG
	<b>Alpha Omega</b> Alpha Omega - Something Fishy	RPG
	<b>D&amp;D 4.0</b> A Bone to Pick	RPG
	<b>D&amp;D 4e</b> Dungeon Delve: Ruins of the Spectral Glade (lvl 3)	RPG
	<b>FATE Supers</b> Vanguard: Rookie Year	RPG
	<b>GURPS - Horror</b> We're Alive - Season 1 Chapter 4 - Rivals	RPG
	<b>D&amp;D 4e</b> AGLA2-2 First Strike (lvl 14-17)	RPG
	<b>D&amp;D 4e</b> CORE2-10 Upon the Sea of Stars (lvl 17-20)	RPG
	<b>D&amp;D 4e</b> LURU2-2 Shadows of the Knights (lvl 7-10) Part 2	RPG
	<b>D&amp;D 4e</b> LURU2-2 Shadows of the Knights (lvl 7-10) *	RPG
	<b>D&amp;D 4e</b> MINI2-2 Ravens Under the Middyay Sun (lvl 1-4)	RPG
	<b>D&amp;D 4e</b> MOON1-6 Black Heart (lvl 11-14)	RPG
	<b>D&amp;D 4e</b> TYMA2-1 Old Enemies Arisen (lvl 1-4)	RPG
	<b>Mutants and Masterminds</b> Monkey Business in the Danger Room	RPG
	<b>Paranoia</b> The Warehouse	RPG
	<b>Pathfinder</b> PFS #52: The City of Strangers—Part II: The Twofold Demise (lvl 1-7)	RPG

Start Time	System Title or Type	Dept.
<b>Sun, Sep 5th</b>		
	<b>Pathfinder</b> PFS #53: Echoes of the Everwar—Part IV: The Faithless Dead (lvl 7-11)	RPG
	<b>Star Frontiers using the 12 Degree system</b> Rescue Team 9: To Save a Tyrant!	RPG
	<b>Star Trek (Cinematic Unisystem)</b> Planasthai	RPG
	<b>Trollbabe</b> By These Horns I Do Swear...	RPG
	<b>White Wolf Storytelling System</b> Hunter the Vigil: Werewolves of the SS!	RPG
3 pm	<b>Battlestar Galactica</b> Event	Board
	<b>Carcassonne</b> Tournament	Board
	<b>Dungeon Lords</b> Tournament	Board
	<b>Saint Petersburg</b> Tournament	Board
	<b>Chateau Roquefort</b> Event	Board
	<b>Yahtzee Free-for-All</b> Small	Board
	<b>Pandemic</b> Event	Board
4 pm	<b>Spades</b> Sponsored	Board
	<b>Euro Games 101 #9</b> Demo	Board
	<b>Stone Age</b> Big	Board
	<b>Clay-o-rama</b> Event	Board
	<b>Tier auf Tier</b> Event	Board
	<b>Andy Versus Everybody!!</b> Event *	Board
	<b>Cyrano</b> Event	Board
	<b>Rush 'n' Crush</b> Small	Board
	<b>Acquire - David Woolcott Memorial</b> Sponsored	Board
	<b>Zombie State DEMO</b> Demo	Board
	<b>Yugioh! #4</b>	Coll
	<b>Blood Bowl LRB6</b> 2010 Blood Bowl Winter Championship - Finals	Mini
	<b>Xbox 360</b> Modern Warfare 2	Comp
5 pm	<b>Agricola - final round</b> Big	Board
	<b>Dice Town</b> Small	Board
	<b>Bananagrams</b> Event	Board
	<b>Party Game Challenge #6</b> Event	Board
	<b>Merchant of Venus</b> Event	Board
	<b>Pirates Sink-N-Keep</b>	Coll
	<b>Vampire: the Eternal Struggle #4</b>	Coll
6 pm	<b>1870</b> Event	Board



Start Time	System Title or Type	Dept.
<b>Sun, Sep 5th</b>		
	<b>Lost Cities: The Board Game</b> Small	Board
	<b>Puerto Rico</b> Big	Board
	<b>Tumblin' Dice</b> Event	Board
	<b>Speed Dating: Gamer edition</b> Event	Board
	<b>The Zareba</b> The Sword and the Flame - HMGS	Mini
	<b>Rock Band</b> Rock Band Tournament!	Comp
	<b>TBD</b> Last-Minute Tournament	Comp
7 pm	<b>Puzzle Strike</b> Event	Board
	<b>Carson City</b> Small	Board
	<b>Ticket to Ride: Europe</b> Tournament	Board
	<b>Fantasy Chess Tournament</b> Event	Board
	<b>Pirate Fluxx Playtest</b> Event	Board
	<b>Pandemic Expansion Playtest</b> Event *	Board
	<b>Large Scale General Quarters</b> Blood off the French Coast	Mini
	<b>D&amp;D 4e</b> DALE2-3 Swords into Plowshares (lvl 4-7) *	RPG
	<b>D&amp;D 4e</b> EAST2-1 Ends and Means (lvl 4-7)	RPG
	<b>D&amp;D 4e</b> MINI2-3 Raven Knights (lvl 1-4)	RPG
	<b>D&amp;D 4e</b> SPEC2-2 Tyranny's Bitter Frost (lvl 14-17)	RPG
	<b>D&amp;D 4e</b> SPEC2-2 Tyranny's Bleak Depths (lvl 11-14)	RPG
	<b>D&amp;D 4e</b> SPEC2-2 Tyranny's Perilous Bastion (lvl 17-20)	RPG
	<b>Pathfinder</b> PFS #2-01: Before the Dawn—Part I: The Bloodcove Disguise (lvl 1-7)	RPG
	<b>Pathfinder</b> PFS #2-03: The Rebel's Ransom (lvl 5-9)	RPG
8 pm	<b>Apples to Apples</b> Event	Board
	<b>Nuns on the Run #2</b> Event	Board
	<b>Colosseum</b> Small	Board
	<b>Lost Cities</b> Big	Board
	<b>Lunar Rails/Martian Rails</b> Event	Board
	<b>Magic: the Gathering "Pauper"</b>	Coll
	<b>Old School Network World of Darkness LARP</b> OSN1-LARP: Up To Code	LARP
	<b>Nintendo Wii</b> Tatsunoko vs. Capcom	Comp
	<b>Alpha Omega</b> Alpha Omega - Left for the Dead	RPG
	<b>Burning Wheel</b> The Gift	RPG
	<b>Call of Cthulhu Rome</b> The Senator's Daughter	RPG
	<b>GURPS - Horror - Zombie Apocalypse</b> We're Alive - Season 1 Chapter 5 - Discoveries	RPG

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

**Sun, Sep 5th**

**Lady Blackbird** Lady Blackbird RPG  
**Leverage (Cortex)** Leverage: Ninja Crusade RPG  
**One Can Have Her** The Blue Angel RPG  
**Feedback Forum** Sem

9 pm      **Tichu Finals** Tournament Board  
**Party Game Challenge #7** Event Board  
**Portrayal** Event Board  
**Improv** Event Board

10 pm      **Poker - Texas Hold 'Em** Sponsored Board  
**Race for the Galaxy - with take-overs!** Big Board  
**Ghost Stories** Event Board  
**Ca\$h and Guns Live** Tournament Board  
**Xbox 360** Blur Comp  
**Xbox 360 / PS2 & 3 / Wii / PC** Open Gaming - 18+ Comp

11 pm      **Metropolys** Small Board  
**Strozzi** Small Board  
 \* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles,  
 LARP =LARPs, Mini = Miniatures,  
 Comp = Computers, RPG = RPGs, Sem = Seminars

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

**Mon, Sep 6th**

Midnight      **Burn in Hell - At the Witching Hour** Event Board  
**Werewolf #4** Event Board

9 am      **The Speicherstadt** Demo Board  
**Monday MEGA Dominion!!!** Special Board  
**Alpha Omega** Alpha Omega Demo - Guard Duty RPG  
**D&D 3.5** The Dwarven Six Pack #2 RPG  
**GURPS - Horror** We're Alive - Season 1 Chapter 6 - Exploration RPG  
**D&D 4e** AGLA2-2 First Strike (lvl 14-17) RPG  
**D&D 4e** CORE2-10 Upon the Sea of Stars (lvl 17-20) RPG  
 Part 1  
**D&D 4e** IMPI1-6 the Ancient Temple (lvl 11-14) RPG  
**D&D 4e** LURU2-2 Shadows of the Knights (lvl 7-10) RPG  
**D&D 4e** TYMA2-1 Old Enemies Arisen (lvl 1-4) RPG

Start Time	System Title or Type	Dept.
<b>Mon, Sep 6th</b>		
	<b>Pathfinder</b> PFS #2-02: Before the Dawn—Part II: Rescue at Azlant Ridge (lvl1-7)	RPG
	<b>Pathfinder</b> PFS #2-04: Shadows Fall on ... (lvl 7-11)	RPG
	<b>The Dresden Files Roleplaying Game</b> Greek Week	RPG
10 am	<b>Blue Moon City</b> Sponsored	Board
	<b>Magical Athlete</b> Demo	Board
	<b>The Motley Fool's Buy Low! Sell High!</b> Sponsored	Board
	<b>Play With Creator: You Call It</b> Event *	Board
	<b>Pandemic: On The Edge</b> Event *	Board
	<b>Ex Illis</b> Ex Illis Demo *	Mini
	<b>Large Scale General Quarters</b> Sub Hunt!	Mini
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming	Comp
11 am	<b>Uno #4</b> Event	Board
	<b>Winner's Circle</b> Sponsored	Board
	<b>Pirates Pocketmodel "Piranha 3D"</b>	Coll
	<b>Auction</b>	Sem
Noon	<b>Pillars of the Earth</b> Sponsored	Board
	<b>Wasabi</b> Sponsored	Board
	<b>Magic: the Gathering "Rise of The Eldrazi Draft"</b>	Coll
1 pm	<b>Modern Art</b> Sponsored	Board
	<b>Hamsterolle</b> Sponsored	Board
	<b>Shadow Hunters #2</b> Event	Board
2 pm	<b>No Thanks!</b> Sponsored	Board
	<b>Puzzle Strike</b> Sponsored	Board
	<b>D&amp;D 4e</b> CORE2-10 Upon the Sea ... (lvl 17-20) Part 2	RPG
	<b>D&amp;D 4e</b> DRAG2-2 Gathering Storm (lvl 1-4)	RPG
	<b>D&amp;D 4e</b> MOON1-6 Black Heart (lvl 11-14)	RPG
	<b>D&amp;D 4e</b> QUES2-1 Stir Not the World's ... (lvl 11-14)	RPG
	<b>D&amp;D 4e</b> TYMA2-2 The Hand of Darkness (lvl 4-7)	RPG
	<b>Pathfinder</b> PFS #39: The Citadel of Flame (lvl 1-5)	RPG
3 pm	<b>Family Business</b> Sponsored	Board
	<b>Slide 5</b> Sponsored	Board
	* = Play with the creator	
	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars	

## Special Events and Seminars

San Diego, Ballroom Foyer, Ballroom D

### **HMGS/PSW Membership Meeting** – Sat, 6 pm

Come to our membership meeting. Meet the HMGS/PSW officers and see what HMGS/PSW is all about! This meeting is open to both HMGS/PSW members and the public.

### **Auction** – Mon, 11 am

No one knows what deals will appear at our bazaar of the bizarre, but there will be hundreds of games looking for new homes. And you'll be entertained too.

### **Boardgame Babylon: Race For The Galaxy: In Depth with Tom Lehmann** – Fri, 10 pm

Join BGB host Eric Burgess, designer Tom Lehmann and Pro Racers Stephanie Kelleher and Chris Johnson for a rousing discussion about the game's history, development, obsessive play and more! Recorded for podcast so be warned! Recorded at the Top of the Radisson!

### **Feedback Forum** – Sun, 8 pm

So how are we doing this time? It's the last show at the Radisson – what does the future hold? And what's with the smaller font in the conbook? Got comments or questions for the powers that be at Gateway? Come by – we'd love to hear from you.

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

Need to clear out the closet? Got gaming stuff to sell? Well, here's your chance. There's plenty of buyers just waiting to take that stuff off your hands.

### **Meet and Greet** – Fri, 7 pm

Come meet the special guests and con staff in a social dinner setting. A limited number of tickets will be sold at the door for \$10. In the Laguna room.

### **Q&A with Guest of Honor Tom Lehmann** – Sat, 11 am

Question and Answer session with game designer Tom Lehmann. Tom's credits include: Race For The Galaxy, Phoenicia, To Court The King, Pandemic: On The Brink, and more. Hosted by Eric Burgess of the Boardgame Babylon Podcast.

### **Strategicon Football League** – Sat, 4 pm

The DRAFT for the "Strategicon Football League". Basic scoring method (TDs, passer earning half of score) with defenses, and limited to 16 teams (two conferences, four divisions). Draft will be serpentine (invert order every round) and 12 rounds. Fourteen week season with three week post-season. Head to head games. Roster limit 14 players with pickups every week. No keeper & no trades. No cash prize pool, but prize to the winner awarded at OrcCon 2011! In the "Board Room" on the Penthouse level.

**The Laughing Moon Experience** – Fri, 5 pm

Game designer and author, Todd VanHooser, leads a panel discussion regarding the difference in “interactive” role-playing vs. the standard expectations found in RPGs. The Laughing Moon Experience includes a tangible link to the fiction upon which the game is based, the benefit of player creativity and interaction, storytelling vs. railroading, and the cross over to “live action” moments at the gaming table. Instrumental team members will be on hand to discuss the Game Master’s role, and the Laughing Moon

**What’s Up With Looney Labs?** – Fri, 9 pm

Come hear Guests of Honor Andy and Kristin Looney of Looney Labs speak all about the new, fun, and exciting games coming out from Looney Labs. Questions and Answer session to follow. Hosted by Eric Burgess of the Boardgame Babylon podcast.



New Release: “The Last Decade”

The nuclear apocalypse of 1987 destroyed most of America as we knew it. What little remained was permanently rooted in the survivors’ idealized vision of the 1980s.... The Last Decade.

The Last Decade: A range of Heroic-scale 32mm figures and vehicles.

Also Presently Selling:

- \* Engines of War... 28mm War Machines from the Renaissance through the Present, including DaVinci’s Tank, the Euskadi, Ehrhardt and Romfell Armored Cars, and More!
- \* Shanghai, 1930... Pulp/Interwar Adventurers and Forces in Shanghai, Babylon of the East!
- \* Champions of History... Historical Personalities from Ancient Through Modern Times, including Nikola Tesla, Julian the Apostate, Mata Hari, John Dillinger, and More!
- \* Brave Men, Badly Led, Napoleon of the West: Mexican-American War Miniatures Rules

[www.blackarmyproductions.com](http://www.blackarmyproductions.com)

## Board Games

### Ballrooms A-F

**1805 Sea of Glory** – Sat 10 am and Sun at 10 am

1805: Sea of Glory places you in command of the Royal Navy or the allied fleets of France and Spain. You direct your far flung forces, raid enemy ports, and bring your wooden warships into combat with the enemy. Key ports must be protected and enemy harbors blockaded. With a constant eye to wind and weather, your ships must cross the North Atlantic, the Mediterranean Sea, and the West Indies. Your opponent will not know the composition of your forces until combat is joined.

**1835** – Fri at 2 pm

One of the earlier 18xx games, based in Germany. The bidding system for the start packet described in The Train Gamers Gazette will be used.

**1856** – Sat at 6 pm

This title, which has a lot of similarities to 1830, but with the addition of company loans and a national railway, is based in Ontario, Canada.

**1861** – Sat at 10 am

This 18xx game is based in Russia.

**1870** – Sun at 6 pm

This 18xx game covering parts of the South includes price protection of shares sold and destination runs, whereby companies can get double revenue from a specific station when used as a terminus.

**18xx (classic)** – Sun at 10 am

Any of the longer 18xx games that do not have a separate tournament can be played. Choices include 1830, 1824, 1832, 1850, and 2038.

**18xx (short)** – Fri at 8 pm

Any 18xx game normally playable in less than four hours can be played. Choices include 1846, 18EU, 18Scan, 1825, and Steam Over Holland.

**Acquire - David Woolcott Memorial tournament** – Sun at 4 pm

Friends of Dave Woolcott support an extra prize to honor their friend, longtime Acquire judge and lifelong gamer. Most of you reading this tribute don't know Dave but he lived for the next board game. Dave loved our conventions and came for many years. His favorite game was Acquire. The winner of that tournament will always receive extra dealer dollars in his honor.

**Agricola - final round** – Sun at 5 pm

This is the final round of the big Agricola tournament. The preliminary round is scheduled for Saturday at 4pm.

**Agricola - preliminary round** – Sat at 4 pm

This is the preliminary round for the big Agricola tournament. The final rounds of the tournament will be held on Sunday at 5pm.

**Andy Versus Everybody!!** – Sun at 4 pm

It's Andy Versus You! And Him, and her, all at once! Bring your favorite Looney Labs game, and participate in a mass game-a-thon, where Guest of Honor and Emperor of the Universe Andy Looney plays in multiple games at once. See if you can beat him, when his attention is divided amongst ten or more games! A unique event that's not to be missed! Drop in any time during the 2 hours.

**Apples to Apples** – Sun at 8 pm

A party game in which you have to decide which of your noun cards (people, places, things, and events) best fits the adjective the judge throws on the table! The silliest answer can get you the points! Remember that the judge has the final call! Smile if you see "Weird" played when you hold "Michael Jackson"!!

**Are You The Traitor?** – Sat at 9 pm

Your band of adventurers faces 2 Wizards an Evil Wizard who wants to use the key to unlock evil powers, and a Good Wizard who has the ability to destroy it. But the Evil Wizard has disguised himself to look exactly like the Good Wizard, so who do you give the Key to? Choose quickly: one of your trusted Guards is secretly a Traitor! Come play this engaging party game with the creator, Andy Looney.

**Axis and Allies - Finals** – Sun at 9 am

This is the finals for the Axis and Allies big tournament. The preliminary rounds are scheduled for Saturday at 9am.

**Axis and Allies - preliminaries** – Sat at 9 am

This is the prelims for the Axis and Allies big tournament. The finals are on Sunday at 9am.

**B-17 Bombs Away!** – Sat at 6 pm

Join the Memphis Belle, Thunderbird and Piccadilly Lilly as the 8th Air Force “Bombs Away” over another Axis target. Based on Avalon Hill’s B-17: Queen of the Skies solitaire game, this is an interactive game with special rules for multiple players in squadron formations. New players welcome rules will be taught. A copy of B-17 QotS is helpful.

**B-17 Demo: Milk Run** – Sat at Noon

Come by and learn the basics for B-17: Bombs Away! Col. Plunk will show new aircrews how to play in preparation of the 6pm mission. Rusty aircrews are invited as well. The original game is core with added rules for multiple player aspects.

**Back To The Future: The Card Game DEMO** – Fri 6 pm and Sat 2 pm

Jump into the action of the Back to the Future movies, with this ingenious new time travel card game! Play as one of the descendants of Marty McFly, Biff Tannen, Doc Brown and others. Your mission is to make sure pivotal events are not changed. Using a unique game mechanic for simulating time travel, the game puts you in the driver’s seat of the famous DeLorean!

**Back To The Future: The Card Game Launch Tournament** – Sat at 5 pm

Come play the new Back To The Future Card Game, Launching at Strategicon! This will be the inaugural tournament for the game. See the demonstrations happening at 2 PM on Saturday to get up to speed on the game. Game will be taught at the tournament as well.

**Battle Cry** – Sun at 10 am

Players take command of either the North or South armies in this fast paced card driven battle game

**Battles of Napoleon: The Eagle and the Lion** – Sat 10 am and Sun 10 am

“Battles of Napoleon” is a new boardgame series with the goal of re-creating Napoleonic warfare at a tactical and operational level, using 1/72 figures to represent units and formations on modular game boards. The rules are of average complexity, with enough detail to simulate the most important features of the battles of the Napoleonic age, such as formations, maneuver, the relevance of combined arms. At the same time, they are simple enough to be fun and playable for beginners.

