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Los Angeles, California

GAMEX



MAY
24-27, 2019

#G2019



PolyCon 37

The Good, The Bad, The Poly

Featuring

BASH! with Chris Rutkowsky
D&D 5th ed Tournament
Saturday Night BBQ
Bang Tournament
Costume Contest
PolyCon Auction
Ice Cream Social
Giant RoboRally
Pulp Adventure

Board Games | Role Playing Games | Miniatures
...And More!

CalPoly University Union
San Luis Obispo
Coninfo@polycon.org
www.polycon.org

June 21st-23rd, 2019
At The Door Weekend Entry: \$35

Preregister for \$30 until June 10th at
<http://www.asi.calpoly.edu/paypal221>



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Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Volunteer Wrangling	Karla Freeman
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	William Hillstrom
Role-Playing Games	Jim Sandoval
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

Welcome

Strategicon welcomes you to Gamex 2019. Thank you for joining us.

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

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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.

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

The prizes for board games will be as follows:

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

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

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

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

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

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

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

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

A Guide to Gamex 2019 for Non-gamers

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

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

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

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

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

Enjoy the con!

GameX 2019 Special Guests

Lars V. Thorn

Lars has co-founded two game companies and serves as the CEO of Empire Games and COO of Uncorked! Games. He's honored to be a special guest at Strategicon as many of the playtests over the last five years have contributed to the creation of the suite of Uncorked! party games: Read Between the Wines! (2014), Brew Ha Ha! (2016), and Whiskey Business! (2018) created with his Uncorked! business partner Audra Quinn. Most recently, Lars launched Empire Games with his business partner Colby Goff culminating in the 2018 release of Ice Cream Empire, a family game that educates and encourages kids of all ages to become entrepreneurs through the ice cream industry!



Ian Stedman

Co-Owner Magic Meeple Games. Game Designer: Magnum Opus.

A passionate and creative self-starter with a fascination for all things gaming. The designer of Magnum Opus from Clever Mojo Games and several other self-publishing projects. A lifelong designer of board games and video games with project experience in both fields. Often seen wearing any combination of the following hats: designer, developer, publisher, graphic designer, illustrator, rules writer, editor, voice actor, public speaker, website administrator, and customer relations. Ian is also featured in the documentary "Analog Gaming".

Travis Oates

Since 2001, Travis has been working as a professional writer with several projects sold in both television and film. Travis has had projects in development with FOX, MGM, New Line, Clifford Werber Productions, Screen Gems, Jim Henson Productions, SciFi Network, SPARKS, and Disney. He has been a prolific voiceover actor and has been heard in hundreds of TV shows, animated films, video games and commercials.

Travis's latest project is Above Board, a lifestyle show about board games which he created and hosts. Featuring a comedic look at the world of CCGs, tabletop games and role-playing games, Above Board hopes to bring the casual and the hardcore gamers of the world together through comedy.



Michael Lipton

Michael is an avid game designer, with two games published through Magic Meeple, Fire of Eidolon, and Incoming Transmission, and a couple more on the way! His engineering background lends to games that are streamlined for the players, while all the background mathematics and mechanisms are intricately balanced. Always happy to talk to folks about design, development, and testing of games.



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

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

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

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

Fri, May 24

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	4	Cohorts and Cronies Event	International B	A	T	B
	2	Liar's Dice Small	International B	A	T	B
	2	Tiny Towns Event	International B	A	A	B
	2	AEG Card Crafting games	La Jolla	A	T	C
	4	Clank! A Deck Building Adventure	La Jolla	A	T	C
	8	Vanguard 101	La Jolla	A	A	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	3.5	Uncharted Seas Uncharted Seas	International A	A	A	M
	1	Hidden Agenda Playtest Event	Catalina B	A	T	P
	2	Murder Happens: Five games to choose from. Demo	Newport B	B	M	P
	12	Axis & Allies Setup Event	Los Angeles C	A	T	W
1 pm	4	Dominus Demo	International B	B	A	B
	2	History Games Demo	International B	B	A	B
	2	KeyForge 101	La Jolla	A	A	C
	2	Vanguard Light Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
2 pm	2	No Thanks! Small	International B	A	F	B
	1	Thurn and Taxis 101	International B	B	A	B
	2	Raiders - or - Architects	La Jolla	A	T	C
	2	Munchkin	La Jolla	A	T	C
	4	D&D 5e CCC-AETHER-01-01 The Heir of Orcus: Verse I (Lvls 1-4)	Plaza B	A	A	A
	4	D&D 5e CCC-SKULL01-02 Not All Are Lost Should Be Found (levels 5-10)	Plaza B	E	A	A
	4	D&D 5e CCC-TRI-01/YUL1-1 Into the Darkness (levels 11-16)	Plaza B	E	F	A
	4	D&D 5e DDAL-ELW01 Murder in Skyway (levels 1-4)	Plaza B	A	A	A
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society [...]	Los Angeles A	A	A	F
	5	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	5	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	6	De Bellis Antiquitatis 3.0 De Bellis Antiquitatis (DBA) Casual Play	International A	A	T	M
	2	Gizmos Gizmos	International A	A	T	M
	2	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Monsterpocalypse Monsterpocalypse 2.0	International A	A	A	M
	4	Zombicide Zombicide	International A	A	T	M
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	4	Dungeon Crawl Classics RPG The Four Phantasmagorias	San Lorenzo A	B	T	R
	4	GURPS Avast ye landlubbers, A pirates life	San Lorenzo D	A	A	R
	4	GURPS 4th Edition The Only Good Bug...	San Lorenzo F	A	T	R
	4	Powered by the Apocalypse Bedlem Hall: The tale of Uncle Vladimir [...]	Chair Boardroom	A	A	R
	4	Star Crossed Space Station Fobolex	Lower Lobby	A	M	R
	4	Tales from the Loop Change of Heart	San Lorenzo E	A	T	R
3 pm	1	Grand Austria Hotel 101	International B	B	A	B
	3	Thurn and Taxis Tournament	International B	E	A	B
	1	Trekking the National Parks 101	International B	B	A	B
	2	Yahtzee Free for All #1 Event	International B	A	A	B
	2	KeyForge 101	La Jolla	A	A	C
	1.5	Brawl Stars	La Jolla	A	A	C
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	9	Artemis Spaceship Bridge Simulator	Santa Monica C	A	A	G
	3	Puzzle Playtesting Event	Newport D	A	A	P
4 pm	1	Catan 101	International B	B	A	B
	3	Grand Austria Hotel Small	International B	A	A	B
	2	Trekking the National Parks Event	International B	A	A	B
	4	Space Base with Shy Pluto	La Jolla	A	T	C
	4	Clank! In Space	La Jolla	A	T	C
	2	Steve Jackson Games Dice Games	La Jolla	A	A	C
	2	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	3.5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demo	International A	A	A	M
	2	NARCOS: The board game NARCOS: The board game	International A	A	T	M
	2	Game Show Play-Along: Caesar's Challenge Event	Catalina B	A	A	P
	2	Call of Cthulhu The Lightless Beacon	San Lorenzo D	B	T	R

Friday

Fri, May 24

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Kids on Bikes The True Believers' Club	Family Area	A	A	R
	4	Sails of Glory Tournament	Los Angeles C	A	T	W
5 pm	2	Battlestar Galactica 101	International B	B	A	B
	4	Catan National Qualifier Preliminary Round Event	International B	E	A	B
	1	Great Western Trails 101	International B	B	A	B
	2	Monopoly Deal #1 Event	International B	A	A	B
	4	Rival Restaurants Demo	International B	B	A	B
	2	Decipher Lord of the Rings TCG	La Jolla	A	T	C
	2	Vanguard Advance Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Draft Tournament (\$20)	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	2	Star Wars Legion Bringing order to the galaxy	International A	A	T	M
	4	Fiasco Event	Newport B	A	T	P
6 pm	4	Edipse Event	International B	A	M	B
	5	Great Western Trails Big	International B	E	A	B
	1	Port Royal: Just One More Contract 101	International B	B	A	B
	1	Power Grid 101	International B	B	T	B
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	Tail Feathers Tail Feathers	International A	A	A	M
	4	War Stories Event	Los Angeles C	A	T	W
7 pm	4	Battlestar Galactica Event	International B	A	A	B
	1	Brass: Birmingham 101	International B	B	A	B
	2	Love Letter #1 Event	International B	A	A	B
	3	Power Grid World Tour: Japan Event	International B	E	T	B
	1	7 Wonders 101	International B	B	A	B
	3	Game of Thrones 2nd Edition 101	La Jolla	A	T	C
	2	Magic: The Gathering - Horde: The Siege	La Jolla	A	T	C
	4	D&D 5e CCC-AETHER-01-02 The Heir of Orcus: Verse II (Levels 1-4)	Plaza B	A	A	A
	4	D&D 5e CCC-STORM-02 Swamp of Sorrow: Bloodpurge Village (lvls 5-10)	Plaza B	E	A	A
	4	D&D 5e CCC-TRI-02/YUL1-2 Impression Left Behind (Levels 11-16)	Plaza B	E	A	A
	4	D&D 5e CCC-YLRA-02-03D The Peak of Pandemonium (Levels 11-16)	Plaza B	E	A	A
	4	D&D 5e DDAL08-16 A Change of Address (Levels 17-20)	Plaza B	E	A	A
	4	D&D 5e DDAL-ELW02 Boromar Ball (levels 1-4)	Plaza B	A	A	A
	1	Meet & Greet *	1635	A	F	G
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
	1	Save The Circus Event *	Newport D	A	A	P
8 pm	3	Brass: Birmingham Event	International B	A	A	B
	1	Hero Quest 101	International B	B	A	B
	2	Mansions of Madness 2nd Ed Event	International B	A	T	B
	4	Nuke Warz Demo	International B	B	A	B
	3	7 Blunders Tournament	International B	E	A	B
	2	Friday Night Draft! War of the Spark	La Jolla	A	A	C
	2	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society [...]	Los Angeles A	A	A	F
	5	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	5	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	2.5	Chamber LARP The Drinklings	Bar	A	M	L
	4	Freeform The Great After-Party	Bel Air	A	M	L
	4	Requiem Gothic West: Fiesta Politico	3103	A	M	L
	2	Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M
	3.5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demo	International A	A	A	M
	2	Gizmos Gizmos	International A	A	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	1	Warhammer 40K 8th Edition Arena of Death	International A	A	A	M
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M
	2	Game Show Play-Along: Scrabble Event	Catalina B	A	A	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	3	Sneak Peek! Monkeyfun Studios Presents:	San Lorenzo D	A	M	R
	4	Call of Cthulu Auction heroes	San Lorenzo A	A	T	R
	4	Chronicles of Darkness 2nd edition The Contagion Chronicle	San Lorenzo B	A	T	R
	4	Cthulhu Dark Three Days After the Seance of David Wilkerson	San Lorenzo F	A	M	R
	4	Delta Green Next of Kin	San Lorenzo E	A	M	R

Friday

Fri, May 24

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Fate Core Shadow of the Century	San Lorenzo A	A	T	R
	4	GURPS Project ASPIRE - Behind the Veil	San Lorenzo F	A	T	R
	4	GURPS The Big Disappearance	San Lorenzo B	A	T	R
	4	Mutant Chronicles 3rd Edition Straffar Gatan 39	San Lorenzo B	A	T	R
	4	Tachyon Squadron/Atomic Robo (Fate) Saucers & Super Sabres	San Lorenzo F	A	M	R
	4	The Expanse RPG The Expanse RPG	San Lorenzo D	A	A	R
	4	The Great American Novel Jaws	Chair Boardroom	A	T	R
	4	Trophy Trophy - A Happy Jacks Streamed Game	Santa Monica A	A	M	R
	4	Vampire 5e Blood Addicts	San Lorenzo D	A	M	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
9 pm	2	Evolution Event	International B	A	A	B
	3	Hero Quest Event	International B	A	A	B
	2	Monopoly Gamer Event	International B	A	A	B
	2	Phase 10 #1 Tournament	International B	E	A	B
	4	Star Wars Destiny - Draft/Sealed	La Jolla	A	A	C
	0	Dealer Room Closes	Pacific	A	A	G
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	3	Werewolf Event	Newport C	A	A	P
	1	Save The Circus Event *	Newport D	A	A	P
	1	ICE CREAM EMPIRE Event	Newport B	A	F	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
10 pm	3	Escape Plan Event	International B	A	T	B
	1	Monsters and Maidens Event	International B	A	A	B
	2	Port Royal: Just One More Contract Event	International B	E	A	B
	2	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
11 pm	2	Codenames Event	International B	A	T	B
	2	Uno #1 Event	International B	A	A	B
	2.5	Chamber LARP Last Hopes (Playtest)	3109	A	M	L
	2	Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M

* = Play with the creator

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

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

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

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

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

Sat, May 25

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	M:tG War of the Spark Sealed Draft	La Jolla	A	A	C
	3	Werewolf Event	Newport C	A	T	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
3 am	3	Ultimate Werewolf: Fear and Loathing in Las Vegas Event	Newport C	E	M	P
8 am	1	Titan 101	International B	B	T	B
9 am	3	Blue Moon City Event	International B	A	A	B
	2	Defense Grid Event	International B	A	M	B
	2	Monopoly Deal #2 Small	International B	A	A	B
	1	Scythe 101	International B	B	A	B
	1	The Reckoners 101	International B	B	T	B
	9	Titan Tournament	International B	E	T	B
	4	D&D 5e CCC-AETHER-01-01 The Heir of Orcus: Verse I (Level 1-4)	Plaza B	A	A	A
	4	D&D 5e CCC-TRI-14/YUL1-3 The Voice in the Night (Levels 11-16)	Plaza B	E	A	A
	4	D&D 5e DDAL08-17 The Tower of Aghhairon (Levels 17-20)	Plaza B	E	A	A
	4	D&D 5e DDAL-DRW01 Breaking Umberlee's Resolve (Levels 5-10)	Plaza B	E	A	A
	4	D&D 5e DDAL-ELW03 The Cannith Code (levels 1-4)	Plaza B	A	A	A
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society Games	Los Angeles A	A	A	F
	4	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	4	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	2	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire Demo	International A	A	T	M
	2	Council of Four Council of Four	International A	A	T	M
	1	Gaslands Gaslands 101	International A	B	A	M
	2	Monster Island Clash of Kaiju	International A	A	F	M
	3	Monsterpocalypse Monsterpocalypse 2.0	International A	A	A	M

Saturday

Sat, May 25

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Zombicide Zombicide	International A	A	T	M
	2	Death of Liberty - Board Game Demo	Catalina C	A	A	P
	4	Blades in the Dark Duskwall Nights	San Lorenzo B	A	M	R
	4	Call of Cthulhu 7th (Down Darker Trails) Something from Down There	San Lorenzo D	A	M	R
	4	Dungeon Crawl Classics RPG The Four Phantasmagorias	Chair Boardroom	A	T	R
	4	Dynamic d20 (5e) Defense of Alkyne's Gate	San Lorenzo F	A	A	R
	4	Forth World (Dungeon World) Trouble in Bartertown!	San Lorenzo B	A	T	R
	4	GURPS Arche - A Pirate's Life	San Lorenzo A	A	T	R
	4	GURPS Fright Club	San Lorenzo A	A	T	R
	4	Mongoose Traveller Traveller - Happy Jacks Streamed Game	Santa Monica A	A	M	R
	4	Palladium RIFTS Rising Phoenix: bring the Party!	San Lorenzo D	A	A	R
	4	Savage Worlds Savage Rifts - The Vault Hunters	San Lorenzo D	A	T	R
	4	Savage Worlds Adventure Edition Rifts Living Campaign Club New [...]	San Lorenzo C	A	A	R
	4	Star Trek Adventures Borg Diplomacy	San Lorenzo E	A	F	R
	4	Vampire the Requiem: Second Edition Disappearing Act	San Lorenzo A	A	T	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	12	Axis & Allies Tournament	Los Angeles C	A	T	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	1	Agricola 101	International B	B	A	B
	2	Brass: Lancashire 101	International B	B	A	B
	4	Last Days of Athobrae Demo	International B	B	T	B
	3	Scythe Big	International B	E	A	B
	2	The Reckoners Event	International B	E	T	B
	3	Ticket to Ride: France Event	International B	A	A	B
	2	ICE: Middle-Earth CCG (Lord of the Rings) - Hero	La Jolla	E	T	C
	1	Pokemon Workshop #1	La Jolla	A	A	C
	2	Play Renegade Games with Karla!	La Jolla	A	T	C
	2	Play Kitty Cat games with Potato!	Family Area	A	F	C
	8	Vanguard 101	La Jolla	A	A	C
	14	Artemis Spaceship Bridge Simulator	Santa Monica C	A	A	G
	3	Freeform Queen of Queens	Bel Air	A	F	L
	2	Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M
	6	DBA 3.0 De Bellis Antiquitatis (DBA) Demo	International A	B	A	M
	12	De Bellis Antiquitatis 3.0 De Bellis Antiquitatis (DBA) Casual Play	International A	A	T	M
	2	Gaslands Family Friendly Gaslands	International A	A	F	M
	8	Gepanzerte Faust North Africa, Nov. 27, 1941 The Clash at Ft Capuzzo *	International A	A	M	M
	8	Home Brew 6mm Battle of Gettysburg, Day 2	International A	A	A	M
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	7	Paint and Take	International A	A	A	M
	9	Warhammer 40K Gamex ITC 40K Rogue Trader Tournament	International A	A	T	M
	10	Warhammer 40K 8th Edition Mega-Apocalypse	International A	A	A	M
	6	X-Wing 2nd 2nd edition X-Wing tournament.	International A	A	T	M
	6	Maria Tournament	Los Angeles C	A	T	W
	12	Russian Campaign, 1812 Tournament	Los Angeles C	A	T	W
	8	Sturm Europa Event	Los Angeles C	A	T	W
11 am	4	Agricola Tournament	International B	E	A	B
	1	Fireball Island Event	International B	A	A	B
	1	The Zorro Dice Game Sponsored	International B	A	A	B
	2	Uno #2 Small	International B	A	A	B
	2	Wingspan Event	International B	A	A	B
	4	Win, Place & Show Event	International B	A	T	B
	3	Ascension #1	La Jolla	A	A	C
	2	Pokemon #1	La Jolla	A	A	C
	2	Vanguard Light Tournament	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	1	Seminar LARP 101 *	Carmel	B	A	L
	2	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: Demo	International A	A	T	M
	2	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	5	CAV: Strike Operations CAV mecha combat in the 23rd Century!	International A	A	T	M
	3	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demos *	International A	A	T	M
	2	Death of Liberty - Board Game Demo *	Catalina C	A	A	P
	2	Smash Bros. Ultimate Switch	Marina	A	T	V
	6	Caesar: Epic Battle of Alesia Event	Los Angeles C	A	T	W
	8	Falling Sky : The Gallic Revolt Against Caesar Tournament	Los Angeles C	A	T	W

Saturday

Sat, May 25

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.	
Noon	3	Brass: Lancashire Event	International B	A	A	B	
	1	Darkrock Ventures Demo *	International B	B	A	B	
	4	Dominus Demo	International B	B	A	B	
	5	Power Grid Deluxe Tournament	International B	E	T	B	
	3	Scepter of Zavandor Event	International B	A	A	B	
	1	Talisman/Cataclysm 101	International B	B	T	B	
	1	Ticket to Ride 101	International B	B	A	B	
	2	Tiny Towns	La Jolla	A	T	C	
	2	Strategic-Placement-Con - Clash Royale Tournament	La Jolla	A	A	C	
	6	ICE: Middle-Earth CCG (Lord of the Rings) - Open/Casual Play	La Jolla	E	T	C	
	2	Munchkin Treasure Hunt or Wonderland	Family Area	A	K	C	
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C	
	2	Gaslands The Carburetor County Calamity	International A	A	F	M	
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M	
	3.5	Uncharted Seas Uncharted Seas	International A	A	A	M	
	1	Stupid Users: BETA Event	Newport B	A	T	P	
	2	Game Show Play-Along: Gambit Event	Catalina D	A	A	P	
	0.5	BGG No-Ship Math Trade Event	Newport C	A	A	G	
	4	The Valley Demo	Catalina A	E	A	P	
	4	1775: Rebellion Tournament Tournament	Los Angeles C	A	T	W	
	1 pm	1	Fire of Eidolon Demo *	International B	B	A	B
		1	Kingsburg 101	International B	B	A	B
		2	Phase 10 #2 Event	International B	A	A	B
1		Survive! 101	International B	B	A	B	
4		Talisman/Cataclysm Small	International B	E	T	B	
3		Ticket to Ride Tournament	International B	E	A	B	
1		Villainous 101	International B	B	F	B	
5		Exodus TCG Worlds Qualifier- West coast *	La Jolla	B	A	C	
3		Herodlix: Rumble!	La Jolla	A	A	C	
3		Keyforge -Solo Sealed Tournament	La Jolla	A	T	C	
2		M:tG War of the Spark Draft	La Jolla	A	A	C	
1		Magic: The Gathering - Horde: At The Reactor	La Jolla	A	T	C	
2		Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C	
2		Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M	
6		Battletech Circle of Death	International A	A	A	M	
1		Stupid Users: BETA Event	Newport B	A	T	P	
2		Death of Liberty - Board Game Demo *	Catalina C	A	A	P	
2		Mortal Kombat XL PS4	Marina	A	M	V	
2 pm		1	Big Trouble in Little China: The Game 101	International B	B	T	B
		4	Catan National Qualifier Preliminary Round Event	International B	E	A	B
	5	Kingsburg Big	International B	E	A	B	
	3	Metal Dawn Event	International B	A	M	B	
	1	Overworld Demo *	International B	B	A	B	
	1	Survive! Event	International B	A	A	B	
	1	Twilight Imperium 3rd 101	International B	B	T	B	
	4	Munchkin	La Jolla	A	T	C	
	4	Steve Jackson Games Player's Choice Open Demos	La Jolla	A	A	C	
	0.25	Raffle Drawing!	Pacific	A	A	G	
	4	D&D 5e CCC-AETHER-01-02 The Heir of Orcus: Verse II (Levels 1-4)	Plaza B	A	A	A	
	4	D&D 5e CCC-SKULL01-02 Not All Are Lost Should Be Found (levels 5-10)	Plaza B	E	A	A	
	4	D&D 5e CCC-TRI-15/YUL1-4 The Dark of the Hive (levels 11-16)	Plaza B	E	A	A	
	4	D&D 5e CCC-YLRA-02-03D The Peak of Pandemonium (Levels 11-16)	Plaza B	E	A	A	
	4	D&D 5e DDAL08-18 Moving Day (Levels 17-20)	Plaza B	E	A	A	
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society [...]	Los Angeles A	A	A	F	
	5	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F	
	5	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F	
	4	Grandiose Disaster The Love Craft	Newport C	A	M	L	
	4	Starship Valkyrie Basic Starship Valkyrie: Return to Earth	Bel Air	A	T	L	
	2	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: Demo	International A	A	T	M	
	2	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M	
	4	Bolt Action Tank Duel	International A	A	T	M	
	2	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demos *	International A	A	T	M	
	2	Gizmos Gizmos	International A	A	T	M	
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M	
	1	Channel A: The Anime Pitch Party Game Event	Newport B	A	A	P	
1	Seminar: The 10 Best Party Games You Don't Know! 101	Catalina B	A	A	P		

Saturday

Sat, May 25

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	SHADOW*KITTY Event	Newport D	A	A	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	4	A Town Called Malice A Town Called Malice	San Lorenzo A	A	T	R
	4	Bluebeard's Bride Bluebeard's Bride	San Lorenzo E	A	M	R
	4	Call of Cthulhu 7th (Down Darker Trails) Scanlon's Daughter	San Lorenzo E	A	M	R
	4	Dungeon Crawl Classics Tournament of Pigs	San Lorenzo F	A	T	R
	4	Dungeon Crawl Classics RPG DCC RPG Test Kitchen	San Lorenzo B	A	T	R
	6	Dungeons & Dragons 5.0 Dungeons & Dragons Player vs Player	Exec Boardroom	E	T	R
	4	Dungeons & Dragons 5e The Three Burials of Vecna: Part I	Chair Boardroom	A	A	R
	4	Esper Genesis Crisis at Pel Tavarica	San Lorenzo E	A	A	R
	4	Fate Accelerated/Tachyon Squadron Star Wars Resistance: Ace Squadron	San Lorenzo E	A	M	R
	4	Forth World (Dungeon World) Adventures in Kears!	San Lorenzo A	A	T	R
	4	GURPS Chaos Desert	San Lorenzo A	A	T	R
	4	GURPS Race to Roswell	San Lorenzo F	A	T	R
	4	GURPS 4th Edition The Only Good Bug...	San Lorenzo F	A	T	R
	4	Home Brew (Intuitive/Fast to learn) Enter not the Dark Wood...	San Lorenzo B	A	T	R
	4	RPG Kids on Bikes	Family Area	A	F	R
	4	Savage Worlds Necropolis 2350: Strike at The Heart of Darkness	San Lorenzo B	A	T	R
	8	Savage Worlds Adventure Edition Mexican Cargo Run: Pecos Pursuits	San Lorenzo D	A	A	R
	4	Spirit of Back at the Ranch - Happy Jacks Streamed Game	Santa Monica A	A	M	R
	4	Tales from the Loop Time After Time	San Lorenzo F	A	T	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	1	HEARTHSTONE PC, Andriod, Apple IOS	Marina	A	A	V
	2	Mario Kart 8 #1 - Team Race Wii U / Switch	Marina	A	F	V
3 pm	2	Big Trouble in Little China: The Game Event	International B	E	T	B
	2	Mandate of Heaven Demo	International B	B	T	B
	1	Mysterium Demo	International B	B	F	B
	6	Twilight Imperium 3rd Tournament	International B	E	T	B
	4	Winner's Circle Event	International B	A	A	B
	2	Yahtzee Free for All #2 Small	International B	A	A	B
	1	Magic: The Gathering - Planechase	La Jolla	A	T	C
	2	Vanguard Advance Tournament	La Jolla	A	A	C
	6	Alpha Strike HMGS-PSW Comstar v Mercs	International A	A	F	M
	4	Car Wars - Homebrew Fury Road *	International A	A	A	M
	4	Star Wars Legion Bringing order to the galaxy	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Game Show Play-Along: High Rollers Event	Catalina D	A	A	P
	3	Open Gaming: The 10 Best Party Games You Don't Know! Event	Catalina B	A	A	P
	1	SHADOW*KITTY Event	Newport D	A	A	P
	2	Death of Liberty - Board Game Demo	Catalina C	A	A	P
	1	Getting Started in Board Game Design *	Carmel	A	A	S
4 pm	1	New Salem 2nd Ed Event *	International B	A	A	B
	1	Spirit Island 101	International B	B	A	B
	2	The Acts Demo	International B	B	A	B
	3	Ticket to Ride: Europe Tournament	International B	E	A	B
	3	Lost Cities	La Jolla	A	T	C
	2	M:tG War of the Spark Sealed Draft	La Jolla	A	A	C
	2	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire: Demo	International A	A	T	M
	2	Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M
	3.5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demo	International A	A	A	M
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	2	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	2	Meeple War Meeple War	International A	A	T	M
	4	Roadwolf Roadwolf: The Fury Road!	International A	A	T	M
	2	Titan Apocalypse Titan Apocalypse Demos *	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	SHADOW*KITTY Event	Newport D	A	A	P
	3	Kids on Bikes The True Believers' Club	Family Area	A	A	R
	1	Above Board Tv Show Panel *	Carmel	A	A	S
	2	Injustice 2 PS4	Marina	A	M	V
	4	A House Divided Sponsored	Los Angeles C	A	A	W
	6	Frederick Event	Los Angeles C	A	T	W
5 pm	5	Descent Journeys in the Dark 1st Ed Event	International B	A	M	B
	1	Flashlights and Fireflies Event	International B	A	A	B
	2	Homeland Event	International B	A	T	B
	2	Love Letter #2 Small	International B	A	A	B

