



UNDER CONSTRUCTION

The first floor of the Westin Hotel is under construction.

At the time this booklet went to press we had no idea what rooms and areas of the hotel *would* and *would not* be available to us.

Some games have been relocated.

Please check the con book update sheet for this information.

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WELCOME

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

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

There is much to see and do this weekend. We hope that you visit the various game retailers and manufacturers in the Exhibitor Hall and attend the many seminars, demonstrations, displays, events, and tournaments at Gateway. Feel free to mingle and ask questions. Gamers, like everyone else, love to talk about their hobby!

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

CONVENTION HOURS

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.

CONVENTION POLICY: BONDING

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

TROUBLESHOOTING STAFF

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

Convention Coordinator/Help Desk

Eric M. Aldrich I

Convention Operations

Norm Carlson and Chris Carlson

Convention Services (Exhibitor Room)

Janice Sellers

Convention Services (Registration)

Tracy Fryer

Advisor

John Paiva

Board Games

Patrick Havert and Karl Kreder

Collectibles

Victor Bugg

Computers

Janice Sellers

Live Action Roleplaying

Aaron Kutzmann

Miniatures

Jose Mendiola

Movies

Patrick Saul

Roleplaying Games

Paul Tevis, Denys Mordred, and Sarah Harrington

Special Events

Eric Burgess

Art Director

jim pinto

Convention Auctioneer

Alfonzo Smith

Open Gaming Library

Larry York

Webmaster

Tanya Aldrich and Mike Mandelsberg

Publicity and Propaganda

Robert Lionheart and Hugh K. Singh

Lots of Stuff

Michael Fryer, Mark Hyman, and Eric Nyquist

CONVENTION RULES

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission and registered and is therefore required to be worn in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price.
2. Never use the tables in tournament gaming or demonstration areas for open gaming unless specifically authorized.
3. If you enter a tournament, please bring a copy of game to be played. Otherwise, your participation in the tournament is not assured, since there may not be enough copies of the game (brought by other players) to go around. If you do not have a copy of the game, you may be replaced by someone who does.
4. **Keep an eye on your property.** We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8am the next morning. After 8am you must re-register and pay the difference in admission fees if you wish to continue your attendance.
6. All Live Action Role Playing Games must be organized by the convention staff. All unauthorized "Live Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
7. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas; only at bars and in hotel rooms. Violation may result in expulsion without a refund.
8. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with room instead of spending an hour stuck between floors, or waiting days for the one working elevator.

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

WESTIN HOTEL RULES

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the convention designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend, either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at 9 pm.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law. We must wake anyone napping.
5. Naturally, we don't want our rooms damaged, and a 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
6. If you use valet parking, expect to pay full hotel rates.
7. No running or sliding on the escalator, no propping open fire exits, and no hallway horseplay (spilling ashtrays, etc.)
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!

EXHIBITOR HALL

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

Saturday	9am to 7pm
Sunday	10am to 7pm
Monday	10am to Closing

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

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

GAME TOURNAMENTS AND EVENTS

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

COMMON RIGHTS OF EVENT OFFICIALS

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

1. Judges and GMs may modify game rules as necessary by announcement prior to the tournament or event.
2. Judges and GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. Judges and GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players, the convention reserves the right to cancel it. If a role playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to cancel it.
5. Event officials have the right to eject, if deemed necessary, any player from an event.
6. Please arrive at an event location 15 minutes prior to its scheduled start time and be ready to play

EVENT REGISTRATION

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

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

TOURNAMENT ENTRY LIMIT

In some cases, two or more tournaments are staged for a particular game. If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This gives the first chances at registration to those who haven't played in one of the tournaments for the game. We want to ensure that as many people as possible get to play at least one tournament. For Role Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

WALK-IN EVENT ENTRY

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

LATE ARRIVALS

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

TOURNAMENT PRIZES

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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.

BOARD GAMES PRIZES

- Events are played for the pure fun of the game
- Big Tournaments pay \$30 for 1st place, and \$15 for 2nd
- Small Tournaments pay \$6 for 1st place, and \$3 for 2nd
- Tournaments pay \$10 for 1st place, and \$5 for 2nd
- Sponsored events receive a game or game expansion
- Special Events receive an award, plaque, and/or dealer dollars, to be determined as the event is run.
- **Note:** A big tournament with less than 8 players pays \$15/\$8, and a regular tournament with less than 4 players pays \$5/\$3.

Our Sponsors

Avalanche Press
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Reaper Miniatures
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Shadowstar Games
SoCal Gamers
Steve Jackson Games
Stonehouse Miniatures
Venatic Inc.
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Z-Man Games

MINIATURES PAINTING CONTEST

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

Miniature Painting Contest Categories

Beginner (up to 14 years old)

Diorama

GW Fantasy Single

GW Fantasy Unit

GW Sci-Fi Single

GW Sci-Fi Unit

Historical Single

Historical Unit or Group

Non-GW Fantasy Single

Non-GW Fantasy Unit or Group

Non-GW Sci-Fi Single

Non-GW Sci-Fi Unit or Group

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

PAINTING CONTEST RULES

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

GAME AUCTION

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

AUCTION REGISTRATION RULES

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

AUCTION LOTS

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

AUCTION SELLER RULES

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until Monday at 10 am.

**YOU MUST HOLD YOUR GAMES UNTIL 10AM
MONDAY BEFORE HANDING THEM OVER IN THE
THEATRE.**

3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collector's item games are determined by the auction staff prior to the commencement of the auction.
5. A 10% commission (\$50.00 max) is charged per lot on all auctioned items.
6. Unsold items not picked up immediately following the auction become the property of the convention.
7. Money due will be distributed at the Theatre approximately 30 minutes after the conclusion of the Auction.

AUCTION BUYER RULES

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

FLEA MARKET TABLES

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.

Flea Market tables are rented by the convention at \$10.00 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 10pm to midnight and Saturday and Sunday 10am to 2pm.

If you wish to sell painted figures, artwork, games, etc. at this convention, you must buy either a Flea Market or Exhibitor table.

CONVENTION SELLER RULES

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

BUYER GUIDELINES

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

PARTICIPATION PROCEDURES

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

PRODUCT POLICY

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

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

NOTICE FROM THE STATE OF CALIFORNIA

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

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

A GUIDE TO GATEWAY 2007 FOR NON-GAMERS

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

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

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

In addition we have added many party games – such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up – to the schedule so people can enjoy social games that often elicit laughter and comraderie.

We have worked hard to assure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is, admittedly, our hobby, and we do love it. Most gamers will tell you that the hobby is even more fun when we get to share it with new friends.

Enjoy the con!





STRATEGICON IS
MOVING IN 2008

FIND AT MORE
ONLINE, AT THE SHOW,
OR ON THE BACK OF
THIS PROGRAM



WWW.STRATEGICON.NET

BOARD GAMES

FRiDAY

3pm	Monsters Menace America	Small
4pm	Empire Builder	Tournament
	Ninja Burger: Sumo Sized	Event
	Vampire: Prince of the City	Event
6pm	Amun Re	Tournament
	Formula Motor Racing	Small
7pm	18xx - Pot Luck	Tournament
	Guillotine #1	Small
	Hearts #1	Event
	SeaFARers of Catan	Tournament
8pm	Play with Game Designer Tom Jolly	Event *
	Struggle for Rome	Tournament
	Ticket to Ride	Big
	Uno #1	Tournament
9pm	Nexus Ops	Small
	Phase 10 #1	Small
	Poker: 5 Card Draw	Sponsored
	Princes of Florence	Tournament
10pm	Liar's Dice #1	Small
11pm	Spades #1	Event
	Times Up	Event
	Ubongo	Small

Z-MAN
games

SATURDAY

Mid	Pit #1	Small
1am	Werewolf #1	Event
9am	Axis & Allies: Main	Big
	Blokus #1	Small
10am	1830	Tournament
	Europe Engulfed	Event
	Hearts #2	Event
	Imperial	Tournament
	Junior Event #1	Event
	Live Action Wiz War	Event
	Merchant of Venus	Tournament
	Nuclear War Tournament	Tournament
	Tigris and Euphrates	Tournament
	Titan #1	Demo
	The War Game	Event *
	Uno #2	Tournament
11am	American Megafauna	Demo
	Iron Dragon	Tournament
	Spanc #1	Small
	Tide of Iron	Event
	Twilight Struggle	Tournament
	Vegas Showdown	Tournament
	Vinci	Tournament
Noon	Axis & Allies #2	Demo
	Colosseum	Tournament
	Mille Bornes #1	Small
	Puerto Rico	Big
	Robo Rally #1	Tournament
1pm	Battletech	Demo
	Cave Troll	Sponsored *
	Junior Event #2	Event
	Phase 10 #2	Small
	Railroad Tycoon	Tournament
	Spades #2	Event
2pm	Hard Vacuum	Demo
3pm	Bohnanza	Small
	Formula De	Tournament
	Midgard	Tournament
	Winds of Plunder	Tournament
4pm	Junior Event #3	Event
	Modern Naval Battles	Small
	Ra	Big

SATURDAY

5pm	Diplomacy Scepter of Zavador Silverton/Rail Baron	Tournament Tournament Tournament
6pm	Apples to Apples Chez Geek Cleopatra and the Society of Architects Combat Commander Fortress America Lords of the Sierra Madre Ticket to Ride: Marklin	Small Small Tournament Tournament Tournament Demo Tournament
7pm	Citadels Italia Pitch Car #1	Tournament Event Tournament
8pm	Catch Phrase Joan of Arc Pez #1	Small Event Small
9pm	Bang! Goa Palabra Poker: 7 Card Stud Saboteur	Event Tournament Small Sponsored Small
10pm	Liar's Dice #2 Tichu Part A Transamerica #1 Uno #3: Pajama Party	Small Small Small Tournament
11pm	Stack Market	Small

SOCAL GAMERS

Board Gaming fun all across the Southland from San Diego to Bakersfield, from the Inland Empire to Santa Monica.