**Battlestar Galactica** – Sun at 10 am and 3 pm

Semi-cooperative game that secretly pits the cylons against the humans. Pegasus expansion will be used but without the New Caprica board. Players should be familiar with the basic game.

**Beowulf-the Movie Board Game** – Fri at 6 pm

Based on Reiner Knizia’s Kingdoms. A fun and strategic game that tied in to a movie that bombed.

**Blokus** – Sat at 10 am

An abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The new piece may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces already on the board. Perfect for new players!

**Burn in Hell - At the Witching Hour** – Sat, Sun and Mon at Midnight

Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest “Circles” of history’s sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins. Burn in Hell will keep you on your toes.

**Battlestations: By Her Majesty’s Sacred Egg Sac** – Sat at 4 pm

Adventures in the Zoallan Navy! Gather honor and glory as you vie for the attention of the queen! Heroic starship adventure meets byzantine cultural politics! Come play Battlestations with Game Designer Jeff Siadek! Beginners welcome! Hurry Now! Before we run out of exclamation points!

**Chaos in the Old World** – Sat at 8 pm

4 players, each controlling a different faction of Chaos in this struggle for dominance in the Old World.

**Circus Maximus** – Sun at 11 am

Yes, it’s another day at the races, Roman style! Beat other drivers senseless with your whip or just run their chariots into the walls. Thrill to the crowds calling your name as you careen through the turns (provided your name is “Flip,” of course). Fun and mayhem for the whole family! (Any resemblance to an actual race is purely coincidental.)

**Conquest of the Empire II** – Sat at 11 am

Game of politics, economics, and military conquest. Alliances and turn order change from turn to turn.

**Cribbage Tournament** – Sun at Noon

Single elimination, first to 2 points format. Some boards will be available but please bring one if you have one.

**Cutthroat Caverns** – Fri at 10 pm

Competitive/Cooperative Fantasy card game. Each player has a specific character to help/hinder the party in making it through the stages of the game. Monsters appear at each stage...generally getting harder as the game goes on...for the party to defeat earning VP along the way. IF your teammates DIE along the way...OH WELL... I guess they won’t be needed that sack of gold on their belt...HA HA

**Death By Maumbo!?!** – Sat at 2 pm

The planet Maumbo. Not much to look at. Not much to see. Even less to do. One small city. One really small star port. Your unit is now heavily involved in fighting for control of the star port. Capture the star port and your unit will finally be able to leave this ugly little rock. Rules. 1. Build your lance using 260 tons. Only Innersphere tech allowed up to 3065. 2. Pre-printed Fasa/Wizkids mech sheets only allowed. Bring figures and dice. 3. Standard Innersphere pilots only. 4. Battle will be to the death.

**Dice Town** – Sun at 5 pm

Dice Town is a poker dice game where the best poker hands take control of the town locations that grant special actions. The overall best hand earns VP cards.

**Dixit** – Sun at 11 am

The winner of the Spiel de Jahres 2010 award is a whimsical party game with gorgeous artwork and intriguing game play.

**Empire Builder** – Sat at 10 am

The fast start option (Freights and Heavy Freights move 12 Fast Freights and Super Freights move 16) will be used.



**Empire Builder International** – Fri at 4 pm

Any of the following Empire Builder system games may be played: Australian Rails, British Rails, China Rails, India Rails, Nippon Rails, or Russian Rails. Fast start rules (Freights and Heavy Freights move 12 Fast Freights and Super Freights move 16) will be used.

**Euro Games 101 #1, 2, 3** – Fri at 6 pm, 8 pm, Sat, Noon

All weekend long we will have a number of GMs demonstrating and teaching the hottest games of the weekend. Have something that you're desperate to learn? Want to check a game out before you buy it? If we have it on hand, we'd love to teach you! Games we're sure to have on hand for this session: Agricola, Princes of Florence, Race for the Galaxy, Carson City, Dungeon Lords, Power Grid and many more!

**Euro Games 101 - Power Grid** – Sat at 9 am

Just in time for the Power Grid tournament! If you have yet to learn the ever-popular Power Grid, this is your last chance to learn. Check out this demonstration and get some basic instruction in auction mechanics, city-building and game-phase conditions.

**Euro Games 101 - Race for the Galaxy** – Sat at 7 pm

This is the last chance to learn Race for the Galaxy before the first Race for the Galaxy tournament on Saturday. Check out this demonstration and learn the basics of role selection, settling planets, generating military power, building developments, and producing, consuming and trading resources.

**Fallen Lands** – Sat at 5 pm

Strategic/Conflict game over a large hex grid map. Very colorful and easy to play. Coordinate your units/Cards to attack and conquer areas for Victory points. Simple to learn and better with more players.

**Fantasy Chess Demonstrations** – Fri at 6 pm

Learn how to play this chess variant. Traditional chess with a layer of wargaming added. A chess game where your knights can charge from castles, bishops can heal the injured, six piece battles can be fought in a square, and you can bludgeon a king to death! Don't just take the square, FIGHT FOR IT.

**Fantasy Chess Tournament** – Sun at 7 pm

Tournament play of Fantasy Chess. Three rounds of 1 hour, each winner gets to declare his surviving troops veteran and they go up a rank into the next game. Come cheer the bludgeoning of the King!

**Federation Commander** – Sat at 6 pm

Multiplayer Federation Commander battle. Up to six captains will command their star ships against each other in a master battle involving the Federation, Klingons, Gorn, Romulans and other sci-fi favorite races as you fire phaser and photon torpedoes in a race to win the scenario.

**Federation Commander Academy** – Fri at 6 pm

Learn to command a starship in battle. Featuring ships from the Federation, Klingons, Romulans, and other classic sci-fi aliens. For fans of Star Trek and space wargames. Easy to learn (1 hour and you are good to go). Will include an hour of lessons, then take part in your first space battle. For more info on the game, go to <http://www.federationcommander.com>

**Friedrich** – Sat at 5 pm

Defeat Prussia before the Tsarina dies! Or be Frederick and struggle for survival. Accurately based on history with a slim set of rules, Friedrich offers wide open spaces for chess-like moves and great depth for decision making. Taken into Frederick's era, you will reflect on tactical finesses, smile about interspersed anecdotes, and be perplexed at how often you are not able to count to three...

**Guillotine** – Fri at 6 pm

As executioners pandering to the masses during the French Revolution, the players are trying to behead the least popular nobles. Each day the nobles are lined up and players take turns killing the ones at the front of the line until all the nobles are gone. However, players are given cards that will manipulate the line order right before “harvesting,” which is what makes the game interesting.

**Hanging Gardens** – Sat at 3 pm

Tile placement in your personal area to make sets of the same colored areas. Larger areas allows tile selection (Points earned). The trick is not to block yourself in “tile” placement and to forfeit drawing matching tiles. The more of the same tile you select the higher your score becomes. Simple to learn About 90 min play time.

**Hollywood Blockbuster/Dream Factory** – Fri at 8 pm

Reiner Knizia’s classic movie-making game.

**Ingenious** – Sun at 11 am

Reiner Knizia’s award winning abstract game!

**Kingmaker** – Sat at 1 pm

The time: The 15th century. The place: England. Your task: Put your man (or woman) on the throne and eliminate all challengers to your, um, his/her rule. Are you up to it? Basic rules (including Parliament) will be used.

**Last Night on Earth** – Fri at 2 pm

Kill 30 zombies in 20 turns before the sunrises. Some might not make it out alive only teamwork will get the job done come and seal your fate die or survive it’s up to you.

**Last Night on Earth** – Fri at 6 pm

The Town has been overrun with zombies the only safe haven is the mansion defended it with your lives thru out the night and beat back the zombie menace.

**Last Night on Earth** – Sun at Midnight

On the way out of town the truck ran out of gas. There was a fight and someone threw the keys down the well now you must find new keys and gasoline to escape before the night draws to a close and the dawn bring instant death by zombie infestation.

**Last Night on Earth** – Sat at Midnight

You must close of spawning pits to hell where the zombies are coming from to stop the infestation you have the night to do it or risk the world being overrun by zombies.

**Liar’s Dice** – Fri at 8 pm

Simple bluffing Dice game that anyone can play and Enjoy! Each set can play up to 6 players...

**Liberty Roads** – Sat 10 am and Sun at 10 am

LIBERTY ROADS is an historical simulation retracing the campaign of France, from June 6th, 1944, D-Day, to April 1945. The map covers the whole theatre of operations, from Brest to the Ruhr, and from Rotterdam to Toulon. The scale is 1 hexagon for 25 km.

**Lifeboat** – Sat at 8 pm

Adrift at sea with your secret love, hated enemy and a few other shady characters. Do you row for shore? Squabble over provisions and treasures? This character card game is quick and dirty.

**Looney Labs Game Demonstrations** – Sat 10 am and Sun at 10 am

Play both the latest games and your old favorites from Looney Labs. Looney Technicians will be on hand to introduce you to the lighthearted, the family friendly, the strategic, and the downright fun games from Strategicon Guests of Honor Andy and Kristin Looney. Drop in when you like, and stay for as long as you want.

**Lost Worlds** – Sun at 11 am

Lost Worlds is a fantasy combat dueling game. Any book is a character and any book can duel with any other book. You can be the man in chainmail, the woman with quarterstaff, or even the hill troll with club. Bring a book if you have one, or borrow one from me. I'll teach the rules at the start - beginners welcome. I'll be awarding prizes to the winner.

**Lunar Rails/Martian Rails** – Sun at 8 pm

Either Lunar Rails or Martian Rails may be played.

**Magical Athlete** – Mon at 10 am

Z-Man brings back a great Japanese game from designer Takashi Ishida.

**March Madness** – Sun at 2 pm

Take actual teams from past NCAA basketball tournaments in attempt to reach the final four

**Maria** – Fri at 5 pm

October 1740: The 23 year old Archduchess Maria Theresa ascends to the Austrian throne. Thinking her easy prey, Prussia invades Silesia and quickly conquers the Austrian province. Weeks later, Bavaria, France and Saxony attack as well, and the War of the Austrian Succession becomes general. But the attackers have underestimated the strength of character and fierce tenacity of Maria Theresa...

**MATZAKOMAN** – Sat at 10 am

Help Moses free slaves & gather resources to make matzah for the escape from Egypt while the Ten Plagues ravage the land making it all the more difficult & dangerous. Uses dreidels instead of dice. Another "spin off" sequel to Maccabees. Win prizes from the publisher! Demos running until 2pm.

**Merchant of Venus** – Sun at 5 pm

The classic board game of travel and trade amongst the stars. The final round will play to 3,000 accumulated space bucks rather than the 2,000 in the official rules.

**Monday MEGA Dominion!!!** – Mon at 9 am

The 2009 Spiel Des Jahres winner is still incredibly popular and Strategicon is again running a MEGA tournament for the \$100 First Prize! Also, \$35 for 2nd, \$15 for 3rd, and \$5 4th. Join us early Monday morning for one of the biggest tournaments of the weekend! The first round will use the standard "Beginner 10" set of cards. Subsequent rounds will use a random mix of cards but all tables will use the same mix.

**Monopoly Deal** – Sun at 1 pm

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

**Nuclear War** – Sat at 1 pm

Be the first on your block to blow up the world! This is an official Nuclear War tournament run by the publisher, Flying Buffalo. Winner will get a coveted SUPERGERM Alarm Clock! Bring a copy of the game if you can. Basic game only. Beginners welcome - rules will be taught.

**OPERATION: MACCABEE** – Sat at 10 am

Be a Hero, Spin the Dreidel, Defeat the Nazis! Lead an elite squad of Allied commandos evading Nazi Patrols & find supplies like grenades & assistance from resistance snipers as you sneak behind enemy lines to assault concentration camps and liberate the prisoners. A game of dexterity & adventure. Demos running until 2 pm. Win prizes from the publisher!

**Pandemic - Mass Outbreak** – Sat at 2 pm

Get out your lab coats! Humanity is under siege. Four extremely virulent and highly-contagious diseases have erupted all around the globe. There are no known cures. The UN has convened an emergency meeting of scientists, politicians, and businesses to discover and manufacture cures for Mankind. Will Humanity Survive? Run by Guest of Honor Tom Lehmann!

**Pandemic Expansion Playtest** – Fri 8 pm, Sat 9 am and Sun at 7 pm

Playtest the new Pandemic expansion, with designer Tom Lehmann. Pandemic is the cooperative game that has players struggling to cure diseases before they wipe out the world's population.

**Pandemic: On The Edge** – Fri 5 pm and Mon 10 am

Play Pandemic: On The Edge (Pandemic with the first expansion) with Game Designer and Strategicon Guest of Honor Tom Lehmann.

**Party Game Challenge Sessions** – Fri at 8 pm, Sat at 2 pm and 5 pm, Sun at 2 pm, 5 pm and 9 pm

Players choose from an assortment of party games. The players with the best win records at the end of the weekend will earn prizes!

**Pez** – Sat at 7 pm

A collectible card game (CCG) where players attempt to fill up PEZ dispensers with the proper flavors of candy. First player to fill up 25 points worth of dispensers wins. All cards provided. New players welcome!

**Phantom Leader** – Sat at 10 am

Phantom Leader places you in command of a US Air Force or US Navy Tactical Fighter squadron in Vietnam between 1964 and 1972. You must not only destroy the targets but you must also balance the delicate political repercussions of your attacks. If you strike too hard, your air offensive might be put on hold, strike to light, and you'll be blamed for losing the war. Welcome to the Vietnam Air War! Each of the campaigns can be played with either an Air Force or Navy squadron.

**Phase 10** – Fri at 10 pm and Sat 3 pm

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

**Pickup** – Sat at 7 pm

A playing card game combining elements of Hearts and Crazy Eights with a unique twist. Rules will be taught.

**Pirate Booty** – Fri at 5 pm

Shiver me timbers - the merchant ship has been plundered, and now it is time to divide the booty. But don't be too greedy, or ye may be walking the plank!

**Pirate Fluxx Playtest** – Fri 3 pm, Sat 10 am, and Sun 7 pm

Come playtest the latest themed version of Fluxx! Pirate Fluxx joins Zombie Fluxx, Martian Fluxx, and Monty Python Fluxx as the latest way to play the game of ever-changing rules. Grab your booty and aaaarrm yourself well!

**Pirate vs. Pirate DEMO** – Sun at 9 am

Try out this new game from Out of the Box!

**Play With Creator: You Call It** – Mon at 10 am

Here's your chance to play games with Game Designer and Strategicon Guest of Honor, Andy Looney. The games will be Looney Labs publications determined by majority consensus amongst the players.

**Power Grid** – Sat 10 am

The ever-popular Power Grid tournament is back. We request that all new players learn the game before arriving to the tournament. We will be holding one final Euro Games 101 session an hour before the tournament.

**QUEEN ESTHER Dancing Dreidels** – Sat 10 am

Help Queen Esther save her people from the evil Haman. In order to stop him, Esther throws a grand party where she must gather evidence of Haman's evil plot and use her great beauty & charm to win the King's favor. A "spin off" sequel of Maccabees. Win prizes from the publisher! Demos running until 2 pm.

**Race For The Galaxy (multiple-player)** – Sat 8 pm

Come play in the Race For The Galaxy tournament, with the game's designer, Tom Lehmann.

**Republic of Rome** – Sun at 10 am

We will be starting out in the early republic and seeing how far we can get. Fight for SPQR and defend the republic from her enemies, while accumulating familial power. Be the next Cato or Caesar... Looking for players who know the game, not perfectly, but at least have played it once.

**Road Kill Rally DEMO** – Fri at 4 pm

Try out this new Z-Man Game!

**Rush 'n' Crush** – Fri at 4 pm

This game is Wipeout XL on a table-top. Imagine Formula De with guns and bombs. Will you win the race? Only if you can survive it.

**Serengeti** – Fri at Noon

Players experience the migration of the herds to favored seasonal grazing areas while encounter a wide array of species on their journey, i.e. zebra, cheetah, leopard and elephant. Some of these animals join the herd. Others are predators that prey on the herd. While still others scare, confuse or assist the herd. The herds travel thru various types of terrain from savanna to deserts and lakes.

**Speed Dating: Gamer edition** – Sun at 6 pm

What do you get when you mix speed dating and games? Singles, come and find out! Men and women will be paired off with a fast-playing game. Participants can play, talk, or flirt while they spend their time together. After 30 minutes, it's time for a new table, a new game and a new partner. This event will be limited to equal numbers of men and women, with a limit of 18 participants total.

**Stalin's War** – Sat 10 am and Sun 10 am

Designed by award-winning designer Ted S. Raicer, Stalin's War is a unique Card-Driven Game (CDG) on that most-gamed of subjects, the Eastern Front in WWII. The use of CDG mechanics adapted from Paths of Glory and WW2: Barbarossa to Berlin to a hex-grid land wargame allows players to experience both the broad range of strategic and tactical options of a CDG, and the operational armored maneuvering of a typical hexagon East Front design.

**Terra Prime** – Sat at 10 am

Explore space, colonize planets, fight aliens and deliver resources... it's everything you'd want to do in space (except shoot at your friends)! Terra Prime is a euro-strategy game with American style theme. Customize your Command Ship with Modules and Tech Upgrades to suit your strategy, then earn the most Leadership to be named Admiral!

**Terra Prime Expansion Preview** – Sat at 2 pm

Check out the new Expansion to Terra Prime! New Modules for your ship! New Tech Upgrades! Sunstars! Wormholes! And a new setup which lets you see the locations of all the planets from the outset! This event will (hopefully) follow a small Terra Prime tournament!

**The Magic Labyrinth** – Sun at 11 am

Winner of the Kinderspiel de Jahres prize in 2010, The Magic Labyrinth is a charming memory game. Watch the wizards bounce off of the invisible walls. Want to know which sorcerer will claim their prizes first? There's only one way to find out!

**Three of a Crime** – Sun at 10 am

A fun game of deduction and logic. Which detective will be the first to solve the crime?

**Tichu Finals** – Sun at 9 pm

This is the finals for the Tichu tournament. The preliminary rounds are scheduled for Saturday at 9pm.

**Tichu Preliminaries** – Sat at 9 pm

This is the first round of the Tichu tournament. The final rounds will be played on Sunday at 9pm.

**Uno** – Fri at 8 pm, Sat at 11 am and Sun at 10 am  
Cutthroat Uno Action!

**War Games Bootcamp** – Sat 10 am and Sun 10 am

Come learn and/or play war board games. The boot camp is designed to allow people to walk up whenever they want and try a war game. We supply the game, teach you how to play if you need help and will even play with you if you don't have an opponent(s). We have a wide verity of the latest and most popular war games from GMT, Dan Verssen Games, MMP, Columbia Games, and many others. Please stop by the War Game Boot Camp area and we'll be happy to answer your questions.

**Warriors of God** – Sat 10 am

The 100 Years War was a pivotal event in medieval European history. In Warriors of God, Multi-Man Publishing and Game Journal Magazine have joined hands to bring a unique perspective to this conflict. As always, playability matched with historical accuracy has been achieved to a remarkable degree. Players move their leaders and units using a unique impulse game system that shows both the strategy and tactics of the period.

**Who Would Win?** – Sat 9 pm

The party game of hilarious debates. You and opponent each get a character and 20 seconds to argue why your character would win in random event. The rest of the group forms the jury to vote on who had the best argument. Hercules vs. Edison at Poetry? Mozart vs. Howard Hughes at Pinball? J.K. Rowling vs. Homer Simpson at Poker?

**World Cup Soccer** – Sat Noon

Replay the entire World Cup tournament in 90 min. Players take control of one or more teams attempting to guide their team to the World Cup title.

