

GAMMEX

2014



STRATEGICON GAMING CONVENTION . MEMORIAL DAY WEEKEND . LOS ANGELES . CALIFORNIA

ELEMANCERS™

Strategy-Based Fantasy Board Game

Pre-order on

KICKSTARTER July 9th, 2014

Elemancers™ is a 2-player board game in which you engage in the polar conflict between the Light and Dark Factions! Harnessing the primal elements of either Creation or Death, both factions vow to wipe the other from existence!




- Card-based gameplay where players move creature cards on tile location pieces that the other player cannot see until engaged.
- Imaginative and powerful creatures for each faction with their own special traits and elemental alignments.
- Ability cards consisting of weapons, armor and magic to strengthen your forces using the elements of Creation (Flame, Beast, Celestial) or Death (Necro, Shadow, Ice).

- 'Fate' tokens which act as in-game currency and determine what actions you can take each turn.
- Complete secret objectives to obtain hidden lore which reveals the game story, as well as unlocks super weapons such as dragons or powerful artifacts.
- The Cosmos is created and shaped by Creation and Death. What's your Fate?



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Exodus™

The Trading Card Game™

» The Newest Trading Card Game

» Easy-to-learn, fast gameplay!

» Come see us in the Collectibles room - La Jolla

Win a Rare Limited Edition Card
Play with the Publisher, meet the Creators!

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POLYCON XXXII:

PandoraCon

June 20-22, 2014

University Union
Cal Poly, San Luis Obispo

Miniatures:

Warhammer 40k
Warhammer Fantasy
Warmachine
Malifaux

Roleplaying Games:

D&D 3.5&4.0
Pathfinder
7th Sea
Call of Cthulhu
Deadlands
Pulp Adventure
Shadowrun
Savage Worlds



Card Games:

Magic: The Gathering
Android: Netrunner
My Little Pony CCG
Battle Con

Special Events:

Giant Robo Rally
Giant Settlers of Catan
Artemis v2.0
Pygmy
Bad Movie Night
Pathfinder RPG Tournament
Costume Contest
MtG Modern Masters Draft
Nerf Wars

For more information email: coninfo@Polycon.org

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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. Since locating individuals at Gamex is sometimes difficult, look for someone wearing a purple Strategicon vest or visit the Registration Desk.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Tim Keennon
Dealer Room	John Paiva
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Shane Sauby
Industry Liaison & Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Mike James Frank Vassallo
Role-Playing Games	Jim Sandoval Robyn L. Nixon Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Kryssie Mackey
Seminars & Movie Room	Nick Chavez
Library	Eric Burgess
Open Gaming	Michael Fryer
Lots of Stuff	Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Renee Rose-Perry
Quartermaster	Ken Barnard
Guests	Victor Bugg

Welcome

Strategicon welcomes you to Gamex 2014. 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, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

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

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

Event Registration

You can register for participation in game events on site by entering your name on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Role-Playing events are an exception. Role-Playing event sign up sheets are in RPG HQ all day and will be moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its

scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

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

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

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

Sponsored events will give 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.

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A Guide to Gamex 2014 for Non-gamers

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend.

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

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

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

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

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

Enjoy the con!



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

GameX 2014 Special Guests

Jonathan Albin

Jonathan Albin is a consummate gamer. Playing games since he was four years old, he has a 45-year legacy of game play, promotion, and profession. His professional career started right here with Strategicon, as his small game production company, Justin Thyme Productions created their signature 'Parallels' game system, which entertained and intrigued Strategicon attendees for more than three years.

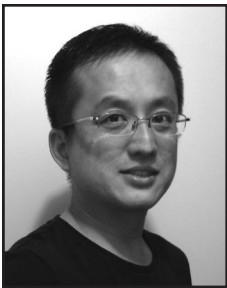


Publisher of the card game "Mortis", in 2001, Jonathan Albin was catapulted to fame within the game industry, becoming the Marketing Director for GAMA, the Game Manufacturer's Association, and working to expand and develop both the GAMA Trade Show in Las Vegas, and the Origins Games Expo and Fair, in Columbus, Ohio. His further adventures led him to become Director of Sales for Games Quarterly Catalog, Games Quarterly Magazine, and the ill-fated Games Expo. He further spearheaded the National Games Week program, and to this day chairs that local grass-roots games effort.

In 2007, Jonathan came back to his Southern California roots, and became over time the Tournament Store Liaison, for Konami Digital Entertainment, Inc., handling retailer relations for the Yu-Gi-Oh! Trading Card Game. He left that position to pursue his personal quest- to get people playing games across the country. In his incarnation as "Game Market Guru" he travels throughout the nation, visiting game stores, and bringing them new games, new game experiences, and sharing proprietary Game StrataGems, designed to jump start game play in those stores, launching what he calls the 'Leisure Economy'.

