

May 22-25

# VIRTUAL GAMEX

@anotherbughunt

LIVE

2020

@elfcontrol

LIVE



@mordorhomet

LIVE



@igotherebypalantir

LIVE

@klaxxar



#2020



## Table of Contents

Table of Contents	0
Troubleshooting Staff	0
Welcome	1
Convention Hours	1
Common Rights of Event Officials	1
Event Registration	1
Master Schedule	2
Miniatures Painting Contest	6
Our Sponsors	6
Shopping (Dealer Room, Flea Market, Auction)	6
The Rules	6
Afterword	7

## Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Volunteers & Play to Win	Karla Freeman
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Indie New Games	Angelica Magno
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	William Hillstrom
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Pathfinder Society	Jon-Enee Merriex
Adventurers League	Mickey Tan
Auctioneer	Alfonzo Smith
Family Area and Webmaster	Tanya Aldrich
Marketing	Eric Downing
Seminars & Movie Room	Nick Chavez
Library	David Holt
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Michael J. Russell
Quartermasters	Topher Suarez Danielle Suarez



*Editor's note: this conbook was never actually printed and exists largely for the sake of continuity and as a historical document. It could be the only one like it or it could be the first of several – at the time of this writing it is too soon to tell.*

*GameX 2020 was cancelled due to the Covid-19 pandemic of 2020. GameX 2020 was run as a virtual convention, the first of its kind for Strategicon. As such it is handled in a much different fashion than a normal Strategicon conbook.*

## Welcome

Strategicon welcomes you to Virtual Gamex 2020. Thank you for joining us.

This one isn't normal by any stretch. Really, we've never done it this way before and we hope we do not have to again. Live-Action Pandemic was never the plan, we swear.

New to the convention? Well, so are we – at least in this format. If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure. We have no idea how this is going to go.

## Convention Hours

Gamex 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.

## Common Rights of Event Officials

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

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

## Event Registration

You can register for events on the web site (<https://www.strategicon.net/?event-reg>) by entering your name on the sign up sheet prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only removed when that event starts, thus allowing "walk-in" registration.

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

## Late Arrivals

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

Enjoy the con!



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

## Friday

### Master Schedule of Events

\* = Play with the creator  
 Experience: A = Any, B = Beginner, E = Experienced  
 Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+  
 Game Type: B = Board/Card Game, C = Collectible Game, G = General non game,  
 L = Live-Action Game  
 M = Miniatures Game, R = Role-Playing Game, V = Video Game  
 Departments: A = Adventurers League, B = Board Games, C = Collectibles,  
 F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games,  
 R = RPGs, S = Seminars, V = Video Games, W = War Games