**Yahtzee Free-for-All** – Sun at 3 pm

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

## Collectibles

### Los Angeles, San Diego, San Mateo

**Axis & Allies Miniatures** – Sat, 1 pm**Axis & Allies Naval Miniatures** – Sat, Noon**Deep Space DrillerAce** – Sat, Noon

GM: Bobby Doran

Deep Space DrillerAce is an abstract strategy game for 2 players. Players take turns placing glass Driller Domes on a hex board in an attempt to complete patterns that are shown on cards in their hand. When patterns are completed the player is allowed to immediately place more Driller Domes. The winner is the first player to place all 33 of his Driller Domes or the player with the most Domes on the board when it is completely filled.

**Herodlix** – Fri, Noon

Battle royale. 300 point teams. Carded figures only. No feats or battlefield cards. Shock the turtle.

**Heroscape "Gateway Rumble" – Sat, 5 pm**

GM: Bobby Doran

Come join the fun in this heroscape royale rumble. Bring a 500 point force, dice, and be ready to rumble.

**Kingdom Hearts "Despicable V" – Sun, 1 pm**

Can you defeat Vince? All players bring 2 separate decks. Play one each match.

**Kingdom Hearts- "Vince vs the World 3D" – Sat, 4 pm**

Special format. Vince must beat 7 challengers to win. all you have to do is beat vince to win a prize.

**Magic: the Gathering "New Extended" – Sun, Noon**

GM: Sunmesa Events

Format: Sealed Rounds: 4/5 Swiss rounds based on attendance Prizes: 1st Receives a pair of Bitterblossoms or 6 additional Boosters your choice. Plus 1 booster per player in the prize pool awarded as per onsite payout chart.

**Magic: the Gathering "Pauper" – Sun, 8 pm**

GM: Sunmesa Events

Pauper deck = commons only. All other standard rules for deck construction apply.

**Magic: the Gathering "Rise of The Eldrazi Draft" – Mon, Noon**

GM: Sunmesa Events

Format: Booster Draft, You provide 3 ROE booster packs or have us provide them for \$10 Rounds: 4/5 Swiss rounds based on attendance Prizes: 1st Receives a Vengvine, Gideon Jura or 6 additional Boosters your choice. Plus 1 booster per player in the prize pool awarded as per onsite payout chart.

**Magic: the Gathering "Super Friday Night Magic" – Fri, 7 pm**

GM: Sunmesa Events

Format: Standard Constructed Rounds: 4/5 Swiss rounds based on attendance Prizes: Every Player receives 1 FNM at Random from our collection. 1st and 2nd receive the current FNM. Plus 1 booster per player in the prize pool awarded as per onsite payout chart

**Magic: the Gathering "Super Sealed" – Sat, Noon**

GM: Sunmesa Events

Format: Sealed Pack, You provide 6 Boosters of Magic 2011 or have us provide them for \$20 Rounds: 4/5 Swiss rounds based on attendance Prizes: 1st Receives a Foil Factory Set from Wizards of the Coast. Plus 1 booster per player in the prize pool awarded as per onsite payout chart.

**Magic: the Gathering SMC championship – Fri, 7 pm**

GM: Sunmesa Events

The cumulative 1,2,3 & 4 place winners receive outstanding prizes for success across multiple formats and dates. Grand Prize winners get a choice (based on order of finish) of: Airfare to GP Nashville from LAX (must be over 18 or provide parental consent to select this award) 1 Jace the Mind Sculptor 3 Boxes your choice Worldwake, Rise of the Eldrazi, or Magic 2011. 1 Box your choice WWK, ROE or M11

**Meepiles – Sat, 8 pm**

GM: Bobby Doran

Convention exclusive meepile for the winner.

**Monsterpocalypse – Fri, 6 pm**

Monsterpocalypse brings the kaiju (loosely translated from Japanese as 'giant monster') genre – a pop culture favorite – to the tabletop in the form of a fast-paced, action-packed CMG

**Monsterpocalypse Demo – Fri, 5 pm**

Monsterpocalypse brings the kaiju (loosely translated from Japanese as 'giant monster') genre – a pop culture favorite – to the tabletop in the form of a fast-paced, action-packed CMG

**Pirates** – Sat, 7 pm

**Pirates Pocketmodel "Piranha 3D "** – Mon, 11 am

**Pirates Pocketmodel "The Expendables"** – Fri, 8 pm  
40 pt fleet. No restrictions.

**Pirates Sink-N-Keep** – Sun, 5 pm

GM: Victor Bugg

**Pokemon** – Sat, 1 pm

**Pokemon workshop** – Sat, 10 am

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

**Star Wars Minis "Blue Harvest"** – Sat, 11 am

GM: Thomas Farr

DCI sanctioned. 200 pt. constructed.

**Star Wars Minis "Escape from the Death Star"**. – Sat, 5 pm

GM: Fred Carmelia

This scenario will take place on the Death Star on real life sci-fi terrain. This scenario is to bring up to 150pts Light side characters only (Faction rules apply, no fringe and no characters named Leia). 4 Scenario objectives 1) Leave the Millenium Falcon undetected (hint only a Jedi has this power), 2) turn the tractor beam off, 3) rescue Princess Leia, 4) get back to the Millenium Falcon. First person to achieve all objectives, wins the scenario! This is the fun one, so bring out the figs that are collecting dust and put them out on the battlefield. This promises to be an awesome time with random occurrences and plenty of raw uncut SWM action on incredible real life sci-fi terrain!!!!!!!!!!!!!!!

**Star Wars Minis "Fantastic Four"** – Sat, 3 pm

GM: Thomas Farr

Build your best 4 character team, faction rules apply. Your team characters must be at least 25pts, and there may not be more than 2 fringe characters on your squad, and your team must equal exactly 200pts. Here are some example teams

**Vampire: the Eternal Struggle** – Sat, Sun, 11 am, 5 pm

GM: Robert Goudie

Vampire: the Eternal Struggle is a CCG created by Richard Garfield and based on White Wolf's Vampire: the Masquerade RPG. It is a multiplayer CCG in which players take on the roles of ancient vampires who strive to destroy the power and influence of their rivals. They do this by enlisting the services of younger vampires with unique abilities of their own.

**Voltron: Monsterpocalypse** – Sat, Noon

Monsterpocalypse battle between the forces of Voltron and the Galaxy Alliance and Prince Lotor and his robeast Lo-tron of the fiendish Drule Empire

**Warhammer: Invasion** – Fri, 1 pm

GM: Victor Bugg

Warhammer: Invasion The Card Game is a two-player card game of intense warfare, clever kingdom management, and epic questing. Players must carefully allocate their resources as they seek to build their kingdom, complete quests, and attack the enemy's capital. Games play out in 25-45 exciting minutes. Will you play the indestructible grudge-bearing Dwarfs, the shrewd and manoeuvrable Empire, the savage and destructive Orcs, or the entropic and mutating forces of Chaos? Or will you cleverly craft an alliance, playing the combined might of the forces of either Order or Destruction?

**Warlord "Class in Session"** – Sat, 2 pm

**Warlord "Speed Singles"** – Sat, 11 am

**Warlord Ancients** – Sat, 7 pm

GM: Fred Carmelia

constructed-open (Jayta is banned)



**Warlord Kerebus** – Sun, 10 am

GM: Fred Carmelia

Constructed. Epic or 4E (No Jatya or Priam)

**Warlord Singles** – Sun, 2 pm

GM: Fred Carmelia & Heather Sinauskas

4e constructed.

**World of Warcraft tcg** Sat, 11 am, 5 pm

GM: Robert Woros

Two factions are battling for supremacy over Azeroth—the Horde and the Alliance—and each time you play, you choose a hero from one of these factions to represent you. Your hero is the leader of your party who fights alongside your allies. The cards that you play will allow you to equip your hero with weapons and armor, use spells and talents, invite allies into your party, and complete quests. With each successive TCG set, the theme and cards echo the current max-level content from the online game. The object of the game is to defeat your opponents before they defeat you. Over the course of the game, your hero and allies will deal damage to your opponents' heroes and allies, and that damage is permanent unless it is healed. If your hero takes damage equal to or greater than his or her health, you're out of the game.

**Xtra Heart** – Fri, 6 pm, Sun 10 am

GM: Jason Todd

Xtra Heart ccg is a card game with superheroes played like with chess-like strategy

**Xtra Heart demo** – Sat, 10 am

GM: Jason Todd & James Warren

Xtra Heart ccg is a card game with superheroes played like with chess-like strategy

**Xtra Heart Tournament** – Sat, 2 pm

GM: Jason Todd

Gateway champion awarded a t-shirt, xtra heart cd, and other prizes... Xtra Heart ccg is a card game with superheroes played like with chess-like strategy

**Yugioh!** – Sat, Noon, 5 pm, Sun, Noon, 4 pm

Standard block- standard tournament rules

## Computer and Video Games

### San Jose

**Blur** – Sun, 10 pm

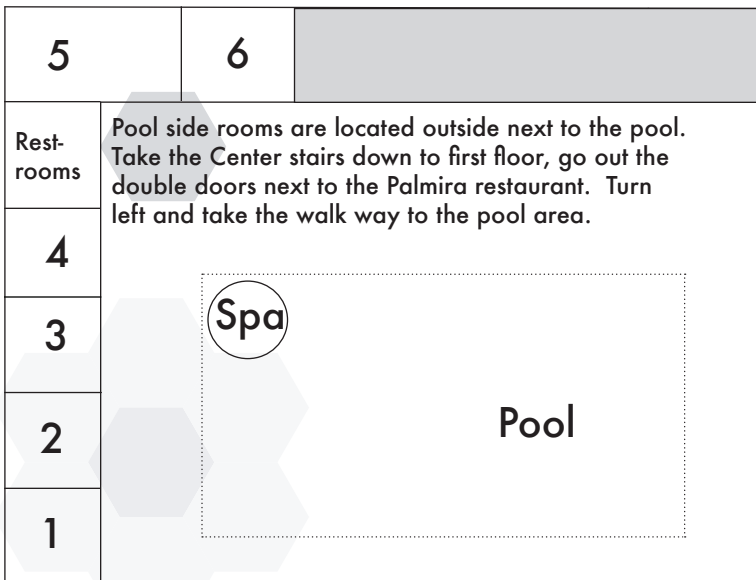
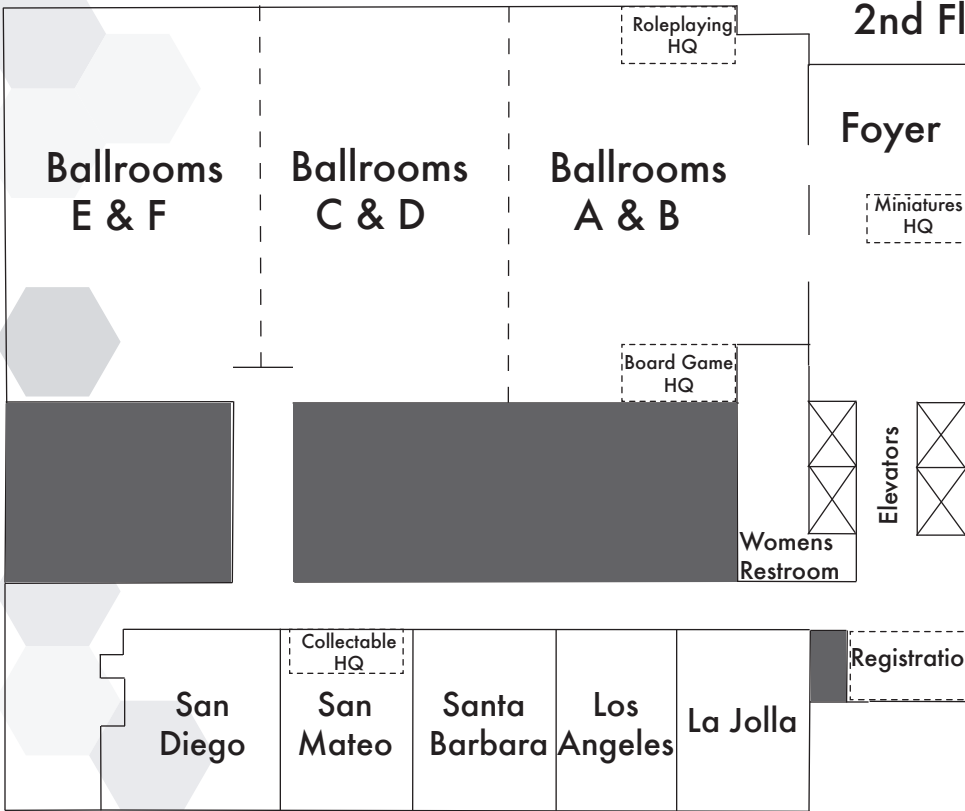
Think that Mario Kart is for kids? Try Blur. Experience the fastest, deadliest race this side of a Death Rally! Enjoy high-speed thrills as you Boost, Shield, Shunt, Bolt, and Barge your way to victory. Details to be announced at the start of the event.

**Geometry Wars Ongoing** – Sat, Sun, 10 am

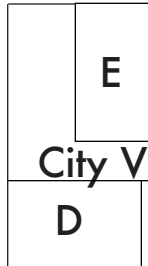
Video games have changed over the years, but Geometry Wars takes some of the oldest, tried-and-true game concepts, and gives them a shot in the arm! Survive as long as you can against ever-increasing swarms of enemies. You can't beat this game, but you can beat the other players! This is an Ongoing tournament, and can be played at any time on Saturday or Sunday.

**Halo Tournament #1 (Halo Classic)** – Sat, 2 pm

Classic Halo tournament. That's right, we're going to play like it's 2001 in the original Halo: Combat Evolved! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time.



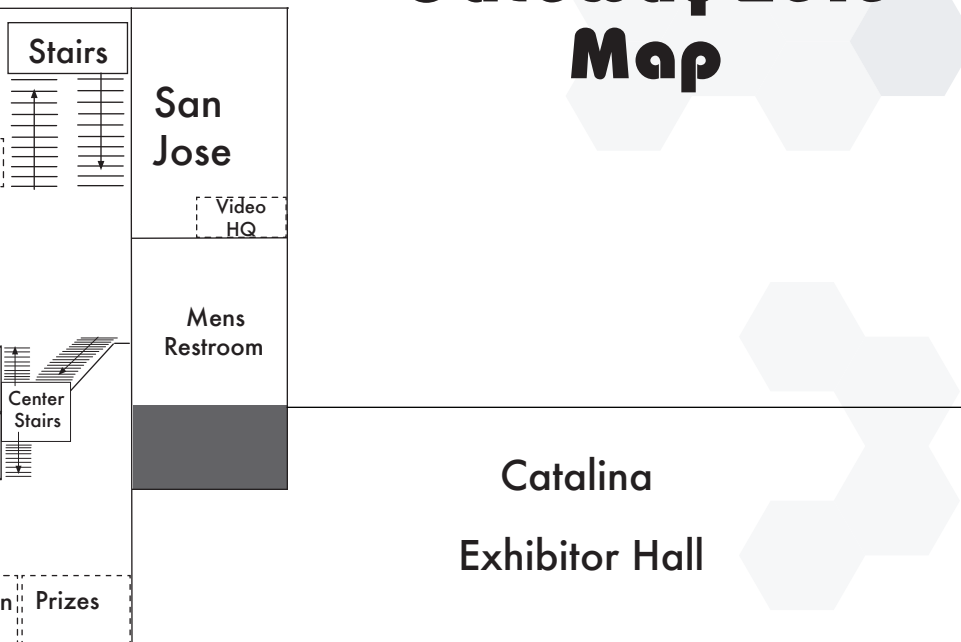
Pool side rooms are located outside next to the pool. Take the Center stairs down to first floor, go out the double doors next to the Palmira restaurant. Turn left and take the walk way to the pool area.



Century is located through the lobby hall, past the gift

oor

# Gateway 2010 Map



To get to City View and the Top of the Radisson, take elevator to the top floor (PH)

City View (aka Penthouse)

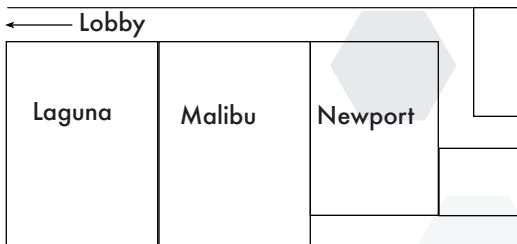


Century

located on first floor,  
at the end of the  
shop on the right.

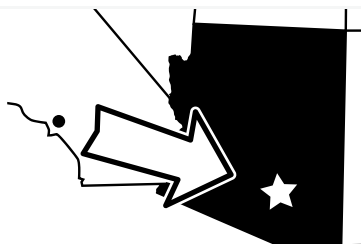


Laguna, Malibu and Newport rooms are located on the first floor. Take the Center stairs then turn right heading towards the double glass sliding doors



# RINCON 10

The Game Industry's Playground



**Columbus Day Weekend: October 8-10**

**Tucson Convention Center, Tucson, AZ**

Arizona's Gaming Mecca just  
keeps getting bigger and better!



**Wil Wheaton**



**Keith Baker**



**James Ernest**

*Also scheduled to appear:*

**Jess Hartley, Shane Hensley, Rick Loomis,  
Ryan Macklin, Jeff Mariotte, Mike Selinker,  
Michael Stackpole, Paul Tevis, John Wick,  
and more to come!**

*Play with the creator events!*

*Professional game design and  
writing panels!*

*Celebrity gaming events!*



**Three days of gaming goodness for *just* \$25!**

**RinConGames.com**

**Halo Tournament #2 (Halo 3 Deathmatch)** – Sat, 6 pm

Bring a buddy - and then shoot him! Exact details of the tournament to be announced at the start of the event. Sign up early, this time slot fills up fast! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

**Halo Tournament #3 (Grifball)** – Sun, 2 pm

Back by popular demand, it's Grifball! Sign up early, this time slot fills up fast! This is a team event. Team size will depend on number of entrants. Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

**Last-Minute Tournament** – Sun, 6 pm

Every con, we have requests for a tournament not already on the schedule. So this time, we're gonna schedule one, and see what hot new game or old favorite is in demand. Game to be decided at the start of the tournament. (Not Halo!)

**Mario Kart** – Sat, 4 pm

Get Behind the Wheel! - and try to stay there. Details to be announced at the start of the tournament.

**Modern Warfare 2** – Sun, 4 pm

Three part tournament. Section One: classic free for all with three stages of advancement. Section Two: Fire-Team Deathmatch, teams of two on two, three stages. Section Three: free for all, forced kit setup (everyone has the same kit). DLC maps may be used, all tournament profiles will be provided. Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360. Tournament by: GlitchCore.

**Open Gaming - Video Games** – Sat, Sun, Mon, 10 am

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

**Open Gaming - Video Games 18+** – Sat, Sun, 10 pm

Come play your favorite game or try out some new ones... The Video Game Room is open for age 18+ from: 10pm-12am Saturday and Sunday.

**Rock Band Pre-Tourney Warm Up!** – Fri, 5 pm

Come jam with the Band Friday night as we kick off another great Rock Band tournament this Strategicon. Get your act together and come practice, check out the song list, and get your gear in order so that you can be ready for the main event Saturday Night! All ages and players welcome.

**Rock Band Tournament!** – Sat, 7 pm, Sun, 6 pm

Come on, get your rock on! Rock Band tournament is back! Saturday and Sunday Night here at Gateway, we're looking for the best band we can find! Come rock our heart out and show us your true rock star potential!

**Starcraft 2** – Sun, Noon

After 11 years, the Zerg are back! And so are the Protoss and Terrans, ready for a fight. This will be a head-to-head, double-elimination tournament on stock 2-player maps.

**Super Smash Bros Brawl #1** – Sat, Noon

SSBB tournament. Matches will be 1v1 on Battlefield with no items.

**Super Street Fighter 4** – Sat, 8 pm

A new challenger appears! Is your Ryu good enough to beat his Sakura? Can your Balrog out-punch her Dudley? Show up, and test your might! This is a head-to-head, double-elimination tournament.

### **Tatsunoko vs. Capcom** – Sun, 8 pm

Universes collide, and the top brawlers from Capcom's fighting games go up against the legendary characters from Tatsunoko's anime shows! This will be a head-to-head, double-elimination tournament.