To join him on this epic quest, or for more information, Like 'Jonathan Albin, the Game Market Guru' on Facebook, follow the Store Spotlight Tour on his Website, at www.theGameMarketGuru.com, and follow him on Twitter @GameMarketGuru.

Ta-Te Wu



Ta-Te Wu has been designing and publishing games for more than a decade. His games include Di Renjie, a deduction card game, and The Battle of Red Cliffs. He also designed Tien Zi Que and Mountain of Inferno which were both published by Z-man games. Ta-Te actually grew up in Southern California, graduating from San Marino High School in 1989 and the University of the Pacific in 1994, majoring in Psychology. After many career path changes, he's now in his dream job as a full-time board game designer. He is looking forward to playing his published games and playtesting new ones at GameX 2014.

About the Artists

The cover is a collaboration between Jacob Romeo Lecuyer and Lord Gatticus.

Two years ago, Jacob Romeo Lecuyer left a successful career as an illustrator and commercial art instructor to investigate the growing power in the distant East. He has since traveled the lands undermining the influence of the Lord of Barad-dûr, while working on a coffee table book about Mûmakil husbandry. His art has appeared in Spectrum: The Best in Contemporary Fantastic Art; Steam Punk: The Beginning; and is being considered for inclusion in the Red Book of the Periannath. You can view his work at jacobromeo.com

Lord Gatticus is a dedicated sartorialist, and has been twice recognized for his line of Istari raiment. A seasoned traveler and political activist, he spends much of each year in the service of the Vala Oromë fomenting rebellion among the last Men of Númenor.



Friday

Master Schedule of Events

* = Play with the creator

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

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

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

Fri, May 23

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Noon	1	Kingdom Builder Gaming 101 Event		B	B
	2	Liar's Dice Small		E	B
	1	Perpetual Motion Machine Event		A	B
	1	The Looney Bin Event		A	B
	2	Boss Monster Small		E	B
	2	Revolution Event		A	B
	1	Space Cadets Gaming 101 Event		B	B
	1	Terra Mystica Gaming 101 Event		B	B
	6	Exodus The Trading Card Game Demo *	La Jolla	A	C
	0.5	Covalent Crisis Demo	La Jolla	A	C
	2	YuGiOh Demo	La Jolla	A	C
	2	Collector 6741 and host of TCGRadio	La Jolla	A	C
	6	Dropzone Commander Dropzone Commander Demos		A	M
	5	Warhammer 40K Galaxy of War		A	M
	12	Dungeon & Dragons 4th Ed EPIC3-1 The Glorious Hunt (level 21)	Newport A	E	R
1 pm	2	Kingdom Builder Small		E	B
	2	Space Cadets: Team vs Team Event		A	B
	1	The Scepter of Zavandor Gaming 101 Event		B	B
	2	Twilight Imperium Gaming 101 Event		B	B
	10	YuGiOh Xbox360 Game Demo	La Jolla	A	C
2 pm	2	Castellan Sponsored		A	B
	1.5	Edge of Darkess PLAYTEST Demo		B	B
	1	Skip Bo Event		A	B
	2	No Thanks Small		E	B
	3	Terra Mystica Qualifier Event		E	B
	4	The Scepter of Zavandor Small		E	B
	4	YuGiOh Tournament	La Jolla	A	C
	4	Hell Dorado See you in Hell!- Tours Available		A	M
	4	Mlni War Skirmish Game In Her Majestys Name		A	M
	8	Dungeon & Dragons 4th Ed ADAP4-3 Steading of the Hill Giant Pts 1, 2	Newport A	E	R
	8	Dungeon & Dragons 4th Ed ADAP4-4 Glacial Rift of the Frost Giant Jarl Pts 1, 2	Newport A	A	R
	4	Dungeon & Dragons 4th Ed NETH3-1 Secrets and Shadows (levels 11-20)	Newport A	A	R
	4	Fate Core Venture City Stories	Plaza C	A	R
	4	GURPS Project Aspire-House party	Plaza D	A	R
	4	GURPS 4th Ed The Vargon Trials	Plaza C	A	R
	5	Pathfinder PF Mod: Murder's Mark	Los Angeles A	A	R
	5	Pathfinder PFS 3-26: Portal of the Sacred Rune	Los Angeles A	A	R
	5	Pathfinder PFS 4-13: Fortress of the Nail	Los Angeles A	A	R
	5	Pathfinder PFS 4-14: My Enemy's Enemy	Los Angeles A	A	R
	5	Pathfinder PFS 5-01: The Glass River Rescue	Los Angeles A	A	R
	5	Pathfinder PFS 5-11: Library of the Lion	Los Angeles A	A	R
	4	Project: Dark From the Shadows	Plaza B	A	R
	4	Savage Worlds The Memory of Yendor	Plaza B	A	R
	4	Star Wars Fantasy Flight The Clone Wars: No Prisoners	Plaza B	A	R
	4	The Regiment Mission Boston	Plaza B	A	R
3 pm	1	18xx Gaming 101 Event		B	B
	3	C. C. Higgins Rail Pass Small		E	B
	2	Memoir '44 Event		A	B
	2	Olympus Event		A	B
4 pm	1.5	Airships Small		E	B
	1	To Court the King Event		A	B
	2	Yahtzee Free for All #1 Small		E	B
	2	Takenoko Event		A	B
	2	Lifeboats Event		E	B
	2	Pirates Pocketmodel "Pirate's Gold"	La Jolla	A	C
	4	Infinity Infinity Demos		A	M