**We play it all,
from Euro Games to Wargames, Party Games to Family Games**

See our website for more information www.socalgamers.info

SUNDAY

Mid	Charades	Event
1am	Werewolf #2	Event
9am	Phase 10 #3	Small
10am	Battle Cry!	Tournament
	Caylus	Tournament
	Descent Journeys in the Dark	Event
	Junior Event #4	Event
	Lost Worlds	Tournament
	Mille Bornes #2	Small
	Protospiel West Morning Session	Special
	The War Game	Event *
	Titan #2	Demo
	Union Pacific	Tournament
	Uno #4	Tournament
	Up Front	Event
11am	18XX: Classic	Tournament
	B&B	Sponsored
	Drakon Deluxe	Special
	Insecta Mutant Kit	Demo
	Khet	Sponsored
	Pillars of the Earth	Tournament
Noon	Cribbage	Small
	Euro Rails	Tournament
	History of the World	Tournament
	In the Shadow of the Emperor	Tournament
	Owner's Choice	Small
1pm	Junior Event #5	Event
	Nomic	Event
	Once Upon a Time	Small
	Robo Rally #2	Tournament
	Settlers of Catan	Big
	Talisman	Tournament
2pm	Cloud 9	Small
	Modern Art	Small
	Origins, How we became Human	Demo
	Protospiel West Afternoon Session	Event
3pm	Arima	Sponsored
	Federation Commander	Tournament
	Ingenious	Tournament
	Thurn and Taxis	Big

SUNDAY

4pm	Battle Lore Blokus #2 Junior Event #6 Lost Cities Spades #3 Through the Desert Ticket to Ride: Europe	Demo Small Event Tournament Event Tournament Tournament
5pm	Guillotine #2 Hammer of the Scots Power Grid Shadows over Camelot	Small Tournament Big Event
6pm	Hannibal: Rome vs Carthage Illuminati Lords of the Spanish Main Pez #2 Protospiel West Evening Session San Juan WMD tournament	Tournament Sponsored Demo Small Event Small Tournament *
7pm	Carcassonne Fluxx #1 Pitch Car #2	Tournament Small Tournament
8pm	Jigsaw Puzzle Saint Petersburg Trivial Pursuit	Tournament Tournament Demo
9pm	Cowboys: Way of the Gun Wits and Wagers	Event Small
10pm	Hey that's my Fish Poker: Texas Hold 'Em Quelf #1 Tichu Part B Transamerica #2	Small Sponsored Small Small Small
11pm	25 Words or Less	Event

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MONDAY

Mid	Pit #2	Small
1am	Werewolf #3	Event
8am	Scrabble	Small
10am	Cartagena Junior Event #7 On the Underground Uno #5	Tournament Event Tournament Sponsored
11am	Alhambra Grand Illusion: The 1914 Campaign Napoleonic Wars Spanc #2	Sponsored Event Sponsored Small
Noon	No Thanks Zooleretto	Sponsored Sponsored
1pm	Junior Event #8 Quelf #2	Event Sponsored
2pm	Blue Moon City Fluxx #2	Sponsored Sponsored
3pm	Family Business	Sponsored

* = Play with the Creator Event

LAST NIGHT ON EARTH™ THE ZOMBIE GAME

Last Night on Earth, The Zombie Game is a fast-paced game of brain-eating Zombies, small town Heroes, and horror movie action. Players take on the role of either the Heroes, working together to make it through the night; or the Zombies, unending waves of undead spreading over the town like a plague. Featuring a modular board, eight unique Heroes to choose from, and several different Scenarios to play that drastically change the game, *Last Night on Earth* is designed to create a cinematic feel as the story and game unfold.



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BOARDGAMES NOTES

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



TOM JOLLY WAS HERE

11. Who gets the prizes? Look under the Game Type to see what you have a chance to win.
 - For Tournaments, 1st place gets 10 Dealer Dollars, 2nd gets 5 Dealer Dollars
 - For Big Tournaments, 1st place gets 30 Dealer Dollars, 2nd gets 15 Dealer Dollars
 - For Small Tournaments, 1st place gets 6 Dealer Dollars, 2nd gets 3 Dealer Dollars
 - For Sponsored Events, 1st place receives a game, expansion, or some other prize
 - Special Events award something special. Ask at Board Games HQ.
 - Events and Demo Events do not typically award a prize – you play for the fun of it.

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

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

EVENTS

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

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

JUNIORS EVENTS

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

ANNUAL AWARDS

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

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

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

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

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

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

SPACE FOR RENT

18XX: POTLUCK

GM and players choose which version of 18XX to play.

AMERICAN MEGAFUNA

Second edition with the new expansion. Two to five player dinosaurs vs. mammals in ancient America.

AXIS & ALLIES MAIN

Big Tournament for Axis & Allies.

AXIS & ALLIES #2

Consolation tournament for those eliminated or entering late.

BATTLETECH

Operation Maumbo Drop. The planet Maumbo. Not much to look at, not much to do. One small city. One really small space port. At the moment this rustic hunk of rock is being torn apart by every faction in the Inner Sphere! Your lance has been ordered to advance into the city and link up with the rest of your company. Nothing so far has gone right. At least the weather is finally starting to clear.

CHARADES

All phrases provided.

DESCENT JOURNEYS IN THE DARK

One-round. Five-hour event. Bring your games and expansions.

HARD VACUUM

Science Gone Mad edition.

INSECTA MUTANT KIT

Rainforest edition, using the Chris Carlson map.

JUNIOR EVENTS

Kids choose the game they play. This is not a babysitting service, so one adult needs to stay with their child.

LIVE ACTION WIZ WAR

Play the classic game in 3-D, real-life action. Walk the maze, blast your friends and maybe even get stopped by a Thornbush or Waterwall. Giant cards, real props, and the designer himself, Tom Jolly, is part of this special event. Rules allow for a rotation of players moving through promptly to qualify by eliminating other players. The finals are a full play of the game with four finalists.

NOMIC

Suber's Initial Set of Rules

ORIGINS, HOW WE BECAME HUMAN

To be published by Sierra Madre Games in October 2007.

PLAY WITH DESIGNER TOM JOLLY

Learn one Tom Jolly's games... from the creator himself.

PROTOSPIEL WEST

Ever wanted to be involved in developing upcoming new games? Are you a local designer who is interested in getting your game tested?

Come to Strategicon on Sunday and participate in Protospiel West: an organized event where playtesters and designers get together and take part in the development process by giving important feedback and ideas to the game designer.

Each session lasts for three hours which will include about 2 hours of game play and time for discussion.

Session Times Are
10:00 am – 1:00pm
2:00pm – 5:00pm
6:00pm – 9:00pm

Each person participating receives five dealer dollars per session.
16 Players Maximum for each session.

TRIVIAL PURSUIT

Game-show style team event with at least ten different Trivial Pursuit question sets.

Inferno Games Is Back

Or at least on the internet.

Download Starship Command and Starship Command II for FREE*. Then print the game yourself and you have a working copy.



Ok you are asking what is the catch? There is no catch! We just want to keep the game alive until the day comes when we can reprint them both. We sold out of Starship Command and have a few copies of Starship Command II left.

Other games also available for download. Go to:

Infernogamesco.com

Check back from time to time, we have several games that never made it to print that will be added for free download.

*Starship Command and Starship Command II free till end of 2007

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COMPUTER GAMES

STAPLETON

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

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

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



IS
STARTS
BE



PLAY WITH THE CREATOR

Strategicon proudly introduces *Play with the Creator* events. New at GATEWAY 2007, Play with the Creator events allow you to enjoy your favorite game designs with the people behind the games. It's your chance to learn secret strategies, fun trivia, and the history of the game. Some designers are hosting playtests of their newest creations and they are looking for your feedback.

BOARD GAMES

Cave Troll
Play with Designer Tom Jolly
Starship Command
The War Game
WMD

MINIATURES

Iraq Stryker Sweep

ROLE PLAYING

Fellowship of the Lost
Gunsmoke Poker
Indie Games 101: Full Light, Full Steam: Jungle Fever
Pulp Adventure
Sons of Liberty Playtest
SpecOps
Ten Thousand Bullets: "Alibi"
Tunnels & Trolls Introductory Adventure
unWritten
World on Fire: "Dinner with Harvey"
XSW: Impact (previously Stranglehold)

COLLECTIBLES

Collectibles includes collectible card games and miniature games. Players provide their own cards and miniatures unless an event is a demo. Sealed deck and booster draft events have their own rules.

FRIDAY

- 4pm Naruto Academy Tournament
- 6pm Horrorclix Monster Bash
- 7pm WoW Quests and Raids
- 8pm Warlord CCG

SATURDAY

- 10am Magic: The Gathering Tournament
- 11am Clout Clinch Tournament
- Noon Star Wars PocketModel Tournament
- 1pm Yu-Gi-Oh! Tournament
- 2pm UFS Tournament
- 3pm Heroscape Tourney
- 4pm Star Wars Miniatures Tournament
Naruto Genin Tournament
- 6pm Heroclix: Royale Rumble

SUNDAY

- 10am Warlord Pre-Release Tournament
- Noon Star Wars PocketModel Tournament
- 1pm Yu-Gi-Oh! Tournament
- 3pm Warlord CCG Tournament
- 6pm Pirates: Sink-N-Keep
- 8pm Naruto Special Event

MONDAY

- 10am Pirates: Treasure Island

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

CLOUT CLINCH TOURNAMENT

15 chips. 25 points total. R³

HEROClix: ROYALE RUMBLE

300 points Constructed. Battle Royale. No medics. No dupes.

HEROSCAPE TOURNAMENT

400 point Heroscape army.

HORRORClix MONSTER BASH

300 points constructed, Multiplayer Battle Royale.

MAGIC: THE GATHERING TOURNAMENT

Standard (type 2) constructed tourney. R³

PIRATES: SINK-N-KEEP

Bring one unopened booster pack from any set. GM places limited edition ships in play. Any GM ship you sink, you keep.

PIRATES: TREASURE ISLAND

30 point fleets. Special Rules.