### **Worms Armageddon** – Sat, 10 am

Explode your enemies, or squirm your way away from your enemies' weapons - both are good tactics in this artillery-based game! Your team of 4 worms will harness everything from the lowly grenade to the mighty Banana Bomb to the legendary Concrete Donkey in your struggle for victory!

## **LARP**

### **Laguna, Top of the Radisson, Cabanas 1 and 2**

#### **Dying Kingdoms – The Court of Circadia** – Sun, 2 pm – Dying Kingdoms

GM: Jesse Heinig

Come and play in a Dying Kingdoms Court Event. This court event will take place in the Isles of Circadia. Long have the Circadians stood apart from conflicts on the mainland. Now Circadians who have traveled into the world are returning, bringing the fates of other nations with them to their homeland. Come and change the fate of the Dying Kingdoms world.

#### **Dying Kingdoms - Table Top** – Sat, 2 pm – Dying Kingdoms

GM: Jesse Heinig

Come adventure in the fantasy world of Dying Kingdoms as an optional prequel to the Dying Kingdoms LARP on Sunday. Also works as a stand-alone tabletop RPG.

#### **OSN1-LARP: Up To Code** – Fri, 6 pm, Sat, Sun 8 pm – Old School Network World of Darkness LARP

GM: Frank Perkins

Kindred around the area of Irvine and Costa Mesa who are in support of the Camarilla have been asked to attend 3 nights of a gathering organized by the honorable minister John C Scott. Old School Network (OSN) uses the new World of Darkness mechanics with the old World of Darkness setting. Games are both played as LARPs and tabletops. All games effect the overall plot of the WOD universe.

#### **Pandemic - Mass Outbreak** – Sat, 2 pm – Pandemic LARP

GM: Tom Lehmann, Trisha Lantzner

Humanity is under siege. Four extremely virulent and highly-contagious diseases have erupted all around the globe. There are no known cures. The UN has convened an emergency meeting of scientists, politicians, and businesses to discover and manufacture cures for Mankind. Will Humanity Survive? Run by Guest of Honor Tom Lehmann! No experience necessary.

#### **Quest for the Queen's Tea** – Sun, 11 am – AOKP

GM: Anne Valliant

The Queen is holding a tea on Sunday afternoon, but it seems that not all is right in Caledonia. Brave adventures are needed to see that this party happens! Open to all con attendees join the quest any time. Tea is served at 2-4pm, but only if you save it! The Queen may even bestow prizes on the bravest adventurers.

## Miniatures

### La Jolla, Ballroom Foyer, Ballroom A & B, Malibu

**Battle of Kynoskephalai 197 BC - HMGS/PSW** – Sun, 10 am – Field of Glory Demo

GM: Robert Parrish

Roman Legions v Macedonian Phalanx GM: Robert Parish

**2010 Blood Bowl Winter Championship** – Sat, 4 pm – Blood Bowl LRB6

GM: Steven Outzen

16 teams max, TV 100 + 1 Skill Package (pick one) #1[6 Reg], #2[4 Reg & 1 Double], or #3[2 Reg & 2 Doubles] No Stat increases. LRB 6 Rules (Incl. Teams: Chaos Pact, Slaan, & Underworld). No Spells/Cards, other Inducements are ok. Tourney will be double elimination (1 Hour Rounds) Resurrection Rules. 1st 5 rounds Saturday. Playoffs & Finals Sunday. Additional Prizes for best painted team. Remember to sign up for both Saturday and Sunday

**2010 Blood Bowl Winter Championship - Finals** – Sun, 4 pm – Blood Bowl LRB6

GM: Steven Outzen

16 teams max, TV 100 + 1 Skill Package (pick one) #1[6 Reg], #2[4 Reg & 1 Double], or #3[2 Reg & 2 Doubles] No Stat increases. LRB 6 Rules (Incl. Teams: Chaos Pact, Slaan, & Underworld). No Spells/Cards, other Inducements are ok. Tourney will be double elimination (1 Hour Rounds) Resurrection Rules. 1st 5 rounds Saturday. Playoffs & Finals Sunday. Additional Prizes for best painted team. Remember to sign up for both Saturday and Sunday

**Agincourt - 28mm - HMGS/PSW** – Sat, 10 am – Piquet: Band of Brothers

GM: Dave Maupin and Greg Kildare

In October 25, 1415 Henry V's English army was trapped by a much larger force of French knights. Can the French overwhelm the English with their heavily armored men-at-arms or will the English longbow win the day for Henry? Playing the French is not for the faint of heart or the sober. If you've never played a game with the friction created by the Piquet rules, this is a great time to try them.

**War at Sea with Miniatures! - HMGS/PSW** – Sat, 6 pm – Avalon Hill, War at Sea

GM: Robert Runnels

A new twist on an old favorite. The game is simple and fun. It isn't too realistic, but it is a classic still routinely played in board game tournaments. We will use a large beautifully printed vinyl mat for board and the ships will be represented by Figurehead 1/6000 scale miniatures! We will divide up into teams to play this game. Kids, newbies and the jaded are encouraged to participate!

**AVE - HMGS/PSW** – Sat, 10 am – home designed

GM: thomas coveney

Roman arena individual gladiator combat. Single man-on-man games. Up to 24 player positions available. Figures, rules, hex grid playing area provided. Playtest rules given to participants. Written orders, simultaneous movement.

**Battle at Er Regima Pass - HMGS/PSW** – Sun, 2 pm – Wustenkrieg (Modified Crossfire in 15mm)

GM: Steve Phenow

In April 1941 units of the Italian Brescia Division (Gen.Maj.Kirchheim) and the 3 Aufklärungs Abteilung (Lt.Col.von Wechmar) made an attempt to push down the coast road to Derna. Three companies of 2/13th Australian Bat., supported by 51st Field Regiment (RA) blocked the coast road at Er Regima for a day against the Axis forces

**Battle for Ends Reach** – Sun, Noon – Firestorm Armada

GM: Francisco Vassallo

500 points per player. Players will be divided evenly between sides. Fun battle for all.

**Battle of Freeman's Farm - HMGS/PSW** – Sat, 6 pm – Field of Battle 15mm

GM: Dave Maupin and Adam Hammer

Play this historical battle that proved to be the turning point in this great nation's revolution. Burgoyne attempted to slice the colonies in half via the Hudson. Arnold's command chose Saratoga to stop his advance. Play this out with these Piquet-type rules that can be very dramatic where the fog of war can prevail! Beginners welcome. A good attitude a must.

**Between the Wars China - HMGS/PSW** – Sat, Noon – Valor, Flesh and Steel (25mm Skirmish)

GM: Tim Daun

Chinese Warlords, Pirates, Gangs and Militias join to expel the foreign powers that include, US, Japan, Russian, British, Mercenaries and adventurers. Lavish scenics including Naval forces, land and motorized units will be represented. All gaming materials provided and prepare action!

**Billy Mitchell Vindicated - HMGS/PSW** – Sat, 2 pm – Check Your 6!

GM: Steven Reid, George Paler

3/3/43. As Convoy 81, containing reinforcements for the Japanese forces in New Guinea enters the final leg of its run to Lae, bombers of the 3rd Bomb Group swoop in for the first large scale skip-bombing mission in the SW Pacific, putting Billy Mitchell's ideas to the test. 1/285 scale, everything provided, easy to learn rules. This is an HMGS-PSW game, prizes provided by I-94 Enterprises.

**Blood off the French Coast** – Sun, 7 pm – Large Scale General Quarters

GM: Special Projects Team

Large German and British forces clash off the French Coast. The rules are easy to learn and fast to play!

**Boxer Rebellion - HGMS** – Sun, 10 am – "President's Table" in the foyer

GM: HGMS Bill Withans, Matt Denny, John Denny. Terrain Bill Withans,

"Oh Dear there's a Boxer in the Yard" The stalwart defense of the Foreign Legations in Peking China, during the Boxer Rebellion of 1900. 3-4 players on the Colonial side attempt to hold out against 3-4 Chinese players attempting to overrun the settlements. Simple rules, taught in 10 minutes. Everything supplied. Run to much acclaim at several past conventions. Reserve at 661-816-7991.

**Carrier Attack!** – Sat, 10 am – Mustangs and Messerschmitts

GM: Special Projects Team

An American attack squadron has found the Akagi and begins its attack run. Play either Japanese CAP fighters, American Wildcat escorts or American Dauntless attack aircraft in this WWII Carrier attack scenario. Rules are easy to learn.

**Cauldron Over Maastricht - HMGS/PSW** – Sat, 7 pm – Check Your 6!

GM: Steven Reid, George Paler

9/18/44. As the Market Garden operation continues, the Luftwaffe mounts a maximum effort to interdict the sky train bringing supplies and reinforcements to the beleaguered airborne troops. Allied escorts clash with German fighters in a huge furball over Maastricht. 1/144 scale, everything provided, easy to learn rules. This is an HMGS-PSW game, prizes provided by I-94 Enterprises.

**Crossing the Rhein - HMGS/PSW** – Sat, 10 am – Battleground

GM: Robert Boyens

US and British forces race to cross the Rhein before the Germans can blow up the vehicle bridge and the adjacent railroad bridge. Command US, British or German infantry and armor, or maybe even some die-hard Italians. 28 mm/ 1/48 scale armor - huge playing area with lots of terrain features - all figures and other items provided. Play for an hour or play all day.



**DBA Tournament, Ancients - HMGS/PSW** – Sat, 10 am – DBA rules, Version 2.2

GM: Robert

A 4 round open tournament. Any DBA army list is eligible for the tournament, but you will have to use the same army makeup for all 4 rounds. We will have a lunch break in the middle of the tourney. Prizes will be awarded! This tournament is friendly to new gamers and some loaner armies and terrain will be available. Kids are encouraged to try out the game, ages 8+ please.

**Dead Things: Gas and We're Outta Here!** – Sat, 10 pm – Dead Things

GM: David Fitzgerald

You survived the zombie initial attack and have decided to leave the city. You've found a van but it's out of gas. You need to find the gas station and get the gas back to the van, then escape.

**Defection!** – Sat, 6 pm – Firestorm Armada

GM: Special Projects Team

Aquan and Terran forces fight to defend Dr. Freemont's research ship, who is defecting from the Directorate, from a Directorate and Dindrenzi attack. Come join us for this fun scenario that will introduce you to the great tactical and elegantly simple game called Firestorm Armada. All materials are provided and event staff will be on hand to teach you to play.

**Elephant Hunt - HMGS/PSW** – Sat, Noon – Flames of War

GM: Harold Hildebrand & Mark Nicholson

During the battle of Kursk the German Ferdinand tank destroyer made its first appearance. Using the Flames of War rule set with a few modifications we'll recreate an encounter between a pair of mighty Ferdinands and a battalion of Soviet T34s. The Soviet tanks make juicy targets for the German gunners but the insane bravery of the Soviet anti-tank rifles (PTRD) may save the day.

**Ex Illis Demo** – Fri, 3 pm , Sat, Sun, Mon, 10 am – Ex Illis

GM: Ex Illis Demo Team

A 28mm fantasy miniature game that allows you to use your computer to do all the work, and leave you to have all the fun: Ex illis is a miniature game like no other. Instead of playing with dice, rulers, and thick rulebooks, you'll use software on your ipod touch, Mac, PC or laptop to resolve battles. This combination of miniatures and software makes Ex illis a deep gameplay experience that's very easy to learn, yet a challenge to master!

**Firestorm Armada Demo** – Sat, 3 pm – Firestorm Armada

GM: Special Projects Team

Firestorm Armada is the new space combat game from Spartan Games. It is fast paced and very tactical, come and give it a try!

**Flames of War Demo - HMGS/PSW** – Sat, Noon – Flames of War

GM: Frank Vassallo

Learn to play Flames of War from an expert! All ages, all skill levels, everything provided

**Folgore! - HMGS/PSW** – Fri, 6 pm – Flames of War 15mm

GM: Frank Vassallo & Adam Hammer

Play this chapter of the second battle of El Alamein Fall 1942. The British 7th Armor attempts to steamroll the south end of the line. Little do they know that the Folgore Division (Italian Paratroopers) is awaiting their advance with a gift for the unsuspecting Tommies. 6 Players. Newbies welcome. Good attitudes a must!

**Heroes of the Soviet Union 28mm - HMGS/PSW** – Sun, 9 am – Disposable Heroes

GM: Dave Maupin and Jason Perez

You are officers from a tank company of the 30th Guards Tank Brigade. It's Winter 1944. Your T-34 tanks and tank riders have been tasked with capturing Farm Collective No. 21 in a major effort to break the German stranglehold on Leningrad. Vodka rations have been issued and the tank engines are running. Charge into battle with a full 28mm T-34 tank company with these easy-to-learn rules.

**HMGS/PSW Membership Meeting** – Sat, 6 pm – none

GM: Bill Witthans

Come to our membership meeting. Meet the HMGS/PSW officers and see what HMGS/PSW is all about! This meeting is open to both HMGS/PSW members and the public.

**North Atlantic Battle** – Fri, 7 pm – Large Scale General Quarters

GM: Special Projects Team

German forces led by the Bismark and British naval forces led by the Hood collide in this naval recreation. Rules are easy to learn, all materials provided.

**Obilesti: June 1807** – Fri, 6 pm – Brave Men, Badly Led: 1806

GM: Jennifer Bagosy

Two Ottoman armies marched on Bucharest. Residents were panicked. The Prince fled the city. Then, in a daring move, the Russian general Miloradovich marched his army out of Bucharest and despite being outnumbered, defeated first one, then the other, Ottoman army. Obilesti was the first of these battles. Join as the Ottomans or Russians in re-fighting this Russo-Turkish War battle in 15mm.

**of Gavilan, May 5, 1817 - HMGS/PSW** – Sun, Noon – Liberators! Quick Play

GM: John Fletcher

(House Rules) A small, Napoleonic style, combat in the Wars of South American Independence. Colonel Jose Ordonez leads a Royalist attack against Colonel Gregorio Las Heras' Patriot positions just outside of the town of Concepcion, Chile.

**Paint and Take** – Sat, Sun, 10 am – Hobby Painting

GM: Staff

Do you have some time between events, 5 minutes to an hour? Then come join us on the 2nd floor for the Miniature Paint and take. Try out some new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, the only requirement is patience and a desire to have some fun. Hours 10am till 5pm Saturday and Sunday.

**RAF To the Rescue - HMGS/PSW** – Sat, 10 am – Check Your 6!

GM: Steven Reid, Gary Archer

It's the summer of 1940. France has fallen, the Battle of Britain is starting. In an effort to isolate Britain the Luftwaffe has sent a horde of Stukas to sink a convoy of vital supplies as it passes through the English Channel. With their lifeline threatened, the RAF hurls its fighters into the defense of the convoy. 1/144 scale, everything provided, easy to learn rules. Prizes provided.

**Sedgewick will come through! Antietam 1863 - HMGS/PSW** – Sat, 10 am – Drum

Barracks Battle Manual of the ACW

GM: Stephen Phenow

The Battle Group of the Drum Barracks ACW Museum returns this venue. Here in the '90s Drum Barracks held the largest ACW game attempted. 7 ft by 18 ft table, over 1500 miniatures. Now, the group says goodbye to this venue putting on a last battle. 6 Corps chases Lee's army after Gettysburg to pin it before it crosses the Potomac. Lee's will defend at his famous battle ground: Antietam.

**Stalag 9 and the SturmFrappenZooter - HMGS/PSW** – Sat, 2 pm, 7 pm

Beer and Pretzels Skirmish

GM: Matt Denny

The Krauts and Japs have the nerve to use a POW camp to hide their research unit working on a war-changing weapon, the SturmFrappenZooter. Squads from various countries will converge on the facility, trying to stop the research and steal what well could be a working model of this fearsome weapon. We will give a brief overview of the rules. Kids 13+ welcome.

**Sub Hunt!** – Mon, 10 am – Large Scale General Quarters

GM: Special Projects Team

A German UBoat pack has found a British convoy. As they prepare for attack, the destroyers appear! Can the destroyers hunt down and sink the UBoats?

**The Divine Wind - HMGS/PSW** – Sun, 10 am – Check Your 6!

GM: Steven Reid, George Paler

April 1945. With the Allies on Japan's doorstep with the invasion of Okinawa, the Japanese increasingly set their hopes upon a desperate weapon - the kamikaze. Facing the most modern fighters and hundreds of AA guns, can the kamikazes get through the storm of fire to crash into the U.S. ships? 1/285 scale, everything provided, easy to learn rules. This is an HMGS-PSW game, prizes provided.

**The Sword and the Flame - HMGS/PSW** – Sat, Sun, 6 pm – The Zareba

GM: Larry Stehle

"Them Dervishes is out there...skulking up on us with their spears in the night! So look sharp lads!" A British force is out scouting for the Dervishes Army and has found them. Riders have been sent with the news and now the detail just has to survive the night (and a possible attack) encamped in their "Zareba". This scenario is based on the night attack shown in the 1939 version of "The Four Feathers"

**The Valley of the Undead** – Sat, 3 pm – Wargods of Aegyptus

GM: Richard Rodgers

Once more The Creeping Darkness is consuming the lands of Aegyptus, leaving nothing but death and destruction in its wake. The Eaters have gathered a huge war host lead by the most infamous and feared Dark Harbingers since the rediscovery of Ankhara. Neb-Kemi the Jackal of Darkness, once a proud and faithful follower of Anubis until his betrayal by Okparakori at the battle to defeat the fallen God Khepri is now the scourge of all Aegyptus. Neb-Kemi has destroyed dozens of Necropolises in the Western desert

**Uncharted Seas Tournament** – Sat, 1 pm – Uncharted Seas

GM: Special Projects Team

Three Game, Round Robin format. Submit your 625 point fleet and any questions to MJames2871@aol.com for approval. 3 original scenarios will be used in the competition.

**Warhammer 40k Megabattle** – Sun, 10 am – Gamesworkshop WH40k

GM: Touradj Mansouri, Frank Martin, & Fernando Lopez

Warhammer 40k Mega Battle. Bring whatever size force you can field and sides will be determined prior to deployment: There will be an open gaming session, allowing other players to join in with us, and field their Armies with a group of season Mega-Apoc gamers for some fun and laughs and dice chuckin'!

**Warhammer 40k RTT** – Sat, 9 am – GW WH 40k

GM: Scott Tiveron

The Southern California Games Workshop League will be hosting a RTT tournament. 2000 points 5th edition, Standard force organization. One special characters no forgeworld. 3 Rounds, Unpainted Models Allowed WYSIWYG, Custom Missions will be used. Prizes for Best overall, Best general, Best Sportsman, and Best painted.

**Warhammer Ancient Battles - HMGS/PSW** – Sun, 10 am – Warhammer Ancients 2.0

GM: Harold Hildebrand & Adam Hammer

WAB 2.0 is here! Bring your favorite 2000 point army, a couple of pieces of terrain. Loaner armies will be available. If you aren't an experienced WAB player but know Warhammer Fantasy Battles, why not give this event and the new rules a try? Three rounds of two hours each.

**Warhammer Fantasy Battle Megabattle** – Sat, 10 am – Gamesworkshop WHFB

GM: Tobi Walker & Dave Parker

Warhammer Fantasy Battles Mega Battle. Bring whatever size force you can field and sides will be determined prior to deployment: There will be an open gaming session, allowing other players to join in with us, and field their Armies with a group of season Mega-Apoc gamers for some fun and laughs and dice chuckin'!

### **Warhammer Fantasy Battle RTT** – Sun, 9 am – GW WHFB

GM: Scott Tiveron

The Southern California Games Workshop League will be hosting a RTT tournament. 2250 points 7th edition. No special characters and no forgeworld. 3 Rounds, Unpainted Models Allowed WYSIWYG, Custom Missions will be used. Prizes for Best overall, Best general, Best Sportsman, and Best painted.