Friday

Fri, May 23

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	OGRE OGRE Designer's Edition		A	M
	2	Fields of Despair: France 1914-1918 Demo *	Los Angeles B	A	W
5 pm	4	Ticket to Ride National Championship Qualifier #1 Sponsored		E	B
	4	Dominion Expansions Small		E	B
	2	Imaginary Friends DEMO Demo		B	B
	2	Battlestar Galactica Gaming 101 Event		B	B
	1	Hanabi Event		A	B
	2	Chaosmos Small		E	B
	2	Star Trek: Attack Wing Demo	La Jolla	A	C
	2	What's your YuGiOh IQ?	La Jolla	A	C
	4	Android: Netrunner	La Jolla	A	C
	1	Magic: The Gathering - Secret Alliances (Pauper format)	La Jolla	A	C
	4	Dealer Room Dealer Room Opens!		A	G
	7	Artemis SBS - Spaceship Bridge Simulator	Santa Monica B	A	S
	4	Sails of Glory- Tournament Small	Los Angeles B	A	W
	4	Another Stupid Block Game Event *	Los Angeles B	A	W
6 pm	4	18xx Event		E	B
	4	Fortress America Small		E	B
	1	One More Roll Sponsored		A	B
	2	Phase 10 #1 Small		E	B
	2	Revolution Tournament		A	B
	4	X-Men: Under Siege Modified DEMO Event		B	B
	1	Granada Event		A	B
	1	Mage Wars 101	La Jolla	A	C
	4	Win-A-Mat (YuGiOh)	La Jolla	A	C
	4	YuGiOh Tournament	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	4	Warhammer 40K 40K Ironman Tournament		A	M
	2	Warhammer 40K Apocalypse Intro into the New Apocalypse rules		A	M
	4	Warhammer Fantasy Fantasy Ironman Tournament		A	M
	4	X-Wing Miniatures X-Wing Miniatures Demo and Open Play		A	M
	6	Savage Worlds Savage Supers Slugfest	Plaza C	A	R
7 pm	1	Starship Awesome 3000 DEMO Demo		B	B
	1	SJG Dice Games Sponsored		A	B
	4	Player's Choice Event		A	B
	4	Boss Monster Small		E	B
	2.5	Dragon's Gamble PLAYTEST Demo		B	B
	2	Munchkin Event		A	B
	4	Tabletop Madness Sponsored		A	B
	2	Blockade Runner Event		A	B
	1	Settlers of Catan Gaming 101 Event		B	B
	1	Seven Sisters Event		A	B
	4	Battlestar Galactica Tournament		E	B
	4	Magic: the Gathering Friday Night Magic	La Jolla	A	C
	3	Star Trek Attack Wing: "100pt Faction Specific"	La Jolla	A	C
	3	Weis Schwarz Sealed	La Jolla	A	C
	6	Flames of War North Afrika Medley		A	M
	4	13th Age Quest in the Cathedral: Ranger Ex Cathedral (level 5)	Newport A	A	R
	4	Dungeon & Dragons 4th Ed CORE6-1 Behind Obould's Lines (levels 1-10)	Newport A	A	R
	4	Dungeon & Dragons 4th Ed NETH3-2 Flirting with Disaster (levels 11-20)	Newport A	A	R
	4	Dungeon & Dragons 4th Ed PREQ6-1 A Tale of Two Cities (levels 11-20)	Newport A	A	R
	2	Ca\$h 'n Gun\$ Live #1 *	Santa Monica C	B	S
	2	The Price Is Right	Newport C	A	S
	1	Meet & Greet *		A	S
8 pm	3	Power Grid World Tour: Russia Sponsored		E	B
	2	Munchkin Small		E	B
	4	Settlers of Catan CWC Qualifier Sponsored		E	B
	2	Werewolf #1 Event		A	B
	2	Power Struggle Event		A	B
	2	Super Dungeon Explore Event		A	B
	1	The Castles of Burgundy Gaming 101 Event		B	B
	0.1	Dealer Room Raffle Drawing!		A	G