Saturday

Sat, May 25

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Spirit Island Event	International B	A	A	B
	1	Terraforming Mars 101	International B	B	T	B
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	6	Circus Maximus Circus Maximus	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Death of Liberty - Board Game Demo *	Catalina C	A	A	P
	1	Packaging & Box design for the indie tabletop publisher from a [...] *	Carmel	A	A	S
	1	Classic StarCraft PC	Marina	A	A	V
6 pm	1	7 Wonders: Armada 101	International B	B	T	B
	2	Cash and Guns Event	International B	A	A	B
	2	Euphoria: Build a Better Dystopia Event	International B	A	A	B
	1	Good Cop Bad Cop Event	International B	A	A	B
	5	Terraforming Mars Qualifier Event	International B	E	T	B
	3	World Cup! Event	International B	A	A	B
	2	Dragons of War Demo	Family Area	A	F	B
	3	Decipher Lord of the Rings TCG	La Jolla	A	T	C
	1	Magic: The Gathering - Secret Alliances	La Jolla	E	T	C
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	4	Tail Feathers Tail Feathers	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Game Show Play-Along: Wipeout Event	Catalina D	A	A	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	4	The Saber Legion: Southern California Charter Event	Pasadena Gard	E	T	P
	2	Mortal Kombat XL PS4	Marina	A	M	V
	2	Lincoln Tournament	Los Angeles C	A	T	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	7 Wonders: Armada Event	International B	E	T	B
	2	Memory Quest: Piracy Demo	International B	B	T	B
	3	Power Grid World Tour: Russia Event	International B	E	T	B
	2	Space Base 101	International B	B	A	B
	4	Star Wars Destiny - Draft/Sealed	La Jolla	A	A	C
	4	D&D 5e DDEP08-03 Last Call at the Yawning Portal Levels 1-20	Plaza B	A	A	A
	1	Miniature Painting 101: Using Washes	International A	A	A	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
	2	2 Rooms & A Boom Event	Catalina A & B	A	A	P
	1	ICE CREAM EMPIRE 101	Newport B	A	F	P
	2	Death of Liberty - Board Game Demo *	Catalina C	A	A	P
8 pm	1	Nerdy Inventions Event	International B	A	A	B
	3	Play 5 Sponsored	International B	A	T	B
	4	M:tG War of the Spark Draft	La Jolla	A	A	C
	4	Magic: The Gathering - K&J Pauper Tourney	La Jolla	E	T	C
	4	Transformers TCG Constructed	La Jolla	A	T	C
	5	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	4	Freeform Juggernaut	3103	A	T	L
	3	Freeform The Hirelings	Bel Air	A	T	L
	2	Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M
	6	Battletech Circle of Death	International A	A	A	M
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	1	Miniature Painting 101: Dry Brush and Edge Highlight	International A	A	A	M
	2	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	3	Warhammer 40K 8th Edition Ironman Tournament	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	2	ICE CREAM EMPIRE Tournament	Newport B	A	F	P
	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	4	Apocalypse Action Movie World	San Lorenzo A	A	T	R
	4	Call of Cthulhu The Kids Are Alright...?	San Lorenzo F	A	M	R
	4	Call of Cthulu Auction heroes	San Lorenzo A	A	T	R
	4	Dungeons & Dragons 5e The Three Burials of Vecna: Part II, The Hand	Chair Boardroom	A	A	R
	4	GURPS Avast ye landlubbers, A pirates life	San Lorenzo F	A	A	R
	4	GURPS Substitute Teachers	San Lorenzo B	A	T	R
	4	Home Brew (Intuitive/Fast to learn) Enter not the Dark Wood...	San Lorenzo E	A	T	R
	4	Mutant Chronicles 3rd Edition Straffar Gatan 39	San Lorenzo B	A	T	R
	4	Mutant Crawl Classics Warlords of Atoz	San Lorenzo B	A	T	R
	4	Strain Basic The Brigands of The Black Forest	San Lorenzo E	A	M	R
	4	Things from the Flood What About Your Friends	San Lorenzo F	A	M	R
	2	Smash Bros. Ultimate Switch	Marina	A	T	V

Saturday

Sat, May 25

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
9 pm	1	Garbage Day Event	International B	A	A	B
	3	Space Base Small	International B	A	A	B
	1	Wingspan 101	International B	B	T	B
	2	Dreadball Dreadball 101	International A	A	A	M
	1	Miniature Painting 101: Basing Basics	International A	A	A	M
	2	Game Show Play-Along: Pass The Buck Event	Catalina D	A	A	P
	3	Werewolf Event	Newport C	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
10 pm	3	Wingspan Event	International B	E	T	B
	2	co-cop Kingdom Death: Monster	International A	A	M	M
	4	Gaslands Late Night Gaslands Insanity	International A	A	M	M
	1	Miniature Painting 101: True Metallics	International A	A	A	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
11 pm	1	Punderdome Event	Catalina B	A	T	P
	2	Battlestations 2.0 Battlestations - HUGE *	International A	A	A	M
	1	News@11 Event	Catalina B	A	T	P

* = Play with the creator

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

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

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

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

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

Sun, May 26

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	M:tG War of the Spark Sealed Draft	La Jolla	A	A	C
	2	Clay O Rama Midnight Clay O Rama!	International A	A	T	M
	3	Werewolf Event	Newport C	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	T	P
3 am	4	Advanced Dungeons and Dragons My Old School	San Lorenzo C	A	A	R
	4	Ultimate Werewolf: New Creations Event	Newport C	E	M	P
8 am	2	Death of Liberty - Board Game Demo	Newport D	A	A	P
9 am	1	7 Wonders 101	International B	B	A	B
	1	Heroes of Land Sea and Air 101	International B	B	M	B
	2	Monopoly Deal #3 Event	International B	A	A	B
	1	Stone Age 101	International B	B	A	B
	4	The Princes of Florence Event	International B	A	T	B
	2	Munchkin: Spell Skool	La Jolla	B	F	C
	4	D&D 5e CCC-YLRA-02-03D The Peak of Pandemonium (Levels 11-16)	Plaza B	E	A	A
	4	D&D 5e DDAL08-16 A Change of Address (Levels 17-20)	Plaza B	E	A	A
	4	D&D 5e DDAL-DRW01 Breaking UMBERLEE'S RESOLVE (Levels 5-10)	Plaza B	E	A	A
	4	D&D 5e DDAL-ELW01 Murder in Skyway (Levels 1-4)	Plaza B	A	A	A
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society [...]	Los Angeles A	A	A	F
	4	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	4	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	4	Freeform Steam City Playhouse	Bel Air	A	T	L
	9	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	4	Blood Rage Blood Rage	International A	A	T	M
	2	Clay O Rama Kids Clay O Rama!	International A	A	F	M
	4	Dungeon Crawl Classics RPG DCC RPG Test Kitchen	San Lorenzo A	A	T	R
	4	GURPS Paragon University - Happiest Place?	San Lorenzo E	A	T	R
	4	GURPS 4th Edition The Only Good Bug...	San Lorenzo B	A	T	R
	4	Lady Blackbird Lady Blackbird	Chair Boardroom	A	T	R
	1	RPG Design Lean Coffee	Lower Lobby	A	T	R
	4	PbTA (Dungeon World with Iron Kingdoms mods) Kith and Kriel	San Lorenzo F	A	M	R
	4	Savage Worlds Adventure Edition Rifts Living Campaign Club New [...]	San Lorenzo C	A	A	R
	4	Scum and Villainy Soft Target	San Lorenzo E	A	F	R
	4	Star Wars PBT Order 66 - Happy Jacks Streamed Game	Santa Monica A	A	M	R
	4	The Great American Novel Tombstone	San Lorenzo B	A	T	R
9:30am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	2	Cat Rescue Demo	International B	B	A	B
	1	Dream Factory 101	International B	B	A	B
	4	Heroes of Land Sea and Air Small	International B	A	M	B
	4	Iron Dragon Event	International B	A	A	B
	3	Shadows Over Camelot Event	International B	A	T	B
	1	Speedy Eddie & Hit the Throttle! Event	Family Area	A	K	B

Sunday

Sunday

Sun, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	6	Stone Age Big	International B	E	A	B
	4	7 Wonders Duel	La Jolla	A	T	C
	4	ICE: Middle-Earth CCG (Lord of the Rings) - Hero Arda	La Jolla	E	T	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	14	Artemis Spaceship Bridge Simulator	Santa Monica C	A	A	G
	4	Blood Bowl Blood Bowl Spring Training	International A	A	A	M
	6	Close Action Enemy in Sight	International A	A	M	M
	6	De Bellis Antiquitatis 3.0 De Bellis Antiquitatis (DBA) Casual Play	International A	A	T	M
	8	Flames of war At All Costs	International A	A	T	M
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	7	Paint and Take	International A	A	A	M
	8	War Against George III The Battle of Germantown, Oct 4, 1777 *	International A	A	M	M
	7	Warhammer 40K Gamex ITC 40K Rogue Trader Tournament	International A	E	T	M
	8	Warhammer 40K 8th Edition Open Apocalypse	International A	A	A	M
	4	Warhammer 40K 8th Edition Warhammer 40K 8th Edition Demos	International A	A	A	M
	4	Warlords of Erewhon Warlords of Erewhon Introductory Game	International A	A	T	M
	2	Death of Liberty - Board Game Demo *	Newport D	A	A	P
	4	The Saber Legion: Southern California Charter Event	Pasadena Gard	E	T	P
	8	Kriegsspiel WWII Tournament	Los Angeles C	A	T	W
11 am	3	Dream Factory Event	International B	A	A	B
	1	Gem Rush 2nd Ed Event	International B	A	A	B
	2	Rail Raiders Infinite Event	International B	A	A	B
	1	Thanos Rising: Avengers Infinity War Demo	International B	B	A	B
	2	Ticket to Ride: First Journey Small	Family Area	A	K	B
	2	Uno #3 Event	International B	A	A	B
	3	Ascension #2	La Jolla	A	A	C
	2	Pokemon #2	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	2	Vanguard Light Tournament	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	3	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demos *	International A	A	T	M
	1	The Zorro Dice Game Event	Catalina C	A	A	P
	2	Smash Bros. Ultimate Switch	Marina	A	T	V
Noon	6	Advanced Civilization Event	International B	A	T	B
	4	Dominus Demo	International B	B	A	B
	1	Incoming Transmission Demo *	International B	B	A	B
	2	Port Royal Sponsored	International B	B	T	B
	3	Sovereign Chess Demo	International B	B	A	B
	3	Talisman: The Monty Python expansion Event	International B	A	T	B
	1	Ticket to Ride: Rails & Sails 101	International B	B	T	B
	4	Star Wars Minis Sealed Booster Draft	La Jolla	A	T	C
	2	Steve Jackson Games Dice Games	La Jolla	A	A	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	1	Battlestations 2.0 Battlestations - Dirtside *	International A	A	A	M
	6	Battletech Circle of Death	International A	A	A	M
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	3.5	Uncharted Seas Uncharted Seas	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Game Show Play-Along: Countdown Event	Catalina D	A	A	P
	2	Sumer- Platforming Worker Placement Video Game Event	Newport C	A	A	P
	2	Death of Liberty - Board Game Demo *	Newport D	A	A	P
	1	The Zorro Dice Game Event	Catalina C	A	A	P
	2	Call of Cthulhu The Lightless Beacon	San Lorenzo F	B	T	R
	4	Battle Cry- Tournament Tournament	Los Angeles C	A	T	W
1 pm	2	Builders of Blankenburg: Fields & Flocks Demo	International B	B	A	B
	4	Caylus Event	International B	A	T	B
	1	Darkest Night 2nd Ed 101	International B	B	A	B
	1	Dirigible Derby Demo *	International B	B	A	B
	2	Phase 10 #3 Event	International B	A	A	B
	2	Terraforming Mars Finals Big	International B	E	T	B
	3	Ticket to Ride: Rails & Sails Tournament	International B	E	T	B
	2	M:tG War of the Spark Draft	La Jolla	A	A	C
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	The Zorro Dice Game Event	Catalina C	A	A	P

Sunday

Sun, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Renegade Game Studios Kids on Bikes	Family Area	A	F	R
	2	Dragonball Fighter Z PS4	Marina	A	T	V
2 pm	3	Catan National Qualifier Finals Big	International B	E	A	B
	1	Fireball Island: Curse of Vul-Kar Event	International B	A	A	B
	1	Fire of Eidolon Demo *	International B	B	A	B
	4	Last Days of Athobrae Demo	International B	B	T	B
	2	Manila Small	International B	A	A	B
	5	Power Grid Big	International B	E	T	B
	1	Spice Road 101	International B	B	A	B
	3	ICE: Middle-Earth CCG (Lord of the Rings) - Open/Casual Play	La Jolla	E	T	C
	3	Patchwork	La Jolla	A	A	C
	2	Munchkin Tournament	La Jolla	A	T	C
	4	Steve Jackson Games Player's Choice Open Demos	La Jolla	A	A	C
	2	Vanguard Advance Tournament	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	D&D 5e CCC-SKULL01-02 Not All Are Lost Should Be Found (levels 5-10)	Plaza B	E	A	A
	4	D&D 5e DDAL05-02 The Black Road (Levels 1-4)	Plaza B	B	F	A
	9	D&D 5e DDOOPEN2018-Gangs of Waterdeep	Plaza B	A	A	A
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society Games	Los Angeles A	A	A	F
	5	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	5	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	4	Freeform - Golden Cobra Unheroes	3103/Bar	A	T	L
	4	Nerf/Boffer (Live Combat) Boffer Showcase: NATO vs The Army of [...]	Bel Air	A	T	L
	2	Painting Contest Judging	International A	A	A	M
	1	Battlestations 2.0 Battlestations - Dirtside *	International A	A	A	M
	2	Kill Team Kill Team 3-Day Tournament	International A	E	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Warhammer 40K 8th Edition Warhammer 40K 8th Edition Demos	International A	A	A	M
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M
	3	Sign- A Game About Being Understood Event	Newport C	A	A	P
	2	The Genius Game Ep.1 Tournament	Catalina B	A	T	P
	2	Death of Liberty - Board Game 101	Newport D	A	A	P
	1	Funemployed Event	Newport B	A	M	P
	4	Cats of Catthulhu Cats of Catthulhu	San Lorenzo F	A	A	R
	4	Corporia The Once and Future King	San Lorenzo B	A	T	R
	4	Dungeon Crawl Classics The Jeweler That Dealt in Stardust	San Lorenzo B	A	T	R
	4	Dungeons & Dragons 5e The Three Burials of Vecna: Part III, The Heart	Chair Boardroom	A	A	R
	4	Fate Accelerated Dresden Files: Secret of Shalom Colony	San Lorenzo A	A	T	R
	4	Fate Accelerated/Tachyon Squadron Star Wars Resistance: Ace Squadron	San Lorenzo C	A	F	R
	4	PBtA (Dungeon World with Iron Kingdoms mods) Llael: Resistance	San Lorenzo F	A	M	R
	8	Savage Worlds Adventure Edition Mexican Cargo Run: Pecos Pursuits	San Lorenzo D	A	A	R
	4	Seven Wonders Before The Storm	San Lorenzo A	A	T	R
	4	Sorcerer & Sword Curse of the Spider Queen	San Lorenzo F	A	M	R
	4	RPG Games on Demand (Kids Edition!)	Lower Lobby	A	K	R
	2	Mario Kart 8 #2 Wii U / Switch	Marina	A	K	V
3 pm	1	Acquire 101	International B	B	A	B
	3	Century: Spice Road Tournament	International B	E	A	B
	3	Darkest Night 2nd Ed Event	International B	A	A	B
	2	Evil Baby Orphanage Event	International B	A	A	B
	1	History of the World 101	International B	B	A	B
	2	Yahtzee Free for All #3 Event	International B	A	A	B
	2	Munchkin Starfinder	La Jolla	B	T	C
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	2	Bolt Action Ver 2 Bolt Action Demo	International A	A	T	M
	2	Cruel Seas Cruel Seas	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Game Show Play-Along: Chain Reaction Event	Catalina D	A	A	P
	2	The Genius Game Ep.2 Tournament	Catalina B	A	T	P
4 pm	4	Acquire: David Woolcott Memorial Tournament Tournament	International B	E	A	B
	4	History of the World Event	International B	A	A	B
	1	Kingdom Builder 101	International B	B	A	B
	2	Project Elite Event	International B	A	M	B
	2	The Acts Demo	International B	B	A	B
	2	Tikal Event	International B	A	A	B
	2	M:tG War of the Spark Sealed Draft	La Jolla	A	A	C
	2	Vanguard So Cali Con Tournament	La Jolla	A	A	C

Sunday

Sun, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	0.25	GRID GAME Raffle Drawing! *	Pacific	A	A	G
	1	Battlestations 2.0 Battlestations - Dirtside *	International A	A	A	M
	3.5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demo	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Good Cop Bad Cop with the Designer Event	Catalina C	A	T	P
	2	Death of Liberty - Board Game Demo *	Newport D	A	A	P
	2	Smash Bros. Ultimate Switch	Marina	A	T	V
5 pm	1	Fury of Dracula 4th Ed 101	International B	B	A	B
	3	Kingdom Builder Tournament	International B	E	A	B
	1	Lords of Waterdeep 101	International B	B	A	B
	2	Love Letter #3 Event	International B	A	A	B
	6	Star Wars: Imperial Assault Event	International B	A	M	B
	1	Wasteland Express Delivery Service 101	International B	B	T	B
	1	Fuzzy Heroes: Trouble in Candy Land	Family Area	A	K	C
	2	Munchkin Pathfinder: Guest Artist Edition	La Jolla	E	T	C
	4	Star Wars Legion Miniatures	La Jolla	A	T	C
	2	Yu-Gi-Oh! Draft Tournament (\$20)	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	1	Fuzzy Heroes Fuzzy Heroes: Trouble in Candy Land	Family Area	A	K	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Good Cop Bad Cop with the Designer Event	Catalina C	A	T	P
	1.5	The Genius Game Ep.3 Tournament	Catalina B	A	T	P
	1	Star Craft II PC	Marina	A	A	V
6 pm	1	Dweebies Event	International B	A	F	B
	3	Fury of Dracula 4th Ed Event	International B	A	A	B
	5	Lords of Waterdeep Big	International B	E	A	B
	1	Puerto Rico 101	International B	B	A	B
	1	Red Dragon Inn 101	International B	B	A	B
	4	Wasteland Express Delivery Service Event	International B	A	T	B
	3	Fantasy Flight Games: KeyForge - Survival Mode	La Jolla	A	T	C
	3	Transformers TCG Standard Draft	La Jolla	A	T	C
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Game Show Play-Along: Hollywood Showdown Event	Catalina D	A	T	P
	1	Good Cop Bad Cop with the Designer Event	Catalina C	A	T	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	2	Death of Liberty - Board Game Demo *	Newport D	A	A	P
	1	Super Geeked Up: Geeky Improv LIVE!	Carmel	A	A	S
	2	Jump Stars PS4	Marina	A	F	V
	4	Sails of Glory, Frigates Tournament	Los Angeles C	A	T	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Dragonwood Event	International B	A	A	B
	2	Memory Quest: Piracy Demo	International B	B	T	B
	3	Power Grid World Tour: Brazil Event	International B	E	T	B
	4	Puerto Rico Tournament	International B	E	A	B
	4	Star Wars Destiny - Draft/Sealed	La Jolla	A	A	C
	4	D&D 5e CCC-STORM-02 Swamp of Sorrow: Bloodpurge Village (lvs 5-10)	Plaza B	E	A	A
	4	D&D 5e DDAL05-10 Giant Diplomacy (Levels 1-4)	Plaza B	B	F	A
	1	Battlestations 2.0 Battlestations - Dirtside *	International A	A	A	M
	6	Battletech Circle of Death	International A	A	A	M
	1	Miniature Painting 101: Wood Textures	International A	A	A	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
	1	New Salem 2nd Edition with the Designer Event	Catalina C	A	T	P
	1	WHISKEY BUSINESS! 101	Newport B	A	A	P
	2	Feedback Forum	Carmel	A	A	S
8 pm	2	Five Crowns Event	International B	A	A	B
	2	M:tG War of the Spark Draft	La Jolla	A	A	C
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society Games	Los Angeles A	A	A	F
	5	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	5	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	4	Something Is Wrong Here Something Is Wrong Here	3103	A	M	L
	4	The power of Rock Slayer Cake	Bel Air	A	M	L
	3.5	Cthulhu: Xothic Wars Cthulhu: Xothic Wars Demo	International A	A	A	M
	2	Gizmos Gizmos	International A	A	T	M
	1	Miniature Painting 101: Stone Texture and Weathering	International A	A	A	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	2	Victorian Masterminds Victorian Masterminds	International A	A	T	M

Sunday

Sun, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Zombicide Zombicide	International A	A	T	M
	2	WHISKEY BUSINESS! Tournament	Newport B	A	A	P
	4	Delta Green Protect Me from the Enemy, Myself	San Lorenzo A	A	M	R
	4	Mutant Chronicles 3rd Edition Straffar Gatan 39	San Lorenzo C	A	T	R
	4	Tachyon Squadron/Atomic Robo (Fate) Saucers & Super Sabres	San Lorenzo B	A	M	R
9 pm	3	Transformers TCG Turbo Draft	La Jolla	A	T	C
	1	Battlestations 2.0 Battlestations - Dirtside *	International A	A	A	M
	1	Miniature Painting 101: Painting Cloth	International A	A	A	M
	3	Werewolf Event	Newport C	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
10 pm	4	Seven Wonders When The Dark Is Gone	3104	A	M	L
	2	Ethnos	International A	A	T	M
	2	co-top Kingdom Death: Monster	International A	A	M	M
	2	Dragon Castle Dragon Castle	International A	A	T	M
	1	None Miniature Painting 101: Sealing Painted Models	International A	A	A	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
11 pm	3	Nexus Ops Small	International B	A	A	B
	1	Battlestations 2.0 Battlestations - Dirtside *	International A	A	A	M

* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, V = Video Games, W = War Games

Mon, May 27

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	M:tG War of the Spark Sealed Draft	La Jolla	A	A	C
	3	Werewolf Event	Newport C	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	T	P
3 am	4	Ultimate Werewolf: Theme TBD Event	Newport C	E	M	P
9 am	3	7 Wonders MEGA	International B	E	A	B
	1	Mage Knight 101	International B	B	A	B
	3	Power Grid World Tour: Spain & Portugal Tournament	International B	E	T	B
	6	Open Gaming - RNTASYDHWAF(tm)	La Jolla	A	A	C
	4	D&D 5e CCC-AETHER-01-01 The Heir of Orcus: Verse I (Level 1-4)	Plaza B	A	A	A
	4	D&D 5e CCC-YLRA-02-03D The Peak of Pandemonium (Levels 11-16)	Plaza B	E	A	A
	4	D&D 5e DDAL08-17 The Tower of Ahghairon (Levels 17-20)	Plaza B	E	A	A
	4	D&D 5e DDAL-DRW01 Breaking Umberlee's Resolve (Levels 5-10)	Plaza B	E	A	A
	4	D&D 5e DDAL-ELW02 Boromar Ball (levels 1-4)	Plaza B	A	A	A
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society [...]	Los Angeles A	A	A	F
	4	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	4	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	4	Blood Rage Blood Rage	International A	A	T	M
	2	Victorian Masterminds Victorian Masterminds	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	4	Last Days of Athobrae Demo	International B	B	T	B
	5	Mage Knight Event	International B	A	A	B
	3	Vanguard 101	La Jolla	A	A	C
	5	Yu-Gi-Oh! 101	La Jolla	A	A	C
	6	Battletech Circle of Death	International A	A	A	M
11 am	2	Uno #4 Event	International B	A	A	B
	4	Party Penguins: Dungeon Delve Demo	International B	B	A	B
	2	Vanguard Light Tournament	La Jolla	A	A	C
	3	Auction	Carmel	A	A	G
	2	NARCOS: The board game NARCOS: The board game	International A	A	T	M
	2	Injustice 2 PS4	Marina	A	M	V
	12	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	T	W
Noon	0.25	Grand Raffle Drawing! *	Pacific	A	A	G
1 pm	1	Base Roll Demo	International B	B	A	B
	2	Nuclear War Event	International B	A	T	B
	2	Perpetual Motion Machine Event	International B	A	A	B
	4	Vegas Showdown Event	International B	A	A	B
2 pm	4	D&D 5e CCC-AETHER-01-02 The Heir of Orcus: Verse II (Levels 1-4)	Plaza B	A	A	A
	4	D&D 5e CCC-TRI-15/YUL1-4 The Dark of the Hive (11-16)	Plaza B	E	A	A

Monday

15

Monday

Mon, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D 5e DDAL08-18 Moving Day (Levels 17-20)	Plaza B	E	A	A
	4	D&D 5e DDAL-ELW03 The Cannith Code (levels 1-4)	Plaza B	A	A	A
	4	Pathfinder Adventure Card Game Pathfinder Adventure Card Society [...]	Los Angeles A	A	A	F
	4	Pathfinder Roleplaying Game 1st Edition Pathfinder Society Games	Los Angeles A	A	A	F
	5	Starfinder Roleplaying Game Starfinder Society Games	Los Angeles A	A	A	F
	4	Ethnos Ethnos	International A	A	T	M
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event * = Play with the creator	International B	A	F	B

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



STRATEGICON SCHEDULE

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

Annual Awards

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

For 2018 the winners are:

Jack Butler Award:	1st - Darrell Stark
	2nd - Eric Downing
	3rd - Sean Growley
Short Board Games:	1st - Eric Downing
	2nd - Darrell Stark
	3rd - Sean Growley
Medium Board Games:	1st - Darrell Stark
	2nd - Bruce Schlickbernd
	3rd - Jaye R
Long Board Games:	1st - David Smullens, Nathan Morelli
	3rd - Benjamin Peck

Collectible Games: 1st - Cameron Takahashi
2nd - Harold Goldstein,
James Branzuela

Video Games: 1st - Jason Bailey
2nd - Jason Duvall
3rd - James Nuesca

Kids' Games: 1st - Rush Brinkley
2nd - Keira Estrella
3rd - Abbie Gill

Strategicon congratulates these fine gamers!