### **Warmachine Tournament** – Sun, 1 pm – Warmachine

GM: Special Projects Team

This will be a 3 round tournament with rounds one and two being 35 points and the third round being 50 points. Scenarios will be selected from the book.

## **Open Gaming**

### **Ballrooms D-F**

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

## **Roleplaying**

### **Cityview, Poolside 1 - 6, Century, Malibu, Newport**

#### **A Bone to Pick** – Sun, 2 pm – D&D 4.0

GM: Ron Shaw

You wake on a cold stone floor dressed in nothing but rags. Your head is spinning and you can't remember the past few days. As you look out the moonlit keep window you see a chilling sight, an army of undead 600 strong about 2 nights march from where you are... What will you do? (Level 11 Pre-gen available, reasonable custom char accepted)

#### **A Death in Appleloft** – Sun, 9 am – Mouse Guard

GM: James Ritter

"Any mouse can. Any mouse will. But the Guard Prevail." The lives of mice are a daily struggle for survival, but though all the world stands against them, the Mouse Guard refuses to give up. But now a horrific beast hunts the night and some say the Guard is weak and ill prepared. Your patrol is sent forth, to provide aid and succor and to show the Territories that the Guard will prevail.

#### **A High-Pressure Problem** – Sat, 9 am – DC Heroes (Mutants & Masterminds 3rd Ed)

GM: Ben Lakner

A S.T.A.R. Labs research submarine was attacked. The crew managed to send out a short distress call before communication with the vessel was lost. With the big guns busy in space, it's up to the remaining Justice League members to get a little wet, save the crew and stop whatever villainy is afoot! This game is a lead-in to "Better Under Pressure".

#### **ADCP2-2 Heart of the Desert: Clash of the Titans (lvl 11-14)** – Sat, 7 pm

#### **ADCP2-2 Heart of the Desert: Clash of the Titans (lvl 14-17)** – Sat, 7 pm

#### **ADCP2-2 Heart of the Desert: Race Against Time (lvl 1-4)** – Sat, 7 pm

#### **ADCP2-2 Heart of the Desert: Race Against Time (lvl 4-7)** – Sat, 7 pm

#### **ADCP2-2 Heart of the Desert: Race Against Time (lvl 7-10)** – Sat, 7 pm

Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A great race has been called in the desert of Calimshan. The genasi and humans of Memnon, Calimport and Alraiven are competing to see which one can finish first in a race through the desolate Calim Desert, and they're looking for adventuring companies to do the racing. Are you and your companions up to the challenge?

**Adventures Under the Laughing Moon** — Sat, 9 am, 2 pm, Sun, 9 am

Adventures Under the Laughing Moon

GM: Todd VanHooser

Join author Todd VanHooser, the Laughing Moon Girls, and their team as they demo Adventures Under the Laughing Moon...a tabletop role-playing game based on author Todd VanHooser's fantasy series, The Laughing Moon Chronicles. In this latest adventure, a "reiner" has left behind a trail of barren magical artifacts and ruined sorcerers in his quest to reclaim the powers of a lost era.

**AGLA2-2 First Strike (lvl 14-17)** — Fri, 7 pm, Sun, 2 pm, Mon, 9 am — Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The time is now! The Thayan forces of Undumor threaten to flood the Yuirwood with hordes of undead. The Simbarch Council seeks heroes of great renown as Aglarond prepares to deal with this threat. This is the conclusion of the "Circle of Stones" major quest, which began in AGLA1-5 Silver Lining and continued in AGLA2-1 The Undumor Connection.

**Alpha Omega - Left for the Dead** — Sat, Sun, 8 pm — Alpha Omega by Mindstorm Labs

GM: Darrin Dennis, Jeffrey Cain

Your team lays on the ground, battered and beat, your vehicle in ruins. A rival mercenary team has just slagged you, and is now on the way to recover the meteor you were paid to retrieve! You won't let that happen. What you don't know is that the meteor is also protected by an entire town of Zombies... Zombie killing and PC death awaits! Characters provided. Bring all the dice you have!

**Alpha Omega - Something Fishy** — Sat, Sun, 2 pm — Alpha Omega by Mindstorm Labs

GM: Darrin Dennis, Jeffrey Cain

Shipping routes into New York are still an important way to get cargo into the city. When rumors of sea monsters begin and shipments start disappearing, the city puts out a contract for anyone that can get to the bottom of the missing cargo. An AO:Evolutions campaign event, bring your own character or one can be provided.

**Alpha Omega Demo - Guard Duty** — Fri, 2 pm, Mon, 9 am — Alpha Omega

GM: Darrin Dennis, Jeffrey Cain

The Vidal Corporate Arcology has received word that protesters may cause chaos in the next 24 hours. Chaos is bad for business, so Vidal is hiring additional freelance security - someone like you! Basic rules for the Alpha Omega RPG and 6-6 System will be taught. Characters provided. Bring all the dice you have!

**Assaulting the Wizards of the Coast #1** — Sat, Sun, 9 am — D&D 3.5

GM: Gary Mack

The local lord is calling on adventurers to explore the derelict lighthouse tower perched on the cliffs overlooking the sea where once a powerful order of wizards was said to practice old and dark magicks. Keep what you can carry... (Level 2 Pre-gen available, reasonable custom char accepted)

**Azusa Street Revival** — Fri, 8 pm, Sun, 9 am — Cthulhu

GM: Armand Morton

Come to an old time revival. For one weekend only, Pastor TOMAS P. WALSH will be here to minister to our community. Witness amazing miracles inspired by his divine presence. YOUR ETERNAL SOUL IS AT STAKE! CAN YOU AFFORD NOT TO ATTEND?

**Better Under Pressure** — Sat, 8 pm

DC Heroes (Mutants & Masterminds 3rd Ed)

GM: Ben Lakner

The situation has spiraled out of control - an alien vessel has begun a countdown for an unknown device, the Justice League must confront one of the DCU's most deadly villains, and the fate of a nigh-extinct race hangs in the balance. Of course, everyone knows that super heroes work better under pressure!

**Black Dog Pass** – Fri, 8 pm – FATE (Deadlands)

GM: Hamish Cameron

The trail from the city creeps over Black Dog Pass and down an dry old riverbed dotted with rusty mining pans and cracked timber frames. It's been nigh on six months since man or beast came down that Canyon. People in these parts don't mind that at all, they come here for peace, and to hide. But now some strange things are happening in town and people are saying that they should see to that pass.

**By These Horns I Do Swear...** – Sun, 2 pm – Trollbabe

GM: Jesse Burneko

In a Nordic inspired ice age where Trolls and Humans struggle to co-exist wanders the Trollbabe. A trollbabe is neither troll nor human - she is functionally apart, yet tied into the fates and interactions of both peoples. Sporting big hair and horns and armed with weapons and magic a Trollbabe can't help but perceived as both a threat and an opportunity by both groups. Come play one.

**Champions: Marvel Universe** – Sat, 2 pm – Hero 5th Edition

GM: Venter Laird

Joining forces to defeat a villain intent on stealing a rare work of art, the heroes are drawn into an adventure that will send them through time, space, and possibly sanity. Players choose from over 40 pre-made Marvel Characters.

**CORE1-9 Ages Best Forgotten (lvl 7-10)** – Fri, 2 pm, Sat, Sun, 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Someone with a long memory has found that others have uncovered something he hoped everyone else had forgotten. Can you journey to a twisted land and aid in the re-emergence of something that some feel is best left missing? A Living Forgotten Realms adventure set in Thay.

**CORE2-10 Upon the Sea of Stars (lvl 17-20) Part 1** – Sun, Mon, 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A power-hungry despot has seized control over the fabled earthmote Yaulazna. The Five Companies, now scattered, seek your help. How far are you prepared to travel and to what lengths will you go to confront the usurper? A two-round, high-flying Living Forgotten Realms adventure set in Yaulazna and seas beyond for characters level 17-20. This adventure is a direct sequel to CORE2-3 High Infidelity.

**CORE2-10 Upon the Sea of Stars (lvl 17-20) Part 2** – Sun, Mon, 2 pm

Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A power-hungry despot has seized control over the fabled earthmote Yaulazna. The Five Companies, now scattered, seek your help. How far are you prepared to travel and to what lengths will you go to confront the usurper? A two-round, high-flying Living Forgotten Realms adventure set in Yaulazna and seas beyond for characters level 17-20. This adventure is a direct sequel to CORE2-3 High Infidelity.

**D&D Team Challenge** – Sat, 2 pm – D&D 4e

GM: Chris Jackson and Steve Crawford

This event will pit 2 teams of 5 against each other. Players will meet and pick teams, then each team picks characters from those provided. Each team then goes to different rooms and fights/brainstorms their way through 5 rooms, racing the other team while unlocking secrets that can be used in the final battle ... against the other team!

**Death on High** – Sat, 2 pm – Wild Talents

GM: Chris Czerniak

In Death on High a second civil war has broken out due to the rise of Talents after WWII. It is West vs East as the Eastern side of the country passed laws forbidding free use of Talent powers. The West allows them but has constant problems with criminal Talents. Players are Talents for the West who must choose to complete their mission or save their own country from some criminal Talents.

**Delta Company** – Sun, 2 pm – 3:16 Carnage Amongst The Stars

GM: Hamish Cameron

The only thing standing between Terra and peace are the teeming swarms of alien scum infecting the universe and the only thing standing between the teeming swarms of alien scum infecting the universe and Terra are the 3:16th Expeditionary Force. Do you have what it takes to take up the gun in defense of civilization? Military action and bugs. Lots of bugs.

**Descendre D'Enfer** – Sat, 2 pm – Buffy/Angel (Cinematic Unisystem)

GM: Michael M. Kelly

Esmée, a Slayer from the 21st century is now trapped in 19th century New Orleans. But with a recently opened Hellmouth to contend with, duty demands that she stay and fight the good fight. Enter a mysterious new enemy known simply as “The Colonel” and her troubles really begin.

**DRAG2-2 Gathering Storm (lvl 1-4)** – Fri, 2 pm, Sun, 9 am, Mon, 2 pm – Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

Thievery, deceit and treachery are the lifeblood of commerce in the Dragon Coast. Piracy is all but officially sanctioned. So what happens when the unspoken rules are broken?

**Dragon Boat** – Sat, 9 am – Gurps Vikings

GM: Wes Otis

The howls of mad men with murder in their hearts over took the crashing waves as they burst forward from there sea dragons. All I remember is the sound of agony and the smell of death. I never want to see the ocean again.

**Dungeon Delve: Ruins of the Spectral Glade (lvl 3)** – Sat, Sun, 2 pm – D&D 4e

GM: RPGA Staff

The deadly woods of the Spectral Glade hold ancient ruins and priceless treasures. Will your hero vanquish the evil at the heart of the forest and claim its riches, or become just one more nameless corpse? A D&D Delve for 3rd level characters - get as far as you can in one hour. Characters are provided. Play as often as you like and earn prizes!

**Dwarf Fortress** – Sat, 2 pm – GURPS

GM: Bay Grabowski

The caravans stop coming back. There is a curious increase in elf leather goods. Carp seem more skittish. Reclaim the doomed dwarven outpost of Magma-birch, bring back the fabled treasures of adamantine, pull the unfortunately mislabeled magma flood lever, hope the inhabitants haven't gotten too... dwarvenly, and, above all, remember that Losing is Fun!

**EAST2-1 Ends and Means (lvl 4-7)** – Fri, 2 pm, Sat, 9 am, Sun, 7 pm – Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

Less than a century has passed since the fall of Underhome by dwarven standards, the sting of that loss is still fresh. A small but vocal group of dwarves actively seeks out confrontations with the local drow, seeking to drive them back into the depths of the Underdark. Vengeance is one thing, but at what point does it cross the line and become a senseless, endless vendetta.

**EAST2-2 Sibilant Whispers (lvl 11-14)** – Fri, 7 pm, Sun, 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A mad warlock prophesizes a dark fate for the East Rift. His clues lead you to a demon-controlled region of the Elemental Chaos, where sinister forces plot doom for the dwarves.

**Fight Night!** – Fri, 2 pm – Shadowrun 4th Edition

GM: Jim Sandoval

It turned out that the sweet-talking, tattoo-sporting Elf was an Ancient bare-knuckle boxing champion." Shadowrunners are hired to do "security" for unlicensed boxing matches. Problem is, who will secure the security? A Special Projects Team production.

**Fist in your face** – Fri, 8 pm – Feng Shui

GM: Wes Otis

I can feel the broken bone in my arm trying to pierce through of muscle and skin. I'm losing this fight. If I had one more bullet in the chamber or one more punch left in my fractured fist, I might be able to break free. I know I'm done. Brothers and sisters, avenge my death.

**Flying Blind** – Fri, 2 pm, 8 pm – Eclipse Phase

GM: Saylor Van Merlin

The future ain't so bright for Cap'n Mal and his crew of misfits and autonomists. Every day is another struggle to keep egos sane and morphs fed. But when the Shui Fong Triad offers a big payday for a cargo of pre-Fall Earth memorabilia, Mal's Bunch just might get lucky. All they gotta do is brave the blasted planet of transhumanity's origin to find and deliver the goods.

**Geist: The Sin-Eaters: The Tragedy of Flight 33** – Fri, 8 pm – White Wolf Storytelling System

GM: Louis Garcia

The Dead Gamers Society presents The Tragedy of Flight 33. Los Angeles is stunned and horrified by the crash of Pacific Airlines Flight 33 shortly after taking off from LAX. Yet, all is not what it seems and only the grim talents and unique perspective a Krewe of Sin-Eaters can uncover what happened on Flight 33. Join us as we explore death and what it means to be alive. Mature players only.

**Greek Week** – Mon, 9 am – The Dresden Files Roleplaying Game

GM: Morgan Ellis

It's Greek Week, and for most of the fraternities and sororities on campus that means raising money for charity, putting on shows, and some friendly competitions. But for the werewolves of Sigma Alpha Delta it means danger - a rash of unexplained disappearances plagues the University, and strange creatures out of myth are invading the frat pack's territory. Can they put a stop to it, and win the Pan-Hellenic games?

**Happy Jack's Cthulhutech** – Sat, 2 pm – Cthulhutech

GM: Matt Widmann

Happy Jack's Cthulhutech

**Happy Jack's Fantasy Hero (5th Edition) Part 1** – Sat, 9 am – HERO

GM: Casey Conner & Bruce Penner

Happy Jack's Fantasy Hero (5th Edition) Part 1

**Happy Jack's Fantasy Hero (5th Edition) Part 2** – Sat, 2 pm – HERO

GM: Casey Conner & Bruce Penner

Happy Jack's Fantasy Hero (5th Edition) Part 2

**Happy Jack's GURPS Infinite Worlds - Mage Gulch** – Sat, 9 am – GURPS

GM: Stu Venable

Happy Jack's GURPS Infinite Worlds - Mage Gulch



**Happy Jack's Savage Worlds Pulp** — Sat, 2 pm — Savage Worlds

GM: Bill Roper

Happy Jack's Savage Worlds Pulp

**Hatchet City & Blue-Blind** — Sat, 8 pm — Apocalypse World

GM: Colin Jessup

It is 50 years after the apocalypse, your hardhold Hatchet City is under siege by the rival warlord Ambergrease. What will you do to protect what is yours from those who would take it? And what weirdness has the world's psychic maelstrom unleashed upon your people?

**Houses of the Blooded** — Sat, 2 pm — Houses of the Blooded

GM: Holly Campbell

You are Barons, summoned by your liege for grand party. What awaits you there: love, revenge, death?

**Hunter the Vigil: Werewolves of the SS!** — Sun, 2 pm — White Wolf Storytelling System

GM: Mike Cantin

1941: The Third Reich is at the height of power. But they have taken on more than mundane weaponry the occult wing of the SS is hard at work creating earthly and unearthly terrors. A special task force is needed to take out these weapons and the USA has such a task force. Code name: Valkyrie. Gear up soldier, you've been volunteered. This game is brought to by the Dead Gamers Society.

**IMPII-6 the Ancient Temple (lvl 11-14)** — Fri, 2 pm, Mon, 9 am — Living Forgotten Realms - D&D 4e

GM: RPGA Staff

While the wind blows through the plains of Impiltur, the Fraternity of Tharos is preparing new plan to destabilize the region. When the Fraternity learns an ancient temple may hold a relic of incredible power, they send an agent to recover the item. Can you stop him before it is too late for Impiltur?

**In The Mansion of Madness** — Sat, 2 pm — Maid

GM: Jesse Burneko

Maid is a light comedy anime-themed tabletop role-playing that plays like a bizarre cross between My Life with Master and Teenagers From Outer Space. The PCs are maids who somewhere between doing the laundry and preparing lunch have to rescue the master from danger and stop the destruction of the mansion. Maid is the first ever Japanese role-playing game to be translated and released in English.

**Intro to RPTools** — Sat, 2 pm — D&D 4e

GM: Paul Darr

RPTools is a suite of computer programs for running any role playing game. In this session we will introduce players to the suite and how it can be used for running a D&D 4e game. Required materials are a laptop with Java 6 installed. Character sheets will be provided for running a mini adventure.

**Jedi Duel** — Fri, Sat, 8 pm — Starwars D6

GM: Gary Mack

6 students of the disbanded Jedi order meet in Mos Eisley to plan rebuilding their lives. Unfortunately there is a disturbance in the force... Will this be their last stand? (Pre-gen available, reasonable custom char accepted)

**Lady Blackbird** — Sat, 9 am, Sun, 8 pm — Lady Blackbird

GM: Colin Jessup

Lady Blackbird is on the run from an arranged marriage aboard a smuggler skyship, The Owl, so she could be with her once secret lover: the pirate king Uriah Flint. HOWEVER, The Owl was pursued and captured by the Imperial cruiser Hand of Sorrow. EVEN NOW, Lady Blackbird, her bodyguard, and the crew of The Owl are detained in the brig, while the Imperial commander runs the smuggler ship's registry over the wireless.

**Learn to Play 4e (lvl 1)** – Sat, Sun, 9 am – D&D 4e

GM: RPGA Staff

Curious about Dungeons and Dragons, but intimidated by learning the rules? This four hour event is the perfect way to learn at a slow pace. You'll learn how combat works, how skill challenges work, details on all of the character classes, and get detailed help building a character that suits your personality and play style. Then you can put those skills to work in a short 90 minute adventure investigating a murder in the streets of Waterdeep. If you end up wanting more, you can then sign up for the RPGA and

**Leftovers: Beyond Thunderbowl** – Fri, 2 pm, Sat, 8 pm – Leftovers

GM: Mike Olson

Captured by Grafters, stranded in an irradiated wasteland, beset by Horrors - - and the only way out may be... the Thunderbowl! Do you have what it takes to make it through intact, or will they send you back to the Trench in a series of small leaky boxes? Leftovers is a roleplaying game of post-apocalyptic survival in a world of Lovecraftian Horrors... one of which is probably you.

**Leverage: Ninja Crusade** – Fri, Sun, 8 pm – Leverage (Cortex)

GM: Denys Mordred

Using the new team-focused Leverage RPG, play a group of powerful Ninjas, each with their own fantastical talents, as they infiltrate the Grand Festival hosted by the evil Shogun and conspire to bring down his Empire using wits, weapons and wushu.

**LURU2-2 Shadows of the Knights (lvl 7-10)** – Fri, 7 pm, Sun, 2 pm, Mon, 9 am – Living

Forgotten Realms - D&D 4e

GM: RPGA Staff

The Uthgardt Barbarians are on the move, but not against their longtime enemy orcs. This time they are raiding frontier towns and merchant caravans. What has caused this new aggression?

**Major Problem, Minor Talents** – Sun, 9 am – The Dresden Files Roleplaying Game

GM: Morgan Ellis

Supernatural trouble is brewing on the streets of the Big Apple, and everyone with even an ounce of mystic talent can feel it. The Wardens are nowhere to be found, and most minor talents are just trying their best to stay alive. But when the local Paranet discovers that a dangerous threat is stalking minor talents on the streets of New York. They know it's way out of their league, but if they don't even try to stop it, who will?