STAR WARS MINIATURES TOURNAMENT

Standard Scenario format. 150-point squads. Squad lists are required. Top players advance to finals. DCI Sanctioned event. R³

STAR WARS POCKETMODEL TOURNAMENT

Deck size 30+, and up to 30 build stars of units. R³

UFS TOURNAMENT

Constructed. R³

WARLORD PRE-RELEASE TOURNAMENT

Pre-Release. Sealed format. R³

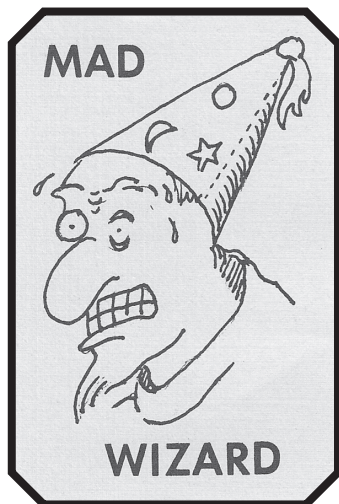
YU-GI-OH! TOURNAMENT

Constructed deck. Traditional format.

GUEST OF HONOR

TOM JOLLY

Tom Jolly assumes the blame for designing *Wiz-War* (1985), *Drakon*, *Cavetroll*, *Light Speed*, *Camelot*, *Cargo*, and codesigning *DiskWars* and *Vortex/Maelstrom*. He still designs new games, but doesn't remember why anymore. He lives in California with his wife of 28 years, horses, cats, dog, and lots of oak trees, and works as an electrical engineer at a big aerospace company on the side, just so the bills actually get paid.



THE WORLD MAY BE FLAT... DON'T LET YOUR GAME BE

EXCITING



ART of WAR TERRAIN

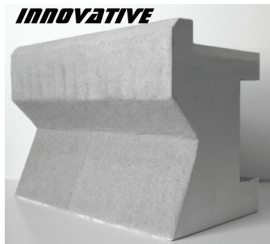
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LIVE ACTION ROLEPLAYING

TRATORIA

SATURDAY

3pm In Nomine Live: Night Boat

8pm Nothing Here Is Free

SUNDAY

3pm Cthulhu Live: The Sacrifice of the Eldridge

CTHULHU LIVE: THE SACRIFICE OF THE ELDRIDGE

GM: Barbara Fuentes

The USS Eldridge was tragically lost in a top-secret naval project. While their families may understand the nature of secrets, the White House and its checkbook want some answers.

IN NOMINE LIVE: NIGHT BOAT

GM: Barbara Fuentes

Adrift in the Atlantic, your only wish is for a second chance, to live awhile longer to set some things right. Your wish is granted in the form of an 18th century sailing ship, but the devil is in the details. Costuming from any historical period, especially 1790 to near-future, is optional but warmly appreciated.

NOTHING HERE IS FREE

GM: Judson Lester and Ryan McMullan

There is another world inside Los Angeles, located in the places where no one ever goes. Where forgotten Spanish missionaries and forgotten movie stars now live in a mystic world beyond the sight of the mundane citizens of Los Angeles Above. In Los Angeles Below, the Floating Market occurs on the most auspicious of occasions. Based on Neil Gaiman's *Neverwhere*. Costumes from Los Angeles' history and subcultures are encouraged (but not required). 6-hours.

MINIATURES

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

FRIDAY

6pm Warhammer: Siege of Moslac

SATURDAY

8am Battle of Stalingrad

10am Dropship Down

Flames of War 20mm

Rackham Demo

Warhammer 40k Rogue Trader Tournament

3pm Dark-Age Miniature Xtreme Tournament

6pm Into the Valley of Death

7pm Iraq Stryker Sweep

SUNDAY

9am American Civil War

10am Warhammer Fantasy Battle Rogue Trader Tournament

Warmachine/Hordes 750 Point Tournament

6pm Into the Valley of Death

7pm Circus Maximus 15mm Chariot Race

8pm Beda Fomm February 6th 1941

MONDAY

Noon Gladiator Battles



AMERICAN CIVIL WAR

GM: Bob Genso

A what-if engagement. Robert E. Lee's plan for the second day of Gettysburg is a basic double envelopment. General Longstreet wanted to do a much wider maneuver, but Lee overruled him. This scenario is based on that idea. Elements of Second Corps plus cavalry are sent wide of Culp's Hill to try and get in the Union rear areas. The Union, having the high ground, sees this move and sends elements of the arriving Sixth Corps plus cavalry to stop this.

BATTLE OF STALINGRAD

GM: John R. Strauch

It's the 14th of Sept. 1942 and 6th Army is launching its first attack into Stalingrad. Elements of the 24th Pz. and 29th Mot. Div. are attacking the southern part of the city, which is defended by the 39th Guard Div., and the 42nd Militia Brig. The Russians aren't ready to give up and that they'll have to go building by building to pry the Reds out. All Day Event until 11pm.

BEDA FOMM: FEBRUARY SIXTH 1941

GM: Steve Phenow and Paul Szyborski

A fighting column task is to form a blocking force on the highway to hold up retreating Italians until the bulk of the 7th Armored Division can catch up. The Italians must break through or lose.

CIRCUS MAXIMUS 15MM CHARIOT RACE

GM: Terry Stone

The ever-popular game of Circus Maximus Chariot Race. Up to 20 players. Beginners are welcome.

DARK-AGE MINIATURE XTREME TOURNAMENT

GM: Robin Nixon

Dark Age X-treme! is a continuation of the original Rumble in the Wasteland demonstration tournament series. We have introduced many players to the world of Dark Age and provided the miniatures to play with. Now the players are arming themselves with knowledge and their own armies, it's time to expand to the next level of play. Not to be content with normal structured organized play we have created a dynamic approach to playing objective based scenarios that won't tip the balance to experienced or power gamers. Simply put, you bring a balanced army to the table and we test the limits of you and your army.

DROPSHIP DOWN

GM: David Dunn

An Albatross dropship, unarmed, carrying three peace delegates and a security squad of NAC Marines find themselves 3-4 clicks behind enemy lines, shot down by an OUDF AA battery. Protect the delegates and get back to friendly lines. Don't allow yourselves to be captured. Air support is unavailable. All air space is now hostile. Ground support is mobilizing, but it may take a while.

FLAMES OF WAR 20MM

GM: Adam hammer and Mike Verity

Dawn. June 6, 1944. The largest amphibious assault in history takes place. The Allied invasion force is poised to begin its destruction of the Third Reich. Play the D-Day invasions on Omaha and Sword Beaches as one massive game. Will the Allied troops be able to force a foothold on the continent? Or will Erwin Rommel's Fortress Europa prevail in brushing the British and US forces back into the Channel. This time Rommel will have complete control of his Panzer reserves.

GLADIATOR BATTLES

GM: Terry Stone

Man-to-Man combat in the classic arena of ancient Rome.

INTO THE VALLEY OF DEATH

GM: David Dunn

Command a force of Loyalist Space Marines to break through the Traitors' ranks! Remove the scum from the small town, and send them back to the abyss!

RAQ STRYKER SWEEP

GM: Larry Makey, Dan Munson and Steve Phenoe

The new QRS Strykers are featured, when the US Army command sends a platoon from the Stryker Brigade to clear the village. However a mercenary unit of Syrians are backing up the insurgents and the US might have bitten off more then they can chew.

RACKHAM DEMO

GM: Scott Parsons

AT-43 demonstration and small tournament.

WARHAMMER 40K ROGUE TRADER TOURNAMENT

GM: Catherine Walker, Toby Walker, and Touradj Mansouri
Brought to you by GMI Games: The 40k RTT at the con. This event will allow any Games Workshop Grand Tournament Legal Army list, and will be held at 1750 points. Be sure to bring multiple copies of your army list. Prizes will be in the form of dealer dollars and plaques, and the categories will be: Best Overall, Best Appearance, Best Sportsman, and Best Army.

WARHAMMER FANTASY BATTLE: ROGUE TRADER TOURNAMENT

GM: Catherine Walker, Toby Walker, and Touradj Mansouri
Brought to you by GMI Games: The Warhammer Fantasy RTT at the con. Any Games Workshop Grand Tournament Legal Army list. 2,000 points. Bring multiple copies of your army list. Prizes will be in the form of dealer dollars and plaques, and the categories will be: Best Overall, Best Appearance, Best Sportsman, and Best Army.

WARHAMMER: SIEGE OF MOSLAC

GM: R. T. Maitreya

In this chapter, the Princes of Men are defending the border town of Moslac against a horde of Orcs and Beasts slogging across the Eastern plains of the borderlands. Good forces defend with 1400-point armies, and Evil brings 2100-point armies. ALL attackers get a free siege tower or battering ram if you model it up and bring it, same with ladders, grapnels, etc. Defenders bring boiling oil, flaming arrows, and buckets of rocks. This game is for pillaging fun, with fast and furious decrees from your fearless and friendly organizer. Up to 12 players.

WARMACHINE/HORDES 750 POINT TOURNAMENT

GM: Robin Nixon

The Privateer Press world has expanded from Warmachine to include Hordes. This is your chance to prove your battlegroup's prowess in the ever-expanding PP game world. Bring your 750 point Warmachine or Hordes battle group, led by a single Warcaster or warlock. Prove your beasts or Jacks are tough enough to clear the battlefield of opponents. Bring two lists. All models must be official PP figurines. Steam Roller 3.0 rules.

Awards presented for 1st, 2nd, and 3rd place winners along with Best Painted and Best Sportsman awards.

ROLEPLAYING GAMES

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

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

EVENTS

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

DMs reserve the right to modify rules or make fiat decisions about the game rules. Games marked with an asterisk (*) are playtest games and may have special conditions. Games marked with a double asterisk (**) are modified from the original game mechanics. Gamemaster names are listed under each event description.