Friday

Friday

Fri, May 23

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	Flea Market Flea Market		A	G
	4	Long Live the King Long Live the King	San Lorenzo A	A	L
	4	Warhammer 40K Apocalypse Mega-Apocalypse Deployment		A	M
	4	Apocalypse World Apocalypse World	Plaza B	A	R
	4	Call of Cthulhu The Fall of York	Plaza B	A	R
	4	Dark • Matter: A World of Conspiracy Theories. The Downtown Conspiracy	Plaza B	A	R
	4	Dream Askew Dream Askew	San Lorenzo F	A	R
	4	Dungeons & Dragons 4th Ed The Defense Rests... Forever	Plaza B	A	R
	4	GURPS GURPS - ASPIRE 2025: After the Turn (Mysteries/Horror)	Plaza D	A	R
	5	Pathfinder PFS 0-01: Silent Tide	Los Angeles A	A	R
	5	Pathfinder PFS 0-05: Mists of Mwangi	Los Angeles A	A	R
	5	Pathfinder PFS 2-12: Below the Silver Tarn	Los Angeles A	A	R
	5	Pathfinder PFS 3-02: Sewer Dragons of Absalom	Los Angeles A	A	R
	5	Pathfinder PFS 4-23: Rivalry's End	Los Angeles A	A	R
	4	Pathfinder Core Tomb of Absalum	Plaza B	A	R
	4	Two Guys With Swords F**k the King	Plaza B	A	R
	4	West End Games' Ghostbusters Ghostbusters: That Old Hollywood Magic	Plaza B	A	R
9 pm	2	Concordia Event		A	B
	2	Monopoly Deal #1 Small		E	B
	1	The Resistance Small		E	B
	2	The Castles of Burgundy Qualifier Event		E	B
	2	Adventure Time Card Wars	La Jolla	A	C
	0	Dealer Room Dealer Room Closes		A	G
	2	Movie and a Board Game!	Carmel	A	S
10 pm	1	Flowerfall Event		A	B
	3	Poker: Omaha 8 Event		A	B
	2	Uno #1 Small		E	B
	1	Yahtzee Event		A	B
	2	Werewolf #2 Event		A	B
	5	Euphrat & Tigris Small		E	B
	2	JackPot!	Newport C	A	S
11 pm	6	Imperial 2030 Event		A	B
	2	Love Letter #1 Small		E	B
	1	Dungeons & Dragons Wrath of Ashardalon Event		E	B

* = Play with the creator

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

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

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

Sat, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	4	Advanced Werewolf Event	Santa Monica C	E	B
	1	Two Rooms and a Boom Event		A	B
	2	Werewolf #3 Event		A	B
	4	GURPS GURPS - World of Zombies	Plaza C	A	R
1 am	1	Two Rooms and a Boom Advanced Event		A	B
2 am	2.5	Werewolf #4 Event		A	B
4 am	2.5	Werewolf #5 Event		A	B
8 am	5	Pathfinder PF Mod: Feast of Ravenmoor	Los Angeles A	A	R
	5	Pathfinder PF Mod: We Be Goblins!	Los Angeles A	A	R
	5	Pathfinder PFS 0-22: Fingerprints of the Fiend	Los Angeles A	A	R
	5	Pathfinder PFS 1-35: Voice in the Void	Los Angeles A	A	R
	5	Pathfinder PFS 3-06: Song of the Sea Witch	Los Angeles A	A	R
	5	Pathfinder PFS 3-09: The Quest for Perfection, Part I: The Edge of Heaven	Los Angeles A	A	R
	5	Pathfinder PFS 4-08: The Cultist's Kiss	Los Angeles A	A	R
	5	Pathfinder PFS 5-02: The Wardstone Patrol	Los Angeles A	A	R
	5	Pathfinder PFS 5-12: Destiny of the Sands Part 1: A Bitter Bargain	Los Angeles A	A	R
	5	Pathfinder PFS 5-EX: Ruins of Bonekeep Level I: The Silent Grave	Los Angeles A	A	R
9 am	2	Aloha The Spirit of Hawaii Event *		B	B
	2	Blue Moon City Small		E	B
	4	Keep the Crown DEMO Demo *		B	B