#### Fri, May 22

Start Time	Dur (hrs)	System Title or Type	Exp.	Mat.	Type	Dept.
Noon	4	<b>Half Truth</b> Event	A	F	B	B
	24	<b>The Naming of the Sprue 2020</b> Event *	A	A	B	G
	1	<b>Any</b> Gamex Virtual Painting Contest Event	A	A	G	M
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	E	T	B	I
	1	<b>Upstaged</b> Tabletopia Event *	A	A	B	I
	24	<b>Minecraft</b> Minecraft Event	A	A	V	V
2 pm	2	<b>Icon</b> Tabletop Simulator Playtest *	A	A	B	I
	4	<b>Advanced Dungeons &amp; Dragons 1st Ed</b> My Old School: Amongst the Ancients Event	A	A	R	R
	4	<b>Blazing Tales</b> Kishōtenketsu Event *	E	M	R	R
	6	<b>Dungeons and Dragon's 5th Edition</b> The Seven and the Shrine. Event	A	A	R	R
	4	<b>GURPS</b> The Collapse- Episode 1 Sponsored Event	A	T	R	R
	4	<b>Heroic Dark</b> Death Divers Event *	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various games Event	A	T	R	R
3 pm	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	E	T	B	I
4 pm	1	<b>Upstaged</b> Tabletopia Event *	A	A	B	I
5 pm	1.5	<b>Game Show Playalong - Catch 21</b> Event	A	A	B	P
6 pm	2.5	<b>Glen More II: Chronicles</b> Event	A	A	B	B
	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	2	<b>Battle of Souls - Deckbuilder Game</b> Tabletop Simulator Playtest *	B	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I
7 pm	3	<b>Power Grid World Tour: Australia</b> Event	E	T	B	B
	3	<b>Murder Happens: Games of Mystery</b> Danger Lake Hotel: The Lonely [...] Demo *	A	M	R	L
	1	<b>Just One</b> Event	A	A	B	P
	2	<b>Icon</b> Tabletop Simulator Event *	A	A	B	I
	4	<b>Advanced Dungeons &amp; Dragons 1st Ed</b> My Old School: Amongst the Ancients Event	A	A	R	R
	4	<b>Call of Cthulhu 7th Edition</b> Inheritance Event	A	M	R	R
	4	<b>Delving Deeper</b> Barrowmaze Extravaganza! Event	A	M	R	R
	3	<b>Fiasco</b> Fiasco - Witness! Event	A	T	R	R
	4	<b>GURPS</b> Union Gold Event	A	T	R	R
	2	<b>Happy Jacks RPG Podcast Live</b> Listening Party Seminar	A	M	G	R
	4	<b>Scion 2nd Edition</b> Youth Culture Killed My Dog Event	A	T	R	R
8 pm	2	<b>Game Show Playalong - Super Password</b> Event	A	A	B	P
9 pm	2	<b>Parsely</b> Event	A	T	B	P
	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
	2	<b>Battle of Souls - Deckbuilder Game</b> Tabletop Simulator Playtest *	B	T	B	I
	2	<b>Icon</b> Tabletop Simulator Event *	A	A	B	I
10 pm	1.5	<b>Dino Diner</b> Playtest *	A	T	B	I

\* = Play with the creator  
 Experience: A = Any, B = Beginner, E = Experienced  
 Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+  
 Game Type: B = Board/Card Game, C = Collectible Game, G = General non game,  
 L = Live-Action Game  
 M = Miniatures Game, R = Role-Playing Game, V = Video Game  
 Departments: A = Adventurers League, B = Board Games, C = Collectibles,  
 F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games,  
 R = RPGs, S = Seminars, V = Video Games, W = War Games