**Marvel Slugfest** – Sat, 8 pm – Hero 5th Edition

GM: Venter Laird

In one of the most grueling Slugfests to date, the Thing claimed victory in Slugfest X claiming the coveted trophy. Come choose from over forty of Marvel's heroes, and through strength, strategy, sheer power, and shrewd maneuvering, defeat all who dare to enter the ever changing Slugfest Arena and the Slugfest XI trophy could be yours! Prize(s) sponsored by Hero Games.

**MINI2-1 Mourning of Ravens (lvl 1-4)** – Fri, 7 pm, Sun, 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Ravens Bluff has long been known as the City of Adventurers. In spite of the changes to the city wrought by the Spellplague, Ravens Bluff still offers untold opportunities for adventurers hoping to make a name for themselves. A new group of heroes are about to get their chance, when dangers from the city's past collide with the intrigue, greed, and pride of the present.

**MINI2-2 Ravens Under the Midday Sun (lvl 1-4)** – Sat, 9 am, Sun, 2 pm – Living

Forgotten Realms - D&D 4e

GM: RPGA Staff

The tale of Ravens Bluff continues as a new generation of heroes find themselves caught in the whirl of intrigue and menace that only the City of Adventurers can provide. A Living Forgotten Realms adventure set in Ravens Bluff for characters levels 1-4. This is the second part of the three-part "Return to Ravens Bluff" mini-campaign. It is recommended (but not required) that you play the mini-campaign adventures in order, using the same character.

**MINI2-3 Raven Knights (lvl 1-4)** – Sat, 2 pm, Sun, 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

An ancient threat has returned, and the fate of Ravens Bluff hangs in the balance. Only a handful of heroes know the truth and they have the opportunity to save the city. But are they up to the challenge? A LFR adventure for char. levels 1-4. This is the third and final part of the three-part "Return to Ravens Bluff" mini-campaign. It is recommended (but not required) that you play the mini-campaign adventures in order, using the same character.

**Monkey Business in the Danger Room** – Sun, 2 pm – Mutants and Masterminds

GM: Chris Jackson

Players will take on the role of pregenerated super-heroes running through a training simulation in danger-room/holo-deck area. The simulation is supposed to be an audition to join the auxiliary of the main super-hero group in the world, The Freedom League. The players will run the scenarios and learn about the game system mechanics leading up to a final showdown with the main villain, Dr Bobo

**MOON1-6 Black Heart (lvl 11-14)** – Sat, 9 am, Sun, Mon, 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

As if the lycanthropes of Moray, the giants of Oman and the beasts of Norland were not enough, something evil and dangerous lurks in the dark corners of what used to be the most civilized island of the Moonshae. Occupied Snowdown has need for heroes, and soon. Something about vampires roaming the streets of Westphal... Choose your friends well and your enemies better.

**Murder in a Dark City** – Fri, 2 pm – Cthulhu Pulp

GM: William Gallagher

A group of investigators is called upon to look into a brutal murder in this 1920s game of supernatural horror.

**No Pressure!** – Fri, 2 pm – DC Heroes (Mutants & Masterminds 3rd Ed)

GM: Ben Lakner

When a strange alien vessel appears in Earth's solar system and sends out a distress beacon, the Justice League's heavy hitters go to investigate. Advanced technology isn't something the world's villains are planning on ignoring, though, turning the situation into a race to prevent the ship's secrets from falling into the wrong hands. This game is a lead-in to "Better Under Pressure".

**Not Without My Fluffy!** – Sat, 2 pm – D&D 4.0

GM: Ron Shaw

The town you're lodging in is in a complete panic! The local crime gang and the newly formed doomsday cult are clashing again. Goblin raiding parties are encroaching and the townspeople are making ready to evacuate! In the confusion the mayor's daughter lost her beloved fluffy. The mayor has pleaded with the adventurer's guild for aid. (Lvl 5 Pre-gens available, reasonable custom char accepted)

**Planasthai** — Sun, 2 pm — Star Trek (Cinematic Unisystem)

GM: Michael M. Kelly

An alien planet suddenly appears in orbit around the planet Kybos and begins to destroy the planet's moons. The planet Kybos has been designated by the Federation Prime Directive as a strict non-interference world. The USS Excelsior is immediately dispatched to the system to try to salvage the disastrous situation.

**Planescape: Belief's End** — Sat, 8 pm — D&D 3.5 / Pathfinder

GM: Bay Grabowski

Hey, berk, got a minute? Yer got a reputation you an' your mates. Get things done. Seen the 'verse. Been around the Hive, late? Lady don't care about us. Never did before, but now... it's been worse. Seems like the damned fiends on every corner, Ol' Karrl ran a 'spectable joint, but since he took a long walk through a portal... It's a bad time to be in Sigil, friend. Hey, got a copper to spare?

**Play with the Author: DALE2-3 Swords into Plowshares (lvl 4-7)** — Sat, 2 pm, Sun, 7 pm

— Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Darkness stirs in Cormanthor, and an aspiring hero fed on stories of adventure seeks to lead a ragtag group of farmers against it. Can you prevent the militia from instigating its own massacre? This adventure is the first part in the Stem the Tide major quest. The second and final part is DALE2-4 Illslydra (levels 7-10).

**Play with the Author: EAST1-2 Marauder's Spear (lvl 4-7)** — Sat, 2 pm, Sun, 9 am —

Living Forgotten Realms - D&D 4e

GM: Art Severance

In the pre-dawn gloom, gnolls savage a dusty halfling trading encampment on the edge of the Eastern Shaar. Hapless hin and hurbryn merchants cry out for protection from these marauding dogs. Why are the gnolls attacking here in such numbers? Who is the real leader of the pack?

**Play with the Author: LURU2-2 Shadows of the Knights (lvl 7-10)** — Fri, 7 pm, Sun, 2 pm

— Living Forgotten Realms - D&D 4e

GM: Mickey Tan

The Uthgardt Barbarians are on the move, but not against their longtime enemy orcs. This time they are raiding frontier towns and merchant caravans. What has caused this new aggression?

**Pre-Paranoia** — Sun, 9 am — Paranoia

GM: Martin Padilla

At last! Your training as a Troubleshooter is almost complete. Soon you will be able to serve Friend Computer with pride! Learn about life in Alpha Complex, the care and feeding of equipment, the importance of communication, and the joy of watching and ensuring the success of your fellow teammates.

**PFS #2-01: Before the Dawn—Part I: The Bloodcove Disguise (lvl 1-7)** — Sun, 7 pm

GM: Pathfinder DM

The Bloodcove Disguise is the first scenario in the two-part Before the Dawn campaign arc. Pathfinder Society Scenario #2-02: Before the Dawn—Part II: Rescue at Azlant Ridge is the sequel.

**PFS #2-02: Before the Dawn—Part II: Rescue at Azlant Ridge (lvl 1-7)** — Mon, 9 am —

Pathfinder Society

GM: Pathfinder DM

Rescue at Azlant Ridge is the second and final scenario in the Before the Dawn campaign arc and is the sequel to Pathfinder Society Scenario #2-01: Part I: The Bloodcove Disguise.

**PFS #2-03: The Rebel's Ransom (lvl 5-9)** — Sun, 7 pm — Pathfinder Society

GM: Pathfinder DM

To Be Announced

**PFS #2-04: Shadows Fall on Absalom (lvl 7-11)** – Mon, 9 am – Pathfinder Society

GM: Pathfinder DM

To Be Announced

**PFS #39: The Citadel of Flame (lvl 1-5)** – Fri, 2 pm, Mon, 2 pm – Pathfinder Society

GM: Pathfinder DM

Once the home to a cult preaching self-sacrifice by immolation in order to achieve paradise, the Citadel of Flame in Qadira's Meraz Desert was presumably wiped out decades ago after Sarenrae dervishes led a crusade to end its morbid message. An enormous sandstorm swallowed both the citadel and the army attacking it, burying both beneath hundreds of feet of sand.

**PFS #40: Hall of Drunken Heroes (lvl 7-11)** – Fri, 2 pm – Pathfinder Society

GM: Pathfinder DM

Something is afoot at Cayden's Hall, the carousing temple-pub in Absalom where Cayden Cailean's faithful pay homage to their Drunken Hero. Pathfinder agent Osprey and his demonologist companion send you to investigate the truth behind a long-rumored demonic lab said to exist beneath the temple-pub's sticky floors. It's up to you to find out what demons want with the Drunken Hero's temple.

**PFS #41: The Devil We Know—Part III: Crypt of Fools (lvl 1-7)** – Fri, 7 pm – Pathfinder Society

Society

GM: Pathfinder DM

Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances. With clues gathered there, you must explore Old Cassomir and find secret locations that lead you to the source of the spree: the long lost Crypt of Fools. Crypt of Fools is part 3 of the The Devil We Know series.

**PFS #42: Echoes of the Everwar—Part II: The Watcher of Ages (lvl 7-11)** – Fri, 7 pm –

Pathfinder Society

GM: Pathfinder DM

Hundreds of years ago a once mighty fortress in Chelixa sank into the earth. You are sent there to catalog the ruins, known as the Collapsed Halls, and to find the hidden tomb of an Osiriani concubine. After clearing the ruins of hideous beasts, you explore deeper into the ruins than anyone before you and uncover a malevolent intelligence that has watched Golarion for more than 5,000 years.

**PFS #43: The Pallid Plague (lvl 1-7)** – Sat, 9 am – Pathfinder Society

GM: Pathfinder DM

Reports from Andoran's Darkmoon Vale indicate that a new plague is causing the deaths of untold fey. The Pathfinder Society sends you there to aid the nymph queen in stopping the plague and destroying its source. When the plague spreads to the human population of Falcon's Hollow, the need to find a cure grows more frantic. Can you save the many denizens of Darkmoon Vale from certain death?

**PFS #44: Echoes of the Everwar—Part III: Terror at Whistledown (lvl 7-11)** – Sat, 9 am

GM: Pathfinder DM

The citizens of the gnome enclave of Whistledown are being kidnapped by malevolent creatures that stalk the night. You are sent there by the Pathfinder Society to see if this sudden surge of vile activity is linked to the rumors of a hidden tomb near Whistledown that holds the body of a famed Osirion concubine. Can you save Whistledown from certain doom and find the tomb of the ancient concubine.

**PFS #45: Delirium's Tangle (lvl 1-5)** – Sat, 2 pm – Pathfinder Society

GM: Pathfinder DM

The Pathfinder Society owes Grandmaster Torch a favor and he's calling it in. It seems he misplaced Nuar Spiritskin, the famous minotaur prince of Absalom, and Torch needs you to find the prince before the city discovers that the minotaur is missing. He sends you deep beneath Absalom into a maze of hideous creatures, and secrets that haven't seen the light of day for more than a thousand years.

**PFS #47: The Darkest Vengeance (lvl 1-5)** — Sat, 7 pm — Pathfinder Society

GM: Pathfinder DM

When a newly opened Ustalav Pathfinder Lodge goes silent, it's up to you to investigate and report back to the Society as to the source of the disappearance. The mystery deepens when you arrive and find the house silent but infiltrated by an old threat now in control of one of Ustalav's most powerful artifacts.

**PFS #48: The Devil We Know—Part IV: Rules of the Swift (lvl 1-7)** — Sat, 7 pm

GM: Pathfinder DM

In the conclusion of the Devil We Know campaign arc, you are called to Cassomir, where a mass abduction of the residents of Swift Prison has the town in a panic. Venture-Captain Hestia Themis partners you with an Aspis agent to see what link the Swift Prison event has to the kidnapping of a Pathfinder agent. You will explore a prison, the tunnels below, and find the source of Cassomir's troubles.

**PFS #49: Among the Dead (lvl 1-7)** — Sat, 2 pm — Pathfinder Society

GM: Pathfinder DM

Several years ago, a Taldan Zyphus cult took over a famous Oppara opera house, murdered a Pathfinder, and turned dozens of Taldor's wealthiest citizens into the walking dead. The Pathfinder Society has tracked down their hideout and sends you to Oppara for one purpose: revenge. Can you face the servants of Golarion's god of accidents unharmed or will you find yourself among Zyphus's cursed souls?

**PFS #50: Fortune's Blight (lvl 5-9)** — Sun, 9 am — Pathfinder Society

GM: Pathfinder DM

You're sent to the wild River Kingdoms to kill a green hag who holds the last fragment of an ancient sword called Passion's Edge. Things aren't as simple as they seem: the last creature to control the sword wants it back, ghosts of the sword's past seek revenge for wrongs committed by wielders of Passion's Edge, and the Pathfinder Society wants the sword whole before being returned to Absalom.

**PFS #51: The City of Strangers—Part I: The Shadow Gambit (lvl 1-7)** — Sun, 9 am

GM: Pathfinder DM

The Pathfinder Society sends you to Kaer Maga, the City of Strangers, where you are ordered to deliver an item of power to a local Pathfinder. When the local Pathfinder turns up dead and you find evidence linking his death to a mysterious organization called The Shadow Lodge, it's up to you to track them down and solve the local Pathfinder's murder.

**PFS #52: The City of Strangers—Part II: The Twofold Demise (lvl 1-7)** — Sun, 2 pm — Pathfinder Society

GM: Pathfinder DM

A powerful local gang in Kaer Maga demands that you end the threat of the Shadow Lodge at once as the Lodge's very existence upsets the delicate local balance of power. Refusal means both the expulsion of the Pathfinder Society from Kaer Maga forever and your untimely deaths. The choice is yours.

**PFS #53: Echoes of the Everwar—Part IV: The Faithless Dead (lvl 7-11)** — Sun, 2 pm — Pathfinder Society

GM: Pathfinder DM

The many concubines of Sothis are stolen from the Pathfinder Lodge in Sothis and it's up to you to find them and return them before their power can be used to destroy Sothis forever.

**QUES2-1 Stir Not the World's Doom (lvl 11-14)** – Sat, 9 am, Mon, 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

When an ally falls to corruption, the horror you thought long buried begins to stir again and sets off a race against time that will take you from the ruins of Darkturret to the frozen wastes of Fimbrul. A Living Forgotten Realms adventure that is the sequel to the Embers of Dawn mini-campaign set across Returned Abeir for characters levels 11-14. Playable only by characters that have completed the three tasks specified on the In Slumber Remain Player Reward Card.

**Realms of Cthulhu: The Transcendents** – Sat, 8 pm – Savage Worlds

GM: Denys Mordred

An epic tale of the Cthulhu mythos. In 1930s Scotland, a fantastic archaeological discovery leads to a series of grisly events that modern science cannot explain. At its heart are a group of stalwart Investigators who find themselves in a struggle to save humanity from itself. Are you prepared to do what's necessary or will you take power for yourselves? Mature players only.

**Rescue Team 9: To Save a Tyrant!** – Sun, 2 pm – Star Frontiers using the 12 Degree system

GM: Andy Blanchard

As members of Rescue Team 9 of Intergalactic Disaster Recovery Incorporated, it's your job to save whoever needs saving. Even if it's a heinous, oppressive tyrant who's kidnapped by disgruntled, extremist rebels. Hey, oppressive tyrants pay well and IDRI ain't a charity.

**Resident Evil: Operation Mountain Valley** – Sun, 9 am – 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.

**Resident Evil: The Ordeal at Mountain Valley** – Sat, 9 am – Palladium's Dead Reign

GM: Joe Burns

Nestled in the mountains of the Pacific Northwest, Mountain Valley is an idyllic college town. Several years ago Umbrella made a large grant to the University's Science program that brought new life to Mountain Valley. But something sinister lurks beneath the surface. Can you survive the nightmare? This is a more cinematic game where role-playing takes precedence.

**Savage Dungeon** – Sat, 2 pm – Savage Worlds Fantasy

GM: Sandra Phillips

Come try your luck at a Dungeon crawl. Remember the days of gaming where you would crawl thru a dark dank dungeon and kill, and loot? Well come on over and try your hand at a Savage Dungeon!

**Speakeasy** – Sat, 2 pm – All Flesh Must Be Eaten (Unisystem)

GM: Sam Carter

A simple night out on the town, that's what most of these folks wanted. Well they ain't gettin' it, no way - no how! Things are goin' south faster'n a 'legger that didn't grease the bulls. A Prohibition-era zombie game. Be there and be aware (or else be a pile of meat).

**SPEC2-2 Tyranny's Bitter Frost (lvl 14-17)** – Sat, 2 pm, Sun, 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Rumors of an alliance between the Council of Blades in Mulmaster and a group of Banite Warlock Knights of Vaasa portend evil for the entire region. Your patron has learned that a weapon of power, lost since the long-ago death of the Ice Queen Iyraclea, may be up for grabs, and the Warlock Knights have dispatched an expedition to retrieve it.



exilis™  
wargaming 2.0

## Rich and fluid strategy

*Immerse yourself into a rich, realistic-fantasy world set in 1309 medieval Europe which comes to life through gorgeous miniatures filled with finely crafted details and realistic proportions.*

With every battle, a new challenge awaits you.

**What if** the deepest gameplay could also be the easiest to get into?

**What if** you could learn the rules of a game while playing?

**What if** you could level up your miniatures and specialise their abilities?

**What if** you could fight three battles in a single evening?

**What if** you could play these three battles without a single argument about rules?

**What if** a miniature wargame could be set in an adult and thoroughly researched realistic-fantasy world?

**What if** you could share your passion with friends and family?

**Welcome to Wargaming 2.0**





**SPEC2-2 Tyranny's Bleak Depths (lvl 11-14)** — Sat, 2 pm, Sun, 7 pm — Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

Rumors of an alliance between the Council of Blades in Mulmaster and a group of Banite Warlock Knights of Vaasa portend evil for the entire Moonsea region. Your patron has asked you to join an expedition to the Delhalls, a mine rich in gems and copper where a recent earthquake has revealed new passages. The miners say that strange, haunting melodies resound in the depths, luring men to their deaths.

**SPEC2-2 Tyranny's Perilous Bastion (lvl 17-20)** — Sat, 2 pm, Sun, 7 pm — Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

Rumors of an alliance between the Council of Blades in Mulmaster and a group of Banite Warlock Knights of Vaasa portend evil for the entire Moonsea region. Two years ago, a great earthquake rattled northern Vaasa and Damara. The ruined Castle Perilous sloughed off crumbling stone and the marks of age, revealing a sleek and dark edifice beneath, covered with shimmering black runes of unknown purpose.

**Spectres Blues** — Sat, 8 pm — Inspectres

GM: Seth Halbeisen

Down on your luck, and almost out of money, The Seattle branch of Inspectres will hire just about anyone, and do just about any job! Will the recently replaced, and totally inexperienced team, be ready for the most frightening and insane job yet?? Can you handle the TRUTH?

**Spirit of Treasure** — Sat, 2 pm — FreeFate (Spirit of the Century)

GM: Seth Halbeisen

Galleons in space! Pirates, robots and monkeys! Can you follow the Omitrix and find the infamous robot pirate, Black-Leg's fabled Treasure? Can you find Planet-X before Izu the monkey pirate? Swashbuckling! Romance! Adventure! In space!! (Setting based loosely on Disney's Treasure planet and Ice pirates mix.)

**Thank you for choosing Unnatural Cruises** — Sat, 9 am — Unknown Armies RPG

GM: Jeff Pedersen

This is just what you needed a nice relaxing cruise to Bermuda. The crew seems friendly, and the food is fantastic, which is almost enough to make you overlook the scarcity of other passengers, and the fact that the captain doesn't seem to blink often enough. You will likely have a lovely time on the 333rd voyage of the Lotus Blossom. The Dead Gamers Society brings you this surreal adventure.

**The Blue Angel** — Sun, 8 pm — One Can Have Her

GM: Jesse Burneko

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

**The Doom of Damocles** — Sat, 9 am — The Dresden Files Roleplaying Game

GM: Morgan Ellis

When you're a Wizard you live by seven unbreakable laws. Break one and it's an instant death sentence. But what happens when you're falsely accused? Your only hope is the Doom of Damocles, a stay of execution and a chance to get your old life back. And that's exactly the choice the White Council has given you - go on a dangerous suicide mission, or face an instant death by the swords of the Wardens. Either way you're under the Doom of Damocles.