Special Events and Seminars

Special Events and Seminars

Carmel

Above Board TV Show Panel – Sat 4 pm

Above Board is a tv show about tabletop gaming. A Tabletop Gaming Love Letter produced by Engine Film Group. Producers and hosts will preview clips of the show (shown for the first time anywhere) as well as discuss this tabletop gaming talk show.

Feedback Forum – Sun 7 pm

How are we doing? What do we need to fix? What changes worked? How is the show going? Join us for an unbridled discussion about the con.

Getting Started in Board Game Design – Sat 3 pm

So, you want to make a board game! Special Guest Michael Lipton. Join us to discuss how to start your design process, common pitfalls and how to overcome them, and standards for playtesting.

LARP 101 – Sat 11 am – Seminar

See the description under LARPs.

Packaging & Box design for the indie tabletop publisher from a retailer's perspective – Sat 5 pm

You've designed a game? Great! We're going to talk about packaging design for games to help indies avoid common design mistakes, how to employ some best-practices, what your packaging needs to be in compliance with the law, and how to help sellers help you with packaging that works in a retail setting. All from the perspective of one with experience as a Publisher, a Designer, and as a Retailer.

Super Geeked Up: Geeky Improv LIVE! – Sun 6 pm

Join Jeff Burns, the creator and host of Super Geeked Up, and awesome special guests as they discuss zany geeky topics and play super-fun geek-themed improv games like Superhero Sound Effects, Action Figures, and the Let's Geek It On Dating Game! If you like Whose Line Is It Anyway?, you'll love these geektastic shenanigans. Plus a ton of audience participation! Don't miss this super-interactive, award-winning show!

General Events

Pacific Ballroom, Carmel, International F, 1635, Newport C

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

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

Auction – Mon 11 am

Our triannual redistribution of games! Always entertaining.

BGG No-Ship Math Trade – Sat Noon

This is the meet time to resolve the trades that occurred in the BGG Strategicon GAMEX 2019 No ship Math Trade.

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

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

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

Our bazaar of the bizarre. One never know what one might find for sale here.

Grand Raffle Drawing! – Mon Noon

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

GRID GAME Raffle Drawing! – Sun 4 pm

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

Meet & Greet – Fri 7 pm

Come join our special guests Lars V. Thorn, Ian Stedman, and Michael Lipton for a special Meet & Greet Event. (Room 1635)

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

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



General Events

Board Games

Board Games

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

Gaming 101

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

7 Blunders – Fri 8 pm

Draft and play cards to NOT score points while you build your civilization. It's a lot harder than you think.

7 Wonders 101 – Fri 7 pm, Sun 9 am

7 Wonders: Armada 101 – Sat 6 pm

7 Wonders: Armada – Sat 7 pm

Come play the newest, and some say the best, expansion to 7 Wonders. Armada adds a new dimension that creates new challenges and opportunities as you develop your civilization. The final table will add expansions.

7 Wonders MEGA – Mon 9 am

Lead your civilization through 3 eras. You'll draft cards representing reselecting resources, armies, and new technologies. The player with the most points wins. For this Mega Rounds 1 & 2 are base only, Round 3 will include the new Armada Expansion.

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

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

Advanced Civilization – Sun Noon

A game of skill for 2 to 8 players. It covers the development of ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome. Each player leads a nation of peoples as they attempt to carve a niche for themselves and their culture.

Agricola 101 – Sat 10 am

Agricola – Sat 11 am

First round will be basic set. Using any and all expansion decks available for later rounds. Draft 7 of 9 occupations, pass right, then improvements, pass left. Standard banned cards.

Base Roll – Mon 1 pm

It is a baseball themed board game using dice and cards.

Battlestar Galactica – Fri 7 pm

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

Battlestar Galactica 101 – Fri 5 pm

Big Trouble in Little China: The Game 101 – Sat 2 pm

Big Trouble in Little China: The Game – Sat 3 pm

A cooperative, story driven, game that sends you and up to three other players on a wild adventure to experience the unknown and mystical underworld of Chinatown together to gain enough Audacity to take down Lo Pan.

Blue Moon City – Sat 9 am

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

Brass: Birmingham 101 – Fri 7 pm

Brass: Birmingham – Fri 8 pm

Players are competing entrepreneurs in Birmingham during the industrial revolution. You must develop, build, and establish your industries and a network, in an effort to exploit low or high market demands.

Brass: Lancashire 101 – Sat 10 am

Brass: Lancashire – Sat Noon

Players are entrepreneurs in Lancashire during the industrial revolution. You must develop, build, and establish your industries and network, in an effort to exploit low or high market demands. We will play the Roxley 2018 version.

Builders of Blankenburg: Fields & Flocks – Sun 1 pm

Expand the world of Blankenburg with this new expansion. Add the ability to direct your serfs during the harvest phase, as you tend to fields and flocks. Raise goods to sell to the citizens of the town for silver, or attach to structures for prestige.

Cash and Guns – Sat 6 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't agree on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game!

Catan 101 – Fri 4 pm

Catan National Qualifier Finals – Sun 2 pm

The top 8 players from both Qualifiers will play for an invitation to the Catan National Championship at Origins in Ohio.

Catan National Qualifier Preliminary Round – Fri 5 pm, Sat 2 pm

Three games of Catan to qualify for the Finals on Sunday. No extra fee.

Category 5 – Mon 3 pm

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

Cat Rescue – Sun 10 am

A game of saving cats. In the game, players are working together as a team to score points by rescuing cats to shelter, getting them ready for adoption and sending them to loving homes. The game ends when all cats are off the street or when three cats are in a single foster home.

Caylus – Sun 1 pm

Players are master builders. By building the King's castle and developing the town, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.

Century: Spice Road – Sun 3 pm

Players are caravan leaders who set up spice trading routes on the famed silk road.

Codenames – Fri 11 pm

Can you find the secret agents?

Cohorts and Cronies – Fri Noon

Choose a unique champion and outlast the competition in this chaotic battle simulator!

Board Games

Darkest Night 2nd Ed 101 – Sun 1 pm

Darkest Night 2nd Ed – Sun 3 pm

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

Darkrock Ventures – Sat Noon

In this competitive worker-placement game, you are a deep-space asteroid mining company competing with others just like you to extract the most wealth from the asteroid before it is depleted! Also...you're under assault by alien marauders!

Defense Grid – Sat 9 am

A cooperative deck-building game based on the Defense Grid video game franchise, players must face off against waves and waves of aliens as they try to #ProtectTheCores.

Descent Journeys in the Dark 1st Ed – Sat 5 pm

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

Dirigible Derby – Sun 1 pm

It's like Mario Kart, but with Zeppelins and Cannons. Will you be first across the finish line or get blasted out of the race? (This is a Prototype/Playtest which is still in development and needs a title. Playtester feedback appreciated.)

Dominus – Fri 1 pm, Sat, Sun Noon

A strategic board game involving miniatures and card decks.

Dragons of War – Sat 6 pm

"Four mighty dragons explore an unknown land. Which of the players will dominate the new continent?" Join the 13 year old designer, Robbie, in his second public demo of the game he designed and produced himself. You can be a part of history... and have fun too!

Dragonwood – Sun 7 pm

Collect cards and roll dice to defeat mobsters

Dream Factory 101 – Sun 10 am

Dream Factory – Sun 11 am

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

Dweebies – Sun 6 pm

Try to become the Dweebie-In-Chief by collecting the most Dweebies before the matches run out.

Eclipse – Fri 6 pm

A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships with which to wage war.

Escape Plan – Fri 10 pm

Everything is going according to plan until the police get a breakthrough in their investigation. Chaos ensues as the SWAT team is called in and start to close off the city's exits. You need a plan – a good route that allows you to leave the city while recovering as much of the money as possible.

Euphoria: Build a Better Dystopia – Sat 6 pm

You lead a team of workers (dice) and recruits (cards) to claim ownership of the dystopian world. You will generate commodities, dig tunnels to infiltrate opposing areas, construct markets, collect artifacts, strengthen allegiances, and fulfill secret agendas.

Evil Baby Orphanage – Sun 3 pm

Help rehabilitate historical villains. Play as a nanny and guide them towards honest futures

Evolution – Fri 9 pm

In this game players attempt to have their species of dinosaurs survive and evolve.

Fireball Island – Sat 11 am

Your goal is to take the gem at the center of the island and escape. Run through tunnels, cross bridges, and climb hills, but beware the rath of Vul-kar. In his anger he will launch fireballs down on you.

Fireball Island: Curse of Vul-Kar – Sun 2 pm

You have decided to take a quiet vacation on a gentle island. You're prepared to take pictures, and collect artifacts. What you don't know is the island is run by Vul-kar, and once again he's not happy. Beware his wrath as he launches fireballs, and welcome to Fireball Island.

Fire of Eidolon – Sat 1 pm, Sun 2 pm

This cooperative, diceless dungeon-crawl plays fast and feels like an snes RPG! Destroy the three dark relics and recover the Fire of Eidolon before being trapped in the randomly-generated nexus dungeon!

Five Crowns – Sun 8 pm

Rummy with a five-suited deck and a twist. The set collection aspect of rummy is basically the same, with groups of three cards in either runs or denominations making a valid meld.

Flashlights and Fireflies – Sat 5 pm

Hide while others try and find you.

Fury of Dracula 4th Ed 101 – Sun 5 pm

Fury of Dracula 4th Ed – Sun 6 pm

This revised edition gets rid of the dice problem and gives the hunters much more options. Be the first to discover Dracula and send him to his final end.

Garbage Day – Sat 9 pm

There is a battle of wits among you and your roommates when it comes to taking out the garbage.

Gem Rush 2nd Ed – Sun 11 am

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

Good Cop Bad Cop – Sat 6 pm

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

Grand Austria Hotel 101 – Fri 3 pm

Grand Austria Hotel – Fri 4 pm

Hotel Building

Great Western Trails 101 – Fri 5 pm

Great Western Trails – Fri 6 pm

Cows! Trains! Subjugation of indigenous peoples! And that one guy who always builds where you have to pay him.

Heroes of Land Sea and Air 101 – Sun 9 am

Heroes of Land Sea and Air – Sun 10 am

Take control of a unique race and use their special ability of achieve victory. Units include serfs, warriors, heroes, sea vessels and air ships. Players will need to use their serfs to gather resources, explore and build up their armies.

Board Games

Hero Quest 101 – Fri 8 pm

Hero Quest – Fri 9 pm

Four heroes fight their way through hoards of monsters and undead to bring about the demise of the evil wizard Zargon. Tackle the difficult first quest in this 1989 classic.

History Games – Fri 1 pm

Three fun, easy-to-learn games that I created for my classroom. Play a negotiation and bluffing game about the Fall of Rome, a trick-taking game about medieval China, or a strategy game about the rise of Temujin (Genghis Khan). Each can be taught and played in 30-45 minutes.

History of the World 101 – Sun 3 pm

History of the World – Sun 4 pm

Play out the history of the world's great empires, from Ancient Egypt to WWII Germany in the classic game of majestic scope. During each epoch, each player controls one of history's great military powers, expanding and conquering territories to score points, then going on the defensive as new empires rise to have their day in the limelight.

Homeland – Sat 5 pm

Face challenges of terrorist threats with the help of fellow players. Be careful though, many of your team mates are political operatives and one is a terrorist mole.

Incoming Transmission – Sun Noon

One little explosion aboard a research station in deep space and everyone is dead except for one single Cadet. Mission Control is sending instructions to save you, but they're scrambled! Can you decode the Commands and fix the station before it self-destructs? (Cooperative, Deduction)

Iron Dragon – Sun 10 am

Railroad delivery game in Middle Earth

Kingdom Builder 101 – Sun 4 pm

Kingdom Builder – Sun 5 pm

Compete to build your kingdom one hex at a time as you place settlements across the board based on what region cards you have. Earn special placement skills and build near large kingdoms and the player with the most victory points wins.

Kingsburg 101 – Sat 1 pm

Kingsburg – Sat 2 pm

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

Last Days of Athobrae – Mon 10 am

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

Last Days of Athobrae – Sat 10 am, Sun 2 pm

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

Liar's Dice – Fri Noon

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

Lords of Waterdeep 101 – Sun 5 pm

Lords of Waterdeep – Sun 6 pm

You take on the role of one of the masked Lords, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city.

Love Letter – Fri 7 pm, Sat, Sun 5 pm

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

Mage Knight 101 – Mon 9 am

Mage Knight – Mon 10 am

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

Mandate of Heaven – Sat 3 pm

This is a highly interactive deck-building and hand management game. Players are Chinese nobles at the height of China's Dynastic age, jockeying for position on a board to acquire cards and build great projects for victory points. Plays in about an hour (10 minutes to teach).

Manila – Sun 2 pm

Goods shipments, intended for transport along sea routes, are in danger of gathering dust in the warehouses or being lost at sea in a storm. While the players speculate about success and failure, the ultimate fate of the ships will be determined by the dice.

Mansions of Madness 2nd Ed – Fri 8 pm

This game is a mystery, exploration game with some combat and is played cooperatively with up to 5 players.

Memory Quest: Piracy – Sat, Sun 7 pm

The ocean is full of deadly marvels and treacherous tides, but with the right crew a captain can navigate the most dangerous of waters. Use your memory skills to build your deck. Attack other player's ships, and find treasure. The one who survives with the most booty wins!

Metal Dawn – Sat 2 pm

In this fast-paced, action-packed cooperative game, players work together to equip their agents, activate zone abilities, and combat the forces of Dominus while collecting intel to crack the code for deactivating the rogue satellite putting a stop to his plan.

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

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

Monopoly Gamer – Fri 9 pm

Monopoly variant with Nintendo characters

Monsters and Maidens – Fri 10 pm

The Maidens of the kingdom keep disappearing. As an aspiring Hero, your job is to rescue them. You must battle the Monsters that have been capturing the Maidens.

Mysterium – Sat 3 pm

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

Nerdy Inventions – Sat 8 pm

Roll dice, make inventions

New Salem 2nd Ed – Sat 4 pm

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

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Nexus Ops – Sun 11 pm

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

No Thanks! – Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Each table will play 3 games for a total.

Nuclear War – Mon 1 pm

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

Nuke Warz – Fri 8 pm

A quick area control game for 2-6 players. Drive a truck equipped with nuclear missiles to launch strikes at your opponents while avoiding incoming strikes from enemies. Use your wits to win the apocalypse!

Overworld – Sat 2 pm

An elegant euro-style tile-placement and territory-control game decorated with glorious pixels! You represent a faction of explorers expanding your known territory by placing tiles and explorer meeples. The largest territory will determine the victor! (Competitive, Tile-placement)

Party Penguins: Dungeon Delve – Mon 11 am

A tile based exploration game where you are a party of penguins that needs to find the treasure, grab it, and avoid getting eaten by the dragon. Plays in app. 45 minutes

Perpetual Motion Machine – Mon 1 pm

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

Phase 10 – Fri 9 pm, Sat, Sun 1 pm

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

Play 5 – Sat 8 pm

This is a manufacturer sponsored single elimination tournament.

Port Royal – Sun Noon

Will you become the richest, most notorious merchant in Port Royal? Or will you end up with an empty cargo hold? Vie to hire the best Admirals, Sailors, Traders, and Mademoiselles to expand and fortify their vast shipping empires!

Port Royal: Just One More Contract 101 – Fri 6 pm

Port Royal: Just One More Contract – Fri 10 pm

A card drafting game where you press your luck to collect coins, hire workers, complete expeditions and avoid taxes. The contract expansion will be used, which gives players an alternate way to score points and adds some new cards.

Power Grid 101 – Fri 6 pm

Power Grid – Sun 2 pm

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

Power Grid Deluxe – Sat Noon

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

Power Grid World Tour: Brazil – Sun 7 pm

In Brazil, power providers prefer biogas for the production of electricity. The fight for scarce resources is intense and will keep the players focused during the game!

Power Grid World Tour: Japan – Fri 7 pm

In Japan, based on the crowded geographical surroundings, the players can start two separate networks. The first connections are restricted to certain cities, guaranteeing a tough fight for the best networks.

Power Grid World Tour: Russia – Sat 7 pm

In Russia, the market for power plants is restricted. Additionally, the standard rules for exchanging out-of-date power plants are changed, forcing the leading players to completely rethink their strategies.

Power Grid World Tour: Spain & Portugal – Mon 9 am

In Spain & Portugal, the interests of power production develop in two completely opposite directions: Uranium will be much more important than in other games, however not at the beginning.

Project Elite – Sun 4 pm

Defend Earth against an unending horde of aliens in real time

Puerto Rico 101 – Sun 6 pm

Puerto Rico – Sun 7 pm

In this classic game, players assume the roles of colonial governors on Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings.

Rail Raiders Infinite – Sun 11 am

Players raid the interstellar express. As one of the gunslingers, you'll jump from car to car in search of precious loot. Law bots are bent on stopping you in your tracks.

Red Dragon Inn 101 – Sun 6 pm

Rival Restaurants – Fri 5 pm

A board game about competitive restaurant owning. Use your chef's power, cook recipes, and lead your restaurant to gastronomical glory. Games last approximately 45 minutes.

Scepter of Zavorod – Sat Noon

Gem production and bidding

Scythe 101 – Sat 9 am

Scythe – Sat 10 am

An engine-building, asymmetric, competitive board game set in an alternate-history 1920s period. It is a time of farming and war, broken hearts and rusted gears, innovation and valor.

Shadows Over Camelot – Sun 10 am

Each player represents a knight of the Round Table and must collaborate to overcome a number of quests, ranging from defeating the Black Knight to the search for the Holy Grail.

Sovereign Chess – Sun Noon

Chess on a larger board (16x16) with multiple colors of neutral pieces around the edge of the board. Players control these neutral pieces in order to checkmate their opponent.

Space Base 101 – Sat 7 pm

Space Base – Sat 9 pm

A quick-to-learn, quick-to-play dice game using the core “I roll, everyone gets stuff” mechanism seen in other games. It's also a strategic engine builder using a player board (your space base) and tableau of ship cards you can buy and add to your board.

Board Games

Speedy Eddie & Hit the Throttle! — Sun 10 am

Let's get racing! We have Eddie and his racing snail friends trying to be the first to spiral to the finish line. Along with trying to get your two cars across the finish line first.

Spike Road 101 — Sun 2 pm

Spirit Island 101 — Sat 4 pm

Spirit Island — Sat 5 pm

A complex and thematic cooperative game about defending your home from colonizing invaders. Control an elemental spirit as they are forced to adapt and grow into forces strong enough to repel the invaders.

Star Wars: Imperial Assault — Sun 5 pm

Play through a cinematic tale set in the Star Wars universe. One player commands the seemingly limitless armies of the Galactic Empire, threatening to extinguish the flame of the Rebellion forever.

Stone Age 101 — Sun 9 am

Stone Age — Sun 10 am

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

Survive! 101 — Sat 1 pm

Survive! — Sat 2 pm

The island is sinking and you must escape before the volcano explodes. As you race to safety beware the threats of the ocean. Sharks, Whales, and Sea Serpents will try to stop you. Escape the island! Survive the ocean! Feed your friends to the sharks!

Talisman/Cataclysm 101 — Sat Noon

Talisman/Cataclysm — Sat 1 pm

4th Edition Revised will be used. The Prophetess reduction in powers will be used. For the final round, Talisman/Cataclysm TBD will be used, along with possible expansions (depending on availability).

Talisman: The Monty Python expansion — Sun Noon

Pick a prebuilt Monty Python character and quest for the crown of command. Undead parrots, argument clinics, and even *that* rabbit await to impede you. Equip deadly spells like The World's Funniest Joke (but don't read it out loud!). Yes, there is a Holy Hand Grenade

Terraforming Mars 101 — Sat 5 pm

Terraforming Mars Finals — Sun 1 pm

This is the finals for the Saturday 6pm Qualifier.

Terraforming Mars Qualifier — Sat 6 pm

1st round is base game with no drafting or Corporate Era, map choice as agreed/available to each table. Sunday final will be 5 players, with all expansions.

Thanos Rising: Avengers Infinity War — Sun 11 am

In the game, players recruit heroes and assemble a team to face off against Thanos and his villainous forces in an effort to thwart him from accomplishing his master plan: Collecting all six Infinity Stones.

The Acts — Sat, Sun 4 pm

In this worker placement game, your disciples spread out from Judea through the Roman empire, adding believers, and performing mighty miracles.

The Princes of Florence — Sun 9 am

Players attract artists and scholars trying to become the most prestigious family in Florence. Each player is given a palace grid and attempts to gain victory points over seven rounds.

The Reckoners 101 — Sat 9 am

The Reckoners — Sat 10 am

A simultaneous, co-operative game for 1-6 players. Throughout the game, you will work with your fellow Reckoners to research and attack Steelheart, but he is not alone. Numerous Epics are scattered throughout, and they will wreak havoc upon the population.

The Zorro Dice Game — Sat 11 am

Prove that you are worthy to become the next Zorro by showing your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens in this King of Tokyo/Yahtzee style dice roller. Will YOU be the next Zorro?

Thurn and Taxis 101 — Fri 2 pm

Thurn and Taxis — Fri 3 pm

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

Ticket to Ride 101 — Sat Noon

Ticket to Ride — Sat 1 pm

Players collect various types of train cars they then use to claim railway routes in North America. Additional points come to those who fulfill Destination Tickets, goal cards that connect cities and to the player who builds the longest continuous route.

Ticket to Ride: Europe — Sat 4 pm

Similar to the original game, except played on a map of Europe with a couple of minor rule changes: tunnels and ferries make routes slightly more difficult, and stations let you navigate through crowded parts of the map.

Ticket to Ride: First Journey — Sun 11 am

Collect train cards, claim routes on the map, and work on connecting the cities on your tickets. First with 6 complete tickets wins. Both US and Europe boards will be available.

Ticket to Ride: France — Sat 10 am

Players collect train cards and claim routes in order to complete tickets in hand, but most of the tracks on the board aren't colored! Each time that you draw cards, you must take a colored tile that's 2-5 train cars long and place that tile on an empty track bed.

Ticket to Ride: Rails & Sails 101 — Sun Noon

Ticket to Ride: Rails & Sails — Sun 1 pm

Collect colored cards of both ships and trains. Build harbors when you have appropriate connecting routes. Use train and ship cards with anchors and tickets with appropriate numbers, Use wild cards for devastating effects. Great Lakes version. The World TBD for final round.

Tikal — Sun 4 pm

A game of exploration within the Central American jungles in search of lost temples and the treasures within. Players send their team of explorers into the jungle, attempting to score points for occupying temples and holding onto treasure. Playing the auction variant.

Tiny Towns — Fri Noon

Your town is represented by a 4x4 grid on which you will place resource cubes in specific layouts to construct buildings. Each building scores victory points in a unique way.

Titan 101 — Sat 8 am

Titan — Sat 9 am

Can *you* be the One, leading your Colossi to victory? First-round heats, when needed, will be 2-4 hours, time-limited, highest-point players from first-round heats advance to the final.

Board Games

Trekking the National Parks 101 – Fri 3 pm

Trekking the National Parks – Fri 4 pm

Pick up your backpack and get ready to explore the national parks of the USA. Traverse the entire country collecting gems and completing missions at the national parks while trying to prevent other players from doing the same.

Twilight Imperium 3rd 101 – Sat 2 pm

Twilight Imperium 3rd – Sat 3 pm

An epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations.