Saturday

Sat, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Napoleon DEMO Demo		B	B
	3	Dominion Big		E	B
	1	Mr. Card Game Event		B	B
	4	Descent Journeys in the Dark 2nd Ed Small		E	B
	1	Agricola Gaming 101 Event		B	B
	2	Star Trek: Attack Wing Demo	La Jolla	A	C
	3	Shadowfist Demos - Giving away demo decks!	La Jolla	A	C
	6	Home Brew Rules Lay Down Your Arms, You Damn Rebels!		A	M
	12	Warhammer 40K Mega-Apocalypse		A	M
	8	Advanced Dungeons and Dragons The Blighted Lands: Tower of Akbaba		A	R
	2	D&D 5e Dead in Thay	Newport A	A	R
	4	D&D 5e Expedition to Barrier Peaks	Newport A	A	R
	4	DnD 3.5 Pathfinder Lich Lair 1	Plaza B	A	R
	8	Dungeon & Dragons 4th Ed ADAP4-3 Steading of the Hill Giant Pts 3, 4	Newport A	E	R
	8	Dungeon & Dragons 4th Ed ADAP4-4 Glacial Rift of the Frost Giant Jarl Pts 3, 4		A	R
	4	Dungeon & Dragons 4th Ed CORE6-1 Behind Obould's Lines (levels 1-10)	Newport A	A	R
	12	Dungeon & Dragons 4th Ed EPIC3-2 Cracks in the Crimson Cage (level 22)	Newport A	E	R
	4	Dungeon & Dragons 4th Ed NETH3-3 Seek and Destroy (levels 11-20)	Newport A	A	R
	3	Dungeon World Escape from Goblin Hulk!	Plaza B	B	R
	4	Fiasco! Hocus Focus - A Harry Dresden Fiasco	Plaza B	A	R
	4	GURPS GURPS - World of Zombies	Plaza D	A	R
	4	Hellas Hellas, in the hands of The Strophe	Plaza B	A	R
	4	Heroes of Rokugan SoB39 Cursed Grounds		A	R
	2	Mouse Guard RPG Mouse Guard 1155: Ghost Ship	Plaza C	A	R
	4	Mythender The Death of Kali	Plaza D	A	R
	4	Project: Dark From the Shadows	Plaza B	A	R
	4	Renegade Jennys and Boilerplate Jacks The Betylus Device *	San Lorenzo F	A	R
	4	Shadowrun Missions CMP2013-05 Dangerous Games 1: Rolling the Dice		A	R
	4	The Queen's Cavaliers Royal Ball	Plaza C	A	R
	4	Vampire: The Masquerade Blood Lust	Plaza C	A	R
	4	Vampire: The requiem(Blood and Smoke) Hungry Like The Wolf	Plaza C	A	R
	4	World of Darkness The Hunt	Plaza B	A	R
	16	Axis & Allies Event	Los Angeles B	A	W
9:30 am	9	Dealer Room Dealer Room Opens!		A	G
10 am	5	18xx Event		E	B
	1	Archaeology: The Card Game Event		A	B
	1	Hearts Event		A	B
	1	King of Tokyo Gaming 101 Event		B	B
	2	Uno #2 Small		E	B
	2	Cyclades Event		A	B
	5	Star Trek: Fleet Captains Small		E	B
	4	Agricola Qualifier Event		E	B
	1	Caverna: The Cave Farmers Gaming 101 Event		B	B
	6	Exodus The Trading Card Game Demo *	La Jolla	A	C
	1	Pokemon Workshop	La Jolla	A	C
	3	Heroscape Demo	La Jolla	A	C
	2	YuGiOh Demo	La Jolla	A	C
	4	Anima Tactics Anima Tactics Demos		A	M
	8	Dropzone Commander DZC Tournament 1250 points		A	M
	2	Road Wolf Road Wolf: Mad Max style miniature road combat		B	M
	2	This is WAR! This is WAR! Demo *		A	M
	10	Various Paint and Take		A	M
	7	Warhammer Fantasy Fantasy Rogue Trader Tournament		A	M
	4	Warmachine/Hordes Warmachine/Hordes Demo		A	M
	4	X-Wing Miniatures X-Wing Miniatures Demo and Open Play		A	M
	1	Top of Your Game: the Guide to Winning at Everything	Carmel	A	S
	11	Virgin Queen (Campaign Tournament) Tournament	Los Angeles B	E	W
11 am	4	Ticket to Ride National Championship Qualifier #2 Sponsored		E	B
	3	King of Tokyo Tournament		E	B
	1	Knee Jerk! DEMO Demo		B	B
	3	Rasputin Small		E	B
	1	Alien Frontiers Gaming 101 Event		B	B