**The Dwarven Six Pack #1** – Sat, 2 pm – D&D 3.5

GM: Gary Mack

Drunk in a tavern, you and 5 other dwarves reminisce on the glory days of your people, talk is cheap, you are bored. Suddenly, through the haze of ale one of you remembers the legend of the ultimate brandy, stored in the Blackstone Brewery vault deep in goblin infested tunnels. The 6 of you vow to reclaim this cultural treasure. (Level 2 Pre-gen available, reasonable custom char accepted)

**The Dwarven Six Pack #2** – Mon, 9 am – D&D 3.5

GM: Gary Mack

Drunk in a tavern, you and 5 other dwarves reminisce on the glory days of your people, talk is cheap, you are bored. Suddenly, through the haze of ale one of you remembers the legend of the ultimate brandy, stored in the Blackstone Brewery vault deep in goblin infested tunnels. The 6 of you vow to reclaim this cultural treasure. (Level 2 Pre-gen available, reasonable custom char accepted)

**The Gift** – Sun, 8 pm – Burning Wheel

GM: James Ritter

The Elven Prince and his entourage have traveled for a year to congratulate the young Dwarven prince on his coronation day and to reopen long dormant relations. If only things were that simple. The greed of the dwarfs is matched only by the grief of the elves. Come play this scenario designed by the Ennie award-winning Luke Crane.

**The Incident at Hall House** – Fri, 2 pm – Cthulhu Pulp

GM: William Gallagher

A group of investigators is asked to look into a haunted house that no one has been able to handle before.

**The Leverage Files** – Sat, 2 pm – The Dresden Files RPG (FATE)

GM: William Huggins

The rich, powerful, and supernatural take what they want. You help get it back for people. In this You're supernatural thieves in the Dresdenverse who now use their skills to help people out. This is a Dresden Files RPG scenario inspired by the TV show Leverage. Familiarity with the Dresden setting and FATE is preferred but not necessary.

**The Noble Art of Larceny** – Sun, 9 am – Reign ORE

GM: Andrew J Bonham

The wedding festival for the corrupt Don's only daughter will feature a dowry beyond the dreams of even the high nobility. That's where you lot come in: the best thieves, sneaks, and confidence men in the City of Camorr. The wedding heist is afoot! Experience the gritty Venetian fantasy from Scott Lynch's "The Lies of Locke Lamora" (no prior knowledge assumed) as you try to grab "one last score!"

**The Senator's Daughter** – Sun, 8 pm – Call of Cthulhu Rome

GM: Wes Otis

I wish I could say father is happy now that he is among the gods, but I feel this would be an untruth. They toy with him and have made him very unhappy. I must find a way to free him from the whispering darkness. His muffled screams have become too much to bare and difficult to ignore when guests come over.

**The Treasure of Hoth** – Fri, 8 pm – Smallville RPG

GM: Joshua Roby

Jedi Master Garrosh is dead, slain by the Sith. His apprentice has been abandoned on Hoth where the two were trying to recruit a powerful young force sensitive, the daughter of the planet's new dictator. Now the planet is in a political uproar, making escape, let alone the completion of the mission, dubious at best. Will the Light shine on Hoth, or will it be swallowed by the Dark Side?

**The Warehouse** – Sun, 2 pm – Paranoia

GM: Martin Padilla

Rejoice, Troubleshooters! Friend Computer has assigned you to a task of great importance and minimum danger. A warehouse, housing wares vital to the continued functioning of Alpha Complex, has been left in your capable hands. Enjoy the company of your teammates and the bounties of Alpha Complex. And keep the warehouse safe from the dying yet massive hordes of Communists plotting to destroy it!

**The Wreck of The Surepesh** – Sat, 8 pm – Thousand Suns (Twelve Degrees system)

GM: Sam Carter

The Surepesh has gone down somewhere in the dreaded Mondai Asteroid Field. A mixed team of “recovery experts” and scientists are dispatched to retrieve the cargo and (if possible) the ship as well. What should be a fairly straightforward mission leads to more than you bargained for...

**To Glasenbry by Snail and Ladybug** – Fri, 2 pm – After the Bomb / Palladium (modified)

GM: Joshua Roby

West Country needs a king, and they’ve found one in the Labrador Prince Guy, who is to marry the swan Princess Genaever. The wildcat knight Lancelot just has to get them, along with Guy’s squire Arthur and falcon “advisor” Ambrose to Glasenbry – 400km away through hostile territory. As long as none of the other powers of Avalon notice their journey, they might make it in one piece...

**To Steal the Orb of Orwand!** – Sat, 2 pm – Shadow, Spell & Sword (12 Degree system)

GM: Andy Blanchard

You’re all in the bustling town of Ptelonar for one reason. To steal the Orb of Orwand from the Rajah Overlord. You all have your own personal reasons. Wealth undreamed of? Adventure unrivaled? Revenge satisfied? Whatever the reason, stakes are high and the risk is deadly! But you are the right people for the job. Join this classic Sword & Sorcery adventure using the new Shadow, Sword & Spell RPG

**Tom Cummings Call of Cthulhu** – Fri & Sat, 2 pm, 8 pm – Call of Cthulhu

GM: Tom Cummings

A Tom Cummings Call of Cthulhu game.

**Tom Cummings Savage Worlds** – Sun, 9 am – Savage Worlds

GM: Tom Cummings

A Tom Cummings Savage Worlds game.

**Treachery in the Skies** – Sun, 9 am – Swashbucklers of the 7 Skies

GM: Chris Czerniak

Skyships ply the 7 Skies for conquest, espionage, trade, and piracy. Kingdoms clash, cultures collide, and secrets abound. Heroes and villains roam Above the Blue, seeking action, intrigue, adventure, and style. In this tale a young noble must escape her home in order to restore her family and the only hope is a untrustworthy pirate and his crew.

**TYMA2-1 Old Enemies Arisen (lvl 1-4)** – Sat, 9 am, Sun, 2 pm, Mon, 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The life of a typical kobold is nasty, brutish, and short. They breed like rabbits and have a tendency to fight anything and everything they come into contact with – including each other. So why are the various kobold tribes near the town of Ruinspoke suddenly so well organized? This adventure is the first part of the “Rise of Darkness” Major Quest to be continued in TYMA2-2 and concluded in TYMA2-4.

**TYMA2-2 The Hand of Darkness (lvl 4-7)** – Fri, 7 pm, Mon, 2 pm – Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

The disorganized creatures that periodically menace the settled edge of Ruinspoke have recently grown bold. Who or what is organizing this force? Lord Tuanek is in need of adventurers to investigate the impetus behind these attacks and remove the threat to Ruinspoke. A Living Forgotten Realms adventure set in Tymanther for characters levels 4-7. This adventure is the second part of the Rising Darkness major quest, which began in TYMA2-1 Old Enemies Arise and concludes in TYMA2-4.

**Unknown Armies: Work is Hell** – Sat, 2 pm – Unknown Armies RPG

GM: Steve Ramirez

Welcome to everyday of the rest of your life. You work at an insurance company: one of those “to big to fail” places in Manhattan. It’s Summer in New York and the air conditioning has failed and things are getting hot unbelievably hot. It doesn’t matter what button you push on the elevator...you’re not leaving. The Dead Gamers Society presents this dark foray into Unknown Armies.

**Vampire the Requiem: Undead Templars** – Sat, 9 am – White Wolf Storytelling System

GM: Mike Cantin

Medieval Spain. The armies of Christendom advance. Secretly, a vampire seeks to recover a relic for himself. He has dispatched a contingent of the Undead Knightly Order of Eschaton to recover the artifact. You are these Holy Damned, your sword and fangs seek blood in the name of Christ. You will succeed, for you are Sanctified. Amen. This game is brought to you by the Dead Gamers Society.

**Vanguard: Rookie Year** – Sun, 2 pm – FATE Supers

GM: Mike Olson

Sure, it’s only your first year with Vanguard, the world’s premier peace-keeping organization, but you and your squad of metahumans still expected a little action. All the sweet missions go to the Old Man’s more “experienced” agents, but what do you get? Scoping out some remote island in the South Pacific. Oh well. Maybe you can work on your tan. Or maybe something will blow up. Either way.

**We’re Alive - Season 1 Chapter 1 - Beginning** – Fri, 8 pm

**We’re Alive - Season 1 Chapter 2 - Exodus** – Sat, 9 am

**We’re Alive - Season 1 Chapter 3 - Plans** – Sat, 8 pm

**We’re Alive - Season 1 Chapter 4 - Rivals** – Sun, 2 pm

**We’re Alive - Season 1 Chapter 5 - Discoveries** – Sun, 8 pm

**We’re Alive - Season 1 Chapter 6 - Exploration** – Mon, 9 am – GURPS - Horror - Zombie Apocalypse

GM: James Freeman (1, 3, 4) Michale Shupe (2, 5, 6)

Based loosely (with permission) on the “We’re Alive” Podcast. Pregen or bring your own 150pt (+45pts Disadvantages +5pts Quirks, TL 8) Character. This will be an ongoing campaign.

**World of Darkness: Dead and Bloated** – Sat, 2 pm, Sun, 9 am – White Wolf Storytelling System

GM: Gareth O’Neal

The government and infrastructure are gone. The basic sense of humanity is gone. All that remains is a country full of undead monsters. Zombies! All that was lost when you and your friends broke one of the commandments of the village you blasphemed against God by looking for a cure for the zombie condition. Good luck, you’ll need it. The Dead Gamers Society brings you this descent into Hell

# 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 in the Exhibitor Hall. Judging will take place at 4 pm on Sunday. Prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. One entry will be chosen as Best of Show.

## Categories

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

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

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

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

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

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

## Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them, or else be disqualified.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category between 1 and 4 pm 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.
6. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
7. 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:**

APBA Games  
AEG  
Ape Games  
Atlas Games  
Avalanche Press  
Bastion Games  
Blue Panther Games  
Columbia Games  
Conquest Miniatures  
Crusade and Conquer  
Cryptozoic  
Days of Wonder  
Duncan Toys  
Extreme Fight Games  
Fantasy Flight Games  
FRED Distribution/Eagle Games  
Games Workshop  
Gamewright Games  
GMT Games  
Gozer Games  
Impact Miniatures  
Looney Labs

Minion Games  
Mayfair Games  
Northstar Games  
One Small Step  
Out of the Box Games  
PKCards  
Privateer Press  
Reaper Miniatures  
Rio Grande Games  
RPGA, AD&D Events  
Samurai Games  
Steve Jackson Games  
Stonehouse Miniatures  
Stronghold Games  
Upper Deck  
Valley Games  
Wattsalpoag Games  
Well Expeditions  
Wizards of the Coast  
Wizkids  
Z-Man Games

## **HMGS/PSW would also like to thank:**

The Game Ogre – Northridge  
Smith Brothers Hobbies – Northridge  
The Dicehouse – Fullerton  
Fernando Enterprises – Sri Lanka (Mini painters)  
DJD Enterprises – Singapore (Mini Painters)  
Art of War Terrain – Los Angeles  
Flag Dude – Scale Flag makers  
I-94 – Mini Manufacturer

# Shopping

## Exhibitor Hall

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

Hours:

Saturday 10 am to 7 pm

Sunday 10 am to 6 pm

Monday 10 am to Closing

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

Orcon welcomes the following exhibitors:

Manufacturers

- \* Art of War Terrain
- \* Black Army Productions
- \* Decision Games
- \* Eagle Games (1)
- \* Ex-Illis (3)
- \* Fat Messiah Games (4)
- \* Flying Buffalo
- \* GMT Games
- \* GPA Showcase & Gorilla Games
- \* Gryphon Games (1)
- \* Sierra Madre Games (4)
- \* Steve Jackson Games (2)
- \* Three Sages Games
- \* Warstone by Duncan (3)
- \* White Wolf Publishing (2)

Retailers

- \* GMI Games
- \* Last Grenadier
- \* Seth's Games and Anime
- \* War House
- \* Weekend Warrior

Conventions and Events

- \* NeonCon
- \* Origins
- \* PolyCon
- \* Renaissance Pleasure Faire

(1) at Three Sages

(2) at the War House

(3) at GMI Games

[4] at Flying Buffalo



## **Flea Market**

Flea Market tables are rented by the convention at \$10.00 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 3 pm.

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

## **Convention Seller Rules**

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

## **Buyer Guidelines**

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

## **Participation Procedures**

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

## **Product Policy**

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

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

## **Notice from the State of California**

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

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

## **Game Auction**

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

## **Auction Registration Rules**

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

## **A Note About Lots**

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

## **Auction Seller rules**

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.

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

## **Auction Buyer rules**

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. Call out your bids loudly and clearly. Make sure you catch the auctioneer's attention when making your bids.
5. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
7. 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. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.

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

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

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

### **Convention Policy: Bonding**

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

### **Radisson Hotel Rules**

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

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

3. The pool closes at 9 pm.

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

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

7. 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!

## 2010 Gamex Winners

### Board Game: 1st; 2nd; 3rd

1835: Bill Gallagher; Todd VanderPluym; Joshua Gotterman

1856: Todd VanderPluym; Jonathan Flagg; Peter Van Ettinger

1861 Rails of Russia: Mark Luna; Jonathan Flagg; Joe Gray

1870: Todd VanderPluym; Calvin Michaels; Jonathan Gotterman

18XX Classic: Joshua Gottesman, Todd VanderPluym; Bill Gallagher, Joe Gray; Jevon Heath, Jonathan Flagg

A Game of Thrones: Hunter Collins; Mr Steel; Garrett Lepper

Acquire - David Woolcott Memorial: Eric Downing; John Spence; Cheryl Aday

Advanced Civilization: Todd VanderPluym; Bob Woodson; Jeff Schwartz

Age of Empires III: Darrell Stark; Hunter Collins; Avery Callenbeck

Agricola - final round: Winton Lemoine; Daniel Eppolito, David Zevin

Alhambra: Stephen Stewert; Jeff Schwartz; Robert Neff

Amun Re: Bruce Schlickbernd; Daniel Eppolito; Ken Hebert

Animal Action: Kevin Kawamoto; Diane Grutjohm; Jaime Bussio

Arkadia: Mason Stewart; David Mincs; Stephen Stewart

Arkham Horror: Terry Chiu; Jason Swafford; Jim Cowan

Arkham Horror: Will Peterson; G Bulta; Nicholas Butler

Australian Rails: Eric Verheiden; Doug Mullen; Jeff Horvat

Automobile: Darrell Stark; Richard Heller; Estaniel Randle

Axis and Allies finals: Tim Towery, Dale Conklin; Chas McHaffie

Bananagrams: Esther Udvari

Battle Cry: Bruce Boyer; Rick Lepore; Gary Potest

Battlestar Galactica: John Perry, Chris Allen, Bob Schrempp

Battletech - Death by Maumbo: Howard Huge; Abby Hoffman; Gus Garibaldi

Blokus: Tracy Ashizawa; Pearl Newtom; Darrell Stark

Blue Moon City: Bradley Burcar; Winton Lemoine; Wesley Kawato

British Rails: Eric Verheiden; Paul Bonday; Jeff Horvat

Burn in Hell: Sammy Fuller; Karla Freeman; Alyssa Freeman

Burn in Hell: Eric Downing; Eric Austen; Marc Ward

Burn in Hell: Eric Downing; Nick Chavez; Kree'ah Stonecutter

Burn in Hell: Martin Padilla; Kree'ah Stonecutter; Karla Freeman

Burn in Hell: Jim Herrington; Tracy Ashizawa; Gabriel Ramuglia

Burn in Hell: Kree'ah Stonecutter; Karla Freeman; Michale Shupe

Ca\$h and Guns Live: Stephanie Kelleher, Chris Johnson, Lana Berman, Robbie

Charbonneau, Brady Lang; Aaron Cornelius, Alexis Armstrong, Matt Facto, Jamie

Johnson, Jeff Carricaburu; AJ Armstrong, Eli Morton, Chris Atkins, Sammy

Fuller, Nathaniel Taylor

Ca\$h and Guns Live: Neil Figuracion, William Peterson, Patrick Pollick, Spencer

Shulen, Andrew Stuhr, Daniel Watson; Matthew Murphy, Jeff C, Aaron

C, Bob R, Jaime, Chris Green; Murphy, Fiona, Cole C, Paul Luebbbers, Sierra

Perez, Anthony P Garcia

Carcassonne: Gene Heezel; Shaun Healy; Lana Berman

Carson City: Allan Gonzalez; David Mines; Sam Udvardi

Carson City Demo: Mark Hom; David Leeds; Ryan Diamond

Carson City Demo: Damon Waters, John Perry; Charles Peck, Matt Crisp; Chris Venuti

Caylus: Bryan Peters; Robert Neff; Danny Crouch

Cheeky Monkey: Elisa Vomocil; Corrin; Chia Richardson  
 Chez Dork: Odin 8186; ; Gabriel Ramuglia  
 Chez Dork: Jim Herrington; Chris Allen; Kari Linder  
 Chez Greek: Chris Atkin; Sammy Fuller  
 Chicago Express: Darrell Stark; Sierra Jalanda; Theavyr Botello  
 Chicken Cha-cha-cha: Maya Bradfield; Chris Bradfield; Nadia Bradfield  
 China Rails: Jeff Horvat; Eric Verheiden; Peter Van Ettinger  
 Circus Maximus: Robert Neff; Chris Allen  
 Cities and Knights of Catan: Bootsie Brenner; Burt Hunt; Stephen Buchwald  
 Clay-o-rama: Greg Sztain; John Liao; Brian Symington  
 Clay-o-rama: Aidan Rooney; Nadia Bradfield; Nathaniel Thompson  
 Cornucopia of Cardgames: Scott Dunnington; Sarah Boswell; Ben Fermin  
 Cosmic Encounter: Brady Lang; Rocco Garson; Richard Potthoff  
 Court of the Medici DEMO: Nicholas Walton; Tim Maloney  
 Cthulhu Dice: James Herrington  
 Cthulhu Dice: Robert Leach; Darrell Stark  
 Cthulhu Dice: Kree'ah Stonecutter; Amber Lodge; Mickey Powell  
 Dancing Eggs: Maya Bradfield; RJ Armstrong; Nadia Bradfield  
 Descent Journeys in the Dark: Bradley Burcar; Jillian Burcar; Mr Steel  
 Dice Town: Andrew McSorley; Burt Hunt; Wesley Kawato  
 Dixit: Lei Zhang; James Baca; Esther Udvardi  
 Dominion - all expansions: Bruce Schlickbernd; Jeff Beeker; Guy Bulta  
 Double or Nothing: Darrell Stark; Kevin Pimentel; Tim Maloney  
 DragonStrike: Michael Carter; Desmond Wooten; Jon Daneshgar  
 DragonStrike #2: Jon Daneshgar; Michael Carter; Alice Baran  
 Drakon: Kari Linder; Arron Cappocchi; Jonathan Palos  
 Drakon: Marc Ward; Keith Brush; Jon Daneshgar  
 Drakon: Chris Bradfield; Rick Baptist; Nadia Bradfield  
 Dungeon Lords: Kyle Ginn; Benjamin Leach; Matthew Smith  
 Dungeon Lords DEMO: Joe Kananack; Troy Weipert; Thomas Donnelly  
 Easy Come, Easy Go: Robert Neff; Ben Lakner; Edward Roske  
 El Grande: Brady Lang; Richard Potthoff; Jeff Schwartz  
 Elk Fest: Mike Wolfe; Jasmin Baptist; Chris Criggs  
 Empire Builder: Paul Bonday; Doug Mullen; Jeff Horvat  
 Empire Builder: Bill Beyermann; Eric Verheiden; Jeff Horvat  
 Empire Builder Finals: Eric Verheiden; Jeff Horvat; Paul Bonday  
 Endeavor: Chris Johnson; Matthew Smith; Ken Hebert  
 Euro Rails: Eric Verheiden; Jim Wilson; Colin Kameoka  
 Escape: Ed Murphy; Chris Venti; Heather Hernandez  
 Express: Tim Malony; Len Brochas; Ken McMillen  
 Fairy Tale: Lana Berman; Jason Swafford; Chris Johnson  
 Fantasy Chess: Andrew Stuhr; Daniel Watson  
 Felix - the Cat in the Sack: Lei Zhang; Priya Bradfield; Darrell Stark  
 For Sale: Eric Downing; Jason Venuti; Chris Venuti  
 Forbidden Island Demo: Brian Symington  
 Formula D: Steve Packard; Sven Myrin; William Peterson  
 Formula De - mini: Elisa Vomocil; ; Brian Symington  
 Formula De (Indianapolis): Chris Allen; Rodney Holmes; Jenna Venuti  
 Formula Motor Racing: Elisa Vomocil; Eric Downing; Robert Neff  
 Friedrich: Ray Joel; Kurt Keckley; Thomas Donnelly