Uno – Fri 11 pm, Sat, Sun, Mon 11 am

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

Vegas Showdown – Mon 1 pm

Build your own hotel/casino by bidding against the other players to build rooms and arrange them on your own player board. The player who builds the most famous hotel/ casino wins.

Villainous 101 – Sat 1 pm

Wasteland Express Delivery Service 101 – Sun 5 pm

Wasteland Express Delivery Service – Sun 6 pm

Take on the role of the half-insane drivers for the last delivery company on earth, delivering goods between the handful of settlements in the hellscape that you call home.

Family Games

Second Floor Foyer (Family Area)

For Gamex 2019 we put together a selection of family-oriented games in several departments. This show there are over 25 sections – we hope something for everybody. Some of these events will be hosted in the Family Area while others will be hosted in the their department's designated space. Please check the schedule or with the respective department HQ!

Kids Only Events

Board & Card Games - Speedy Eddie & Hit the Throttle!, Ticket to Ride: First Journey Small Tournament

Collectible Cards & Minis - Munchkin Treasure Hunt or Wonderland Sponsored

Miniatures - Fuzzy Heroes: Trouble in Candy Land

RPGs - RPG Games on Demand (Kids Ed!)

Video Games - Mario Kart 8 Medium Tournament

Family Events

Board & Card Games - Category 5, Dragons of War Demo, Dweebies, Mysterium Demo, No Thanks! Small Tournament, Villainous 101

Collectible Cards & Minis - Munchkin: Spell Skool Sponsored, Play Kitty Cat games with Potato!

LARPs - Freeform: Queen of Queens

Miniatures - Alpha Strike: HMGS-PSW Comstar v Mercs, Kids Clay O Rama!, Gaslands: Family Friendly Medium Tournament, Gaslands: The Carburetor County Calamity, Monster Island: Clash of Kaiju

Party Games - Ice Cream Empire, Ice Cream Empire 101, Ice Cream Empire Medium Tournament

Wingspan 101 – Sat 9 pm

Wingspan – Sat 11 am, 10 pm

A scientifically based game wherein you play birds into your nature preserve. It is a hand management/set collection/dice rolling/engine building game known for its beautiful art.

Winner's Circle – Sat 3 pm

Horse racing where players bet on several of seven horses over three races. Betting is done secretly with players using a 0 betting chip (for bluffing) in addition to the 2, 1 and 1 betting chips. The first three horses who finish pay off adjusted by the number of "bets placed".

Win, Place & Show – Sat 11 am

A horse race game consisting of 6 races, each with 6 horses of varying power and characteristics. Although dice play a part in the game there is plenty of room for skillful maneuvering in the course of each race, which run for different distances.

World Cup! – Sat 6 pm

Simulates a soccer tournament through play of cards. Players control multiple countries, with the goal of having one of their teams win the tournament. This event will demo a recreation of the game in a card-only, expanded format.

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

Yahtzee Free for All is a new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

RPGs - Fate Accelerated/Tachyon Squadron: Star Wars Resistance: Ace Squadron, Kids on Bikes(2), Scum & Villainy: Soft Target, Star Trek Adventures: Borg Diplomacy

Adventurers League - D&D 5th Ed: DDAL05-02 The Black Road (Levels 1-4), D&D 5th Ed: DDAL05-10 Giant Diplomacy (Levels 1-4), D&D 5th Ed: CCC-TRI-01/YUL1-1 Into the Darkness (levels 11-16),

Video Games - Jump Stars Medium Tournament, Mario Kart 8 Team Race Medium Tournament

Games in our Library for Our Youngest Gamers

3+: Aquarius, Hi-Ho Cherry O

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

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

6+: 7 ate 9, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory's Story Cubes: Actions, Sorry Sliders, Stomple, Tiki Topple, Uno, Zip Zap

Party Games

Party Games

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

Gaming 101

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

2 Rooms & A Boom – Sat 7 pm

A Social Deduction Game. You are a secret role assigned to a team. Split into two rooms, who can you trust? Friends may be foes. Foes may stay as foes. Gather information if you can. Will you keep the president away from the bomb, or will you work to let the president fall?

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

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

Channel A: The Anime Pitch Party Game – Sat 2 pm

A party game in which you create and pitch ridiculous anime series and convince the other players that they want to watch them! Create shows based on random words in your hand, and vote for your favorites. Ready your kaiju and tune in for a session of hilarious fun!

Death of Liberty - Board Game –

Sat 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm

Sun 8 am, 10 am, Noon, 2 pm, 4 pm, 6 pm

The world has been taken over by the one who calls himself Caesar! Who will you fight for?! Will you join the resistance and bring peace and freedom back to the world, or will you fight under the iron rule of the New Dominion and forever rule the world by crushing the resistance!

Fiasco – Fri 5 pm

An award-winning, GM-less game for 3-5 players, designed to be played in a few hours with six-sided dice and no preparation. During a game you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Funemployed – Sun 2 pm

Each player gets 4 random Qualification Cards, like Umbrella or Dingo Repellent. Each player then interviews using all four cards and has to talk their way into winning jobs, like Professional Cuddler, Coal Miner or The President!

Game Show Play-Along: Caesar's Challenge – Fri 4 pm

"CAESAR SAYS...STOP!" Join us for our Gamex Kick-off with a rare 90's classic: Caesar's Challenge. Combine scrambled words with trivia...and add in a Slot Machine for good measure!

Game Show Play-Along: Chain Reaction – Sun 3 pm

"The game where one word leads to another!" Two teams of three race to solve a chain of words, where one word is "linked" to the one above and below it. Earn 50 points and play the Bonus Round, where players build questions. One. Word. At. A. Time.

Game Show Play-Along: Countdown – Sun Noon

We're flying "Across the Pond" for this game of Letters and Numbers. We'll give you 9 Letters and 30 seconds to make the longest word possible. Then, use all your Maths skills to solve a Numbers puzzle. ALL PLAYERS IN THE ROOM GET TO PLAY!!

Game Show Play-Along: Gambit – Sat Noon

Like easy trivia? Like playing Blackjack? Why not do both at once?! You and a teammate play against another team racing to answer trivia questions and get your hand to 21 first. Win two hands and play the Gambit Galaxy!

Game Show Play-Along: High Rollers – Sat 3 pm

"It's the game of HIGH STAKES! Where every decision is a gamble, and every move could be your last!" In this game of easy trivia and "Shut-The-Box", players try to clear a board of numbers 1 thru 9 by rolling dice.

Game Show Play-Along: Hollywood Showdown – Sun 6 pm

In this game of Pop Culture trivia, one player faces a gallery of 6 others in 1-on-1 trivia showdowns to see who reigns supreme in Hollywood! Beat the Gallery and play for the Box Office.

Game Show Play-Along: Pass The Buck – Sat 9 pm

In this game, 4 players attend to add items to a categorized list. Repeat an answer or take too long, and you face elimination! Survive as the Last Player Standing and play for all the "money"!

Game Show Play-Along: Scrabble – Fri 8 pm

"It's the Crossword Game you've played all your life...but never quite like this!" We'll give you a letter and a clue to the word. You pick tiles and place letters. Avoid the dreaded Stopper! Solve three words and win the game!

Game Show Play-Along: Wipeout – Sat 6 pm

No, not the one with the Big Red Balls! Three players are shown a list of possible answers to a question. Pick the right ones and avoid the dreaded "WIPEOUT" to win!

Good Cop Bad Cop with the Designer – Sun 4 pm, 5 pm, 6 pm

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

Hidden Agenda Playtest – Fri Noon

Playtest Hidden Agenda, a fast-paced hidden-role game that distills the social deduction experience into just 15 minutes. Every player has secret knowledge that is crucial to the success of their team! With many opportunities for deception, the metagame evolves with every play.

ICE CREAM EMPIRE 101 – Fri 9 pm, Sat 7 pm

Teaches kids business basics and how to be an ice cream entrepreneur! While it's a great game for families, it has real strategic depth! As a thank you to the con, attendees can get 25% OFF online at www.icecreamempiregame.com, using coupon code: "STRATEGICON"!

ICE CREAM EMPIRE – Sat 8 pm

Its first-ever tournament so join us and the winner gets a game from the creator! The top three finishers will win dealer dollars! Learn how to be an ice cream entrepreneur! Enjoy this fun family game and winning Ice Cream Empire is the cherry on top!

Murder Happens: Five games to choose from. – Fri Noon

The games are about eight characters who are involved in a story of intrigue, mystery, and human foibles that end up in murder. Each player is a character and one of them is the murderer. Players try to figure out who is guilty by studying the police report, witness statements, crime scene photos, clues, and interrogating the other characters based on each player's individual narrative, what they saw and did. There are only three simple rules, the game flows naturally without scenes, and players can lie all they want, the murderer certainly will!

Party Games

News@11 – Sat 11 pm

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

New Salem 2nd Edition with the Designer – Sun 7 pm

In this 45 minute game for 3-8 players, you will draft and collect sets of buildings to collect points as you try to figure out who the witches are. Trigger events at just the right time as the Constable to cleanse the town of Despair and get those witches on trial!

Ninja (Playground Game) – Sat, Sun 6 pm

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

Open Gaming: The 10 Best Party Games You Don't Know! – Sat 3 pm

Following our seminar on The 10 Best Party Games You Don't Know, come and try the games out for yourselves! We're happy to teach and play with you!

Punderdome – Sat 10 pm

A game for pun lovers! Draw two cards and make bad puns connecting the prompts. The most terrible punster wins!

Puzzle Playtesting – Fri 3 pm

The creators of Escape Room In A Box are looking to test out a series of puzzles for an upcoming game. These are puzzles meant for one player at a time. Come whenever you have time between 3-6 (Don't have to be there right at the start) and solve as many as you like! Please note, these puzzles are totally different from the ones we tested at Orcon.

Save The Circus – Fri 7 pm, 9 pm

The creators of Escape Room In A Box are looking to test out their new game: Save The Circus! This social deduction game combines the hidden identity intrigue of Werewolf with the quick playing, set collecting fun of Fluxx.

Seminar: The 10 Best Party Games You Don't Know! 101 – Sat 2 pm

Great party games don't always get the attention they deserve in the board gaming world. So in this seminar, we'll introduce you to and demonstrate 10 of the best, most underrated, rousingly entertaining party games we've ever played. Stay afterward to try the games yourselves!

SHADOW*KITTY – Sat 2 pm, 3 pm, 4 pm

Shadow*Kitty is back and ready for final testing! If you are a fan of Sparkle*Kitty, silly-fun card games or just adorable animals & wonderful witches, come help refine the game. You're all witches working to rescue critters from wild magic words that some "silly kitty" unleashed

Sign- A Game About Being Understood – Sun 2 pm

Discover the joy of communication in this very light roleplaying game that's really just a long session of charades. Relive the true story of Nicaraguan children as you make up your own sign language over a series of "classroom" and "recess" rounds.

Stupid Users: BETA – Sat Noon, 1 pm, 3 pm, 4 pm, 5 pm, 6 pm

Sun Noon, 1 pm, 3 pm, 4 pm, 5 pm, 6 pm

A unique fast-paced, ever-changing, item looting, army building card game.

Sumer- Platforming Worker Placement Video Game – Sun Noon

Learn and play the Nintendo Switch game Sumer! Borrowing heavily from euro style worker placement mechanics but including a little bit of real time platforming Sumer has you harvesting grain and goats to make offerings to gain the favor of an ancient goddess.

The Genius Game Ep.1 – Sun 2 pm

The Genius Game Ep.2 – Sun 3 pm

The Genius Game Ep.3 – Sun 5 pm

Players will compete in a game that will challenge their strategy, logic, and social skills. Only one can be crowned, The Genius. Each episode of The Genius is a different game. You could play all three!

The Saber Legion: Southern California Charter – Sat 6 pm

Full Contact Custom Saber Dueling. The TSL Darkwatch Series makes another appearance at Strategicon! Come see us fight with the iconic Star Wars weapon in the The Saber Legion style of fighting!

The Saber Legion: Southern California Charter – Sun 10 am

Regional Tournament for TSL Members.

The Valley – Sat Noon

In a small Valley, the leader of a family of local gods has died. Each player is a god trying to become the next leader by garnering power by solving problems for the people of the Valley. This game rewards creative problem solving and negotiation as you shape the future.

The Zorro Dice Game – Sun 11 am, Noon, 1 pm

Prove that you are worthy to become the next Zorro by showing your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens in this King of Tokyo/Yahtzee style dice roller. Will YOU be the next Zorro?

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

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

Ultimate Werewolf: Fear and Loathing in Las Vegas – Sat 3 am

Play Ultimate Werewolf with an experienced moderator from Las Vegas's board game central: Meepleville. Who tends to make games that have a theme, intrigue, and few to no 'Vanillagers'. New creations may be introduced or 'sprung'. Quorum is locked at 15 past the start time.

Ultimate Werewolf: New Creations – Sun 3 am

Play Ultimate Werewolf with an experienced moderator from Las Vegas's board game central: Meepleville. Who tends to make games that have a theme, intrigue, and few to no 'Vanillagers'. New creations may be introduced or 'sprung'. Quorum is locked at 15 past the start time.

Ultimate Werewolf: Theme TBD – Mon 3 am

Play Ultimate Werewolf with an experienced moderator from Las Vegas's board game central: Meepleville. Who tends to make games that have a theme, intrigue, and few to no 'Vanillagers'. New creations may be introduced or 'sprung'. Quorum is locked at 15 past the start time.

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

This 17th century village simulation is a die hard tradition at Strategicon – this is your chance to join in the fun! In a village infested with werewolves, no one is to be trusted. Put on your poker face, because trust is the currency that will keep you alive.

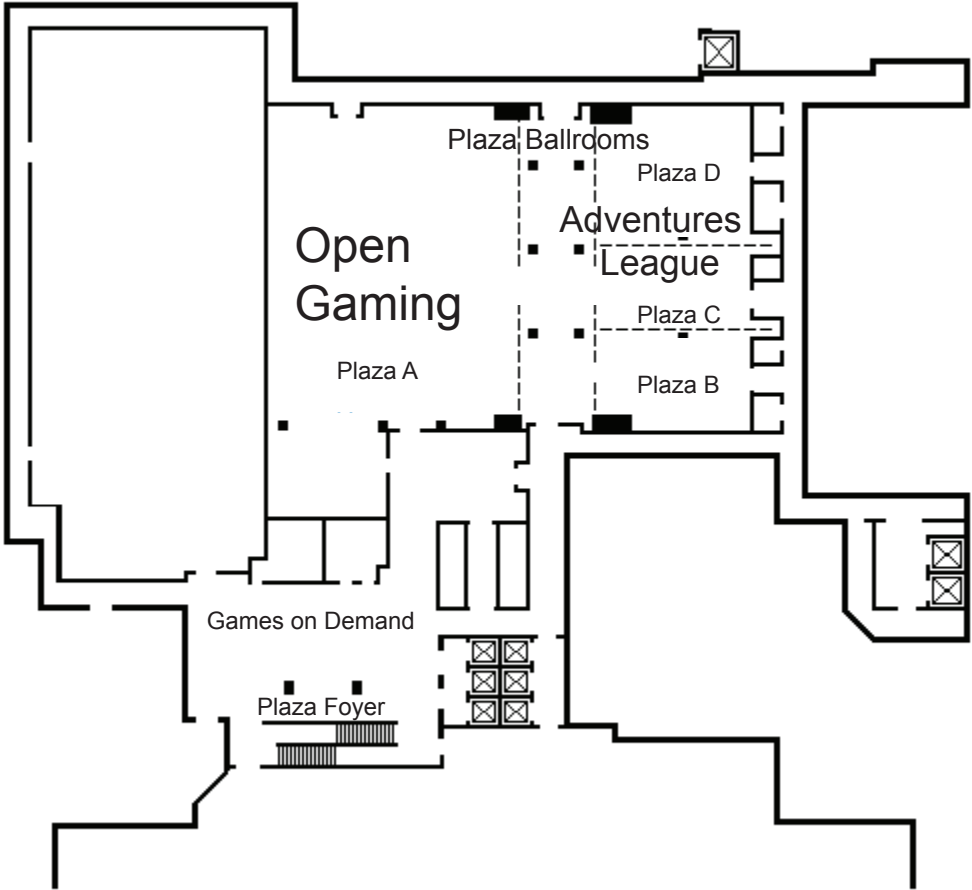
WHISKEY BUSINESS! 101 – Sun 7 pm

WHISKEY BUSINESS! – Fri 10 pm, Sun 8 pm

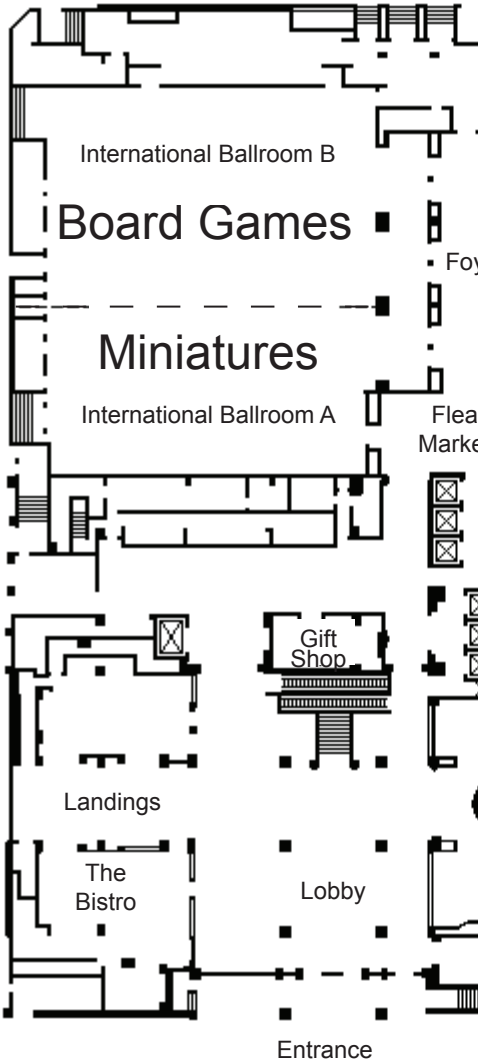
WHISKEY BUSINESS! is a surprisingly strategic party dice game, drinking optional. As a thanks to the con, attendees can save 25% OFF all 3 UNCORKED! Games at www.uncorkedgames.com, using coupon code: "STRATEGICON" including READ BETWEEN THE WINES!, BREW HA HA! & WHISKEY BUSINESS!

GameX 2019 Maps

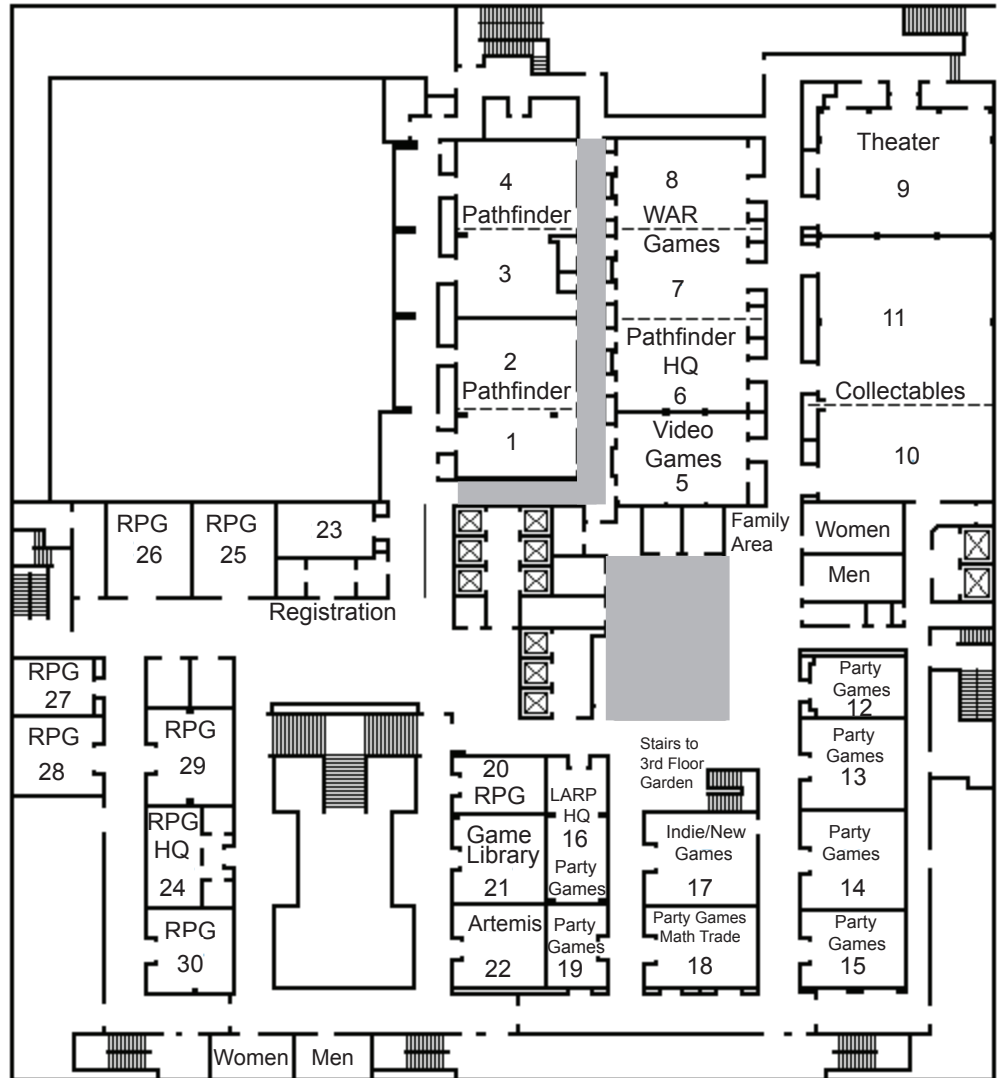
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT

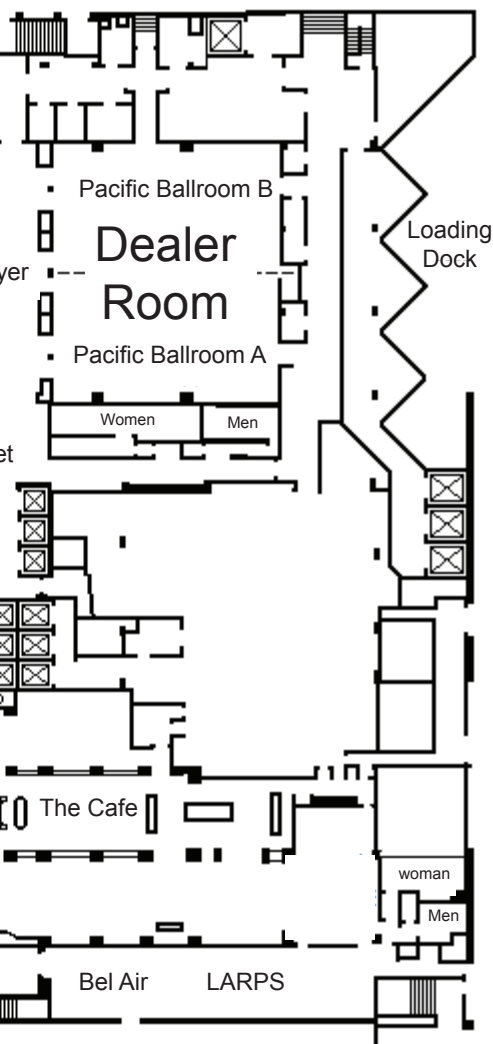


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

HILTON LOS ANGELES AIRPORT - LOBBY LEVEL



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

Collectibles

Collectibles

La Jolla, Family Area

7 Wonders Duel – Sun 10 am

GM: John Borders

Will you vanquish your foes with Military might, Science or points? If you have a copy of this game, please bring it with you. *2 PLAYER OCTATHLON EVENT

AEG Card Crafting games – Fri Noon

GM: Brandon Gin

A fast-paced, strategic game of set building and strategy. Mystic Vale is a card crafting game of nature's power. Learn to play either or both of these unique and original games.

Ascension – Sat, Sun 11 am

GM: George Carceres

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

Brawl Stars – Fri 3 pm

GM: Marcus Walker

Time to BRAWL! Team up with your friends and get ready for epic multiplayer MAYHEM! Brawl Stars is the newest game from the makers of Clash of Clans and Clash Royale. Download through Apple Store or Google store. Will be a 2v2 Tournament

Clank! A Deck Building Adventure – Fri Noon

GM: Blue Alex

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

Clank! In Space – Fri 4 pm

GM: Brandon Gin

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

Decipher Lord of the Rings TCG 101 – Fri 5 pm, Sat 6 pm

GM: Larry Page

Relive the glory days of the original LotR movie trilogy with Decipher's Lord of the Rings TCG! I have a plethora of decks from the Fellowship of the Ring, Two Towers, and Return of the King blocks- feel free to use one of these, or bring your own! Free boosters to all attendees!

Exodus TCG Worlds Qualifier- West Coast – Sat 1 pm

GM: Jake Medina, Lexi Medina

Compete for chance to win an invitation to the invite-only world championships in July and influence the storyline with the deck you play. This qualifier awards 10x points. Top 3 awarded auto invitations to Exodus worlds 2019 in Fresno, CA. regardless of their points for the season and also get metal certificates. Playmat for champion and booster boxes of galaxy tides for champion and runner up. Top 4 get converging chasms booster box. Top 8 get artist signed cards. Full playsets of promo cards for all participants as well as large folded posters.

Fantasy Flight Games: KeyForge - Survival Mode – Sun 6 pm

GM: Larry Page

(From FFG Rules): A 2-player card game in which each player portrays an Archon, and leads that deck against their opponent. A player's deck represents a team attempting to gain Æmber and forge keys! The 1st player to gather 3 keys wins the game! (Please bring 3 decks)

Friday Night Draft! War of the Spark – Fri 8 pm

GM: Josh Badger

Standard Friday Night Magic event with a 3 pack draft. \$15 entry. All prizes shall be War of the Spark Boosters with miscellaneous promos.