RPG EVENTS ARE LOCATED ON THE 3RD FLOOR

FRiDAY

Noon Dungeons & Dragons 3.5 (and others)/Open Gaming

3pm Primetime Adventures/Pilot Episode

Spirit of the Century/Star Wars
unWritten/unWritten*

8pm Buffy/Angel Unisystem/Le Mois de la Mission
Call of Cthulhu/The Ship In Time

Classic Dungeons & Dragons/Raise the Dragon
Crimson Cutlass/Sailing to Serve God,
the King and to get Rich, Pt. 1

Dungeons & Dragons 3.5/RPGA Events

D20 Gamma World/A Day About Town

Dogs in the Vineyard/Indie Games 101

Grey Ranks/Uprising

Hero System (Champions)/Marvel Slugfest

Star Wars D20 Saga Edition/Darkness Falls,
Chapter One: Feel the Silence

Stargate SG-1 (D20/Spycraft)/

SG-14: Send In the Irregulars

SATURDAY

9am Dungeons & Dragons 3.5/RPGA Events

10am Buffy the Vampire Slayer RPG/

Bright Blades and Black Magick

Dungeons & Dragons 3.5/Frostbite, Pt. 1

Dungeons & Dragons 3.5 (and others)/Open Gaming

Dogs in the Vinyard/Crooked River Flats

The Fellowship of the Lost

Full Light, Full Steam/Indie Games 101

Hero System (Champions)/Avengers Assemble

Legend of the Five Rings (1st Edition)/Isle of Fortune

Pulp Adventure (Second Edition)/Tournament Round 1A

“The Secret of the Dragon”

Space Blade/Space Blade*

Spirit of the Century/Star Wars

Spycraft 2.0/World on Fire: Dinner with Harvey*

Stargate SG-1 (D20/Spycraft)/End Run

unWritten/unWritten*

SATURDAY

3pm Buffy/Angel Unisystem (Cinematic)/
La Semaine du SŽminaire
Crimson Cutlass/Sailing to Serve God,
the King and to Get Rich, Pt. 1
Dungeons & Dragons 3.5/Frostbite, Pt. 2
Dungeons & Dragons 3.5/In the Shadows of Spinecastle
Fantasy Hero/The Broken Tooth Pt. I
GURPS 3rd Ed: Religion/Voice of the Gods
HeroQuest/Heroes of Middle-Earth: The Dragon Smaug
Paranoia XP/Three Up, Three Down
Polaris/Indie Games 101
Spycraft 2.0/Ten Thousand Bullets: Alibi *
World of Darkness/Guess Who is to Dinner

8pm Burning Wheel/Indie Games 101
Call of Cthulhu/Dancing to a Different Tune
Classic Dungeons & Dragons/Raise the Dragon
Dungeons & Dragons 3.5/The Tomb of the 500 Warriors
D20 Gamma World/A DyinŃ Night at the Museum
Grey Ranks/Uprising
GURPS 3rd Ed: Steampunk/
The STEAM Giant and other stories
Primetime Adventures/Pilot Episode
Pulp Adventure (Second Edition)/Pulp Adventure
Tournament Round 1B "The Dragon's Deadly Coins"*
Sons of Liberty/Sons of Liberty*
Star Wars D20 Saga Edition/Darkness Falls,
Chapter One: Feel the Silence
Stargate SG-1 (D20/Spycraft)/SOS
Tunnels & Trolls/Introductory Adventure *

SEARCH FOR TRAPS

SUNDAY

- Mid Dungeons & Dragons 3.5/Finders Weepers
Don't Rest Your Head/Don't Rest Your Head
Toon/ToonCon
- 9am Dungeons & Dragons 3.5/RPGA Events
- 10am Buffy the Vampire Slayer RPG/The Terror of Kali
Call of Cthulhu/Tom Cummings presents...
Dungeons & Dragons 3.5/Frostbite, Pt. 3
Dungeons & Dragons 3.5 (and others)/Open Gaming
Executive Decision/Executive Decision
Fantasy Hero/The Broken Tooth (Part II)
Pulp Adventure (Second Edition)/Pulp Adventure
Tournament Round 2 "The Return of the Dragon" *
Space Blade/Space Blade*
Star Wars/What do you Mean we have to Save the Republic?
The Shab-al-Hiri Roach
unWritten/unWritten*
- 3pm Battlestations (Fantasy Variant)/Stealing a Fallen Star
Buffy/Angel Unisystem (Cinematic)/Le Jour des Jumeaux
Crimson Cutlass/Sailing to Serve God,
the King and to get Rich, Pt. 2
Dungeons & Dragons 3.5/Frostbite, Pt. 4
HeroQuest/Heroes of Middle-earth: The Dragon Smaug
It Was A Mutual Decision
Serenity/PolyCon Presents: Retribution
Sensical Roleplaying/SpecOps *
Sorcerer (Sorcerer & Sword)/Forgotten Sands
Spirit of the Century/Star Wars
XSW: Impact (was Stranglehold)*
- 8pm 7th Sea/PolyCon Presents: Death & Life
Battlestations/Knights of the Universal Republic
Call of Cthulhu/Tom Cummings presents...
Classic Dungeons & Dragons/Raise the Dragon
Indie Games 101: My Life with Master
Inspectres/Scare TV Presents: Inspectres
Not Poker/Gunsmoke Poker *
Shadowrun 4e/Loss Prevention
Shock: Social Science Fiction
XSW: Impact (was Stranglehold)*
The Adventures of Baron Munchausen

MONDAY

- 9am Dungeons & Dragons 3.5/RPGA Events
- 10am Dungeons & Dragons 3.5 (and others)/Open Gaming
Dungeons & Dragons House Rules/
Family Matters (City of Lankmar)
Deadlands/PolyCon Presents: Trouble on the San Jacinto
Primetime Adventures/Indie Games 101

A DAY ABOUT TOWN

GM: Charles Smith

The world achieved amazing technological heights before plunging into an abyss of nuclear fire, warfare, and radiation. Man has climbed out of the rubble to rebuild civilization. Dometown was built by your ancestors before the fall and this secluded oasis is your home. They left a few nifty housewarming presents for you in case uninvited guests show up. Gamma World is a post-apocalyptic RPG.

A DYIN' NIGHT AT THE MUSEUM

GM: Charles Smith

The world achieved amazing technological heights before plunging into an abyss of nuclear fire, warfare, and radiation. Man has climbed out of the rubble to rebuild civilization. Dometown was built by your ancestors before the fall and this secluded oasis is your home. They left a few nifty housewarming presents for you in case uninvited guests show up.

THE ADVENTURES OF BARON MUNCHAUSEN

GM: Ed Murphy

Players take turns telling a story of an astonishing exploit or adventure. The tale is prompted by one of the others, and the rest of the company may interrupt with questions and observations, which tale's teller must rebut or avoid.

AVENGERS ASSEMBLE

GM: Venter Laird

With Dr. Strange defeated, it seems nothing can stop the otherworldly villain known as Dormammu from conquering the Earth. As Manhattan turns into a nightmarish battleground, a select group of heroes must invade Dormammu's dark dimension and remove the threat at its core.

BRIGHT BLADES & BLACK MAGIC

GM: Morgan Ellis

Paris 1626, the Musketeers guard the King from all manner of danger, from the schemes of foreign powers to the plots of Cardinal Richelieu. But now there is a sinister plan to overthrow the King with the aid of the darkest magick. Can the Musketeers and the Slayer defeat this menace and save the King and all of France?

THE BROKEN TOOTH (PART I)

GM: Venter Laird

After their failure deep within the dungeon of Ulgra Drox, the heroes have returned to Hearthridge and are preparing for the Winter Festival. A time for loved ones and family to gather, the Winter Festival is normally a joyous occasion. Arriving for the festival, relatives of Aeryn Lyre bring troubling news, and a most unusual tooth. This is an ongoing convention campaign.

THE BROKEN TOOTH (PART II)

GM: Venter Laird

Arriving in the small village of Two Creeks, the heroes pit themselves against both a legendary monster and the avarice of one of their own. This is an ongoing tournament campaign.

CROOKED RIVER FLATS

GM: James Ritter

The remnants of Far West Branch have fled persecution in the East and endured hunger and freezing winter to come to Crooked River Flats, a trading post town along the northernmost trade route into Deseret Territory. Now they have lost their way and there is no steward to guide them back to the light.

DANCING TO A DIFFERENT TUNE

GM: Colin Dimock

What? Archeologists probing into things best left alone? A once in a lifetime opportunity to be the first to examine an ancient and unique site - it is the kind of thing that sends the intellect of the archeologist dancing, but then "Almost nobody dances sober, unless they happen to be insane." Characters provided.

DARKNESS FALLS, CHAPTER ONE: FEEL THE SILENCE

GM: Joe Burns

A Jedi Master and his Padawan. A handful of Arc Troopers and a Clone Commander who have defied the will of the new Emperor and their own biological programming. This motley crew find themselves at the threshold of a new era as Jedi are hunted and destroyed, Darth Vader is born, and the Republic falls.

DON'T REST YOUR HEAD

GM: Colin Jessup

Have you ever been awake so long you started to go a little mad? Don't Rest Your Head is a game about Insomniacs with Super Powers in a city of nightmares. Can you stay awake and keep the madness at bay long enough to achieve your dreams in the Mad City? What ever you do, don't rest your head.

END RUN

GM: Kenneth Kaler

Earth's Stargate is disabled by Goa'uld action and can only be kept open for a split second. Now SG-14, the all extra-terrestrial SG team must destroy the Goa'uld's Stargate jamming device. Characters provided. Beginners show up 30 minutes early.

EXECUTIVE DECISION

GM: Holly Campbell

Like power? Hate responsibility? Executive Decision is the real-time RPG where you and other cabinet members pursue your own agendas in competition for the Commander-in-Chief's trust. No dice, all improv. The fate of the free world, or at least the next election cycle, is in your hands.

FAMILY MATTERS (CITY OF LANKHMAR)

GM: Zack Infanger (Quest Club)

The Valincort family has been closely tied to the Overlord's house for generations so when troubles descend upon them, it is the Overlord's Inquisitors that are called on to investigate and remedy the trouble. Join us for a bit of skullduggery and dark mischief in the City of Adventure, the City of Theives. Based on the classic "Lanhkmar - City of Adventure" game setting.