## Saturday

**Sat, May 23**

Start Time	Dur (hrs)	System Title or Type	Exp.	Mat.	Type	Dept.
Midnight	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
3 am	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
9 am	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	A	T	B	I
	4	<b>Delving Deeper</b> Barrowmaze Extravaganza! Event	A	M	R	R
	4	<b>GURPS</b> The Collapse- Episode 2 Sponsored Event	A	T	R	R
10 am	6	<b>Diplomacy</b> Event	A	A	B	B
	2	<b>PLAY TO WIN! Rival Restaurants</b> Sponsored Event	A	A	B	B
	1	<b>Artemis Spaceship Bridge Simulator</b> Rescue Team Event	B	A	V	L
	1	<b>Macaron</b> Tabletopia Playtest *	A	T	B	I
	1	<b>Upstaged</b> Tabletopia Event	A	A	B	I
11 am	1	<b>Artemis Spaceship Bridge Simulator</b> Rescue Team Event	E	A	V	L
	1	<b>Macaron</b> Tabletopia Playtest *	A	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest	A	T	B	I
Noon	1	<b>Hey! That's My Fish!</b> Event	A	F	B	B
	1.75	<b>Lawyer Up</b> Event	A	A	B	B
	4	<b>Thurn and Taxis</b> Event	A	A	B	B
	2	<b>Game Show Playalong - Lingo</b> Event	A	A	B	P
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	A	T	B	I
	1	<b>Logolepsy</b> Event *	A	T	B	I
	1	<b>HEARTHSTONE</b> PC, Android, Apple IOS Tournament	A	A	V	V
1 pm	1	<b>Hurt 'Em!</b> Event	A	A	B	B
	2	<b>Artemis Spaceship Bridge Simulator</b> Nearby Confrontations 3 Event	E	M	V	L
	1	<b>Sparkle*Kingdom</b> Event *	A	A	B	I
	1	<b>World of Tanks</b> Laptop and PC Tournament	A	A	V	V
2 pm	2	<b>PLAY TO WIN! Deadly Doodles</b> Sponsored Event	A	A	B	B
	3	<b>Murder Happens: Games of Mystery</b> Super Heroes: Are We Really Super? Demo *	A	M	R	L
	1.5	<b>Game Show Playalong - Split Second</b> Event	A	A	B	P
	2	<b>kon</b> Tabletop Simulator Playtest	A	A	B	I
	1	<b>Logolepsy</b> Event *	A	T	B	I
	1.5	<b>Sparkle*Kingdom</b> Event *	A	A	B	I
	4	<b>Advanced Dungeons &amp; Dragons 1st Ed</b> My Old School: Amongst the Ancients Event	A	A	R	R
	4	<b>Blazing Tales</b> Kishōtenketsu Event *	E	M	R	R
	4	<b>Dreamland</b> The Paradise of the Unchanging Event	B	T	R	R
	6	<b>Dungeons &amp; Dragons 5.0</b> Player vs. Player Battle Royale Tournament	E	T	R	R
	4	<b>GURPS</b> The Continental Breakfast Event	A	T	R	R
	4	<b>Heroic Dark</b> Death Divers Event *	A	T	R	R
	4	<b>Neon City Overdrive</b> ShadowPunk - Race to the finish! Event	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various games Event	A	T	R	R
3 pm	2.5	<b>Lockup: A Roll Player Tale</b> Event	A	T	B	B
	1	<b>Octopus' Garden</b> Event	A	F	B	B
	2	<b>Artemis Spaceship Bridge Simulator</b> Nearby Confrontations 3 Event	E	M	V	L
	2	<b>Battlestations</b> Event *	A	A	B	M
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	E	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I
	2	<b>The Running of the Classic Gnomes</b> World of Warcraft Classic Tournament	E	A	V	V
4 pm	2	<b>Game Show Playalong - Talk About</b> Event	A	A	B	P
	1	<b>LARP Rejects</b> Event *	A	T	B	I
	1.5	<b>Shadow*Kitty</b> Tabletop Simulator Playtest *	A	A	B	I
	1	<b>Upstaged</b> Tabletopia Event	A	A	B	I
5 pm	1	<b>Game Design Workshop w/ Scott Rogers</b> Seminar *	A	A	G	G
6 pm	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	2	<b>Battle of Souls - Deckbuilder Game</b> Tabletop Simulator Playtest *	B	T	B	I
	1	<b>LARP Rejects</b> Event *	A	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I
7 pm	3	<b>Power Grid World Tour: TBD</b> Event	E	T	B	B
	3	<b>Murder Happens: Games of Mystery</b> Pirate Island: We're All Stuck [...] Demo *	A	M	R	L
	1.5	<b>Telestrations</b> Event	A	T	B	P
	4	<b>Advanced Dungeons &amp; Dragons 1st Ed</b> My Old School: Across Tenth [...] Event	A	A	R	R
	4	<b>Alien</b> Alien Event	A	T	R	R
	4	<b>Alternity - Dark Matter</b> On the Internet, Nobody Knows You're a Dog Event	A	A	R	R
	5	<b>Call of Cthulhu 7th Edition</b> Insanitarium Event	A	M	R	R
	4	<b>GURPS</b> The Collapse- Episode 3 Sponsored Event	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various games Event	A	T	R	R

## Saturday

**Sat, May 23**

Start Time	Dur (hrs)	System – Title or Type	Exp.	Mat.	Type	Dept.
8 pm	1	<b>The Crew</b> Event	A	A	B	B
	2.5	<b>Game Show Playalong - Press Your Luck</b> Event	A	A	B	P
	1	<b>Upstaged</b> Tabletopia Event *	A	A	B	I
9 pm	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
	2	<b>Battle of Souls - Deckbuilder Game</b> Playtest Playtest *	A	T	B	I
	2	<b>Icon</b> Tabletop Simulator Playtest *	A	A	B	I
	1	<b>Starfall</b> Playtest *	A	T	B	I
10 pm	4	<b>Last Hopes Online</b> ComPactM Playtest	A	M	R	L
	2	<b>Outburst!</b> Event	A	T	B	P
	1	<b>The Resistance: Avalon</b> Event	A	A	B	P
	1.5	<b>Dino Diner</b> Playtest Playtest *	A	T	B	I