Fuzzy Heroes: Trouble in Candy Land – Sun 5 pm

GM: Victor Bugg

See Miniatures for event details. Do not pre-reg for this event, pre-reg for the miniatures event. Sign-up sheet will be in Family Area.

Game of Thrones 2nd Edition 101 – Fri 7 pm

GM: Larry Page

(From FFG Rules): Each player is one of 8 factions in Westeros. A player controls 2 decks: a draw deck that provides the forces, and a plot deck used for long term strategy. Players engage in military, intrigue, and political conflicts- the first player to 15 power wins the game!

Herodix: Rumble! – Sat 1 pm

GM: Rich Pizann

Bring a 200 point team, and prepare to throw down! Figures from all ages are allowed, but no special objects, resources, ID cards, or other non-figure presence on your team. We will battle royale if we have fewer than 4 players if we have 4 or more, players' choice.

ICE: Middle-Earth CCG (Lord of the Rings) - Hero Arda –

Sat, Sun 10 am

ICE: Middle-Earth CCG (Lord of the Rings) - Open/Casual Play –

Sat Noon, Sun 2 pm

GM: Larry Page

You are one of the 5 Wizards (Istari) vying to lead the Free Peoples in the struggle against Sauron. You travel across Middle Earth gathering weapons, recruiting allies and factions, and completing quest, all the while avoiding hazards. Bring your hero decks, or use one of ours. Bring D6's.

KeyForge 101 – Fri 1 pm

GM: Larry Page

(From FFG Rules): KeyForge is a 2-player card game in which each player takes the role of an Archon, and leads that Archon's deck against their opponent. A player's deck represents a team attempting to gain Æmber and forge keys! The 1st player to gather 3 keys wins the game!!

KeyForge 101 – Fri 3 pm

GM: Larry Page

(From FFG Rules): A 2-player card game in which each player takes the role of an Archon, and leads that Archon's deck against their opponent. A player's deck represents a team attempting to gain Æmber and forge keys! The 1st player to gather 3 keys wins the game!!

Keyforge -Solo Sealed Tournament – Sat 1 pm

GM: John Borders

\$12 Entry gets you a deck to play in the tournament. This is a sealed event. Bring your tokens and get ready to play. *THIS IS A 2 PLAYER OCTATHLON EVENT

Lost Cities – Sat 4 pm

GM: John Borders

Gain points by mounting profitable archaeological expeditions to the different sites represented by the colored suits of cards. Will you be the most profitable? *2 PLAYER OCTATHLON EVENT

Collectibles

Magic: The Gathering - Horde: At The Reactor – Sat 1 pm

GM: Michael Arsollon

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

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

GM: Michael Arsollon

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

Magic: The Gathering - K&J Pauper Tourney – Sat 8 pm

GM: Michael Arsollon

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

Magic: The Gathering - Planechase – Sat 3 pm

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this casual multiplayer variant. The GM will provide a shared planar deck. This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Secret Alliances – Sat 6 pm

GM: Michael Arsollon

The knights fight openly while their queens support them from the shadows. But the King of Swords plans to destroy them all. This is a team based casual multiplayer game with some hidden roles. This event allows decks from the Standard, Modern, Legacy and Commander formats.

M:tG War of the Spark Draft – Sat, Sun 1 pm, 8 pm

GM: Josh Badger/Dae Kim

Magic: the Gathering event with a 3 pack draft. \$15 entry. All prizes shall be War of the Spark Boosters with miscellaneous promos.

M:tG War of the Spark Sealed Draft – Sat, Sun Midnight, 4 pm, Mon Midnight

GM: Dae Kim/Josh Badger

Sealed draft from War of the Spark Set. \$25 entry. All players will receive 6 packs. All prizes from War of the Spark and miscellaneous promos.

Munchkin – Fri, Sat 2 pm

GM: Bex Pie

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

Munchkin Pathfinder: Guest Artist Edition – Sun 5 pm

GM: Martin Padilla

The humor of Munchkin and the fantasy of Pathfinder join forces again, with an all-new look! Munchkin Pathfinder Guest Artist Edition, now illustrated by Shane White, previously featured in the Pathfinder: Goblins comic series. Arm yourself, and grab all the treasure!

Munchkin: Spell Skool – Sun 9 am

GM: Martin Padilla

Pick up your Bubble Wand and hope you can find the Great Haul, because here comes the dreaded Moldy Mort! The art in Munchkin Spell Skool is adorable, but you've still got to slay the monsters, steal the treasure, and reach Level 10 to win! By Steve Jackson Games.

Munchkin Starfinder – Sun 3 pm

GM: Martin Padilla

Munchkin Starfinder combines the roleplaying, backstabbing action of classic Munchkin with the lasers, alien planets, starships, and adorably deadly skittermanders from the Paizo Starfinder Roleplaying Game! Defeat The Swarm and loot the universe . . . in Munchkin Starfinder!

Munchkin Tournament – Sun 2 pm

GM: Bex Pie

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

Munchkin Treasure Hunt or Wonderland – Sat Noon

GM: Billy Salazar

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

Open Gaming - RNTASYDHWAF(tm) – Mon 9 am

GM: Brandon Weiss

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

Patchwork – Sun 2 pm

GM: John Borders

Are you good enough to create the grandest quilt ever seen? If you own a copy of the game, please bring it. * 2 PLAYER OCTATHLON EVENT

Play Kitty Cat games with Potato! – Sat 10 am

GM: Potato Pie

What's better than a kitty cat? A kitty cat game! Hours of fun, without buying cat food and cleaning a litter box! So many to choose from, including Simon's Cat, Kitty Paw, Super Kitty Bug Slap, Cat Rescue, Meow, and more. We'll have a purrrfectly good time!

Play Renegade Games with Karla! – Sat 10 am

GM: Karla Freeman

I'll have some of my favorites, old and new. Lanterns, Lotus, Arboretum, and more. Can't wait to play!

Pokemon – Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop 101 – Sat, Sun 10 am

GM: Charles Watson

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

Raiders - or - Architects – Fri 2 pm

GM: Brandon Gin

In Raiders of the North Sea Viking warriors, seek to impress the Chieftain by raiding unsuspecting settlements. In Architects of the West Kingdom royal architects compete to impress their King and maintain their noble status by constructing various landmarks. Players' choice.

Collectibles

Space Base with Shy Pluto – Fri 4 pm

GM: Blue Alex

An intergalactic dice game of fleet management for 2-5 Space Base Commodores. This play session introduces The Emergence of Shy Pluto, the first saga expansion for Space Base.

Star Wars Destiny - Draft/Sealed – Fri 9 pm, Sat, Sun 7 pm

GM: John Borders

Bring a draft set, tokens, and sleeves. Entry fee will be \$20 (\$30 if you don't have a draft set). Swiss pairings. 35 minute rounds. New Draft kit! Convergence!

Star Wars Legion Miniatures – Sun 5 pm

GM: Mel Campbell

Imperial vs Rebel Skirmish. Participants will be divided into Imperial and Rebel teams, each commanding a squadron, and will compete for supremacy of the battle field. GM will provide minis to borrow.

Star Wars Minis Sealed Booster Draft – Sun Noon

GM: Mel Campbell

Virtual Set #17 plus Minis "Solo" and VS #16 plus Minis "Last Jedi". Each participant will receive 2 full sets of 30 cards each, plus 2 full sets of 6 cards each, and 2 booster sheets, to make a 150pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Steve Jackson Games Dice Games – Fri 4 pm, Sun Noon

GM: Bex Pie

No board, no cards – just dice! These fast, inexpensive games are all about portable fun. Mars Attacks, the Dice Game - Zombie Dice, Horde Edition - Cthulhu Dice - Chupacabra Dice - Batman the Animated Series Dice Game - Dino Hunt Dice.....a theme for everyone! Drop by any time during this demo session to join in the fun!

Steve Jackson Games Players Choice Open Demos – Sat, Sun 2 pm

GM: Hugo Minott

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

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

GM: Yu-Gi-Holics!

2v2 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place For More information: checkappundermeetups

Tiny Towns – Sat Noon

GM: Karla Freeman

Who will build the best Tiny Town? Players compete to build the most amazing Town. Players can decide to use their resources to construct buildings according to the construction cards in play. Where you build, and what you build will determine how many points it will score!

Transformers TCG Constructed – Sat 8 pm

GM: Joseph Vigil

Bring your constructed deck 25 stars max. 45 Min rounds

Transformers TCG Standard Draft – Sun 6 pm

GM: Joey

Cost \$15 includes 4 packs of wave 2

Transformers TCG Turbo Draft – Sun 9 pm

GM: Joseph Vigil

Cost \$8 includes 2 packs of wave 2

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

GM: Yu-Gi-Holics!

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

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

GM: Yu-Gi-Holics!

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

Vanguard Light Tournament – Fri 1 pm, Sat, Sun, Mon 11 am

GM: Yu-Gi-Holics!

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

Vanguard So Cali Con Tournament – Sun 4 pm

GM: Yu-Gi-Holics!

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

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

GM: Yu-Gi-Holics!

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

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

GM: Yu-Gi-Holics!

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

Yu-Gi-Oh! Draft Tournament (\$20) – Fri, Sun 5 pm

GM: Yu-Gi-Holics!

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

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

GM: Yu-Gi-Holics!

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

Video Games

Video Games

Marina

Classic StarCraft – Sat 5 pm

This will be a 1v1 or 1v1v1. The map will be in a classic setting. Come and play against your friends and against others as well. How well you play will be up to you.

Dragonball Fighter Z – Sun 1 pm

Single Elimination

HEARTHSTONE – Sat 2 pm

This is a standard event format. This will be 3 out 5. No hero can be duplicated or played more than once unless a loss has occurred. More instructions will be available at the time the event starts.

Injustice 2 – Sat 4 pm

Character Blackout

Injustice 2 – Mon 11 am

Double Elimination

Jump Stars – Sun 6 pm

Single Elimination

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

Teams of two. One team member must be a child, 12 or younger. All players will be required to use the steering wheels and have remotes set to tilt. Number of races and rounds are determined by the number of teams present at start of event.

Mario Kart 8 #2 – Sun 2 pm

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

Mortal Kombat XL – Sat 6 pm

Opponent's Choice

Mortal Kombat XL – Sat 1 pm

Single Elimination Tournament

Smash Bros. Ultimate – Sun 4 pm

Battle Royale

Smash Bros. Ultimate – Sat 11 am

Opponent's Choice Single Elimination

Smash Bros. Ultimate – Sat 8 pm

Character Blackout

Smash Bros. Ultimate – Sun 11 am

Single Elimination

Star Craft II – Sun 5 pm

This will be 1v1 or 1v1v1. Same as Saturday but this time it's StarCraft 2. Bring your friends and play against them or be ready to play against someone else. Come and have a great time.

LARPs

Bel Air, Newport A, 3103

Boffer Showcase: NATO vs The Army of Darkness – Sun 2 pm – Nerf/Boffer (Live Combat)

GM: Robert Prag

Put on by the Strategicon LARP Department. This is a lightest touch, foam combat LARP about soldiers fighting werewolves and vampires. It is a mix of foam swords and Nerf blasters, all set to a heavy metal soundtrack following a tutorial on LARP combat. No experience required. Derived from the rules of Ragnarok and Roll. A waiver will be required for this event.

Gothic West: Fiesta Politico – Fri 8 pm – Requiem

GM: Roselle Hurley

Set in 1849 Los Angeles. The game setting and rules set is heavily based on Requiem (2nd Edition). Pre-generated vampire PCs will be socialize with human NPCs with heavy emphasis on problem solving, use of skills/Disciplines to influence the election of the new mayor. Playing cards will be used to resolve most conflicts though some game play will be abstracted with entertaining games and challenges. Costuming suggestions for PCs and NPCs is gothic old west. PCs will be vampire characters sent to Los Angeles to assist an established NPC.

Juggernaut – Sat 8 pm – Freeform

GM: Joe Landolph

It is July 3rd, 1950. Today, three scientists and three government representatives have gathered for a trial run of Project JUGGERNAUT, an experimental supercomputer. According to the math, JUGGERNAUT can tell the future. Your job is to test its predictions and find out for sure. Juggernaut is set in a government lab in 1950s America, and is played by drawing from a set of cards and making JUGGERNAUT's predictions come true as a conceit of the game.

LARP 101 – Sat 11 am – Seminar

GM: Tara Leederman

Of all the game forms, LARP is perhaps one of the least understood. LARP, however, is incredibly varied and full of possibilities, and the experiences it offers can be both fun and life-changing. Please join Tara Leederman, LARP Department Supervisor at Strategicon and veteran teacher, in this open seminar for a discussion and 101 on LARPs.

Last Hopes (Playtest) – Fri 11 pm – Chamber LARP

GM: Robert Prag

This LARP focuses on a number of desperate people in a seedy bar, each trying to cope with or solve tremendous problems when a mysterious stranger walks in offering solutions that are a little too good to be true. The game focuses on desperation and sacrifice, as well as camaraderie and exchange. This is a playtest of a never-before-run social LARP.

Queen of Queens – Sat 10 am – Freeform

GM: Evan Schauer

Queen of Queens is about a society of pipe-cleaner bees that have magically come to life, and their society and (be)evolving relationships with the beings of immense power that created them - the human be(e)ings. A mixture of craft supplies, bee puns, and existential questions await the velvet hive, and any players b(ee)rave enough to done their pipe cleaners.

LARPs

Slayer Cake — Sun 8 pm — The power of Rock

GM: Ross Cheung

In a land where music has magical power, rockers find themselves locked in a musical battle between Baby Metal, Glam Rock, Heavy Metal, Emo, Grunge, and *shudder* Doom Metal. WHO WILL BECOME THE OVERLORDS OF ROCK? This larp takes place in a fantasy world heavily inspired by Brütal Legend and Metalocalypse. Although competition among the players is embedded in the scenario, playing together in different bands requires a surprising level of cooperation as well. This game is intensive in a physical way, but no actual musical ability is required.

Something Is Wrong Here — Sun 8 pm

GM: Jesse Burneko

"To work in a dream. If it's real, and you believe in it, you can say almost anything". - David Lynch Something Is Wrong Here is an unsettling story of identity confusion and dark surrealism. Come prepared to roleplay a troubled character, interact with the other players, and scare yourselves. Wear a costume if you'd like. Outfits that are Americana themed, thrifted, or weirdly glamorous are great choices. This game can be played sitting down, standing up, or a combination of both.

Starship Valkyrie: Return to Earth — Sat 2 pm — Starship Valkyrie Basic

GM: Christian Brown

Cooperative sci-fi role-playing, with board game and card game elements. It's a convention, so people don't costume, and you get a character at the door. You'll take the role of a crewperson on a starship, facing down threats to the Earth Republic. Everything you do will be in real-time, whether that's saving a (simulated) life in the sick bay or firing laser turret two from the weapons console on the bridge. Join the crew, work together, complete the mission. The Earth Republic is counting on you!

Steam City Playhouse — Sun 9 am — Freeform

GM: Nicco Wargon

In a post-apocalyptic world, the fall of Digital Man ushers in a new era of live theater. The Steam City Playhouse troupe will recall a lost epic, assign roles, craft a plot and perform. Prepare yourselves, actors! Another night of myth-making for the unruly plebes and decadent patrons of the city begins!

The Drinkings — Fri 8 pm — Chamber LARP

GM: Evan Schauer

The Drinkings follows a group of writers who meet regularly in a pub. The LARP is made up of scenes depicting their monthly meetings, at which they talk about their writing and bounce ideas around the table. This is a light-hearted larp, with themes of friendship and the tension between support and envy/competitiveness. When your friend gets a book contract for the work you've been helping them with, while your own (far superior!) masterpiece languishes unrecognized, how do you feel? What will the judgement of history have to say about you?

The Great After-Party — Fri 8 pm — Freeform

GM: Kevin Pearl

This is a comedy that plays with the stereotypes of LARPs, fantasy LARP and post-LARP parties. In this LARP, the players portray a bunch of excited LARPer meeting over a beer just after a classic fantasy LARP in the forest. Players will both create the story of the fantasy LARP they just finished and play out the consequences it has for relationships at the after-party. The LARP belongs to the players, anything can happen, and anything that can happen has already happened in the LARP-within-a-LARP, Mist over Goblin Peak.

The Hirelings — Sat 8 pm — Freeform

GM: Robert Prag

In a world of perilous adventure and dark dungeons filled with precious riches, one group of aspiring adventurers are having their first day in a new job, and it's not quite working out as planned. The Hirelings is a role playing game in which you play out the preparations and the aftermath of a failed dungeon crawl.

The Love Craft — Sat 2 pm — Grandiose Disaster

GM: Ross Cheung

The year is 1979, and you are a passenger or crew member of the MS Honorary of the Pacific, informally known as the Love Craft, which is undergoing a relaxing, pleasant cruise through the South Pacific. The last thing on your mind is whether your sanity will be affected by unspeakable horrors or by subterranean threats. - - - Written by Mike Young, The Love Craft is a character-centric scene-based larp in which you live through a disaster/horror movie of your own making. Not every character will die, but some death is inevitable.

Unheroes — Sun 2 pm — Freeform - Golden Cobra

GM: Joe Landolph

Unheroes is a freeform game for 5-9 players, about former superheroes rediscovering their powers. Once, you all lived as superheroes, but you made a mistake so terrible that the only way out was to change reality and erase superpowers from history. Now, as normal folks, you have gathered together at an ordinary hotel to talk about your lives. But your super-powered past will not stay buried...

When The Dark Is Gone — Sun 10 pm — Seven Wonders

GM: Kevin Pearl

Imagine the children in The Lion, the Witch and the Wardrobe. They visited a magical land, fought battles alongside talking animals and centaurs and won a war against a powerful and evil enemy. Then they returned home, no one believed them and they were back to war time rations and math homework. What did that feel like? How did they live with the memories of what they experienced? Did they end up in therapy?

Open Gaming

Plaza Ballroom A

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

Miniatures

Miniatures

International Ballroom A

2nd 2nd edition X-Wing tournament. – Sat 10 am – X-Wing
200 point X-wing tournament. 3 rounds.

Arena of Death – Fri 8 pm – Warhammer 40K 8th Edition
Players bring any single character or unique character model up to 400pt value. Each character will be placed “in the Arena” and fight each other until a single model remains!

A Song of Ice & Fire: Tabletop Miniatures Demonstration –
Sat 9 am, 11 am, 2 pm, 4 pm –
A Song of Ice & Fire: Tabletop Miniatures Game
GM: Shaun Stewart, Shaun Torno, John Davis
Enjoy Game of Thrones! Learn to command battlefield units of the Great Houses of Westeros, while manipulating the political stage to win the field of battle. All materials provided to include painted miniatures. Take a step into miniature wargaming with this entertaining, visually thematic, simplified miniature gaming system.

A Song of Ice & Fire: Tabletop Miniatures Tournament –
Sun 9 am – A Song of Ice & Fire: Tabletop Miniatures Game
GM: Shaun Stewart, Shawn Torno
Swiss-system tournament. 4' x 4' playing surface, 40 point army, retail available units only. Each Round will be 2 hours. 30 minutes set-up, 90 minutes play. At player mutual agreement if ready they may begin earlier to maximize play. One hour lunch after Round 2. Prizes: Trophy for Champion – Iron Throne, Runner Up – Hand of the King, additional prizes will be on hand day of Tournament.

At All Costs – Sun 10 am – Flames of war
GM: Dearl Albright
Mid to late game rules. Defend or capture the objective. The point value of the units will be determined. There will be a three round round robin event with points / game. The overall winner will be determined by points.

Battle of Gettysburg, Day 2 – Sat 10 am – Home Brew 6mm
GM: Robert Boyens, Jesse Boyens
Take over the Army of the Potomac or the Army of Northern Virginia on July 2, 1863 and see if you can change history. Everything provided.

Battlestations - Dirtside –
Sun Noon, 2 pm, 4 pm, 7 pm, 9 pm, 11 pm – Battlestations 2.0
GM: Jeff Siadek, Mario Acuña, Dennis Lien, Thomas Barry
What happens when your space adventure takes you to a planet? Find out in this exciting upcoming expansion for Battlestations 2.0, Dirtside! Drive a jet car Explore a building Swim in the ocean avoid falling lava!

Battlestations - HUGE – Fri 8 pm, 11 pm,
Sat 10 am, 1 pm, 4 pm, 8 pm, 11 pm – Battlestations 2.0
GM: Jeff Siadek, Mario Acuña, Dennis Lien, Thomas Barry
Play in an exciting mission of your favorite game of space adventure, BATTLESTATIONS. Bring your own character or select from a set of archetypes. Take battlestation actions from the ship map, while your ship careens though space on the space map. Fight aliens, rescue civilians fun for the whole family.

Bloodborne: The Card Game – Fri 4 pm, 10 pm, Sat 11 am, 2 pm
GM: Derek Ren/Daniel Alvarez/James Freeman
Designed by Eric M. Lang and based on Sony Entertainment and FromSoftware's hit video game Bloodborne for the PlayStation 4. In it, several Hunters will enter the Chalice Dungeon, but only one will be able to escape the victor. Round after round you'll face off against brutal creatures bent on destroying you.

Blood Bowl Spring Training – Sun 10 am – Blood Bowl
GM: Matthew Gonzalez
An event for both rookies and veterans! New players come by to learn to play the game of fantasy football. Some demo teams will be available to learn the game. Veterans can get in some open gaming or learn to play a new team.

Blood Rage – Sun, Mon 9 am – Blood Rage
GM: James Freeman/Benjamin Peck
Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

Bolt Action Demo – Sun 3 pm – Bolt Action Ver 2
GM: Troy Hill & Jacob Shober
Now is your chance to try out the exciting World War 2 infantry skirmish game. Figures and dice are provided. Bring your desire to have fun and learn why “Bolt Action Happens”

Bringing order to the galaxy – Sat 3 pm – Star Wars Legion
GM: Greg Mazourek/Don Tzeng
3 game tournament. Scenario will be king of the hill. 500 point armies 3'x3' battlefields

Bringing order to the galaxy – Fri 5 pm – Star Wars Legion
GM: Francisco Vassallo
Demo of FFG's ground combat Star Wars game “Legion”. Play as the relentless Empire or the resourceful rebels to achieve victory. All materials will be provided

CAV mecha combat in the 23rd Century! – Sat 11 am – CAV:
Strike Operations
GM: Ian Mitchell Smith
A fast-play and easy mecha combat game with a rich setting. In this introductory game, The enigmatic Ritterlich Republic will lay siege to the Terran Federation, both relying heavily on mercenary units from the Forlorn Hope and Crimson Thunder! Everything provided, beginners welcome, rules will be taught.

Circle of Death – Sat 1 pm, 8 pm, Sun Noon, 7 pm, Mon 10 am – Battletech
GM: Mario Acuna
5000bv Mech units compete in a special form of Free for All called Circle of Death. Mech on mech carnage. Command a group of 100 ton mechs or a couple of fast and light mechs. You decide which team is best. This scenario pits every team against each other in a dog eat dog fight to the death. Who will come out on top?

Circus Maximus – Sat 5 pm – Circus Maximus
GM: Mark
Not giving a flip for over 30 years! Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

Clash of Kaiju – Sat 9 am – Monster Island
GM: Adam Hicks
Have you ever wanted to wield the radioactive breath of Godzilla? The enigmatic will of Cthulhu? Guide your kaiju into fierce combat against well known and new monsters, as you fly, tunnel, leap or swim your way to victory! Smash everything in your path, for nothing can stop the rampage of the kaiju!! All materials provided, and family friendly!

Miniatures

Council of Four – Sat 9 am – Council of Four

GM: James Freeman

Players act as wealthy merchants, each one looking to form their own trade empire across the three kingdoms. However, each city in these kingdoms is ruled by a Council that isn't willing to just let just anyone set up shop.

Cruel Seas – Sun 3 pm – Cruel Seas

GM: Troy Hill & Jacob Shober

Drop in Demo Games. Up to 4 players per round. Cruel Seas is a 1/300th scale tabletop miniatures game where you command flotillas of small ships in battle. Action in the game is fast-paced - with four or more ships per side, a thrilling seaborne dogfight can be fought in forty-five minutes or less.

Cthulhu: Xothic Wars Demo – Fri 4 pm, 8 pm, Sat 4 pm,

Sun 4 pm, 8 pm – Cthulhu: Xothic Wars

GM: Cody Hudson

Hundreds of millions of years ago, when the earth was young, the earth was the site of all-out war between the Elder Things and Cthulhu's Starspawn cultists. Cthulhu: Xothic Wars is a war game, where these ageless monsters battle in 30mm scale.

Cthulhu: Xothic Wars Demos – Sat 11 am, 2 pm, Sun 11 am –

Cthulhu: Xothic Wars

GM: Sandy Dobbs

A 28mm skirmish tabletop miniatures game based on the writings of HP Lovecraft. In "The Mountains of Madness", the explorers found ancient alien writings of wars that happened long ago on Earth between the Starspawn aliens and the Elder Things. for the Tzohar. Something worth dying for among the alien races. This is those wars.

De Bellis Antiquitatis (DBA) Casual Play Tournament – Fri 2 pm, Sat, Sun 10 am – De Bellis Antiquitatis 3.0

GM: Ilan Mitchell-Smith

All players should contact the organizer(imitchellsmith at gmail dot com) beforehand and write your phone numbers on the sign up sheet at the Con. All games will be played as pickup games arranged by the participants and the organizer, and results will be reported by text or by phone call to the organizer. Players should bring an army, a mat, and terrain appropriate for their lists. Loaner armies will be available.

De Bellis Antiquitatis (DBA) Demo – Sat 10 am – DBA 3.0

GM: Christopher Mazourek

Interested in small scale ancients wargaming. DBA is for you. You only need 12 stands to represent your army. From the armies of antiquity of wicker shields and sharp sticks through fully armoured knights with their long lances. DBA is simple to play but hard to master. All materials are provide.