THE FELLOWSHIP OF THE LOST

GM: jim pinto

The Fellowship of the Lost has quested for 26 years to kill the evil wizard Nezzeroth. It has been 26 years of disappointment. 26 years of failure and misguided valor. 26 years of regret. 26. Now, as they ponder their last opportunity for success, they ask themselves if it's worth it, if they can bring themselves to try one more time to stop a villain they cannot find or to turn their backs on their lives' work.

FINDERS WEEPERS

GM: Saylor Van Merlin

Your group Crystal Phoenix recently recovered a war relic from a Karrnathi tomb. You carried this item back to your antiquities shop in Sharn. That was the easy part! Can you defend your acquisition from other *interested parties*? This is an Eberron adventure for 4-6 characters of 5th-8th level. Pre-gens available or bring a reasonable character of your own creation.

FORGOTTEN SANDS

GM: Christopher Kubasik

Players create characters caught in a struggle between two warring kingdoms. A trinket that can turn the battle to either side is rumored to be lost in a desert. You decide which side your character fights for, what his agenda is, what matters to him most. One hard choice after another leads to the ultimate question: How far will your character go to get what he wants?

FROSTBITE

GM: Jordan Meyers & Jason Dauer

Eberron Campaign Setting Plagued by the icy grip of Celirus, Team Phoenix has finally uncovered the location of the Tyrant's frozen fortress. Will they be able to vanquish Blood Eyes Callik the ferocious dragon and thus remove the ultimate obstacle and source of the evil Wizard's cruelty? A four part adventure. Pre-generated characters provided.

GUESS WHO IS COMING TO DINNER

GM: Chris Czerniak

The Zurichs are happily married with two kids and a white picket fence in front of their Ann Harbor home. When daughter Rebecca brings her new boyfriend home for Christmas Eve, the secrets revealed will change this typical American family forever.

GUNSMOKE POKER

GM: Matt Eklund

Come playtest a wacky new rpg-esque game from the creator of SpecOps and Vikings 1000A.D. Knowledge of the most basic poker rules is helpful, but not necessary.

HEROES OF MIDDLE-EARTH: THE DRAGON SMAUG

GM: Denys Mordred

Experience the epic fantasy of J.R.R. Tolkien's Middle-earth. This is the third chapter of an ongoing campaign. It's easy to drop in and play any chapter by itself. In the centuries before The Lord of the Rings, a fellowship of heroes, mortal and immortal, struggle against the evil machinations of the mighty Witch-king of Angmar. This campaign uses the dynamic and easy to learn HeroQuest RPG.

IN THE SHADOWS OF SPINECASTLE

GM: John-Paul Spore

The lawless city of Spinecastle has claimed another brave soul, and it is up to the party to rescue him. Can you survive with you honor and body intact? This is an 9 hour module straight from Dungeon magazine #148. Your own 9th or 10th level characters are acceptable, but nothing out of control, please the DM has final say on all characters. Pre-gens available.

INDIE GAMES 101: BURNING WHEEL, THE GIFT

GM: Colin Jessup

The Dwarven Kingdom has just crowned a new Prince and the Elves have sent their own Prince to congratulate him and reopen long dormant relations. Players will be either the Dwarven Prince and his household or the Elven Prince and his entourage.

INDIE GAMES 101: DOGS IN THE VINEYARD

GM: Joshua BishopRoby

You stand between God's law and the best intentions of the weak. You stand between God's people and their own demons. Sometimes it's better for one to die than for many to suffer. Sometimes, Dog, sometimes you have to cut off the arm to save the life. Does the sinner deserve mercy? Do the wicked deserve judgement? They're in your hands. DOGS IN THE VINEYARD: roleplaying God's Watchdogs in a West that never quite was.

INDIE GAMES 101: FULL LIGHT, FULL STEAM

GM: Joshua BishopRoby

HMS Imperial is dealt a treacherous blow when it is ambushed above Venus and forced to crash-land in the Artemis wildlands. Downed hundreds of miles from the nearest beacon of civilisation, surrounded by savage natives, and still hunted by their mysterious attackers, the crew of HMS Imperial must find a way to get out of the jungle with their lives and their honor intact.

INDIE GAMES 101: MY LIFE WITH MASTER

GM: Jesse Burneko

A game of villainy, self-loathing and unrequited love. Players in the game portray the minions of an evil Master who preys on the nearby Townsfolk in an unspecified Eastern European country in the 18th century. Minions struggle with Weariness, Self-Loathing, and the connections of Love that they have (successfully or unsuccessfully) tried to make with the Townsfolk.

INDIE GAMES 101: POLARIS

GM: Holly Campbell

Chivalric Tragedy at the Utmost North. Once upon a time, as far north as north can go, there lived the greatest people that this world will ever see. They are doomed, but you will play Knights battling for the last gasps of their civilization. This GM-less game is based on key phrases to help the players tell the story.

INDIE GAMES 101: PRIMETIME ADVENTURES

GM: Joshua BishopRoby

Roleplay in the best show not on television. Play through a pitch session to create our show, and then each take on a protagonist in that show and play through the pilot. What are you waiting for? There's fan mail for the taking.

ISLE OF FORTUNE

GM: Dan Sherer

Just off the Coast of Crane Territory, The Isle of Itsukushima is a holy place, one of the most important religious centers in Rokugan. It is also a trading center, teeming with Samurai of all the great clans. When a murder and a theft disrupts the most important ritual of the year, the newly deputized Vermillion Magistrates must save the ritual, and maybe the Empire. Beginners Welcome.

IT WAS A MUTUAL DECISION

GM: Jesse Burneko

Whose fault was it? Anyone's? Who's the bad guy (or gal)? Either? Both? Is my lover really an inhuman, pest-ridden, murderous, shape-changing monster? Don't pretend you never asked those questions. Breaking up isn't hard to do, but staying alive and sane might be a problem.

KNIGHTS OF THE UNIVERSAL REPUBLIC

GM: David Rosson

Deep space scans have located a world with abundant natural resources and a large population of technologically backwards humanoids who would make excellent recruits into the Universal Republic. But, Rebel forces have also found out about the planet and have sent a ship to make contact first. Stop the rebels. Contact the humanoids. Expand the Republic. Characters provided.

LA SEMAINE DU S-MINAIRE

GM: Michael M. Kelly

Esmže: The Crescent City Slayer Ep. 4.6. "L'ftž de L'Amour" Pt. 2 (of 3*). The Slayer returns to New Orleans to find a profitable School for Slayers keeping the streets of New Orleans safe. Yet, not all is as it seems as a mysterious demon wreaks havoc in the Slayers-for-profits' wake. *This is the second of three linked episodes, but each is a stand-alone and complete story that does not require experience playing the other events. Familiarity with rules appreciated but not necessary, rules will be taught. Characters provided. Familiarity with Buffy and Angel TV series recommended. Ages 13+ for mature situations and violence as seen in the television series.

LE JOUR DES JUMEAUX

GM: Michael M. Kelly

Esmže: The Crescent City Slayer Ep. 4.7. "L'ftž de L'Amour" Pt. 3 (of 3*). Wherein the New Orleans Slayer and her friends learn a very costly lesson: "Be careful what you wish for..." *This is the third of three linked episodes, but each is a stand-alone and complete story that does not require experience playing the other events. Characters provided. Familiarity with rules appreciated but not necessary, rules will be taught. Familiarity with Buffy and Angel TV series recommended. Ages 13+ for mature situations and violence as seen in the television series.

LE MOIS DE LA MISSION

GM: Michael M. Kelly

EsmŽe: The Crescent City Slayer Ep. 4.5. “L’ftŽ de L’Amour” Pt. 1 (of 3*). Missionary allies of the New Orleans Slayer call her to Haiti, where in the dangerous slums of Port au Prince, a supernatural threat arises out of Haiti’s recent violent past. If not halted soon, this threat could spread to North American shores. *This is the first of three linked episodes, but each is a stand-alone and complete story that does not require experience playing the other events. Characters provided. Familiarity with rules appreciated but not necessary, rules will be taught. Familiarity with Buffy and Angel TV series recommended. Ages 13+ for mature situations and violence as seen in the television series.

LOSS PREVENTION

GM: Ryan McMullan

Loosing company assets hurts the bottom line, which only hurts our beloved customers. We’ve recently lost one of our most important assets. We would like you to retrieve him. Jack in, summon your elemental, and pop your spur for some 2070 action in the magical cyberpunk world of Shadowrun.

MARVEL SLUGFEST

GM: Venter Laird

Once again Marvel’s mightiest enter the arena in a contest of wits, power, and gamesmanship. Who will join previous winners Quicksilver and Colossus as Slugfest Champion?

OPEN GAMING

GM: Various

If you’re looking for something a little less structured than our scheduled games, or need space to run your own games, stop by RPGHQ to find out where Open Gaming is happening.
John Willy is running more than 24 hours of D&D 3.5 this weekend.

PILOT EPISODE

GM: Christopher Kubasik

Using PtA’s story-driven rules, Players and GM create a concept and characters for a new TV show - - and then play out the pilot episode. A collaborative story-telling experience, the game revolves around engaging characters, swiftly moving storylines, and players rewarding each other for great bits of dramatic business and ideas.