Saturday

Saturday

Sat, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	6	Caverna: The Cave Farmers Event		A	B
	1	Deadwood Event		A	B
	2	Ingenious Small		E	B
	2	Adventure Time Card Wars	La Jolla	A	C
	2	Pokemon	La Jolla	A	C
	5	Dragon Dice Demo	La Jolla	A	C
	4	Star Trek Attack Wing: "The Last Battle Of Deep Space 9"	La Jolla	E	C
	5	VTES Constructed Tournament - Jann Berger's "Q" is for Quickness	La Jolla	A	C
	3	Ascension: Chronicle of the Godslayer #2		A	C
	4	Highlander TCG Regional Type 1	La Jolla	E	C
	3	Weis Schwarz Sealed	La Jolla	B	C
	0.1	Dealer Room Raffle Drawing!		A	G
	6	Flea Market Flea Market		A	G
	6.5	La Bataille (Warfare in the Age of Napoleon) Jena - Die Katastraphoe von 1806		A	M
	1	Employment In The Game Industry... How To Get A Job Playing Games *	Carmel	A	S
Noon	2	California Gold Small		E	B
	2	Phase 10 #2 Small		E	B
	2	Soccer Sonic Event		A	B
	2	Star Trek Deck Building Game: TOS Event		A	B
	1	We Are Dead DEMO Event *		A	B
	4	Tile Pile DEMO Demo *		B	B
	3	Alien Frontiers Tournament		E	B
	2	Exodus The Trading Card Game- Sealed Deck Tournament *	La Jolla	A	C
	1	Proelium	La Jolla	A	C
	4	YuGiOh Tournament	La Jolla	A	C
	2	Collector 6741 and host of TCGRadio	La Jolla	A	C
	10	YuGiOh Xbox360 Game Demo	La Jolla	A	C
	6	Battletech Battletech - Circle of Death		A	M
	4	Mini War Skirmish Game In Her Majestys Name		A	M
	4	SUTC 1973 Michael Korn SUTC Small UnitTactical Combst		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	6	Warhammer 40K 40K Team Tournament		A	M
	2	Game Show Theater #1	Newport C	A	S
	2	Design 102: How To Pitch Your Game	Carmel	A	S
	1	Nintendo Wii Super Smash Bros. Brawl	Marina	A	V
	1	Battle Cry - Gettysburg - Gaming 101 Demo	Los Angeles B	A	W
1 pm	1	Paperback Event		A	B
	4	Settlers of Catan CWC Qualifier Sponsored		E	B
	2	Dead Things DEMO Demo		B	B
	2	Incan Gold Event		A	B
	8	Twilight Imperium 3rd Ed Expansions Small		E	B
	2.5	Breaking News PLAYTEST Demo		B	B
	1.5	Great Depression: The New Deal DEMO Demo *		B	B
	3	Pillars of The Earth Small		E	B
	4.5	MECCG: ARDA	La Jolla	B	C
	3	Ascension: Chronicle of the Godslayer	La Jolla	A	C
	4	Shadowfist Beginner - Final Brawl - Prizes!	La Jolla	A	C
	4	Battle Cry - Gettysburg -Tournament Tournament	Los Angeles B	E	W
2 pm	2	Cribbage Event		A	B
	1	King's Ransom Gaming 101 Event *		B	B
	2	Monopoly Deal #2 Small		E	B
	2	The Battle of Red Cliffs Event		A	B
	2	Khan Quest DEMO Demo		B	B
	4	Eldritch Horror Event		A	B
	1	Lifeboat Small		E	B
	3	T'zolkin: The Mayan Calendar Tournament		E	B
	3	My Little Pony CCG #1	La Jolla	A	C
	2	Marvel Dice Masters: Avengers vs. X-Men	La Jolla	A	C
	4	Worlds War One	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	4	Tammany Hall LARP Live in Tammany Hall *	San Lorenzo A	A	L
	4	OGRE OGRE Designer's Edition		A	M