Dragon Castle – Sun 10 pm – Dragon Castle

GM: Karla Freeman

In Dragon Castle, players must collect tiles from the crumbling central palace to build a new one of their own. The tiles in the game are heavily influenced by the classic solitaire Mahjong set.

Dreadball 101 – Sat 9 pm – Dreadball

GM: Adam Hicks

A fast and furious futuristic sports miniatures game! With a variety of sci-Finland fantasy inspired teams to choose from, take to the pitch and coach your team to victory and glory! . Pursue a variety of strategies, from agile ball handling to gratuitous violence! When the game begins, anything goes...as long as the ref doesn't see you!

Enemy in Sight – Sun 10 am – Close Action

GM: Robert Boyens Jesse Boyens

Command a king's ship in 1805, or take over the helm of a French ship, and do battle with the enemy. Everything provided.

Ethnos – Sun 10 pm, Mon 2 pm –

GM: Derek Ren/Benjamin Peck

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

Family Friendly Gaslands – Sat 10 am – Gaslands

GM: Patrick Sewell

All Materials provided, rules taught in the 101 prior to this event. Gaslands is a fun mix of Mad Max and Death Race with customized Hot Wheels. We have performance cars, pickups, sedans and even a Monster Truck or two. 25 pt vehicles (no sponsors or perks) if you want to bring your own. Everyone is welcome – youngest players get first dibs on provided vehicles.

Fury Road – Sat 3 pm – Car Wars - Homebrew

GM: Robert Hagmaier

Furiosa has stolen the War Rig and kidnapped the wives, but Immortan Joe means to get them back! Vehicular annihilation is certain as Joe's fanatical War Boys clash with Furiosa and her allies in a battle to the death on a massive scale.

Fuzzy Heroes: Trouble in Candy Land – Sun 5 pm – Fuzzy Heroes

GM: Victor Bugg

A family fun game of combat and adventure for toys and stuffed animals. It teaches basic miniatures, role playing, and tactics as well as providing wacky fun for even the most veteran gaming enthusiast. This game is in the Family Area on the 2nd floor.

GameX ITC 40K Rogue Trader Tournament – Sat, Sun 10 am – Warhammer 40K

GM: John Paiva

2 day, 2000 point Warhammer 40k ITC RTT. 3 rounds Saturday and 2 rounds starting Sunday at 10am.

Gaslands 101 – Sat 9 am – Gaslands

GM: Patrick Sewell

Come learn how to play this great game where customized Matchbox cars battle it out in a race that combines the movement of X-Wing with the world of Mad Max and Death Race. All materials provided.

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

GM: James Freeman/Derek Ren

The Great Science Fair is drawing together the sharpest minds of our generation. However, only one can be crowned champion. They will have to prove they're the best, by thinking on the fly and building their machines quickly and efficiently. Whose project will rise to the top?

HMGs-PSW Comstar v Mercs – Sat 3 pm – Alpha Strike

GM: Harmon Ward

The HPG communication station must be protected at all costs. This is exactly why your contract was loaded with C-Bills, and a nice bonus. The 3-D Terrain Based map will lay out the objectives. You will command a unit of titanic Battlemechs, and your friends will do the same. The 30th Century is about to make history!

Ironman Tournament – Sat 8 pm – Warhammer 40K 8th Edition

1000 points. All models killed are removed for the tournament. All damage carries over. Are you the toughest of them all?

Kids Clay O Rama! – Sun 9 am – Clay O Rama

GM: Adam Hicks

Gladitorial combat in the claydonia universe. Using play-doh, create whatever you can imagine and battle it out...as long as it is kid appropriate. Includes special abilities such as Poke, Drop and Toss. All materials provided.

Miniatures

Kill Team 3-Day Tournament – Fri 5 pm, 7 pm, 9 pm,

Sat 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm,

Sun 10 am, Noon, 2 pm – Kill Team

GM: John Paiva

Bring a 100 point team and battle using Rules attached to the website available for download. Play as many Seatings as you like, use your best 3 games for your overall total.

Kingdom Death: Monster – Sat, Sun 10 pm – co-cop

GM: Reid Barkell

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

Late Night Gaslands Insanity – Sat 10 pm – Gaslands

GM: Patrick Sewell

All materials provided. Easy to Learn rules. Come enjoy the more violent side of Gaslands utilizing some form of an Arena of Death. Think Mad Max crossed with Death Race! 30 pt vehicles with sponsors and perks if you want to bring your own. Pregaming is encouraged. More than 12 can play if people bring their own vehicles. Ages 16+

Masmorra: Dungeons of Arcadia – Fri 2 pm, Sat 4 pm –

Masmorra: Dungeons of Arcadia

GM: Daniel Alvarez

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

Meeple War – Sat 4 pm – Meeple War

GM: James Freeman

You are the chief of a tribe of Lilliputians. Each tribe has their own Village that has to be constructed using the various Building tiles. Space is tight in your Village though, so you'll have to prioritize which Buildings you want to work on. Once created, they grant your tribe powerful actions that can strengthen your forces, such as reinforcing outside territories.

Mega-Apocalypse – Sat 10 am – Warhammer 40K 8th Edition

A world hangs in the balance in this next session of our year long campaign. Bring 450 power of troops, and swing the tide in your sides favor. Beginners welcome, loaner armies available.

Midnight Clay O Rama! – Sun Midnight – Clay O Rama

GM: Adam Hicks

Gladitorial combat in the claydonia universe. Using play-doh create whatever you can imagine and battle it out...ature themes and humor, so leave the kids in bed! Includes special abilities such as Poke, Drop and Toss. All materials provided.

Miniature Painting 101: Basing Basics – Sat 9 pm

GM: Jeff Huerta

Basing basics- demonstrations on how to create bases that stand out and show off the model properly. Miniature and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: Dry Brush and Edge Highlight – Sat 8 pm

GM: Jeff Huerta

Explains the techniques of dry brushing and edge highlighting and when each technique is appropriate. Miniature and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: Painting Cloth – Sun 9 pm

GM: Jeff Huerta

Intermediate level class that details painting cloth robes. Will demonstrate dry brushing, edge highlighting and washes to paint robes. Miniature and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: Sealing Painted Models – Sun 10 pm

GM: Jeff Huerta

How to apply a matte varnish to your models so they are protected during play. When to use satin and gloss varnishes. Bring your own mini to seal, or practice on supplied models. Miniature and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: Stone Texture and Weathering – Sun 8 pm

GM: Jeff Huerta

How to paint stone textures. The class will also go into weathering effects on stone (moss, water, dirt, grime). Bases and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: True Metallics – Sat 10 pm

GM: Jeff Huerta

How to paint miniatures using true metallic metals. This is an intermediate class that requires understanding of washes and edge highlighting. Miniature and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: Using Washes – Sat 7 pm

GM: Jeff Huerta

How to shade a model quickly and effectively using washes. Miniature and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Miniature Painting 101: Wood Textures – Sun 7 pm

GM: Jeff Huerta

How to achieve life like wood grain effects. Bases and all supplies included. \$15 additional cost for materials, register at Snake Eye Painting in Dealers room, 8 attendees max.

Monsterpocalypse 2.0 – Fri 2 pm – Monsterpocalypse

GM: Solomon Chang

Two or more giant kaiju monsters brawl, blast, and body-slam each other in a dense destructible urban environment. Alongside these towering monsters, lesser minions such as powerful tanks, fighter jets, flying saucers, fearsome dinosaurs, and demonic fiends fight to capture important locations and help power their monster to victory.

Monsterpocalypse 2.0 – Sat 9 am – Monsterpocalypse

GM: Solomon Chang

Two monster format. Please ensure that you bring: 2 monsters A force of supporting units Between 6-10 buildings and their rubble tiles A starter map Your own dice All associated stat cards

NARCOS: The board game – Fri 4 pm, Mon 11 am –

NARCOS: The board game

GM: James Freeman

One player takes on the role of the Patrón, while the others become the Factions forming a tense alliance in their search for the cartel kingpin. Unfortunately for the Patrón, his Sicarios leave behind clues to his Location, allowing the Factions to close the net. Are the Patrón's days numbered, or will he find a way to escape his pursuers?

Miniatures

North Africa, Nov. 27, 1941 The Clash at Ft Capuzzo – Sat 10 am

– Gepanzerte Faust

GM: Stephen Phenow

With British Operation Crusader underway, the German Afrika Korps counter-attacks. The isolated 23rd New Zealand first Bn, at the old French Ft. Capuzzo fended off German attacks on the night of November 26, and was nearly surprised the next day by an ad hoc force of combat engineers and light tanks. Will the engineers' attack on dug-in New Zealand truck drivers and the cut-up 23rd NZ succeed, or will the New Zealanders emerge victorious?

Open Apocalypse – Sun 10 am – Warhammer 40K 8th Edition

Come decide the fate of worlds in the new 8th edition of Warhammer 40K. Rules tweaked slightly for epic games, bring a force of up to 400 power. Loaner armies available, join anytime, beginners welcome!

Paint and Take – Sat, Sun 10 am

GM: Robin Parker

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our experienced staff can help you learn all the techniques and tricks to get your minis table ready. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday. Children under 10 must be supervised.

Paint Contest Judging – Sun 2 pm

GM: Victor Bugg

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

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

GM: Jaqueb/James Freeman

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

Roadwolf: The Fury Road! – Sat 4 pm – Roadwolf

GM: Ilan Mitchell-Smith and Sean Dunnahoe

Roadwolf is a fast-play, post-apocalyptic game of car racing and fighting, using kit-bashed matchbox cars and the scrolling board that makes Roadwolf the only game of its kind! We will: teach the rules, provide everything, witness you. You will: BYO silver spray paint and steering wheels. See you on the Fury Road!

Tail Feathers – Fri, Sat 6 pm – Tail Feathers

GM: Nathan Nanning

Villainous rats have allied with vicious hunting birds to pillage the humble mouse settlement across Meanderfield. But look! Brave mice, mounted on starlings and blue jays, swoop in to wage war against this evil alliance! The Downwood Militia soars into action against the Vermin Raiders!

Tank Duel – Sat 2 pm – Bolt Action

GM: Troy Hill & Jacob Shober

Pit your armor of choice against other players in a free-for-all tank duel. Using Warlord Games' Bolt Action ruleset, this event is for 6-10 players. Two rounds. Prizes for all participants, as well as top place finisher. Bring your 1:56 scale WWII tank, or use a loaner. Each player pilots their own single tank across the battlefield. Email troyphoto7@gmail.com to register. Event details and pre-reg list at the link

The Battle of Germantown, Oct 4, 1777 – Sun 10 am – War

Against George III

GM: Dan Munson

With the British campaign to capture the American capital at Philadelphia successful, Gen. Howe, sent part of his army into Philadelphia and camped the remainder outside, at Germantown. Gen. Washington, seeing a chance to strike the divided British, attacked Germantown. Historically, the attack began well for the Americans, but fell apart due to fog and Patriot inexperience. Will Washington and his lads do better this time?

The Carburetor County Calamity – Sat Noon – Gaslands

GM: Adam Hicks

The apocalypse has come to Radiator Springs! In a gritty, harsh world where simple survival is the name of the game, former friendships and alliances are tested and destroyed in the quest for resources and fame! Race your way to victory, and be prepared to shoot, slam, and otherwise disable your opponents to make that happen! All materials provided, families welcome!

The Godfather: Corleone's Empire – Fri, Sat, Sun 8 pm, 10 pm –

The Godfather: Corleone's Empire

GM: Daniel Alvarez

Running an up and coming criminal organization is no easy task. You have to surround yourself with people you can trust, complete jobs to bring in money, and spend it wisely on bribing city officials. It doesn't help that you're competing with other aspiring crime families, each looking to grab a piece of the pie in 1940s New York City.

Titan Apocalypse Demos – Sat 4 pm – Titan Apocalypse

GM: Sandy Dobbs

Come check out the still in development game of Kaiju battling humanity in a dense urban cityscape. Choose your side in this 6mm game for the city, maybe the world.

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

GM: Cody Hudson

A game of miniatures combat on the high seas. Where awesome machines of war fight in a world of high fantasy. These games will be meeting engagements between Iron Dwarves, Orc Raiders, Imperial Humans, Thaniras Elves, Dragon Lords, Shroud Mages, the Ralgard, and undead Bone Griffin fleets.

Victorian Masterminds – Sun 8 pm, Mon 9 am – Victorian

Masterminds

GM: Karla Freeman/James Freeman

There is a crime wave going on all over the world. Police forces from every nation are stretched too thin. To make matters worse, Sherlock Holmes, the world's greatest detective, has gone missing. Supervillains the world over are completing their grand works and unleashing them upon the defenseless population. But, in the end, only one of these evildoers will reign supreme

Warhammer 40K 8th Edition Demos – Sun 10 am, 2 pm –

Warhammer 40K 8th Edition

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

Warlords of Erewhon Introductory Game – Sun 10 am –

Warlords of Erewhon

GM: Ilan Mitchell-Smith and Justin Rodriguez

Warlords of Erewhon is the much-anticipated fantasy combat game written by Rick Priestly (writer of Warhammer and 40K), produced by Warlord Games (of Bolt Action fame). In this introductory game, players control small forces fighting for control of the Tidal Wetlands of the land of Nali Llehctim. Rules will be taught, everything will be provided, fun will be had.

Miniatures

Zombicide – Fri 2 pm, Sat 9 am, 8 pm, Sun 8 pm, Mon 9 am – Zombicide

GM: Victor Rea/Jaqueb

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

Zombicide: Green Horde – Fri 8 pm, Sun 2 pm – Zombicide: Green Horde

GM: Shaun Stewart/Daniel Alvarez

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

War Games

Los Angeles B & C

1775: Rebellion Tournament – Sat Noon

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

A House Divided – Sat 4 pm

A two-player game which simulates the epic struggle of the American Civil War. Starting with the First Battle of Bull Run, North and South move units from box to box using roads, railroads & sea movement to occupy territory and fight battles.. Sudden death victory conditions exist which could allow the South to win early. We will be using the 1981 edition and time limits will be in place to allow game play to flow smoothly.

Axis & Allies – Sat 9 am

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

Axis & Allies Setup – Fri Noon

Set up and prep for the weekend long Axis & Allies tournament

Battle Cry- Tournament – Sun Noon

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

Caesar: Epic Battle of Alesia – Sat 11 am

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

Falling Sky: The Gallic Revolt Against Caesar – Sat 11 am

The military actions and complex politics of Roman-occupied but not-yet-conquered Gaul. War, politics, and diplomacy. Each Gallic confederation has its own agenda and must keep its eyes not only on the Romans but also on Celtic, Belgic, and Germanic rivals.

Frederick – Sat 4 pm

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

Kriegsspiel WWII – Sun 10 am

Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with custom markers to represent units. Easy to learn and simple to play. Understanding of WWII tactics a plus. Con scenario is WWII, operational level

Lincoln – Sat 6 pm

Martin Wallace's new, fast-paced, light, 2-player, card-driven strategy wargame set in the American Civil War that allows you to re-fight the entire ACW at a strategic level in under 2 hours. Great for all. No wargaming or military-hist experience necessary. Come, learn and play!

Maria – Sat 10 am

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

Napoleonic Wars, 2nd Edition – Mon 11 am

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

Russian Campaign, 1812 – Sat 10 am

Experience France's invasion of Russia using a double-blind modified version of GMT's Kutuzov. Sweeping maneuvers, epic battles, deception, sieges, critical use of reserves, determination of the enemy's intentions, lethal attrition and crucial troop morale.

Sails of Glory – Fri 4 pm

Sails of Glory, Frigates – Sun 6 pm

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

Sturm Europa – Sat 10 am

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

War Stories – Fri 6 pm

Puts you in command of infantry squads and armored fighting vehicles during WWII. The action is fast and realistic the system is easy-to-learn. Each game presents a scenario using a map with terrain overlays that regulates movement and impacts combat in a unique system.

Roleplaying

Newport, San Lorenzo

RPGs on Demand

Games on Demand is a new model being implemented by the RPG department. This model of games has been popular at conventions like Origins and Gen Con. Facilitators will have a variety of games ready to go on a first come first serve basis. At designated times, per the listing on the convention calendar, we will gather facilitators and players and get tables going to explore small press and independent role playing and story games. It is also possible to play and run role playing games in between those designated times, as long as there is space and you allow for an open table that is inclusive and respectful of others. We are located in the Lower Lobby, at the bottom of the escalators.

Action Movie World – Sat 8 pm – Apocalypse

GM: Jeff Burns

Calling all 80s action movie fans! This super-fun RPG game is all about over-the-top action and blowing stuff up! Do you want to play a character like Arnold Schwarzenegger, Jean-Claude Van Damme, or Michelle Yeoh? Well now's your chance! You'll be playing movie stars playing the roles of ridiculous characters in an 80s action movie. Ready your cheesiest one-liners. It's time for Action Movie World!

Adventures in Kears! – Sat 2 pm – Forth World (Dungeon World)

GM: Seth Halbeisen

Karesh, your patron, has learned of an undiscovered year! He has sent you and your friend to find and open it! Either there will be a new community inside, or what is left of it! Either way, there is loot to be found! Adventure awaits! This is a dungeon world hack set in the classic Earthdawn RPG setting!

Arche - A Pirate's Life – Sat 9 am – GURPS

GM: Michale Shupe

Welcome to the world of Arche. Getting around be done by ship, mate, unless yer one of those landlubbers, which by the look of ye I know ye ain't. Be ye Pirate, Privateer, or Merchant, the way ta fortune in this world lies on those seas, not hidin' on dry land. Part of the GURPS Tournament - Pregens Provided.

A Town Called Malice – Sat 2 pm – A Town Called Malice

GM: michael cantin

Come experience the new game by Monkeyfun Studios, a wintery survival and small-town isolation collide with forces beyond our understanding. Our playset: The Sky's Gone Out.

Auction heroes – Fri, Sat 8 pm – Call of Cthulhu

GM: Tom Cummings

An extensive collection of antiquities is going up for auction. Newspaper articles speculate that some of the items may be cursed or forgeries. More lurid press accounts say that perhaps the collection contains items that man was not meant to own.

Avast ye landlubbers, A pirates life – Fri 2 pm, Sat 8 pm – GURPS

GM: Gary Gandara

Welcome to the world of Arche. Getting around be done by ship, mate, unless yer one of those landlubbers, which by the look of ye I know ye ain't. Be ye Pirate, Privateer, or Merchant, the way ta fortune in this world lies on those seas, not hidin' on dry land. Part of the GURPS Tournament - Pregens Provided.

Back at the Ranch - Happy Jacks Streamed Game – Sat 2 pm – Spirit of

GM: Dave of Monkeyfun Studios

"Meanwhile, Back at the Ranch..." ***This is a Happy Jacks RPG streamed game. It will be broadcast online. Do NOT sign up for this game if you do not want to appear on camera. You will be asked to sign a consent form to participate. Please arrive 30 min before the game start time to sign and prep. ***

Bedlem Hall: The tale of Uncle Vladimir Blackwood – Fri 2 pm – Powered by the Apocalypse

GM: Louis Garcia

Uncle Vladimir Blackwood has returned to Bedlam Hall after an extended holiday in Transylvania. He has many things to share about his time abroad. He'll bring along his house staff to tend to, as they call it, his "special diet" and to tend to his new sporting black cape. Uncle Vlad says black capes are all the rage in Transylvania. What could go wrong?

Before The Storm – Sun 2 pm – Seven Wonders

GM: Kevin Pearl

It's the last few hours of the world as you know it. Tomorrow morning, – a huge army powered by a malevolent force will attack. There's no way out of the oncoming battle. You sit in the Castle hall, yourself and your small band of companions. You all have things you ought to tell each other but never have. In these last hours of eerie peace you have a chance to put that to rights.

Blood Addicts – Fri 8 pm – Vampire 5e

GM: Richard Warren

Seattle sits, balanced on the edge of a knife. The power of the Camarilla has been shaken, after the departure of the Last Prince. Meanwhile, the underground is home to Anarchs seeking shelter from the Second Inquisition. While many on both sides hunger for war, Gordon Davies, has argued that they needed to work together. Of course, once he is found dead, suspicion quickly rises on both sides.

Bluebeard's Bride – Sat 2 pm – Bluebeard's Bride

GM: Jesse Burneko

Bluebeard's Bride is an investigatory horror game where the players explore Bluebeard's home as the Bride. Investigate rooms, discover the truth of what happened, experience the nightmarish phantasmagoria of this broken place, and decide whether or not you are a faithful or disloyal bride. Bluebeard's Bride produces adult feminine horror fiction like Crimson Peak, American Horror Story, or The Company of Wolves.

Borg Diplomacy – Sat 9 am – Star Trek Adventures

GM: Richard Warren

For years they have hidden in the Shackleton Expanse—an isolated group of Borg, separated from the Collective. All they sought was a quiet corner of space where no one would know of their nature or ask too many questions about them. Where they could hide without fear of reassimilation. Then, the Federation entered the expanse, and their cover was blown. But maybe it was time for a change....

Cats of Catthulhu – Sun 2 pm – Cats of Catthulhu

GM: michael cantin

Players take on the roles of a variety of ordinary-seeming cats fighting conspiracies of cosmic chaos. Mighty spirits such as Snarlyathotep, slimy Phatphroggua, and Hastpurr of the Yellow Eye inspire their cultists to destroy civilization-but that's where all the comfy furniture is!

RPGs

Change of Heart – Fri 2 pm – Tales from the Loop

GM: Stacy Dellorfano

It's 1989 and the first day of 7th grade. Word has it around town that stray cats and dogs have gone missing, and no one's sure why. It's up to you and your friends to figure out what's going on before more pets get taken! Pre-generated characters supplied.

Chaos Desert – Sat 2 pm – GURPS

GM: Vickichu

A group trying to survive the barren lands that cover most of the world. The land filled with others just trying to live, some with twisted natures and greedy motives. Many with weapons or powered by mystical items. Surviving this chaotic desert world has proven to be a task that few wish for but do out of necessity.

Crisis at Pel Tavaría – Sat 2 pm – Esper Genesis

GM: Matt Martinez

You thought it would be a simple delivery job. You were wrong. Now the lives of everyone on the Pel Tavaría space station are in danger, and it's up to you to save them. Esper Genesis is a space opera game that uses the D&D 5e rules. Pre-generated characters will be provided.

Curse of the Spider Queen – Sun 2 pm – Sorcerer & Sword

GM: Jesse Burneko

Some come to love her. Some come to worship her. Some come to kill her. But in the end, they all come to fear her. Sorcerer & Sword is the pulp fantasy supplement for Sorcerer, a game about summoning demon for power. Sorcerer & Sword is designed for playing weird fantasy stories in the vein of Robert E. Howard, Fritz Leiber and Clark Ashton Smith.

DCC RPG Test Kitchen – Sat 2 pm, Sun 9 am –

Dungeon Crawl Classics RPG

GM: Michael Curtis

Help playtest and/or develop whatever it is DCC RPG game designer Michael Curtis is working on this week for DCC RPG! It might be a small adventure or a brand new campaign setting. You never know with Manly Mike Curtis. Efforts will be made to make sure whatever hits the table will be new for all attendees.

Defense of Alkyne's Gate – Sat 9 am – Dynamic d20 (5e)

GM: Damon Sutton

The town of Alkyne's Gate is built on a portal that opens once every ten years, requiring the town defenders to rally against the soul hungry Skyspawn. Play a game spanning 20 years as this town's staunch defenders using a new dynamic d20 system. Grow and develop your character as the game progresses.

Disappearing Act – Sat 9 am – Vampire the Requiem: 2nd Ed.

GM: Louis Garcia

The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is the Requiem Chronicles.

Dresden Files: Secret of Shalom Colony – Sun 2 pm – Fate Accelerated

GM: Chris Czerniak

Mesilla, New Mexico there is a utopian colony a few miles north. The primary purpose of the colony was to raise orphan children in a strictly controlled environment "to become sinless leaders of the world." However, Shalom Colony is more than it seems and the White Council suspects a Warlock might be behind it. Oh, and there is a gang of red court vampires nearby. Dresden Files in the Old West.

Dungeons & Dragons Player vs Player – Sat 2 pm – Dungeons & Dragons 5.0

GM: David Arvizu

The ultimate PVP is back! Create the best character you can given our guidelines & see if you can survive this Battle Royale-style tournament. Up to 16 players hunt each other in an underground maze with all action & movement hidden from everyone except the DM. Earn points based on the damage you inflict, with bonuses for First Kill, Most Original Kill & Last Man Standing. First Place wins \$50

Duskwall Nights – Sat 9 am – Blades in the Dark

GM: Christopher French

Can your group of scoundrels make it in Duskwall, or will they fall to the wayside, discarded like so much rubbish? Blades in the Dark is a story-heavy RPG about scoundrels trying to make it by in an Industrial Fantasy city where the sun never rises, where steam power and early electricity butt up against spirits that rise from the dead and ghostly magic.

Enter not the Dark Wood... – Sat 2 pm, 8 pm – Home Brew (Intuitive/Fast to learn)

GM: Cary Solomon

All is not well. A great Darkness has descended upon the eaves of the Greenwood. It's presence brings darkness and death. Many have disappeared and all fear that there is no hope. Until a group of wanderers loses something dear to them and have no choice but to enter and retrieve that which is lost... Set in Middle Earth.

Fright Club – Sat 9 am – GURPS

GM: Ron Shaw

GURPS Tournament Pre-qualifier The first rule of Fright Club is 'You do not talk about Fright Club' The second rule of Fright Club is 'You do not talk about Fright Club' ASPIRE agents are really going to have their work cut out for them this time...