POLYCON PRESENTS: DEATH & LIFE

GM: Robert Johnston

Pirates of the Caribbean swashbuckling adventures in far off Cathay (China). T'is hard to imagine life becoming worse but woe unto thee it t'is. Having just inadvertently freed the Goddess of the Sea, ye are involved in a battle to the Death. Aye, ye heard aright. The *Curse of the Pearl* seems to be lifted. Ye can now take out Barbossa's crew or they can now eliminate you. Fortunately for thee, these accursed buccaneers be not fully aware of thine skills and secrets... This game combines miniatures and roleplay gaming. Familiarity with *Pirates of the Caribbean: Curse of the Black Pearl* and *Dead Man's Chest* is not required, but suggested. This new adventure takes place at a time prior to the first movie. There are spoilers for all movies in this event. Rules, characters, and miniatures provided, possibly including the *Flying Dutchman* ship. Prizes awarded. Coming in appropriate (pirate) dress is rewarded within the game. **5 hour event.**

POLYCON PRESENTS: RETRIBUTION

GM: Robert Johnston

Se duhng (Chinese for 'Crew'), the Captain's patched up and lucky to be alive. It's time to be settin' things straight. Figurin' out a way to get at Niska is the next order of business. With a little thinkin' this should not be bu kuh nuhn (impossible). So begins a new adventure of your Serenity RPG crew. Familiarity with the Firefly series and or the Serenity movie are suggested as Characters provided are from the show. Rules are taught. Miniatures, terrain and a "to scale" 3D ship. Prizes. Coming in appropriate dress is rewarded within the game system. **5 hour event.**

POLYCON PRESENTS: TROUBLE ON THE SAN JACINTO

GM: Robert Johnston

Weird tales of horrible creatures are beginning to circulate along the San Jacinto River in Texas. It is time to round up the posse and clear this up. Old West horror at its best pard'ner. Standard rules are taught for this original plot game. Prizes awarded. Coming in appropriate (western) dress is rewarded within the game. Miniatures, terrain and characters. **5 hour event.**

PULP ADVENTURE TOURNAMENT ROUND 1A

"THE SECRET OF THE DRAGON"

GM: Jeff Hatch

In Necropolis... The City where it rains all of the time, a dark shadow of evil stalks the streets of Chinatown. Matthew Baron and his team discover that murder is sometimes only the beginning. At Ling Chow's house of Spare Ribs, Death is served as dessert. **Three characters from this round continue to Round 2. 6 hour event.**

PULP ADVENTURE TOURNAMENT ROUND 1B

"THE DRAGON'S DEADLY COINS"

GM: Jeff Hatch

China-1935, our heroes are gathered after a successful mission when they are approached by a gentleman seeking his lost Russian coins and the murderer of his servant. What mysteries lay ahead of The Whisperer and his Crimefighters? **Three characters from this round continue to Round 2. 6 hour event.**

PULP ADVENTURE TOURNAMENT ROUND 2

"THE RETURN OF THE DRAGON"

GM: Jeff Hatch

Six Heroes (three each from the previous rounds) face the Fiendish Master of Blue Dragons and save their friends as they race against time to discover the lost secret of the Dragon. **6 hour event.**

RPGA EVENTS

GM: RPGA

The RPGA runs a full slate of games at GATEWAY, with daily slots starting at 9 am, 2 pm, and 8 pm. [Only 8 pm on Friday, no 8 pm game on Monday.]

RAISE THE DRAGON

GM: Robert Lionheart

Welcome to the Gateway Dungeons & Dragons Tournament Adventure. You must guard the bones of the last Silver Dragon and the strange creature that holds her soul against a horde of hideous enemies. As always, there will be DVD prizes and if you want to know how to win, visit the Strategicon RPG forums.

SG-14: SEND IN THE IRREGULARS

GM: Kenneth Kaler

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

SOS

GM: Kenneth Kaler

The SGC has just received a garbled distress call from SG-4, one of it's teams in the field. SG-14 (the only all-extraterrestrial team in the SGC) is sent to investigate, and to bring SG-4 home safely. Players will select from Asgard, Tok'ra, Reol, Unas and Jaffa characters. Characters provided. If you are new to D20, please show up 30 minutes early, and I'll show you the ropes.

SAILING TO SERVE GOD, THE KING AND TO GET RICH, PT. 1

GM: Zack Infanger

Pirates, wenches, ship-to-ship assault, raiding towns, finding lost treasure, discovering new lands - high seas adventure and New World Exploration. It's all here in a quick-paced, easy to learn format. It's all about the role-play. Looking for an experience? Give Cutlass a try - you will not be dissapointed.

SAILING TO SERVE GOD, THE KING AND TO GET RICH, PT. 2

GM: Zack Infanger (Quest Club Event)

Pirates, wenches, ship-to-ship assault, raiding towns, finding lost treasure, discovering new lands - high seas adventure and New World Exploration. It's all here in a quick-paced, easy to learn format. It's all about the role-play. Looking for an experience? Give Cutlass a try - you will not be dissapointed.

SCARE TV PRESENTS: INSPECTRES

GM: Morgan Ellis

Join a team of licensed paranormal investigators. Work in an exciting fast-paced field with dynamic, interesting people. Knowledge of Native American burial rites, cryptozoology, Astral Projection, lycanthropy, full trance mediums, Ouija board maintenance, migratory patterns of sponges, and really big Twinkies preferred but not necessary. A fun game inspired by Ghostbusters and Ghost Hunters.

SHOCK: SOCIAL SCIENCE FICTION

GM: Judson Lester

Explore the hopes and dreams you have for science and technology. Plumb the depths as they go awry and turn on their masters. Help invent the future you want to see come to pass, and discover its tragic flaws.

SONS OF LIBERTY

GM: Joshua BishopRoby

Participate in the beta playtest of Sons of Liberty, the game of badass revolutionary heroes. Smash Tories as George Washington in his clockwork power armor. Make your 'express' to Lexington as Paul Revere before the British land-dreadnought catches you. Infiltrate General Howe's war-zeppelin as Abigail Adams and make them think twice about underestimating an American woman again.

SPACE BLADE

GM: Robert Lionheart

Space Blade is old school fantasy RPG fast forwarded into the 23rd Century. It's the gonzo RPG of spellcasting cyborgs, mischievous mutants, weird aliens and hand-held plasma projectors. Come help me playtest the slam bang Spaceship Combat and high action Zero-G Boarding rules.

SPECOPS

GM: Matt Eklund

A mottley group of Mercenaries and Vietnam veterans is called upon to stop a mysterious African arms deal. This scenario is part of the "Soldiers of Fortune" Campaign, and any surviving characters gain experience. Beginners welcome.

STAR WARS

GM: Colin J

A long time ago, in a Galaxy far, far away... The Galactic Empire has destroyed the Jedi Order and crushed the Old Republic. The Surviving Jedi, from a hidden base in the outer rim, have rebelled against the Empire's evil. This game will be run using the Spirit of Century game system and will focus on daring action and adventure. Will you pick up your lightsaber and join the fight?

STEALING A FALLEN STAR

GM: David Rosson

Two hundred years ago a meteor struck the mountains east of Ciaste. Of the scouts sent to investigate, the only to survive spoke of demons bearing magical weapons of terrible power. The event was eventually forgotten, but now as a vast orc army surges across the kingdom, the royal seer has had a vision: Only the power within the meteor can save them, if anyone is brave and capable enough to retrieve it. Characters provided.

THE STEAM GIANT AND OTHER STORIES

GM: Bay Grabowski

Do you long for adventure? Do you dream of fighting for her majesty? Well, great horrors have been visited upon London. Vile knaves conspire against pure ladies. The duke's own daughter has been snatched from the streets. Join Scotland Yard to bring justice to these foul scoundrels. Travel to exotic locales. Spread the might and glory of England.

THE SHAB-AL-HIRI ROACH

GM: Jesse Burneko

The Shab-al-Hiri Roach is a dark comedy of manners, lampooning academia and asking players to answer a difficult question - are you willing to swallow a soul-eating telepathic insect bent on destroying human civilization? No? Even if it will get you tenure?

THE SHIP IN TIME

GM: Darnell Coleman

You are a group of people on an ocean liner, and you have to get off the boat. But to live through the experience you have to do a job...

TEN THOUSAND BULLETS: ALIBI

GM: Patrick Kapera

Every good crime needs a better excuse. You've been accused of a crime you might have committed... Now it's time to get your story straight before your date with Tall, Dark, and Hairy in the Roosevelt Island Prison. Navigate the perilous twists and wicked turns of this crime noir adventure for Crafty Games' upcoming street setting, Ten Thousand Bullets.

THE TERROR OF KALI

GM: Morgan Ellis

India, 1859, and the Mutiny has been officially suppressed, however the creatures of darkness that thrive on bloodshed and carnage now plague the land. Vampires and Demons pray to a dark goddess and seek to end the world of men. Only the Slayer and a stalwart band of Watchers can stop this dreadful event from coming to pass. A Tales of the Slayer Game: Victorian India meets Buffy the Vampire Slayer.

THE TOMB OF THE 500 WARRIORS

GM: Saylor Van Merlin

You are a member of the Crystal Phoenix. You own an antique shop in Sharn. The scholar of your group has found a map of the Tomb of the 500 Warriors, a Karnnathi national monument dating back to the beginning of the Last War. Your scholar believes there is a Karnnathi war relic buried somewhere in the tomb. You have set your sights on this item as the showpiece of your next major sales event. The Karnns are unlikely to admire your initiative. An Eberron adventure for 6 pre-gen characters of 4th level.

THREE UP, THREE DOWN

GM: Ed Murphy

Attention Troubleshooters. Rejoice in your opportunity to serve the citizens of Alpha Complex as part of Team Chipper. Report to PLC Warehouse W-67RE in WJI Sector for your briefing. Thank you.

TOM CUMMINGS PRESENTS...

GM: Tom Cummings

Convention favorite Tom Cummings brings us another incredible tale of ordinary folk in extraordinary circumstances. (Details not available at press time.)

TOONCON

GM: Bay Grabowski

It's the time of year for the semi-somewhat-wheneverwefeellikeit-annual ToonCon. That's right, that time when toons from all across Anycity, USA gather to escape the daily doldrum of throwing pies and playing tricks on each other. A brand new game premiering here threatens to release untold hordes of Tax Collectors and Actuaries. Can our rascally rapsCALLIONS put an end to this sanity?

TUNNELS & TROLLS INTRODUCTORY ADVENTURE

GM: Rick Loomis

Have you ever dreamed of being a bold and fearless adventurer, a warrior-king, or a cunning and powerful magician? You can be all these when you play TUNNELS & TROLLS - the worlds you explore and great quests you pursue are limited only by your imagination. You'll find that T&T is easy to learn and easy to play. Rick Loomis is the owner of Flying Buffalo and publisher of T&T.

UPRISING

GM: Denys Mordred

Glory. Madness. Honor. Love. Hate. Betrayal. Being a teen is hard enough without having to deal with Nazi occupation forces in 1944, Warsaw. Join the Grey Ranks and fight for Freedom. Mature players only.