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games,

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

**Sun, May 24**

Start Time	Dur (hrs)	System Title or Type	Exp.	Mat.	Type	Dept.	
Midnight	3	<b>Ultimate Werewolf</b> Event	A	A	B	P	
	4	<b>Ultimate Werewolf</b> Event	A	A	B	P	
3 am	3	<b>Ultimate Werewolf</b> Event	A	A	B	P	
9 am	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	A	T	B	I	
	4	<b>Delving Deeper</b> Barrowmaze Extravaganza! Event	A	M	R	R	
10 am	2	<b>PLAY TO WIN! Amasser Dragons</b> Sponsored Event	A	A	B	B	
	2	<b>Game Show Playalong - Countdown</b> Event	A	A	B	P	
	1	<b>Macaron</b> Tabletopia Playtest *	A	T	B	I	
	1	<b>Upstaged</b> Tabletopia Event *	A	A	B	I	
11 am	3	<b>Kingdom Builder</b> Event	A	A	B	B	
	1	<b>Macaron</b> Tabletopia Playtest *	A	T	B	I	
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I	
	1	<b>RPG Design Lean Coffee</b> various games Event	A	T	R	R	
Noon	1	<b>Kingdomino</b> Event	A	F	B	B	
	4	<b>Stone Age</b> Event	A	A	B	B	
	3	<b>Murder happens: Games of Mystery</b> Haunted Asylum: Restless Minds and Souls Demo *	A	M	R	L	
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	A	T	B	I	
	2	<b>MetaBuilder</b> Event *	A	T	B	I	
	3	<b>RPG Indie Games on Demand (Playtests and Open gaming)</b> various games Event	A	T	R	R	
1 pm	1	<b>Scattergories</b> Event	A	A	B	P	
	2	<b>Hurt 'Em! Expansion</b> Tabletopia Playtest	A	F	B	I	
2 pm	2	<b>PLAY TO WIN! Mephisto card game</b> Sponsored Event	A	A	B	B	
	2	<b>Family Feud</b> Event	A	T	B	P	
	2	<b>Icon</b> Tabletop Simulator Playtest *	A	A	B	I	
	4	<b>Advanced Dungeons &amp; Dragons 1st Ed</b> My Old School: Across Tenth Imperium Event	A	A	R	R	
	4	<b>Dreamland</b> The Love of Asisilon Event	B	T	R	R	
	4	<b>FATE: Fate of Cthulhu</b> Arachnophobia Event	A	A	R	R	
	4	<b>GURPS</b> The Continental Gold Event	A	T	R	R	
3 pm	4	<b>Non City Overdrive</b> ShadowPunk - Magical Malady Event	A	T	R	R	
	2	<b>Ghost Fighting' Treasure Hunters!</b> Event	A	F	B	B	
	2	<b>Final Words</b> Your First Attempt Playtest *	A	T	R	L	
	2	<b>Battlestations</b> Event *	A	A	B	M	
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	A	T	B	I	
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I	
	2	<b>Titanium Triathlon</b> World of Warcraft Tournament	E	A	V	V	
	4 pm	1	<b>Any</b> Gamex Painting contest submission Deadline Event	A	A	G	M
		2	<b>Game Show Playalong - Wheel of Fortune</b> Event	A	A	B	P
		1	<b>Upstaged</b> Tabletopia Event	A	A	B	I

## Sunday

**Sun, May 24**

Start Time	Dur (hrs)	System – Title or Type	Exp.	Mat.	Type	Dept.
6 pm	2	<b>Hive Mind</b> Event	A	T	B	P
	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	2	<b>Battle of Souls - Deckbuilder Game</b> Tabletop Simulator Playtest *	A	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I
7 pm	3	<b>Power Grid World Tour: TBD</b> Event	E	T	B	B
	2	<b>Feedback Forum</b> Seminar	A	A	G	G
	3	<b>Murder Happens: Games of Mystery</b> Iron Death-Heads: Born for Trouble Demo	A	M	R	L
	4	<b>Advanced Dungeons &amp; Dragons 1st Ed</b> My Old School: Across Tenth [...] Event	A	A	R	R
	5	<b>Call of Cthulhu 7th Edition</b> On the Banks of the Ohio Event	A	M	R	R
8 pm	4	<b>GURPS</b> The Collapse- Episode 4 Sponsored Event	A	T	R	R
	1	<b>Pictionary</b> Event	A	T	B	P
9 pm	1	<b>World of Tanks</b> Laptop and PC Tournament	A	A	V	V
	2	<b>Parsely</b> Event	A	T	B	P
10 pm	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
	2	<b>Battle of Souls - Deckbuilder Game</b> Tabletop Simulator Playtest *	A	T	B	I
	1.5	<b>Dino Diner</b> Playtest *	A	T	B	I