Jaws – Fri 8 pm – The Great American Novel

GM: Christopher Grey

Sleepy and picturesque Amity Island, a quintessential New England coastal town, is looking forward to the summer of 1975. But something murderous and terrifying is lurking in the waters. It is up to a small group of locals to rid their home of a killer beast. Experience the drama of the classic movie using the recently funded RPG framework The Great American Novel.

Kids on Bikes – Sat 2 pm, Sun 1 pm – RPG

GM: william salazar/Vikichu

You'll take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. The only way to face them is to work together, use your strengths, and know when you just have to run as fast as you can.

Kith and Kriel – Sun 9 am – PbtA (Dungeon World with Iron Kingdoms mods)

GM: Sam Carter

The Trollkin near the village have always been strange and standoffish, but they went their way and we went ours. Now, they are aggressive and warlike - what has changed? And can anyone stop it before fighting becomes inevitable? Dungeon World rules, with some Iron Kingdoms additions.

RPGs

Lady Blackbird — Sun 9 am — Lady Blackbird

GM: Christopher French

Lady Blackbird is on the run from an arranged marriage.

Chartering a smuggling skyship "The Owl", she hoped to flee to the arms of her true love: the pirate king Uriah Flint. Just before the halfway point, the skyship was overtaken and boarded by the Imperial vessel "Hand of Sorrow". Even now the captain runs the smugglers registry through the wireless. How will Lady Blackbird and the others escape the ship?

Llael: Resistance — Sun 2 pm — PBtA (Dungeon World with Iron Kingdoms mods)

GM: Sam Carter

They call Llael 'occupied'. Torn like pieces of meat and scattered to the ravaging wolves is more like it. You and yours are hold-outs hoping against hope that some of what your people once had can be salvaged, taken back, something. Tonight you have a chance at a mission that could make a real difference, if you can only pull it off... Dungeon World rules, with some Iron Kingdoms additions.

Mexican Cargo Run: Pecos Pursuits — Sat, Sun 2 pm — Savage Worlds Adventure Edition

GM: Cameron Cleveland

Fantasy, Sci-Fi, and Post-Apocalypse. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & back. The party will be split into two teams for two missions. Two GM's will be running this event. Music & soundboard provided.

Monkeyfun Studios Presents: — Fri 8 pm — Beta

GM: David Kizzia

From the creators of Spirit of 77, Bedlam Hall and A Town Called Malice - Join us Friday night as we reveal a sneak peek into our newest projects.

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

GM: Maslon Barry

The god War dances and plays amongst the peoples who live around Our Sea. The foremost Belligerents gaze upon the Storm Isles and make their preparations. You adventure forth for Glory and Wonder. This module will be hosted repeatedly throughout the convention. All games form one campaign which extends over many conventions. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

Necropolis 2350: Strike at The Heart of Darkness — Sat 2 pm — Savage Worlds

GM: Damon Sutton

The vile undead Rephaim are attacking humanity's last colonized planet. It is only the faith and firepower of The Knights of The Holy Church that creates a bulwark against the unholy hordes. As a squad of futuristic knights, you will be going behind enemy lines to hopefully liberate lost humans and strike deep into the heart of the descending shadow.

Next of Kin — Fri 8 pm — Delta Green

GM: Aaron Vanek

Agents must notify a family about the supernaturally-caused death of another Delta Green agent. Delta Green is a standalone RPG about a secret government conspiracy to resist the Cthulhu Mythos. This is a 2018 Shotgun Scenario entry, run by the author. Heavy emphasis on role-playing and character drama. Dark, mature themes.

Order 66 - Happy Jacks Streamed Game — Sun 9 am — Star Wars PBTA

GM: Jason Mills

Clone Troopers and their Jedi returning from a covert, radio-silent mission find they missed Order 66. What now? ***This is a Happy Jacks RPG streamed game. It will be broadcast online. Do NOT sign up for this game if you do not want to appear on camera. You will be asked to sign a consent form to participate. Please arrive 30 min before the game start time to sign and prep. ***

Paragon University - Happiest Place? — Sun 9 am — GURPS

GM: Michale Shupe

The students are on a field trip to Walt Disney World to see the site of a major dimensional incursion, and to attend this year's FaeCon! Part of the GURPS Tournament - Pregens Provided.

Project ASPIRE - Behind the Veil — Fri 8 pm — GURPS

GM: Michale Shupe

A group of supernaturals puts together a reality show talking about all the things that previously unknowable. Not everyone is happy with this situation. ASPIRE is dispatched to bodyguard the stars, and either stop the opposition to the show, or the show itself. Part of the GURPS Tournament - Pregens Provided.

Protect Me from the Enemy, Myself — Sun 8 pm — Delta Green

GM: Aaron Vanek

Secrets, mysteries, and shadowplay- this mission tests agent's resolve and mettle in many ways. Delta Green is an award-winning standalone RPG. This is a 2018 Shotgun Scenario entry, run by the author. Heavy emphasis on role-playing and character drama. (run previously at OrcCon)

Race to Roswell — Sat 2 pm — GURPS

GM: Gary Mack

GURPS Tournament Pre-qualifier The stranded Martians are hopping to infiltrate Roswell New Mexico in the hopes of finding a way home. The intrepid Earthling survivors who scavenge the irradiated wastes are out to stop them.

Rifts Living Campaign Club New Edition Character Workshop —

Sat, Sun 9 am — Savage Worlds Adventure Edition

GM: James Diefenderfer

The Rifts Living Campaign Club is updating our campaign for the new edition of Savage Worlds. This workshop is for upgrading current characters and creating new ones. Attention Club Members, if your character has not been uploaded to our Obsidian Portal by April 30th and approved, they must be approved in this workshop.

Rising Phoenix: bring the Party! — Sat 9 am — Palladium RIFTS

GM: Paul Rogers

We last left our mercs...I mean heroes fighting off a bunch of occultists trying to access the nacent RIFT about to open to an apparently benign, if not helpful, dimension to make it theirs. The hippy party is about to start down the hill, waiting for another miracle from "Wonder Rift" as it has been commonly named...but what is this rumor about an insane titan about to be released...!?

RPG Design Lean Coffee — Sun 9 am

GM: Tomer Gurantz

Gather with fellow RPG designers to discuss role playing and story game design issues and solutions. We will use "Lean Coffee", a structured, but agenda-less meeting style where we gather, build an agenda, and begin talking. Conversations are directed and productive because the agenda for the meeting was democratically generated by us. Optionally use the space to run and play pre-released RPGs.

RPGs

RPG Games on Demand — Fri 8 pm, Sat 9 am, 2 pm — various
Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more.

RPG Games on Demand (Kids Edition!) — Sun 2 pm — various
GM: Tomer Gurantz

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

Saucers & Super Sabres — Fri, Sun 8 pm — Tachyon Squadron/Atomic Robo (Fate)

GM: Morgan Ellis

The UFO Wars are heating up as mankind enters the Jet Age! Scouts from sinister alien fleets probe Earth's defenses and infiltrate the two competing super powers. The two prong defense against these alien invaders are the Secret Agents of Blue Book and the Fighter Pilots of Majestic Overwatch. A Fate game of aerial dogfighting combat and alien conspiracy investigation.

Savage Rifts - The Vault Hunters — Sat 9 am — Savage Worlds
GM: Anthony Hansen

Flush from a string of victories in the New West, the Vault Hunters return to their black market contact in Chi-Town. Their luck streak continues as they receive another hot tip of a location for them to explore and loot for profit. However, what they find may have them thinking they're in over their heads, especially when some old adversaries arrive...

Scanlon's Daughter — Sat 2 pm — Call of Cthulhu 7th (Down Darker Trails)

GM: Sam Carter

Things have been tense - they've always been so with the Romero and Scanlon ranches, but it's been worse lately. When a body belonging to a hand of the Scanlon ranchers is found on the Romero side of the river, all hell is set to break loose... but there are darker things moving in the scrubland than anyone guesses.

Shadow of the Century — Fri 8 pm — Fate Core

GM: Jeff Burns

It's totally rad 1980s action... to the max! Shadow of the Century is a gonzo game of kung fu masters, computer hackers, maverick cops, and more underdog heroes out to right wrongs and prevent the darkest Shadows from ending reality as we know it. Players and GM will create the characters and the world together and then play a full game. Newcomers to RPGs and the Fate system are totally welcome!

Soft Target — Sun 9 am — Scum and Villainy

GM: Richard Warren

It seemed like the answer to your prayers. You needed money just to keep flying. You couldn't keep skimping on ship maintenance forever. Not unless you wanted to end up drifting through space, cold and very, very dead. So, when you picked up the automatic distress call, everything seemed clear. Get in quick. Salvage what you can, and leave before the 51st Legion could arrive. It seemed too good to be true...

Something from Down There — Sat 9 am — Call of Cthulhu 7th (Down Darker Trails)

GM: Sam Carter

Has something happened at the Owens' mine? It's been two weekends without anyone coming into town to spread some of that rich silver vein's proceeds around, and folks are gettin' worried. Maybe someone should go up there and check?

Space Station Fobolex — Fri 2 pm — Star Crossed

GM: Tomer Gurantz

Come play Star Crossed in a spectacular conglomeration of awkward, beautiful, tragic romances... IN SPACE! Seven couples who really should know better will try to thread the needle between their heart's desire and disaster. Each will get a public epilogue that will shape the destiny of Space Station Fobolex forever! Star Crossed is a 2-player game of forbidden love by Alex Roberts, using a block tower (like Dread).

Star Wars Resistance: Ace Squadron — Sat, Sun 2 pm — Fate Accelerated/Tachyon Squadron

GM: Mike Olson

Pursued by the First Order, the fueling station Colossus emerged from hyperspace in an unfriendly -- and unknown -- region of the galaxy. The station's best defense is Ace Squadron, five of the best pilots around, but even they have never come up against anything quite like this. This scenario is based on the animated series Star Wars Resistance. No familiarity with the show or Fate Accelerated is required to play!

Straffar Gatan 39 — Fri, Sat, Sun 8 pm — Mutant Chronicles 3rd Edition

GM: John-Paul Spore

Life isn't easy being a cop, especially since a day or two ago technology all across the city has begun acting almost maliciously - but the public needs you to do your job more than ever, regardless of the challenge. You're to investigate a creaky tenement in a bad neighborhood, and see if you can find the runaway scion of a powerful executive. Strap on your shoulder-pads, and prepare to enter...Straffar Gatan 39.

Substitute Teachers — Sat 8 pm — GURPS

GM: Gary Mack

GURPS Tournament Pre-qualifier ASPIRE has been called in to investigate paranormal happenings at a prestigious Catholic School. With their vast experience and training... their best cover story was as substitute teachers for young teen students.

The Big Disappearance — Fri 8 pm — GURPS

GM: Ron Shaw

GURPS Tournament Pre-qualifier Students often go AWOL for several days at Paragon University. When the student body includes children of Vampires, Werewolves, Fae and others this is not unexpected. But when an honor role student goes missing, the BAoC (Big Angel on Campus) gathers a handful of trusted students to investigate discreetly.

The Brigands of the Black Forest — Sat 8 pm — Strain Basic

GM: Jesse Burneko

A band of bounty hunters is hired to track down a vicious band of bandits in a haunted forest. Strain Basic is a survival-horror RPG designed to challenge the players in all aspects. It can be used to play any scenario where characters must struggle against stress, insanity, and a ticking death clock.

The Contagion Chronicle — Fri 8 pm — Chronicles of Darkness 2nd edition

GM: Louis Garcia

The world is sick. A contagion sweeps across the land and changes everything in its midst. The supernatural denizens of the world, vampires, werewolves, mages, hunters and the rest have come to the dark realization, that they are the cause. The Contagion Chronicle is a new campaign scenario for the Chronicles of Darkness featuring crossover supernatural play. Presented by the Dead Gamers Society

RPGs

The Expanse RPG – Fri 8 pm – The Expanse RPG

GM: JiB

The Expanse Roleplaying Game is a tabletop roleplaying game. It is a game of the imagination, where you and your friends take on the roles of characters in a solar system on the verge of an exciting—and dangerous—new era. It is a moment when people in the right place at the right time willing to do the right thing can potentially change the course of history and the future of humanity, and you can be those people.

The Four Phantasmagorias – Fri 2 pm, Sat 9 am – Dungeon Crawl Classics RPG

GM: Michael Curtis

Venture in the Dreamlands on a quest to revive this unravelling realm! This dream may be long deferred, but the wait is now over. Help playtest this adventure for Dungeon Crawl Classics.

The Jeweler That Dealt in Stardust – Sun 2 pm – Dungeon Crawl Classics

GM: Thom Denick

Boss Ogo has disappeared. You smell a fortune for the taking. All that is required is a band of rogues audacious enough to cross Boss Ogo, skilled enough to survive his house of traps, and lucky enough to make it out alive. This is a level 3 DCC adventure with pregens. New players welcome!

The Kids Are Alright...? – Sat 8 pm – Call of Cthulhu

GM: Hank Wong

A bus returns from a youth field trip with all of the children safely in tow. Except for the three daughters of the town's leading citizens. A Modern (1970s) Call of Cthulhu scenario.

The Lightless Beacon – Fri 4 pm, Sun Noon – Call of Cthulhu

GM: Hank Wong

Maritime professionals venture to a malfunctioning lighthouse. All is not what it seems. Demo game, beginners welcome!

The Once and Future King – Sun 2 pm – Corporia

GM: Stacy Dellorfano

The world of Corporia with a homebrew system similar to Mutant Year Zero! Roleplay a reincarnated Knight of the Round Table in a corporate-owned cyberpunk dark future on a quest to attain the holy grail and awaken the King. No experience necessary, pregenerated knights provided.

The Only Good Bug... – Fri, Sat 2 pm, Sun 9 am – GURPS 4th Ed.

GM: Mook

As Mobile Infantry, your power armor bristles with high-tech ordnance, composite armor, strength enhancement, and more.

It is the pinnacle of the Terran Federation's military might, transforming you and your fellow troopers into humanity's greatest defense against the Bugs. Will it be enough? * Absolutely no GURPS experience required! Come and enjoy. *

The Three Burials of Vecna: Part I – Sat 2 pm – Dungeons & Dragons 5e

GM: jim pinto

The Eye Rumors of a powerful wizard sacrificing the innocent to his sadistic cabal of wizardry have drawn the heroes to the doors of an ancient lair. Inside, mystical energies they cannot fathom await to tear them apart. Events from this game session with affect part 2, the hand of vecna.

The Three Burials of Vecna: Part III, The Heart – Sun 2 pm – Dungeons & Dragons 5e

GM: jim pinto

Standing at the door of a great tomb, the great and powerful lich, Vecna, promises to be born once again. The heroes know where he is, but can they reach the sacred sepulcher before the elements align and horrid Vecna rises again to rule over mankind upon the throne of the world?

The Three Burials of Vecna: Part II, The Hand – Sat 8 pm – Dungeons & Dragons 5e

GM: jim pinto

The Hand The cult of Vecna has been smashed. The head priestess lies at the party's feet. Sacred words utter from her mouth and unholy church around the heroes glows with vile energy. It's only a matter of time before the enemy is here... Events from this game session with affect part 3, the heart of vecna.

The True Believers' Club – Fri, Sat 4 pm – Kids on Bikes

GM: Michale Shupe

It's 1986 in Bethel-Danebo, Oregon, and the True Believers' Club are a group of kids that know that things aren't like the adults think they are. So load up supplies at the Radio Shack and Pic N' Save and find out the truth! Pregens Available but character creation is easy and fast!

Three Days After the Seance of David Wilkerson – Fri 8 pm – Cthulhu Dark

GM: Christopher French

It has been three days since the seance, and all the horror that happened then. You saw unreal things: ghastly visions that still linger when you close your eyes. Maybe it was all just tricks in your mind? You have something you need to do - you need to get into David Wilkerson's safe. What is in there can save you. Will there be anything left to save once you find it?

Time After Time – Sat 2 pm – Tales from the Loop

GM: Stacy Dellorfano

Every summer, your families get together at the Birch Bay campground for two weeks of camping over the 4th of July. As the campground sits right over a portion of the Loop, strange things are known to be seen in the woods. Can you and your friends right the wrongs? The adults seem to not notice anything amiss. Pregenerated characters, no experience necessary.

Tombstone – Sun 9 am – The Great American Novel

GM: Christopher Grey

In 1879 Tombstone was built in Arizona Territory as a beacon of fortune and promise in the frontier. The promise was short-lived as a lawless gang The Cowboys brought their own ruthless brand of justice to the town. You are here to make your fortune, how will you take on this gang and restore peace to Tombstone? Run with the recently funded game The Great American Novel, by the game's designer Christopher Grey.

Tournament of Pigs – Sat 2 pm – Dungeon Crawl Classics

GM: Thom Denick

You are a commoner, selected to at random to compete in the lethal Tournament of Pigs, all to entertain the people of Nook. Can you survive enough events to be declared the winner? Perform heroic feats, and earn Silver Prizes which may (or may not) help you survive the next event. But get too heroic, and you might have your arm ripped off by a giant owl bear... or much worse! A trophy and prize will be awarded!

Traveller - Happy Jacks Streamed Game – Sat 9 am – Mongoose Traveller

GM: Bill Roper

Fresh from The Academy, this should be a simple jump to CAS-PRIME for assignment and deployment. ***This is a Happy Jacks RPG streamed game. It will be broadcast online. Do NOT sign up for this game if you do not want to appear on camera. You will be asked to sign a consent form to participate. Please arrive 30 min before the game start time to sign and prep. ***

RPGs

Trophy - A Happy Jacks Streamed Game – Fri 8 pm – Trophy
GM: Tomer

A tragic horror game of treasure-hunters on a doomed expedition into a forest that doesn't want them there. ***This is a Happy Jacks RPG streamed game. It will be broadcast online. Do NOT sign up for this game if you do not want to appear on camera. You will be asked to sign a consent form to participate. Please arrive 30 min before the game start time to sign and prep. ***

Trouble in Bartertown! – Sat 9 am – Forth World (Dungeon World)

GM: Seth Halbeisen

There's trouble in Bartertown! Mysterious Events plague the night, and the townsfolk whisper of terrible deeds! You have been hired to rescue a rich merchant's son, and stop the nefarious plot! This is a dungeon world hack set in the classic Earthdawn RPG setting!

Adventurers League Plaza Ballrooms B-D

CCC-AETHER-01-01 The Heir of Orcus: Verse I (Level 1-4) –

Fri 2 pm, Sat, Mon 9 am

Will you join the Cult of Zariel or Knights of Holy Judgement as you search for a lost Temple of Orcus? Prepare to meet devious Devils, valiant Knights, and an insane Dragon in this perilous adventure! Verse I of II. A 4 hour adventure for Levels 1-4

CCC-AETHER-01-02 The Heir of Orcus: Verse II (Levels 1-4) –

Fri 7 pm, Sat, Mon 2 pm

You are going to wish you were in the Nine Hells once you step foot in the Temple of Orcus! Hordes of demons and undead servants of guard this desecrated temple. Do you have the fortitude to fight your way into the Unholy of Unholies and face the Heir of Orcus? Verse II of II.

CCC-SKULL01-02 Not All Are Lost Should Be Found (levels 5-10) –

Fri, Sat, Sun 2 pm

An elusive Master Thief claims to have information regarding the murder of a prominent noble's nephew. However, the adventurers must first prove themselves by finding something the Master Thief lost. A 4-hour adventure for 5th-10th level characters

CCC-STORM-02 Swamp of Sorrow: Bloodpurge Village (Levels 5-10) – Fri, Sun 7 pm

Bloodpurge, a bayou village in the Flooded Forest, has come under siege by malevolent powers. Many hunters in this shantytown have gone missing. Desperate folk murmur rumors of evil lurking in the willow groves. A 4 hour adventure

CCC-TRI-01/YUL1-1 Into the Darkness (levels 11-16) – Fri 2 pm

As Faerûn recovers from the demon threat, a prominent leader goes missing. Is this a simple rescue mission, or is there more at stake? Part One of the Yûlash Series.

CCC-TRI-02/YUL1-2 Impression Left Behind (lvls 11-16) – Fri 7 pm

Elanil Elassidil's successful recovery brings dire news, enough to raise the fears of all. A covert raid party must be sent in to secure as much knowledge as possible, and destroy whatever schemes lie below. Part Two of the Yulash Series.

CCC-TRI-14/YUL1-3 The Voice in the Night (lvls 11-16) – Sat 9 am

A bizarre sea monster has been spotted near Hillsfar. Strange voices visit people in their dreams. Zealots preach about the Great Old Ones' return. Can you find out the truth before the voice consumes everyone's sanity? Part Three of the Yûlash Series. A 4-hour adventure

Warlords of Atoz – Sat 8 pm – Mutant Crawl Classics

GM: Thom Denick

When your hothouse jungle home is suddenly flooded with dispossessed refugees, they all tell the same tale. A conquering horde of warlords wielding boom sticks are wiping out whole villages and enslaving the inhabitants, all in the name of a surviving Ancient One. The tribal elders send you and your Seeker team out to investigate, and if possible infiltrate, the temple of the great and powerful ATOZ.

What About Your Friends – Sat 8 pm – Things from the Flood

GM: Stacy Dellorfano

Things haven't been same in Bellingham since the event that flooded the Loop. Parts of town have been cordoned off as unlivable, still flooded in shallow, hot brown water. Conspiracy theories can be found everywhere, and the adults don't seem to be dealing well with the tragedy, but you still have to go to school every day. Can you and your friends unravel a plan that puts the whole city in danger? Pregens provided!

CCC-TRI-15/YUL1-4 The Dark of the Hive (11-16) – Sat, Mon 2 pm

Strange events are occurring near the town of Yulash - tremors originating from an old mind flayer hive. You are asked to investigate the old hive and determine the cause of the seismic activity, but another pressing matter is also revealed to you. Part 4 of the Yulash Series.

CCC-YLRA-02-03D The Peak of Pandemonium (Levels 11-16) – Fri

7 pm, Sat 2 pm, Sun, Mon 9 am

When one of Faerûn's most powerful spellcasters becomes trapped in her own creation, you must cross the planes to tread where the Gods of Fury reign. You must battle the will of these deities, racing to free their prisoners before the world is engulfed in pandemonium forever.

DDAL05-02 The Black Road (Levels 1-4) – Sun 2 pm

Caravans are having a difficult time getting to Parnast via the Black Road. SEER would like to task your group to accompany a caravan with very special cargo destined for the Shrine of Axes in Parnast, and to figure out who is responsible for the attacks.

DDAL05-10 Giant Diplomacy (Levels 1-4) – Sun 7 pm

SEER has learned of an attempt to intimidate Gralm and his troops to join BadFruul. HSING wants you to ensure Gralm remains neutral, or encourage him to challenge BadFruul to a duel in the hopes that he might wrest control of the giant's forces thus sparing Parnast.

DDAL08-16 A Change of Address (lvls 17-20) – Fri 7 pm, Sun 9 am

The hand behind all of the Baron of Blood's troubles is revealed, and he vows to make himself the worst kind of neighbor. Part One of the Home Sweet Home trilogy.

DDAL08-17 The Tower of Ahghairon (lvls 17-20) – Sat, Mon 9 am

The wizard Ahghairon, the first Lord of Waterdeep, foresaw a day when you would need his help, and so he left something for you inside his tower. Now if you could only get inside it. Part Two of the Home Sweet Home trilogy.

DDAL08-18 Moving Day (Levels 17-20) – Sat, Mon 2 pm

Sealed within his coffin, you must transport the Baron of Blood to his new home. Unfortunately, his new neighbors are not happy to see him move in, and the Mad Mage himself wants to throw him a housewarming. Part Three of the Home Sweet Home trilogy.

Adventurers League

DDAL-DRW01 Breaking Umberlee's Resolve (Levels 5-10) – Sat, Sun, Mon 9 am

A Dreams of the Red Wizards Adventure. The search for a missing young woman kicks off a treacherous journey on the Sea of Fallen Stars. A Four hour Adventure for Tier 2 Characters. Optimized for APL 8.

DDAL-ELW01 Murder in Skyway (levels 1-4) – Fri 2 pm, Sun 9 am

On a dark and stormy night, the characters discover a dead body in Sharn's wealthiest district... just as the Sharn Watch arrives! To clear their names, the characters must hunt the real killer through the mean streets of the City of Towers.

DDAL-ELW02 Boromar Ball (levels 1-4) – Fri 7 pm, Mon 9 am

The trail of a stolen letter leads the characters to an extravagant party thrown by Sharn's most powerful criminal family. At this ball, the wrong dance step means death!

DDAL-ELW03 The Cannith Code (lvls 1-4) – Sat 9 am, Mon 2 pm

To crack a secret code, the characters trace the gnome who formulated the cipher. When they learn he's been imprisoned in a high-security compound, they launch the jailbreak of the century to bust him out. A 4 hour adventure for Tier 1 characters.

DDEP08-03 Last Call at the Yawning Portal Levels 1-20 – Sat 7 pm

Durnan has closed the Yawning Portal Tavern and has mysteriously disappeared back down the well into the dungeons of Undermountain. His old adventuring companion Mirt has put down his tankard and taken up his sword to find him, but he can't do it alone. Will YOU join ?

DDOPEN2018-Gangs of Waterdeep – Sun 2 pm

A special event using pre-generated characters, especially created to fit the story and encounters. This is a competitive event designed for multiple groups to play together. Players earn rewards to apply to one D&D AL character. An 8-hour event, with an hour break @ 6pm

Pathfinder Society

Los Angeles A

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

Join a global campaign and experience hundreds of adventures with friends, family, and other friendly players from all over the world. Pathfinder Adventure Card Society will be hosting multiple tables of adventures for all levels of experience. Find us in Los Angeles Ballroom A to sign-up for games.

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

Join a global campaign and experience hundreds of adventures with friends, family, and other friendly players from all over the world. Pathfinder Society will be hosting multiple tables of adventures for all levels of experience. Find us in Los Angeles Ballroom A to sign-up for games.