VOICE OF THE GODS

GM: Bay Grabowski

The years have been peaceful in the kingdom of Jurai. Ever since the last of the Warlords were deposed twenty years ago, the kingdom has enjoyed peace and prosperity under the new Church. The Inquisitors tend to be harsh, though those who speak against the Church end up disappearing. Strange how no one has heard from the gods recently. Not for the last twenty years in fact...

WHAT DO YOU MEAN WE HAVE TO SAVE THE REPUBLIC?

GM: Darnell Coleman

Luke Skywalker had tried to talk to his father before going on the Death Star, so Darth Vader cripples Luke. You are called by the Force to hopefully save the Republic when they try to destroy the Death Star and the Emperor to boot. If you want more info- Email me at Cardinal120@hotmail.com

WORLD ON FIRE: DINNER WITH HARVEY

GM: Patrick Kapera

Who is Harvey Bunt? Someone better find out quick because two hours ago he took a dozen of the world's movers and shakers hostage at an exclusive dinner party. In a race against the clock, your team must find a way to resolve this explosive situation before it escalates out of anyone's control. Engage in a desperate saga of tragedy and terror in this tense mind game set in Crafty Games' newest espionage setting, World on Fire.

UNWRITTEN

GM: alejandro jose gervasio duarte

Play a character at the heart of an epic conflict where the actions of you and your allies matter most. unWritten is a gmless story game where a group of characters work together to resolve the central conflict. The characters, the setting, and the conflict are created collaboratively by the players. The result is a story focused on the characters, their actions and what the players are most interested in. unWritten uses a defined story structure to guide the players as they work together to create a story through play and to a clear and gratifying conclusion.

XSW: IMPACT (WAS STRANGLEHOLD)

GM: jim pinto

Ladies and Gentlemen. Boys and Girls. Children of all ages. XSW proudly presents *Impact*. Tonight's Main Event features two giants of the Wrestling World, in a terrifying death match, we recommend no children should miss. Get ready for 3 full hours of unabashed wrestling carnage. Get ready to be locked in for the newest face of roleplaying. Get ready for XSW: *Impact*. *Special edition (tr)ashcans available to players. Midway Video Games ordered a Cease and Desist forcing a name change to this game.*



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Southern California's
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SEMINARS AND SPECIAL EVENTS

FRIDAY

8pm Flea Market

SATURDAY

10am Flea Market

Noon War College: **Positing Hypothetical Conflict**

1pm War College: **Battle for Baghdad**

SUNDAY

10am Flea Market
Paint and Take

1pm Q&A Session with Tom Jolly

3pm War College: **The Situation in Baghdad**

7pm Feedback Forum

MONDAY

11am Game Auction



FEEDBACK SEMINAR

Open discussion about your favorite conventioners.

PAINT AND TAKE

Come learn how to paint gaming miniatures! We provide the paints, brushes, figure, and instructor. Then consider entering your figure in the painting competition.

Q&A SESSION WITH TOM JOLLY

This seminar is recorded for podcast on Boardgame Babylon. Join Tom Jolly and moderator Eric Burgess for a discussion of Tom's history in gaming. We'll talk about the highlights in his career, self-publishing and eventually transitioning to a freelance designer.

WAR COLLEGE: BATTLE FOR BAGHDAD

Designer Discussion and Demo

Battle for Baghdad is a unique multi-player game in which players represent different factions vying for control of the governance of Iraq during US occupation. The game emphasizes the roles and capabilities of the various factions involved, and demonstrates how asymmetric capabilities can be leveraged to generate favorable outcomes. Joseph Miranda discusses the game design in detail before running a demonstration of the game.

WAR COLLEGE: POSITING HYPOTHETICAL CONFLICT

Methods for Prediction

This seminar presents various methods for examining the international system in the near future. By incorporating various modeling types that are based upon systemic data, expert analysis of international interactions, and agent analysis, Mr. Compton will demonstrate quantitative as well as qualitative methodologies for looking into the future and isolating potential conflict zones. He will then discuss how, once isolated, these potential conflicts can then be modeled to predict how they will unfold, and what sorts of challenges they present. In addition to all of this, free pizza provided to attendees.

WAR COLLEGE: THE SITUATION IN BAGHDAD

Roger Mason has just returned from Baghdad to cover the current Iraq situation.

GAMEX WINNERS

	1st	2nd	3rd
18XX Classic	Todd Vander Pluym	Daniel	Jonathan Flagg
Advanced Civilization	Jeff Schwartz	Ron Fraigun	David Brown
Alhambra	Larry Kurtz	Corby Hannard	David Stork
American Megafauna	Steven Turney	Eric Gerber	Nicole Morper
Amun Re	Matthew Smith	Bradley Burcar	Steve Loeb
Apples to Apples	Edward Quiroz	Tom Barry	Bing Hsu
Axis and Allies #1	Mike Tan/ Chris McHaffie	Randy Kimmick/ Randy Richards	
Axis and Allies #2	Scott Van Essen	Chas McHaffie	
B&B	Michael Sheeter		
Battle Cry	Charles Morfin	Forrest Miles	Rick Lepore
Battle Lore	Ben Tobin	Craig Tenhoff	Alison Cuyler
Battletech	Warren Johnson	Matt Vonranzow	
Blokus #1	Tanya Aldrich	Bill Gallagher	Adam Taylor
Blokus #2	Robert Neff	Tanya Aldrich	Melissa Weiss
Blokus #3	Robert Neff	Steve Loeb	Ken Kaler
Blue Moon City	Darrell Stark	David Koontz	
Britannia	Bruce Boyer	Bruce Nelson	Bruce Shlickburner
C&C Ancients	John Brader	Bruce Schlickbernd	Jared Fitzsimmons
Carcassonne	David Whiting	Alasdair Burton	Jay Christensen
Cartagena	Larry Kratz	Steve Loeb	Cathy Kratz
Catch Phrase	Allen Stafford/ Darrell Stark/ Eduardo Quiroz	Keith Brush/ Phil Fleishmann/ Vijay Kurian	
Caylus	Corby Kennard	David Koontz	Danny Crouch
Charades	Dennis Palumbo/ Vijay Kurian/ Erin Fitzsimmons/ Linda Fitzsimmons	Ed Roske/ Eduardo Quiroz/ Lynne Palumbo/ Devon McMahon	
Chez Geek	Neil Figuracion	Himoru	Jason Duvall
Chez Grunt	Highlander	Jason Duvall	Odin
Citadels	Bernie Escarcega	Marsha Waldaw	Brad Parker
Cleopatra & the Society	Jon Wagner	Pearl Newton	Ruth Rodriguez
Cloud 9	Pearl Newton	Tracy Ashizawa	Barbara Newton
Combat Commander	Ethan McKinney	Craig Tenhoff	
Cribbage	Winton Lemoine	Bruce Ballard	
Euro Rails	Scott Samarel	Eric Verheiden	Paul Bonday
Europe Engulfed	Barry Lew	Michael Sheeter	
Family Business	Steve Loeb	Leland Pike	Robert Neff
Federation Commander	James Newton	Victor Ippolito	Scott Everts
Fluxx #2	Rocco Garcia	Jana Meneley	Edward Quiroz
Formula Motor Racing	Bradly Burcar	Jillian Burcar	Neil Figuracion
Fortress America	Ed Dobrowolski	Brian Bradford	Leonard Lopez
Friedrich	John Margerum	Keith Brush	Roderick Lee
Goa	Leo Rodriguez	Andreas Pluchar	
Guillotine #1	Odin 8186	Krista Brookes	Ron

GAMEX WINNERS

	1st	2nd	3rd
Guillotine #2	Rocco Garcia	Lori Greene	Jana Meneley
Hammer of the Scots	Keith Brush	Rick Byrens	Joseph Miranda
Hearts #2	Rick Lepore	Larry Kratz	Cathy Kratz
Hey that's my Fish	Tanya Aldrich	Mike Fryer	Leland Pike
History of the World	Cathy Kratz	Darrell Stark	Matthew Smith
Hollywood Blockbuster	Darrell Stark	Michael Urban	Stanley Friesun
Illuminati	Kree'Ah	Jim Cowan	Bruce Ballard
Imperial	Stonecutter		
Ingenious	Shane Sauby	Rick Byrens	Ruth Rodriguez
Insecta, Mutant Kit	Stephanie Kelleher	Daniel Epolito	Chad Rutt
Iron Dragon	Eli Morton	Jared Morton	Brian Peters
Jigsaw Puzzle	Eric Verheiden		
	Erin Fitzsimmons/ Devon McMahon	Krysta Fryer/ Nathaniel Taylor	
Juniors Event #1	Jacob Fraigun	Leo Rodriguez	Elliot Houghs
Juniors Event #2	Leo Rodriguez	Jacob Fraigun	Pearl Newton
Juniors Event #3	Jacob Fraigun	Samantha Kline	Leo Rodriguez
Juniors Event #4	Elliot Hughes	Leo Rodriguez	Samantha Klien
Juniors Event #5	Samantha Kline	Elliot Hughes	Jacob Fraigun
Juniors Event #6	Elliot Hughes	David Hughes	Leo Rodriguez
Juniors Event #7	Elliot Hughes		
Killer Bunnies	Brandon Brendel	Ed Quiroz	Leo Rodriguez
Liar's Dice #1	Brad Parker	Chris Johnson	Robert Charboneau
Liar's Dice #2	Darrell Stark	Mike Fryer	Ron Fraigun
Lords of Sierra Madre	Eric Gerber	Steve Turney	Nicole Morper
Lost Cities	Leland Pike	Brad Parker	Bradley
Lunar Rails	Bing Hsu	Eric Verheiden	Jeff Snyder
Mao Bing Hsu	Neil Figuracion	Bruce Schlickbend	
Merchant of Venus	Bing Hsu	Bruce Nelson	Jim Cowan
Midgard	Rich Lepore	Darrell Stark	Keith Brush
Mille Bornes #1	Mary and Gene Billingsley	Peter and Jennifer Rich	
Modern Art	Jillian Burcar	Larry Kratz	Bill Gallagher
Monsters Menace America	Tyler Powell	Chad Rutt	Brandon Brendet
Munchkin	Jonathan Breese	Himoru	Eric
Munchkin Fu	Samantha Kline	Kathering McVickar	Michael Kline
Napoleonic Wars	Barry Lew	Ted Cabeen	
Nexus Ops	Leo Rodriguez	Bradley Burcar	Jillian Burcar
No Thanks	Lori Greene	Andreas Pluchar	Kevin King
Nuclear War	Chris Straiter	Rick Brown	Chris Brown
On the Underground	Ian Rodriguez	Debbie Brinkham	Bill Beyermann
Palabra	Joe Neelon	Bill Gallagher	Cathy Neelon
Pez #1	Lori Greene	Odin 8186	Nathaniel Taylor
Pez #2	Nathaniel Taylor	Adam Taylor	
Phase 10 #1	Krista Brookes	Debbie Brinkham	Odin