GameX Racing Weekend: Elisa Vomocil; Chris Allen; Eric Downing  
Glory to Rome: Eric Fletcher; Sam Udvardi  
Greed Quest: Brian Symington; Kari Cinder; Jim Herrington  
Greed Quest: Robert Leach; Jon Daneshgar; Mark & Veronica Freeman  
Guillotine: Marc Ward; Michael Summers; Kree'ah Stonecutter  
Gulo Gulo: Maya Bradford; Nadia Bradford, Samantha Kline  
Hacker: Karl Lunder; Lana Berman; Jason Swafford  
Hansa Teutonica: Thomas Donnelly; Bruce Schlickbernd; Daniel Eppolito  
Hansa Teutonica Demo: John; Thomas Donnelly; Eugene Hourany  
Hearts: Frank Deckon; Dan O'Farrell; Jeff Hoppe  
Hearts: Ryan Aday; Dan O'Farrell; Rick Lepore  
High Society: Neil Figuracion; Eric Downing; Jeff M  
Hokkaido: Darrell Stark; Eric Downing  
Improv: Neil Figueracion, Benny Leach; Dol Brownish, Matt Allistar; Quincy James  
Incan Gold: Chris Johnson; Mike Wolfe; Jason Swafford  
India Rails: Jeff Horvat; Paul Bonday; Jay Shufeldt  
Iron Dragon: Scott Samarel; Peter Van Ettinger; Colin Kameoka  
Kingmaker: Scott Weirick; Aaron Cappochi; Chris Allen  
Kingsbur: Bruce Schlickbernd; Eric Downing; Alan Herom  
Knightmare Chess: Jon Dameshgar; Tomatoes Topur  
Le Havre: Erin Boehm; Shannon Beets; Len  
Lifeboat: Shawn Hendrix; Eric Burgess; Ron Chavez  
Loot and Scoot: Kevin Pimentel; Tim Maloney; Sarah Boswell  
Looting London: Heather Hardenberg; Eric Downing  
Lord of the Fries!: Chuck Watson; Heather Sinawkes; Conner Rykeh  
Lord of the Fries!: Eric Downing; Kari Lindeo; Eric Rizzardini  
Lord of the Fries!: Dana Decker; Martin Padilla; Mary Taylor  
Lord of the Fries!: Eric Rizzardini; Michael Cantin; Gareth O'Neal  
Lost Cities: Rick Baptist; Jason Loi  
Lunar Rails: Eric Verheiden; Jay Shufeldt; Jonathan Flagg  
Macao: Eric Downing; Wesley Kawato; Kirk Udvardi  
Manila: Joe Rickard; Paublo Valencia; Scott Weirick  
March Madness: Aaron Cappocchi; Rick Lepore; Steven Stewart  
Maria: Bob Woodson; Kurt Keekly; Mark Luta  
Memoir '44 Tigers in the Snow: Ben Roby; Andrew Ardijare; John Roy  
Merchant of Venus: Bruce Nelson; Venter Laird; James Sellers  
Mission: Red Planet: Lana Berman; Esther Udvardi  
Modern Art: Robert Leach; Brian Casty  
Monday MEGA Dominion!!!: Ben Roby; Colin Kameoka; Eric Fletcher  
Monopoly Deal: Vincent Fryer; Nicholas Walton; Scott Weirick  
Munchkin - Grab bag: Rosan Quan  
Munchkin - Grab bag: Eric Austin; Calvin M; Thomas Acuna  
Munchkin - Grab bag: Daniel Watson; Eric Austen  
Munchkin - Grab bag: Nick Chavez; Odin8186; Erin Austin  
Munchkin - Grab bag: Melissa Weiss; Heather Sinawkes; Brandon Weiss  
Munchkin Bites: Maya Bradford; Odin8186; Jim Herrington  
Munchkin Quest: Jon Daneshgar; Jonathan Morgan; Tracy Ashizawa  
Munchkin Quest: Mario Alvarado; Nicholas Butler; James Baca  
Mystery Express DEMO: Dylan Venuti; Chris Venuti

Nanuk: Darrell Stark; Kris Freeman; Karla Freeman  
 Nanuk - Nanuk: Chris Bradfield; Priya Bradfield; Nadia Bradfield  
 Ninja Burger: Daniel Brinkman; John Brinkman; Debra Brinkman  
 Ninja Burger: John Bantley; Brian Symington; Jim Herrington  
 Ninja Burger: Mason Stewart; Ethan Stewart; Jon Daneshgar  
 Ninja Burger: Jim Herrington; Kari Linder; Fiona Luebbers  
 Ninja Burger: Kree'ah Stonecutter; ; Gabriel Ramuglia  
 Nuns on the Run: James Baca  
 Paydirt Pro Football: Ethan Stewart; George Nickols; Rick Lepore  
 Pez: the Card Game: Dana Decker; Sierra Perez; Hayden Decker  
 Phase 10: Odin 8186; Nathaniel Taylor; Jon Daneshgar  
 Phase 10: Jessica Callenback; Kristie Brown; Brian Peters  
 Pirate Booty - DEMO - New Game - play with designer: Scott Dunnington;  
 Sarah Boswell; Kevin Kawamoto  
 Pirate Booty: Rich Lepore; Kevin Kawamoto; Andrew Mignino  
 Pit: Edward Roske; Lana Berman; Jeff Hoppe  
 Poker - Five Card Draw: Kree'ah Stonecutter; Conner Ryken; Jeff Hoppe  
 Poker - Texas Hold 'Em: Jason Swafford; Stephen Stewart; Eugene Hourany  
 Power Grid: Bruce Schlickbernd; Chris Johnson; G Builta  
 Princes of Florence: Eric Boehm; Tim Oates; Mike Wolfe  
 Puerto Rico: Scott Samarel; Colin Kameoka, Matt Facto  
 Ra: Lara Berman; Lei Zhang; Chris Satertumford  
 Race for the Galaxy: Stephanie Kelleher; Chris Johnson; Kevin Kawamoto  
 Race for the Galaxy: 2-player: Bryant Forsgren; Chris Johnson; Bill Beyerman  
 Railroads of England and Wales: Steve Loeb; Karen Starr; Bruce Ballard  
 Railways of the World: Paul Bonday; Scott Samarel; Peter Van Ettinger  
 Revolution!: Mark Hom; James Baca; Devi Hughes  
 Revolution!: Kari Linder; Kirk Udvardi; Jim Herrington  
 Robo-Rally: Winton Lemoine; Kirk Udvardi; Erin Austin  
 Runewars: Damon Waters; Mart Watrous; Charles Peck  
 Russian Rails: Jeff Horvat; Bill Beyermann; Eric Verheiden  
 Saint Petersburg: Jeff Becker; Steve Loeb; Karen Starr  
 Settlers of Catan World Championship Pre-Qualifier final round: Dave Zevin;  
 Michael Slater-Lansford; Avery Callenbeck  
 Shadow Hunters #1: Tom Finkle; Ron Fraigun, Colin Kameoka, Scott Samarel  
 Shadow Hunters #2: Kari Linder, Rick Baptist, James Herrington, Esther Ud-  
 vardi, Robert Neff  
 Shadows Over Camelot: Jasmine Baptist; Paul Luebbers; Brady Lang  
 Short Players Choice 18XX: Todd VanderPluym; Bill Gallagher; Jonathan  
 Gotterman  
 Skyline 3000 DEMO: Eric Burgess; Melissa Laface; Richard Heller  
 Spades: Cherly Aday, Eric Fletcher; William Petersen, Kendra Kilbride; Dan  
 O'Farrell, Frank Decker  
 Spades: Venter Laird, Tarynne Fraigun; Dan O'Farrell, Ron Fraigun  
 Spanc: Marc Ward; Jon Daneshgar; Alyssa Freeman  
 Spanc: Gabriel Ramuglia; Karla Freeman; Alyssa Freeman  
 Spanc: Chris G; Robert Neff; Odin 8186  
 Starfarers of Catan: Alasdair Burton; Kendra Kilbride; Bruce Emelson  
 Steam: Steve Loeb, Allen Herem; ; Steve Jones  
 SJ Games Potpourri: Karla Freeman; Michael Shupe; Martin Padilla



Stock Car Racing Card Game: Elisa Vomocil; Eric Downing; Anonymous  
Stone Age: Bruce; Karen Starr; Kirk Udvardi  
Tako Judo: Eric Downing; Kirk Udvardi; Jasmine Baptist  
Talisman: Conner Ryken; Joe DeSantis; Shane Taylor  
That's Life: Neil Figuracion; Bryant Forsgren; Kendra  
The Stars are Right: Melissa Weiss; Owen Saunders; Heather Sinauskas  
The Stars are Right: Lloyd Adams; G Builta; Nick Chavez, Tracy Ashizawa  
Tichu finals: Lei Zhang, Pablo Valencia; Joe Rickard, Stephanie Kelleher  
Ticket to Ride - 1910: Joe Rickard; Tracy Ashizawa; Burt Hunt  
Ticket to Ride #1: Chris Johnson; Scott Samarel; Karl Lindgar  
Ticket to Ride #2: Brian Symington; Robert Neff; Priya Brandfield  
Ticket to Ride 1912: Bill Beyermann; Pearl Newtom; Priya Brandfield  
Ticket to Ride Finals: Kenneth Heilfron; Pearl Newtom; Barbara Newton  
Ticket to Ride: Europe: Kenneth Heilfron; Darrell Stark; Steven Buchwald  
Ticket to Ride: Europe: Pearl Newton; Priya Bradford; Heather Sinauskas  
Ticket to Ride: Marklin: David Mine; Ken Hebert; Jay Christensen  
Ticket to Ride: Nordic Countries: Pearl Newton; Eric Verheiden; Odin 8186  
Ticket to Ride: Switzerland: Kenneth Heilfron; Rick Baptist  
Tile Chess: Martin Padilla; Matt Crisp  
Tile Chess: Martin Padilla; Jon Daneshgar; Andrew McSolley  
Titan: James Orzechowski; Cory Ryken; John Spence  
TransAmerica #1: Winton Lemoine; Walter Wichowski; Terry Newton  
TransAmerica #2: Gabriel Ramuglia; Steve Loeb, Robert Neff; Tracy Ashizawa  
TransAmerica #3: Gabriel Ramuglia, John Margerum; ; Burt Hunt, Danny  
Crouch  
Tulipmania 1637: Elisa Vomocil; Edward Roske; Jeff Becker  
Turn the Tide: Elisa Vomocil; Stephanie Kelleher; Darrell Stark, Jeff M  
Twilight Imperium - 3rd ed. Shattered Suns Exp.: Ben Roby; Martin Bowers;  
Bradley Burcar  
Union Pacific: Tracy Azhizawa; Eric Verheiden; Bootsie Breener  
Uno: Vincent Fryer; Kevin Kawamoto; Marc Ward  
Uno: Chris Allen; Kristie Brown; Esther Udvardi  
Uno: Theresa Ginn; Kevin Kawamoto; Kristie Brown  
Uno: Lana Berman; Bruce Nelson; Mary Taylor  
Uno: Kevin Kawamoto; Nathaniel Taylor; Mary Taylor  
Vasco Da Gam: Bruce Ballard; Mike Wolfe; Jessamine Campbell  
Warlords of Europe: Scott Weirick; Mark Hom; Luke Hardman  
Werewolf: Kari Linder; Robert Combs; Matt Facto  
Werewolf #1: AJ Armstrong; Nathaniel Taylor; Ian Foutz  
Werewolf #2: Esther Udvari; AJ Armstrong; Spencer Shuborn  
Werewolf #3: Ian Foutz, Jamie Johnson, John Brown, Stephanie Kelleher  
Werewolf early: Eli Morton; Kelsey Venuti, Heather Hardenberg; Nathaniel  
Taylor  
Who Would Win?: Edward Roske; Walter Wichowski  
Wits and Wagers: Family Edition DEMO: Stephanie Kelleher; Brady Lang;  
Heather Hardenberg  
World Cup Soccer: Rick Lepore; Robert Neff; Keith Brush  
Yahtzee Free for All: Stephanie Kelleher; Edward Roske; Mary Taylor  
Zombie Dice: Kari Linder; John Daneshgar; James Herrington  
Zombie Dice: Darrell Stark

Zombie Dice: James Herrington; Kari Cinder; Kree'ah Stonecutter  
Zombie Fluxx: Gabriela Payne-Counts; Jon Daneshgar; Rocco Garcia

**Collectible: 1st Place; 2nd Place; 3rd Place**

Anachronism: Chris Heard; Nathan Heard; Erin Austin  
Europe in Ruin: Jonathan Brown; Hoss Bennett; Jason Todd  
Heroclix "Battle Royale": Chris Heard; Nathan Heard; Brett Dedrick  
Meepiles: Maya Bradfield; Chris Bradfield; Erin Austin  
Magic: the Gathering "Baby Aldrich Tourney": John Hughes; Bryan Reeves; Alexander Kizoe  
Magic: the Gathering "Booster Draft": Eric Downing; Bryan Reeves; Robert Combs  
Magic: the Gathering "Late Nite Magic": Alex Kinzoe; Eric Johnson; Jonathan Brown  
Magic: the Gathering "Legacy": Jason Yang; Jonathan Brown; Sam Orzechowski  
Magic: the Gathering "Sealed": Chris Lindung; Jason Yang; Alexander Kinzk  
Magic: the Gathering "Standard": John Hughes; Chris Lindung; Jason Yang  
Pirates Pocketmodel "Friday Nite Brawl": Jonathan J Brown; Brandon Weiss; David Murphy  
Pirates Pocketmodel "Hurricane Heather": Brandon Weiss; Melissa Weiss; Heather Sinauskas  
Pirates Pocketmodel "Monday Madness": Heather Sinaskas; Melissa Weiss; Lloyd Adams  
Pirates Pocketmodel "Saturday Nite Fever": Lloyd Adams; Brandon Weiss; Heather Sinauskas  
Pirates Pocketmodel Sink-N-Keep: Daniel Watson; Melissa Weiss; Fred Carmelia  
PK Cards: David Murphy; Jonathan Brown; James Warren  
Pokemon #1: Jacob Fraigun; Joep Hensel; Gavin Saewert  
Pokemon #2: Joep Hensel; Jacob Fraigun; Chris Robertsen  
Queen's Blade: Sam Lindsey; David Murphy; Terri Gonzales  
Star Wars Minis "Ewok Flambe": Danial Watson; Rami Silverman, Andrew Stuhr  
Star Wars Minis "Lunatic Fringe": Mel Campbell; Kyle Trusino; Adler Romero  
Vampire: the Eternal Struggle- Constructed Tourney: Darby Keeney; Jeff Poole; Matt Wedge  
Vampire: the Eternal Struggle Mini-Qualifier: Robert Scythe; Robert Goudie; Mike Nilsen  
Vampire: the eternal Struggle- Southwest Region Qualifier: Darby Keeney; Matt Facto; Jeff Poole  
VTES: Mike Courtois; Fred Scott; Matt Wedge  
Warhammer: Invasion: Denise Drew; David Murphy; Hoss Bennett  
Warstone "50k series": Brandon Weiss; Bobby Doran; Lloyd Adams  
Yugioh: Mike Varga; Chris Robinson; Odin 8186  
Yugioh #2: Ian Lynam; Kyal Trujillo; James Branwater

**Computer & Video: 1st Place; 2nd Place; 3rd Place**

Blur: Todd Schlickbernd; Doug Keennon; Jason DuVall  
Geometry Wars: Todd Schlickbernd; Mike Varga; Chris Robinson

Halo #1: Mike Varga; Christopher Robinson; AJ Armstrong  
Halo #2: Todd Schlickbernd; Kris Freeman; Calvin Sheen  
Halo #3: Kelly Mai, Todd Schlickbernd, Doug Keenan, Calvin Sheen; Jeremy Callenbeck, Benjamin Hurst, Dylan Venti, Chris Kearney; Christopher Robin, Vincent Fryer, Kevin Wilby, Sammy Fuller  
Last-Minute: Worms Armageddon: Doug Keennon; Jason DuVall; Todd Schlickbernd  
Mario Kart: Carlos Hernandez; Todd Schlickbernd; Joey Cornwall  
Modern Warfare 2: Chris Kearney; Calvin Sheen; Chris Rebin  
Super Smash Bros Brawl: Carlos Hernandez; Mike Varga; Todd Schlickbernd  
Super Smash Bros. Brawl #2: Carlos Hernandez; Chris Kearney; Kelly Mai  
Super Street Fighter 4: Todd Schlickbernd; Areil Levi; Jason DuVall  
Tatsunoko vs. Capcom: Todd Schlickbernd; Areil Levi; Ian Lynam

**Miniatures: 1st Place; 2nd Place; 3rd Place**

40K RTT: Best Overall: Brad Townsend; Best General: Cooper Waddell; Best Sportsman: Toby Walker

Fantasy RTT: Best Overall: Kraig Beaver; Best General: Ron Maclaughlin; Best Sportsman: Jeremy Campbell

Uncharted Islands: Kraig Beaver; John Macomber; Wade Durant

Warmachine/Hordes Mk2: Jin Sugimoto; Matthew Robinson; Arash Shahi

**Painting: 1st Place; 2nd Place; 3rd Place**

Best of Show: Shawn Hendrix

Fantasy Large: Shawn Hendrix; Gregory Sztain; Max Peters

Fantasy Single: Robert Canales; Wade Durant; Mike Rivier

Fantasy Unit: Anthony Nguyen; Shawn Hendrix; Max Peters

Historical/Sci Fi Large: Shawn Hendrix; Shawn Hendrix; Anthony Nguyen

Historical/Sci Fi Single: Shawn Hendrix; Shawn Hendrix; Gregory Sztain

Historical/Sci Fi Unit: Shawn Hendrix; Shawn Hendrix, Adam Hammer

Open: Shawn Hendrix; Max Peters

Strategikids: Mason Stewart; Maya Bradfield; Nadia Bradfield



***What is Wyrdd?***  
***June 10-12 2011***

***www.wyrddcon.com***



**STRATEGICON** presents

# Orcon 2011

Presidents' Day Weekend  
February 18th - 21st, 2011

Featuring the best gaming in all of California

Over 500 tournaments and events

Registration is \$40 before February 11, 2011,  
or \$50 at the door.

## **Sheraton Gateway**

6101 West Century Boulevard  
Los Angeles, CA 90045  
Reservations: 800-325-3535  
Room Rates: \$99 per night

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

## **STRATEGICON SCHEDULE**

<b>Convention</b>	<b>Dates</b>	<b>Location</b>
Orcon 2011	Feb 18-21	Sheraton Gateway
Gamex 2011	May 27-30	Sheraton Gateway
Gateway 2011	Sep 2-5	Sheraton Gateway
Orcon 2012	Feb 17-20	Sheraton Gateway
Gamex 2012	May 25-28	Sheraton Gateway
Gateway 2012	Aug 31-Sep 3	Sheraton Gateway