Saturday

Sat, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	This is WAR! This is WAR! Demo *		A	M
	4	13th Age Quest in the Cathedral: Riddlers and Tricksters (level 5)	Newport A	A	R
	4	Apocalypse World Apocalypse World	Plaza B	A	R
	4	Apocalypse World (Powered By) Threadbare RPG Playtest	Plaza B	A	R
	4	Compleat Arduin There's No Place Like Home Part 1	Plaza B	A	R
	2	Creation: Infinite Worlds Playtest A World of Your Own	Plaza C	A	R
	4	D&D 5e Expedition to Barrier Peaks	Newport A	A	R
	4	D100 system based on Chaosium The Original Dead President	Plaza B	A	R
	4	Dungeon & Dragons 4th Ed PREQ6-1 A Tale of Two Cities (levels 11-20)	Newport A	A	R
	4	Dungeon World Keep Kessek	Plaza B	A	R
	4	Dungeon World: Planarch Codex Special delivery Destination DIS!	Plaza B	A	R
	4	GURPS GURPS - Equestria	Plaza D	A	R
	4	GURPS GURPS: Gaslamp - "For Want of a Permit..."	Plaza D	A	R
	4	GURPS Project Aspire-Legacy	Plaza D	A	R
	4	Hero System 6th Edition Zombie Mall 4: Down the Rabbit Hole	Plaza C	A	R
	4	Heroes of Rokugan SoB41 Divide and Conquer		A	R
	4	Numenera Welcome to the Ninth World	Plaza B	B	R
	5	Pathfinder PFS 2-10: Fury of the Fiend	Los Angeles A	A	R
	5	Pathfinder PFS 2-11: The Penumbral Accords	Los Angeles A	A	R
	5	Pathfinder PFS 3-11: The Quest for Perfection, Part II: On Hostile Waters	Los Angeles A	A	R
	5	Pathfinder PFS 3-25: Storming the Diamond Gate	Los Angeles A	A	R
	5	Pathfinder PFS 4-02: In Wrath of Shadow	Los Angeles A	A	R
	5	Pathfinder PFS 4-10: Feast of Sigils	Los Angeles A	A	R
	5	Pathfinder PFS 5-15: Destiny of the Sands Part 2: Race to Seeker's Folly	Los Angeles A	A	R
	5	Pathfinder PFS 5-S2: Ruins of Bonekeep Level II: Maze of the Mind Slave	Los Angeles A	A	R
	5	Pathfinder PFS Intro 1: First Steps Part I: In Service to Lore	Los Angeles A	A	R
	4	Savage Worlds Nesseyary Evil: Payback is a Bitch	Plaza C	A	R
	4	Shadowrun Missions CMP2013-05 Dangerous Games 2: Double Down		A	R
	2	Short Order Heroes Pirates attack!	Plaza D	A	R
	2.5	Spirit of 77 (AW Hack) Spirit of 77 Playtest - Cruise Ship of the Damned	Plaza B	A	R
	4	Villains and Vigilantes Invasion of the Lava Men	Plaza D	A	R
	4	West End Games' Ghostbusters Ghostbusters: That Old Hollywood Magic	Plaza C	A	R
	10	Artemis SBS - Spaceship Bridge Simulator	Santa Monica B	A	S
	1	Kick It Right, Avoid The Snark	Carmel	A	S
	2	Xbox 360 Devil May Cry Survival - ONGOING	Marina	A	V
	1	Xbox 360 Halo 3 FFA #1	Marina	A	V
3 pm	1	Imperial 2030 Gaming 101 Event		B	B
	4	Firefly: The Game Event		A	B
	5	Battlestations Small		E	B
	4	Tile Pile DEMO Demo *		B	B
	1	Dread Curse Event		A	B
	1	Ninjato Gaming 101 Event		B	B
	3	Suburbia Tournament		E	B
	2	The Castles of Burgundy Qualifier Event		E	B
	2	Adventure Time Card Wars	La Jolla	A	C
	4	Magic: the Gathering Sealed Deck Tournament #1	La Jolla	A	C
	4	Highlander TCG Type 2 Regional	La Jolla	E	C
	4	Win-A-Mat	La Jolla	A	C
	4	Super Dungeon Explore Super Dungeon Explore Arena Tourney		A	M
	2	Kid Friendly Movies #1	Carmel	A	S
4 pm	2	Castellan Event		B	B
	6	Imperial 2030 Tournament		E	B
	1	Flowerfall Event		A	B
	4	We Are Dead DEMO Demo *		A	B
	2	Yahtzee Free for All #2 Small		E	B
	1.5	Be There Witches? PLAYTEST Demo		B	B
	2	Ninjato Event		A	B
	4	Exodus The Trading Card Game Demo & Workshop *	La Jolla	A	C
	2	Weis Schwarz Constructed	La Jolla	A	C
	4	Infinity Infinity Demos		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	6	Warhammer Ancient Battles 2.0 Warhammer Ancient Battles Open		A	M