GAMEX WINNERS

	1st	2nd	3rd
Phase 10 #2	Joe Neelon	Cathy Neelon	Krista Brooks
Phase 10 #3	Leonard Lopez	Lori Greene	Nathaniel Taylor
Pieces of Eight	Joseph Will	David Koontz	Crystal Koontz
Pillars of the Earth	Chris Weiser	Bradley Burcar	Jillian Burcar
Pit #1	Eduardo Quiroz	Edward Roske	Lori Greene
Pit #2	Edward Roske	Eduardo Quiroz	Odin 8186
Pitch Car #1	Scott Packard	Alex Packard	Bob Synnott
Pitch Car #2	Debbie Brinkman	Troy Weipert	Jon Nickols
Poker: 5 Card Draw	Scott Samarel	Ron Fraigun	Mike Fryer
Poker: 7 Card Stud	Ron Fraigun	Cindy Lusk	Dan O'Farrell
Poker: Texas Hold 'Em	Dan O'Farrell	Darrell Stark	Ron Fraigun
Power Grid	Todd Vander Pluym	Bill Beyermann	Scott Samarel
Princes of Florence	Robert Neff	Phil Fleischchman	John Watts
Puerto Rico	Ron Fraigun	Bruce Schlickbernd	Stanley Friesun
Quelf #1	Krysta Fryer	Ashley Charboneau	Daniel Brinkman
Quelf #2	Lori Greene	Daniel Brinkman	Phil Fleischmann/ Krista Fryer
Ra	Larry York	Karin Kunstmann	Mark
Russian Rails	Paul Bonday	Eric Verheiden	Jana Meneley
Railroad Tycoon	Mike Powell	Scott Samarel	Steve Loeb
Robo Rally #1	Tanya Aldrich	Brian Smith	Kree'ah Stonemitter
Robo Rally #2	Phil Fleischmann	Victor Ippolito	David Whiting
Rumis	Edward Roske	Tanya Aldrich	Phil Fleischmann
Saint Petersburg	Shannon Beets	Daniel Eppolito	Eugene Hourany
San Juan	Brad Parker	John Walts	Joseph Will
Santy Anno	Edward Roske	Mary Taylor	Lori Greene
Scepter of Zavandor	Todd Vander Pluym	Kyle Greenwood	Alisdair Burton
Seafarers of Catan	Danny Crouch	Mike Fryer	William Beyermann
Settlers of Catan	David Whiting	Leland Pike	Cathy Kratz
Silverton	Matt Grinaldi	Bruce Nelson	Alan Stancius
Space Dealer	John Brader	Bing Hsu	Kevin King
Spades #1	Dan O'Farrell/ Krysta Fryer	Charles Watson/ Daniel Watson	
Spades #2	Dan O'Farrell/ Krysta Fryer	Charlotte Slater-Lunsford/ Jessica Callenback	
Spanc #1	Jason DuVall	Joe Neelon	Lori Greene
Starfarers of Catan	Tanya Aldrich	Steve Loeb	Jim Gorz
Talisman	Alasdair Burton	Leonard Lopez	Bruce Nelson
Through the Desert	Brandon Brendel	Cathy Kratz	Jillian Burcar
Thurn and Taxis	Daniel Eppolito	Chris Johnson	Roderick Lee
Tichu	Mike Nickloff/ Vince Wang	Roderick Lee/ Stephanie Kelleher	Anna Acevo/ Daniel Eppiloto
Ticket to Ride	Scott Samarel	Bill Gallagher	Patty E.
Ticket to Ride: Europe	Larry Kratz	Eric Verheiden	Ben Tobin
Ticket to Ride: Marklin	Steve Loeb	Pamela Watt	David Mines

GAMEX WINNERS

	1st	2nd	3rd
Tigris & Euphrates Times Up	Matthew Smith Eduardo Quiroz/ Edward Roske/ Stephanie Kellehar/ Travis Ball	Brian Smith Darrell Stark/ Chris Johnson/ Roderick Lee/ Odin 8186/ Daniel Eppolito	Shane Sauby
Titan #1 Transamerica #1 Transamerica #2	William Beyermann Cathy Kratz Paul Bonday	Ben Tobin Scott Samarel Phil Fleishchman	David Humphreys Holly Wilson Cathy Kratz
Twilight Imperium Twilight Struggle Ubongo Union Pacific Uno #1	Brandon Weiss Rick Lepore Chris Johnson Eric Verheiden Al Gaines	Krista Brookes Roderick Lee Edward Roske Cathy Kratz Mary Taylor	Ken Hughes Keith Brush Tracy Ashizawa Stanley Friesun Himoru
Uno #2 Uno #3: Pajama Party Uno #4 Uno #5 Vegas Showdown	Tommy Lepore B Odin Pat Griffith Pat Griffith Pearl Newton	Krista Brookes Bruce Nelson Heather Hughes Ken Kaler Scott Samarel	Krysta Fryer Natalie Schrepfer Mary Taylor Nathaniel Taylor David Koontz
Wits and Wagers	Eduardo Quiroz	Edward Roske	William Boehm
D&D	Christofer Arroyo, Joseph Chora, Rafa Gonzalez, Michael Rizzo, Paul Rosen, George Strayton		
Anachronism Anachronism: Five Warrior Open	Nick Chavez Erin Austin	Erin Austin Robin DeVore	Robin DeVore Joshua DeVore
Anachronism: Hearts Anachronism: Mixed Doubles	Nick Chavez Joshua DeVore	Robin DeVore Nick Chavez	Erin Austin Erin Austin
Anachronism: Three Warrior Open	Robin DeVore	Thomas Schmutz	Joshua DeVore
Clout #1 Doomtown Horrorclix	Bobby Doran Martin Bowers Robert Charboneau	Melissa Weiss Jim Foster Ken Hughes	Sam Mitchell Bruce Boyer
MTG Sealed MTG Type 2 Standard	Nick Stroppa Sam Imai	Chuck Watson Chuck Watson	Richard Beckett Jim Gorz
MTG Booster Draft MTG Sealed #2 MTG Booster Draft #2 MTG Booster Draft #3	Sam Imai Victor Ippolito Sam Imai Myra Martino	Jason Tice Myra Martin Mike Plew Chris Magdun	Jonathan Price Mike Plew Jason Tice
Pirates of the Spanish Main	Neil Figuracion	Ashley Charboneau	Kenneth Grotjohn

GAMEX WINNERS

	1st	2nd	3rd
Pirates of the Spanish Main #2	Chuck Watson	Dianne Grotjohn	Melissa Weiss
Pirates of the Spanish Main #3	Chuck Watson	Melissa Weiss	Ashley Charboneau
Pokemon	Tom Barry	Robert Charboneau	Mario Acuna
Star Wars Miniatures	Daniel Watson	Chuck Watson	Ashley Charboneau
Yu-Gi-Oh	Robert Charboneau	Ian Lyman	Odin 8186
Yu-Gi-Oh #2	Eli Morton	Jacob Rosner	Robert Charboneau
Diablo II	Kenneth Grotjohn	PollyAnne Mobley	Chris Cummins
Warhammer Fantasy	Overall Winner	Ron McLaughlin	
Warhammer Fantasy	Best Appearance	John Paiva	
Warhammer Fantasy	Best Army	James Farley	
Warhammer Fantasy	Best Sportsman	Mark Nicholson	
Warhammer 40K	Overall	Allan Hernandez	
Warhammer 40K	Best Appearance	Chris Peckenpaugh	
Warhammer 40K	Best Army	Russ Bartman	
Warhammer 40K	Best Sportsman	Paul Habin	
Warmachine 750 pt Steam Roller	Jin Sugimoto	William Rutan	Mike Wijenayake
Warmachine/Hordes Fields of Battle	William Rutan	Scott Tanner	Erick Arndt

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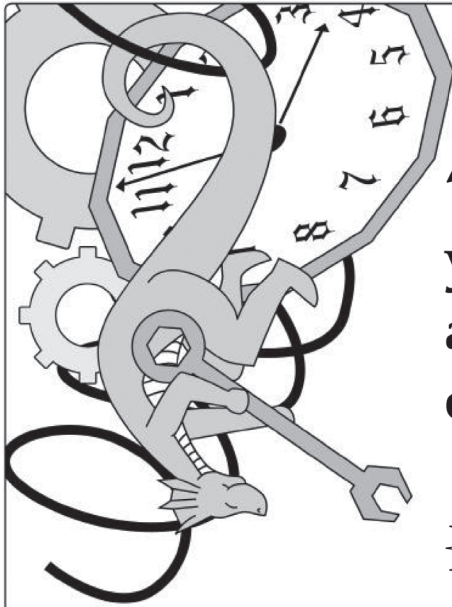
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JON HODGSON
JIM PINTO



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Mid Year LARP	Feb 09	Cal Poly Chumash Auditorium, San Luis Obispo
Tacticon	Mar 08	Cal Poly University Union Rm 220, San Luis Obispo
Spring Minicon	Apr 26	Cal Poly University Union Rm 220, San Luis Obispo

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