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games,

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

**Mon, May 25**

Start Time	Dur (hrs)	System Title or Type	Exp.	Mat.	Type	Dept.
Midnight	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
	3	<b>Ultimate Werewolf</b> Event	A	A	P	P
3 am	3	<b>Ultimate Werewolf</b> Event	A	A	B	P
9 am	3	<b>Power Grid World Tour: TBD</b> Event	E	T	B	B
	3	<b>Murder Happens: Games of Mystery</b> Danger Lake Hotel: The Lonely [...] Demo *	A	M	R	L
11 am	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	A	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I
Noon	1	<b>Everdell</b> 101	B	A	B	B
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	E	T	B	I
1 pm	3	<b>Everdell</b> Event	E	A	B	B
3 pm	3	<b>Ultimate Werewolf</b> Event	A	T	B	P
	2	<b>Death of Liberty</b> Tabletop Simulator Playtest *	E	T	B	I
	2	<b>Skully Bunnies</b> Tabletopia Playtest *	A	T	B	I

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game

M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games,

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

## Miniatures Painting Contest

We're actually still having one!

The rules as posted to the web site:

Starting at noon Friday, paint a single miniature of your choice, nothing larger than a 35mm base. All submissions by 4pm Sunday. Please send a 'before' picture of the unpainted mini, and at least 3 finished pictures of different angles. Categories are Sci-Fi, Historical, Fantasy, and Kids. Email to stratcon\_minis@strategicon.net and pics will be posted in the Minis Discord painting channel.

Your judges will include Victor Bugg and Mike James.

## Our sponsors include:

Advanced Grafix	Imperial Outpost Games
AEG	Kayenta Publishing
Arcane Wonders	Konami
Army Painter	Looney Labs
Blue Panther	Magic Meepile Games
Critical Hit Games	mayday games
Dan Verssen Games	Paizo Publishing
Days of Wonder	Reaper Paints & Miniatures
Decision Games	Renegade Game Studios
Dust Studios, USA	Rio Grande Games
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Warehouse
Fire & Dice	Ultra Pro
Flying Buffalo	Vallejo Paints
Gamecraft Miniatures	Warlord Games
Games Workshop	white wizard games
Gate Keeper Games	Wizards of the Coast

## Shopping

### Dealer Room

Sadly we have no dealer room this show. However, we want to thank the dealers that were signed up for this show and our next show, Gateway.

GameX 2020 Dealer Room Vendors:

+3 To Charisma	Monkeyfun Studios
Andromeda Fight League	Moonlit Moor Games
Big Board Games	Ninja Star Games
Biplane Games	Nobel Dwarf Printing
Blue Panther	Party Penguins
Bubbles and Things Soaps	Play 5
Cantrip Candles	Reality Simulations Inc.
Cobblestone Games	RosaleenDhu Designs
Crazy Bob's Dream Emporium	Sand Box Gaming
Critical Hit Games	Sentient Cow Games
Dent Ventures	Seth's Games & Anime
Dice Envy	Shawnsolo Games
DM Dunn	Snake Eyes Designs
Existence Games	Sovereign Chess
Fire & Dice	Spellbinders, Inc.
Frog Knight Games	Stonehouse Miniatures
Gate Keeper Games	Strategicon Market
Imperial Outpost Games	The Game Chest
Kehlee Does Things	The Dragon & Meeple
Kickback Gaming	The Goods Merchant
Koalatie Games	The Shivers
Laughing Moon	The War House
Masseur Middleton	The Weekend Warrior
Merchant Green Leather Works	Tiny Shiny Squids
Midnight Garden Crafts	Warlord Games
	Yugioholics

### Flea Market

Flea Market tables are not available during this virtual convention.

### Game Auction

The convention usually hosts, as one of its prime attractions, the auction of games and related products. This entertainment highlight, where items often sell for below retail price, will be not be held this show.