Starfinder Society Games – Fri 2 pm, 8 pm,

Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm
Join a global campaign and experience hundreds of adventures with friends, family, and other friendly players from all over the world. Starfinder Society will be hosting multiple tables of adventures for all levels of experience. Find us in Los Angeles Ballroom A to sign-up for games.



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

Categories

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

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

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

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

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

* Strategikids: For contestants 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

* Strategiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

Rules

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

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

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

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

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

Our sponsors include:

Advanced Grafix	Imperial Outpost Games
AEG	Kayenta Publishing
Arcane Wonders	Konami
Army Painter	Looney Labs
Blue Panther	Magic Meepile Games
Critical Hit Games	mayday games
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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

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

Hours:

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

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

Gamex 2019 Dealer Room Vendors:

+3 to Charisma	Frog Knight Games
Big Board Games	Gamecraft Miniatures
Biplane Games	Goodman Games
Blue Panther	Indoctrination
Cantrip Candles	Kickback Gaming
Cobblestone Games	Magic Meeple Games
Crazy Bob's Dream Emporium	Masseur Middleton
Critical Hit Games	Master Monk Gaming
Dice Envy	Meepleshop
Fantasy Adventures 360	Merchant Green Leather Works
Fantization Miniatures	Midnight Garden Crafts
Fire & Dice	

Moonlit Moor Games
Mythulu
Party Penguins
Play 5
Sand Box Gaming
Sentient Cow Games
Seth's Games & Anime
Shawnsolo Games
Snake Eyes Designs

Sovereign Chess
Spellbinders, Inc.
Strategicon Market
The Magnet Baron
The War House
The Weekend Warrior
Tiny Shiny Squids
Uncorked! Games
Weird Works

The Grid Game!

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

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

Flea Market

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

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!

2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!

3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.

4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.

5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

(Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.

5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.
13. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

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

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

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.

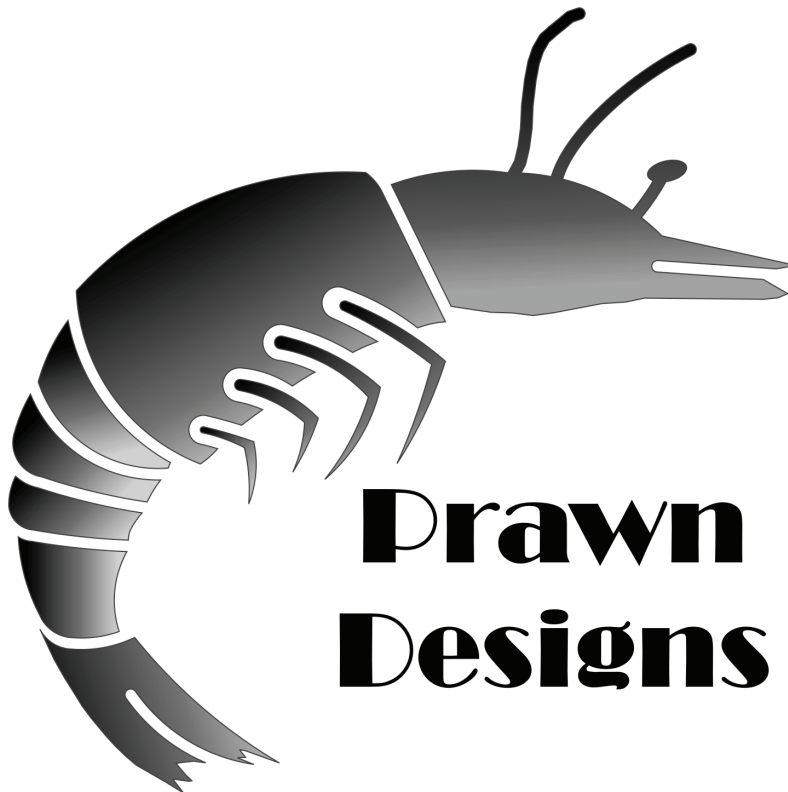
Orccon 2019 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1846	Todd Vander Pluym	Jonathan Flag	Paul Michalski
7 Blunders	Darrell Stark	Joman Diec	Nick Chavez
7 Wonders	Alan Wood	Michael Swinson	Thomas Wallace
7 Wonders: Armada	Matt Schwartz	Brian Symington	Frank Madrid
Acquire: David Woolcott Memorial	Eric Downing	Stephen Scott	Chris Mills
Agricola	Lumin Sperling	Andrew Schoonmaker	Earl Colobong
Alchemists	Valerie Lake	Gregory Bailey	Sage Garver
Alien Frontiers	Frank Madrid	Wyatt Martilik	Richard Potthoff
Azul	Darrell Stark	Stephen Scott	Thomas Wallace
Battlestar Galactica	Humans 1 : Cylons 1		
Beauty Queen Death Match	Bill Gallagher	Rich Pizann	
Blue Moon City	Darrell Stark	Jesse Feldman	David Wall
Brass: Birmingham	Erich Sforza	Gregory Huber	Oscar Horta
Brass: Lancashire	Erick Vallejos	Nick Cascone	
Cahoots	Michelle Paradis	Jonner	Karin Yospe
Castles of Burgundy	Michael Swinson	Matt Schwartz	David Mines
Catan National Qualifier Finals	Burak Ozgur	Jeff Elam	Mehran Hassan
Category 5	Eric Downing	J R	Gilbert Quinonez
Century: Spice Road	Todd Vander Pluym	Michael Swinson	David Parayre
Cock & Bull... It's all about the Monkey!	Georgia AcuA	Matthew Alvarez	Catherine Greife
Colony	Darrell Stark	David Anderson	Solomon Chang
Comnies! Finals	Paul Kankowski	Jose Quezada	David Kankowski
Concordia	John Adams	Ozgun Tumer	Thomas Wallace
Darkest Night 2nd Ed	1 Win out of 2		
Darkest Night 2nd Ed	2 Wins out of 3		
Disney's Villainous	Jon Reilly	David Morgan	Benjamin Ziek
Dream Factory	Darrell Stark	Matt Schwartz	Heather Kelley
		Valerie Lake	Hendrick McDonald,
Dream Home	Marsha Waldau		Keith Aldrich
Elder Sign Gates of Arkham	Game Won		
Endeavor	Alex Georges	Len Deuel	Ryan Gan
Ex Libris	Richard Potthoff		Vincent Burris
Fallout: The Board Game	Kimberly Mumford	Dean Taylor	
Fireball Island: Curse of Vul-Kar!	Keira Estrella	Ben Hicks	Jj Hicks
Fireball Island: The Curse of Vul-Kar	Greg Rice	Camilla Patino	Maximos Forero
Five Crowns	J R	Eric Downing	Jonathan Nowak
Flash Point: Fire Rescue	Game Won		
Fleet: the Dice Game	Brian Symington	Alex Georges	Oscar Perez
Fury of Dracula 2nd Ed	Forces of Light		
Gem Rush 2nd Ed	Michelle Paradis	Karin Yospe	
Glory to Rome	Brandon Muller	Nathan Morelli	Stephen Bowen
Goa: A New Expedition	David Mines	Marisa Kantor	
	Luiz Diaz, Anna Mokrai,		
Good Cop Bad Cop	Ferdinand Capitulo		
Great Western Trails	AJ Harris, Scott Samarel		Ramon Vinluan,
			Gregory Bailey
Hoot Owl Hoot! and Hit the Throttle!	Keira Estrella	James Aldrich	Bianca Barberena
Ingenious	Darrell Stark	Tonya Everett	Valerie Lake
Istanbul	Chris Buskirk	Brandon Muller	Eric Downing
Kanban: Automotive Revolution	Jason Castelli	Jeffrey Baziuk	Jerell Maneja
Kingdom Builder	Eric Downing	Avery Sakamota	Shawna Dickson
Kingdoms	Jon Reilly	Robin Stout	Mercedes Kordes
Kingsburg	Bruce Schlickbernd	Mayank Kaushik	Jay Spowart
La Granja No Siesta!	Lizette De La Cruz	Brian Rush	Oscar Horta
Legendary	Players Won		
	Jami Eidson,	Jeff Chin, Richard Potthoff	Jon Daneshar,
Legends of the Hidden Temple	Dustn Takeyama		Jason De Moura
	Sean Growley	Bill Harris	Heather Mazorow
Liar's Dice	George Nickols	Adrielle Aldrich	Cygnus Dekany
Long Shot	Lacey Pitino	Sean Devereaux	David Parayre
Lords of Waterdeep	Grace Letner	Madeline Barnicle	Cameo Rinchiuso-Baranowski
Love Letter #1	David Parayre	Cameo Rinchiuso-Baranowski	Zachary Pitts
Love Letter #2	Miles Abruzzo	Pierce Oeflein	Sander Valyocsik
Love Letter #3	Brian Rush	Matthew Lavarini	Nicholas Lavarini
Manila	Jj Hicks	Bianca Barberena	Genevieve Oppenheim
Minuscule	Michelle Olson	Cynthin Ellis	Tracee
Monopoly Deal #1	Tracee	Heather Mazorow	Richard Dekany
Monopoly Deal #2	Christopher Ramirez	Bob Stout	Jon Daneshgar
Monopoly Deal #3	Sophia Zaphiriou	Xander Zaphiriou	Jefferson Tinus
Monopoly Gamer	Keith Aldrich	Bianca Barberena	Alexandra Schultz
Munchkin Treasure Hunt	Darrell Stark	Rachel Peay	Heather Mazorow
Nexus Ops			

No Thanks!	Eric Downing	Sean Growley	Brian Rush
Nuclear War	Gilbert Quinonez	Brian Simmons	Bill Harris
Nuke Warz	Sean Rich		
Password	Chris Ngoon	Robin Stout	Michelle Estrella
Perpetual Motion Machine	Darrell Stark	Jaye R.	Paul Bishal
Phase 10 #1	Dennis Baranowski	Nathan Yospe	Nicole Naffaa
Phase 10 #2	Cameo Rinchiuso-Baranowski	Elias Baranowski	Judy Ann Blake
Phase 10 #3	Cameo Rinchiuso-Baranowski	Judy Ann Blake	Robert Lamarre
Place Your Bets!: Dealer's Choice Game	Brian Rush	Jason De Moura	
Port Royal	Bill Gallagher	Jay Spowart	Vanessa Gonsalves
Power Grid	Ozgun Tumer	Zachary Poloso	Josh Ballard
Power Grid Deluxe	Jason Korb	Josh Ballard	Earl Colobong
Power Grid World Tour	Bruce Schlickbernd	Josh Ballard	Mike Munson
Promenade	Jonathan Zev	Steven Lui	Gregory Huber
Rail Raiders Infinite	Alex Squires	Jon Daneshgar	
Rat-a-Tat Cat	Victoria Schultz	Donavon Hyman	Allie Hyman
Red Dragon Inn	Brian Rush	Ruthany Hour	Nathan Yospe
Root	Kent McClard	Steffan Muntsinger	Amie Kaczmariski
Sagrada	Scott Samarel	Chris Green	Mark Delatorre
Scythe Final	Cameron Vanetti	Toni Gonsalves	Ehren Evans
Shadows over Camelot	The Knights Won		
Sidereal Confluence: Trading & [...]	Rebecca Ou		
Slamwich	Rosalind Jang	Bianca Barberena	Neil Chin
Space Base	Mark Nadeski	Devin Schoen	Sean Growley
Spirit Island	4 Wins		
Splendor	David Parayre	Darrell Stark	Sean Growley
Star Trek Ascendancy	Joey Vigil	Patrick Delatorre	Michael Brands
Stone Age	Erich Sforza	Sean Growley	Bruce Schlickbernd
Survive!	Bill Harris	Rich Pizann	Jerell Maneja
Sushi Go! Party	Dylan Bunyak	Sean Growley	Brian Rush
Talisman 4th Ed	David Whiting	Julie Rinehart	Scott Rinehart
Talisman/Cataclysm	Leonard Lopez	G. Jay Christensen	
Terraforming Mars Expansions	Benjamin Peck	Maria Loram	Alan Wood
Terraforming Mars Finals	Ephraim Silverman	Jonathan Flagg	Rodney Altman
The Hobbit: The Board Game	Darrell Stark	Derek Ren	Ryan Caven
The Obsidian Tower	Derek Ren	Eric Downing	John Spence
The Quacks of Quedlinburg	Gregory Huber	Brian Rush	Nathan Morelli
Thurn & Taxis: Power & Glory	Ramon Vinluan	Robert Larson	Kyle Greenwood
Thurn and Taxis	Darrell Stark	Lisa Burola	Gilbert Quinonez
Ticket to Ride	Jaye R.	Robert Neff	Paul Michalski
Ticket to Ride: Africa	Robert Larson	Matt Schwartz	Lacey Pitino
Ticket to Ride: Europe	Ozgun Tumer	Jeff Marr	Chris Mills
Ticket to Ride: First Journey	Daphne Clifft	Bianca Barberena	Keira Estrella
Ticket to Ride: Old West	Darrell Stark	Lacey Pitino	Ann Marie Butler Allen
Ticket to Ride: Rails and Sails	Jeannette Albright	Kaz Nyborg-Andersen	Gerald Delker
Ticket to Ride: USA 1910	Gilbert Quinonez	Matt Schwartz	Jeremy Estrella
Titan	Eric Gerber	Jeff Matthews	Eric Downing
Twilight Imperium 4th Ed	Josh Beller	Edward Tu	John Oh
Uno #1	Lee Ursich	Karin Yospe	Lewis Day
Uno #2	Ivan Yospe	Elias Baranowski	Michelle Olson, Justin Wahl
Uno #3	Lee Ursich	Karin Yospe	Dennis Baranowski
Uno #4	Mary Taylor	Eric Downing	Vanessa Gonsalves
Vegas Showdown	Darrell Stark	Todd Vander Pluym	Rich Pizann
Viticulture	Stanton Peay	Renee Baziuk	J Karen Star
Yahtzee Free for All #1	Cynthin Ellis	Michelle Olson	Nicole Naffaa
Yahtzee Free for All #2	Ben Schear	Dennis Baranowski	Tanya Emershy
Yahtzee Free for All #3	Mary Taylor	Richard Pothhoff	Krysta Fryer
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Ascension #1	Ephraim Silverman	Melissa Weiss	Charles Watson
Ascension #2	Ephraim Silverman	Dennis Baranowski	Charles Watson
Beauty Queen Death Match	Bob West	Rich Pizann	Brandon Weiss
Clank! A Deck Building Adventure	Corey Bartol	Daniel Gonzalez	Kim Shaver
Clank! and Clank! in Space	Bob West	Rich Pizann	Jack Munson
Friday Night Draft! Ravnicia Allegiance	Stephen Bowen	Samantha Allan	Frank Madrid
Keyforge -Solo Sealed Tournament	Lester Dizon	Isaiah Brody	Zach Zeeman
Keyforge Constructed Tournament	Jacob Plummer	Larry Page	Dan Johnson
M:tG Draft - Ravnicia Allegiance	George Carceres	Calvin Lee	Sam Orzechowski
Magic: The Gathering - Horde: The Siege	The Horde	The Players	
Magic: The Gathering - K&J Pauper	Jon Brown	Tanya Aldrich	Michael Arsollon
Magic: the Gathering Commanderin'	Jarrett Pilarcik	Charles Watson	Jonathan Murray
Magic: the Gathering Commanderin'	Samantha Allan	Jarrett Pilarcik	Charles Watson
Magic: the Gathering Commanderin'	Daniel Del Pilar	Christian Yetter	Brandon Kendall
Middle-Earth CCG Arda	Players won		
Munchkin CCG Tournament	Jessie Foster	Rebecca Richardson	William Salazar
Munchkin Collectible Card Game Draft	Heather Mazorow	Jessie Foster	William Salazar

Munchkin Tournament	Traci	Joseph Cordero	David Whiting
Pirates: Screaming Chickens	Dalya Goldstein	Abbie Gill	James Aldrich
Pokemon #1	Scott Wheeler	Philip Piceno	Perrin Weiss
Pokemon #2	Scott Wheeler, Philip Piceno		
Red Dragon Inn OP Season 5	Dustin Takeyama		
Sealed Ravnica Allegiance	Henry Friedman	Oliver Caceres	
Space Base	Kim Shaver	Robin Stout	Bob Stout
Star Wars Minis Sealed Booster Draft #16	James Branzuela	Neil Kessler	
Star Wars Minis Tantine IV Boarding Action	James Branzuela	Neil Kessler	
Strategic-Placement-Con - Clash Royale	David Ziegert	Sean Rich	David Parayre
Strategic-Placement-Con - Clash Royale	David Parayre	David Ziegert	Sean Rich
Tak: A Beautiful Game	Lizette De La Cruz	Oscar Horta	Miguel Ochoa
The Tea Dragon Society	Emily Mccord	Steven Nemeth	Christina Gonzalez-Hicks
Transformers TCG Constructed Deck	Joey Vigil	Jake Buchheit	Marcus Walker
Transformers TCG Constructed Deck	Jake Buchheit	Marcus Walker	Veero Derkarabetian
Transformers TCG TURBO Sealed	Steven Soto	Jake Buchheit	Patrick Delatorre
Trick Taking: The Trick Taking Game	Dave Intner	Rich Pizann	Michelle Chicos
Yu-Gi-Oh!	Ronen Ziegert	Kai Bunyak	Christopher Anderson
Yu-Gi-Oh! Advance	Aaron Franklin	Dustin Depenning	Patrick Ward
Yu-Gi-Oh! Advance	Aaron Franklin	Kai Bunyak	Oliver Caceres
Yu-Gi-Oh! Advance	Garrett Langewisch	Logan Langewisch	Kai Bunyak
Yu-Gi-Oh! Draft	Kai Bunyak	Ronen Ziegert	
Yu-Gi-Oh! Light	Patrick Ward	Christopher Anderson	Tyler Hicks
Yu-Gi-Oh! Light	Garrett Langewisch	Matt Cuneo	Kai Bunyak
Miniatures	1st Place	2nd Place	3rd Place
1st 2nd edition X-Wing tournament.	Benjamin Ou	Erik Duran	David Anderson
40K Ironman Tournament	William Mattson		
Circus Maximus	Mark Sanfilippo	Jenn Ireland	Eric Harman
Da Bellis Antiquitates at Orcon	Chris Mazourek	Ilan Mitchell-Smith	Frank Vassallo
Gasland Tournament	Eric Harman	Sarai Gonzalez-Hicks	Jenn Ireland
Gaslands Kid/Family Tournament	Jack Ward	Ulric	Jim Zaphiriou
Gaslands Maximum Violence Death Race	Eric Harman	Jenn Ireland	Ben Norman
KILL TEAM 3-day Tournament Finals	Vincent Weibert	Wesley Rodriguez	Sullivan Weibert
Orcon Warhammer ITC 40K Rogue Trader	Joey Vigil	Julio Arreygue	John Paiva
The Gateway Incident	Colin Dimok	Greg Mazourek	Sam Schrimsher
Armies of Late War Tournament	Hyato Tukakosi	Christian Sorensen	Igor Torgeson
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Ben Norman	Kevin Hill	Jesse Boyens
Fantasy Single	Erin Prichard	Shawn Bowen	Shaun Stewart
Fantasy Unit	Kevin Hill	Ben Norman	
Historical Single	Jesse Boyens		
Historical Unit	Kevin Hill		
Open	Erin Prichard	Sarai Gonzalez-Hicks	
Sci Fi Large	Kevin Hill	Erin Prichard	
Sci Fi Single	Jim Sandoval	Kevin Hill	Jesse Boyens
Sci Fi Unit	Kevin Hill		
StrategiKids	John Adams		
StrategiTeens	Sophie Norman	Jenna Norman	Bruce Kaminski, Anakin Ramirez
Judge's Choice	Erin Prichard, Sophie Norman, Jesse Boyens		
Party Games	1st Place	2nd Place	3rd Place
Barker's Row	Carrie Olson		
Blood On The Clocktower	Good 3 : Evil 2		
Cash 'n Guns Live	Slytherpuff	I'm not choosing	O`W`O
Cash 'n Guns Live	Pew Pew Pandas	Raining Tacos / Cash Cows	People against Humanity
Cash 'n Guns Live	Team 5	You candie	NOT AGAIN!!!
Game Show Play-Along: Blockbusters	Lisa Adams	Ramon Vinluan	Chris Ngoon
Game Show Play-Along: Concentration	Sean Growley	Robin Stout	Matt Schwartz
Game Show Play-Along: The Price is Right	Jimmy Jones	Nicole Naffaa	Daniel Ihlenfeldt
Game Show Play-Along: Tic Tac Dough	Alex Chauvin	Chris Ngoon	Michelle Estrella
ICE CREAM EMPIRE	Reimer Tran		
One Week Ultimate Werewolf	Villagers 1 : Werewolves 1		
Schmovie	Andre Chautard, Sean Growley, Jimmy Jones, Joman Diec		
Shadow*Kitty (prototype)	Melody Curtis		
Ultimate Werewolf	Villagers 5 : Werewolves 4		
WHISKEY BUSINESS!	Courtney Thomas		
RPGs	1st Place	2nd Place	3rd Place
GURPS Tournament Finals	Gary Gandara	Kris Freeman	Keith Estanol
Kansas Two Step	Maire Bourke	Alex Slizza	Milo Burr
New Strawn Kansas Two Step	Keith Estanol	Jose Velasquez	Ryan Bell

RIFTS - Mexican Cargo Run: Expedite	Nathan Walker	Ernest Kirkpatrick	Jose Velasquez
RIFTS - Mexican Cargo Run: Expedient	Ernest Kirkpatrick	Joel Reed	Milo Burr
Video Games	1st Place	2nd Place	3rd Place
Injustice 2 #1 - Standard	Josh Drye	Jason Duvall	Nathan Yospe
Mario Kart 8 #1 - Team Race	Jason Bailey, Nathan Yospe	Ulric, Michelle Olson	Leo Hyman
Mario Kart 8 #2	Jeremy Estrella	James Aldrich	Keith Aldrich
Smash Bros Ultimate #1 - FFA	Jared Patterson	William Jackson	Kevin Zaat
Smash Bros WiiU #1 - Kirby-Rama	Ryan Caven	Tyce Ali	Cedric Mr. Entertainment
Smash Bros WiiU #2 - FFA	Ryan Caven	Cedric Mr. Entertainment	Jason Bailey
Super Smash Bros Ultimate #2 - 1v1	Ryan Caven	Frank Madrid	Jason Bailey
Super Smash Bros Ultimate #4 - FFA	Ryan Caven	Aaron Franklin	Keith Aldrich
War Games	1st Place	2nd Place	3rd Place
1775: Rebellion	Jon Daneshgar	Craig Caven,	
Axis & Allies	Tim Towery, Dale Conklin	Andres Fresquez	
Battle Cry	George Nickols	Luke Hardman	
Kriegsspiel	Michael Sheeter	Craig Caven	Josh Deighton
Memoir 44 Classic	Craig Caven	Rebecca Ou	
Sails of Glory	Stan Stratton	George Nickols	
Sails of Glory, Frigates	Chris Buckley	Neil Kessler	
Virgin Queen (Campaign Scenario) #1	Ram Vaidyanathan	Frank Yuan	Braden Boe
		Marshall Neal	



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Hotel Food Policy

No outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.



A Word (or two) from the Con Man

Welcome back my friends

Gamex has always been the most relaxed convention of the year. It's typically slightly smaller than the other two so space isn't as big a concern. This allows us to run some events that would normally be difficult to shoehorn in to the other two shows. Still, we're at about 800 events, and over that if you count the multiple sections running of the various RPGs, so it's not like this show is "small."

If it's broke, fix it

It's also the show we do a surprising amount of tinkering behind the scenes and assess where we are. After the past two show we decided we needed more volunteers and we needed to better coordinate them. Karla Freeman, who has been doing the job semi-officially in certain areas already, is now coordinating volunteers for the whole of Strategicon. Welcome aboard, Karla!

RPGs expands again

We decided that RPGs on demand was a big enough success that we needed to recognize what was being done there and give it a staff position. Tomer Gurantz has joined us as well. Welcome Tomer!

Tariffs! Tariffs! Tariffs?

While here is not the place to discuss the politics of trade, one thing is certain, if the potential increase of duties on Chinese imports goes through the price of many games is going to go up. We could only have a few weeks before these levies go into effect, so if you're eyeing a certain game or twenty, now is the time to buy them. May I humbly suggest that our dealer room is the perfect place to shop for such new treasures. By next con it might be too late!

Another con, another record

It looks like we'll break another attendance record if the number of pre reg's and volunteers are anything to go by. It will close to being our largest Gamex ever, if not the largest. Thank you all.

Book 'em Danno

We've signed contracts with the Hilton well past 2020. We'll announce more details next con.

Mini-Wars 2019

Two Days of Miniatures And More!
 Saturday, September 28th and Sunday, September 29th
 California State University Fullerton
 Titan Student Union 800 North State College Boulevard,
 Fullerton, CA 92831

Doors open at 9:00AM Saturday both days
 Gaming until Midnight Saturday and 8:00PM Sunday
 Come join us for anything miniature or anything historical table
 top games. There will be vendors to purchase miniatures and
 reference books. Bring your camera as the table tops tend to be
 rather photogenic! We need Volunteers to run games:

- | | | |
|------------------------|-----------------------------|---------------|
| A Song of Ice and Fire | Team Yankee | X-Wing |
| Bolt Action | Wings of Glory | Flames of War |
| General Quarters | Kings of War | Saga |
| Lion Rampant | Tanks | Check Your 6! |
| Black Powder | Hail Caesar! | Cruel Seas |
| Blood Red Skies | Frostgrave | DBA |
| Fate of a Nation | Beyond the Gates of Antares | |
| Pike and Shotte | Fire and Fury | |

For Additional Information See our website:
<http://www.hmgpspsw.org> Or email Harmon Ward: hjw@pacbell.net



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 - Pacific Southwest

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T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts
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