### Convention Rules (aka Virtual Code of Conduct)

1. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident. (For virtual con staff members have their positions next to their names.)
2. Play with integrity. You are your reputation.
3. Do not abuse access to our Discord servers or subsequent other applications and platforms we may use (Tabletopia, Tabletop Simulator, Zoom, etc).
4. Settle disputes within game with the Game Master. Please alert a volunteer if you need help with unbiased decisions.
5. Be responsive and invested in the games you decide to play.
7. We also ask that all participants, players, GMs and staff, keep in mind that everyone is trying to make this work and have fun under unpredictable and adverse circumstances. Please be kind to one another, and be patient with one another, and remember that none of us would have structured our events entirely this way by choice.





## A Word (or ten) from the Con Man

### State of the con

If you're reading this you're well aware that Gamex 2020 is not a physical game convention. We had to cancel our normal show due to the Covid-19 pandemic. Los Angeles has been hit harder than any other county in California – there was just no way we could run a physical show.

That said, we're obviously not the only game convention in this boat. Shows from March now through August have been postponed or cancelled. Strategicon is in better shape to weather this situation better than most – we run three shows a year so losing one is only a third of our revenue, our overhead is low so we can maintain the organization during this situation, and no one depends on the show for their livelihood – this last point is probably our saving grace.

This allowed us to refund those that needed it, forward the badges of those that did not (thank you) and keep things rolling behind the scenes.

### Is this thing on?

That said, I'm not sure if anyone was prepared for nor expecting the situation we find ourselves in. I've been living in lockdown for over two months and I'm not sure I can say this is anything but surreal.

All I can say is I hope we get to the end of this soon and that we all come out alive. Hopefully in time for Gateway 2020.

### Gamex 2020 is dead! Long live Gamex 2020!

The last time there wasn't a Gamex was in 1989. That year it was replaced by Origins in Los Angeles, albeit on a different weekend. Same in 1986. Prior incarnations of Strategicon ran those two shows. The last time there was no Gamex without a replacement convention was 1983. The first Gamex was in 1984.

We didn't want to break the streak, even given the bizarre circumstances we find ourselves in now. And well, none of us had made alternative plans for that weekend anyway, so we decided to try running a virtual con.

### How does this work?

I'll be honest and say I don't really know. This is improvised despite weeks of planning. but it's something we need to learn. It is quite possible much of what we learn here might be applicable in the future of the live shows.

Given this, we wanted to try to do something for our faithful attendees, and wanted/needed to experiment. We'll see how this goes.

### New Department(s)?

Indie New Games is our version of what others call Protospiel – it's a group dedicated to testing new unsigned games from independent developers.

We're also adding a Play To Win! track. Right now this is a series of events, but we plan on doing more with it in the future. More details next show.

### But wait, there's more!

We are reorganizing how we index games. As some of you may have noticed we have Board Games spread across several departments, as are role-playing games and even video games. We did this to make things more manageable but with fragmentation comes some confusion. So in the schedule we've implemented a new column for game type and have listed afterwards its host department.

### Why do a conbook for a virtual con?

Why not? Besides, it gives me something to do and keeps me out of people's way. They're thankful, believe me.

### No Flea Market! No Auction! No Dealer Room!

I have no idea what I'm going to do with myself during the show. As many of you know I run the flea market and help run the auction. Obviously those aren't happening. Our Dealer Room head is facing a similar quandary. Guess we'll have to actually game at a game convention. Who knew? At least I still have the Feedback Forum (Sunday, 7 pm, hint, hint).

### When the music's over...

Thanks all. This has been an interesting journey so far. See you online.

## STRATEGICON SCHEDULE

Convention	Dates	Location
Gamex 2020	May 22-25	Online!
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport
Orccon 2021	Feb 12-15	Hilton Los Angeles Airport
Gamex 2021	May 28-31	Hilton Los Angeles Airport
Gateway 2021	Sep 3-6	Hilton Los Angeles Airport

# T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts  
Available through the web site for \$20  
\$25 for the annual shirt  
All sizes from S to 4XL

Men's, Women's and Youth shirts are available.

Design 1 will be available for direct shipping or pickup at Gateway 2020

Design 2 will be available for pickup at Gateway 2020

Design 1 is print to order only – it will not be sold at our shows after Gamex 2020