Saturday

Sat, May 24

Start Time	Duration (hours)	System	Title or Type	Room	Exp.	Dept.
	4	Parallels Game System	The Kobayashi Alternative *	Plaza D	A	R
	2	Monopoly: The Game Show		Newport C	A	S
	1	Nintendo Wii	Mario Kart Wii	Marina	A	V
	2	Xbox 360	CoD BO ZOMBIES CO OP	Marina	A	V
5 pm	6	18xx	Event		E	B
	2	Thurn & Taxis	Small		E	B
	2	Bull Moose	Event		A	B
	1	Star Realms DEMO	Demo		B	B
	2	Little Red Riding Hood DEMO	Demo		B	B
	4	Eclipse Qualifier	Event		E	B
	5	VTES Constructed - SW Reg. Championship- Jann Berger's "R" is for Rampage		La Jolla	E	C
	3	Quarriors		La Jolla	A	C
	4	Android: Netrunner		La Jolla	A	C
	0.1	Dealer Room	Raffle Drawing!		A	G
	8	Circus Maximus	Circus Maximus		A	M
	4	Dropzone Commander, Dust, Wings of Glory, etc.	Demo Roulette		A	M
	4	Por El Amor a la Patria (Napoleonics)	La Batalla por La Granja de San Francisco *		A	M
6 pm	1	Amazonas	Event		A	B
	4	Empower DEMO	Demo		B	B
	3	Syrtis	Sponsored *		A	B
	4	Race for the Galaxy 2 player	Tournament		E	B
	2	Tokaido	Event		A	B
	5	Battlestar Galactica Expansions	Small		E	B
	1	Monster Derby	Small		E	B
	1	Dominant Species Gaming 101	Event		B	B
	1	Kingsburg Gaming 101	Event		B	B
	3	Pirates Pocketmodel "Dynamic Duo Tournament		La Jolla	A	C
	4	Shadowfist Beginner - Final Brawl - Prizes!		La Jolla	A	C
	4	YuGiOh Tournament		La Jolla	A	C
	2	This is WAR!	This is WAR! Demo *		A	M
	2	Warhammer Fantasy	Intro into the Storm of Magic rules		A	M
	2	Design Made Simple and Design Q&A		Carmel	A	S
	3	PC	League of Legends - Shadow Isles	Marina	A	V
	6	C&C Napoleonic's "Campaign	Tournament	Los Angeles B	A	W
6:30 pm	0	Dealer Room	Dealer Room Closes		A	G
7 pm	2	Seven Lords DEMO	Demo		B	B
	2	Summoner Wars	Event		A	B
	2	The Adventurers	Small		E	B
	2	Zombies!!!	Event		A	B
	3	Sherlock Holmes Consulting Detective	Small		E	B
	4	Tile Pile DEMO	Demo		B	B
	4	Kingsburg	Tournament		E	B
	3	Mage Wars		La Jolla	A	C
	4	D&D 5e	Expedition to Barrier Peaks	Newport A	A	R
	4	D&D 5e	White Plume Mountain	Newport A	A	R
	4	Dungeon & Dragons 4th Ed	MYRE3-3 Nexus of Madness	Newport A	A	R
	2	Ca\$h 'n Gun\$ Live #2 *		Santa Monica C	B	S
	2	The \$25,000 Pyramid		Newport C	A	S
8 pm	3	Power Grid World Tour: Central Europe	Sponsored		E	B
	2	Love Letter #2	Small		E	B
	4	Tichu	Event		E	B
	2	Boss Monster	Sponsored		A	B
	2	Werewolf #6	Event		A	B
	2	Lifeboat	Event		A	B
	5	Dominant Species	Small		E	B
	2	What's your YuGiOh IQ?		La Jolla	A	C
	4	Dresden Lives	Dresden Lives	San Lorenzo D	A	L
	4	Minds Eye Theater By Night Studios	OCunderground Shadow Play	San Lorenzo A	B	L
	4	Warhammer 40K	40K Ironman Tournament		A	M
	4	Warhammer Fantasy	Fantasy Ironman Tournament		A	M
	4	Achtung! Cthulhu (Savage Worlds)	The Shunned Château	Plaza C	A	R
	4	Atomic Robo: The Roleplaying Game	Crimson Skies	Plaza C	A	R

Saturday

Sat, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Buffy RPG Agents of ?	Plaza D	A	R
	4	Compleat Arduin There's No Place Like Home Part 2	Plaza B	A	R
	4	Dark • Matter: A World of Conspiracy Theories. The Downingtown Conspiracy	Plaza B	A	R
	4	Demon: The Descent How An Angel Dies	Plaza C	A	R
	4	Dread (the Jenga horror RPG) Dread the West	Plaza B	A	R
	4	Dungeon World: Inverse World Airsharks, Flying Ships, and Death. Oh My!	Plaza B	A	R
	4	Fate Hassbeck's Case	Plaza B	A	R
	4	Free Mind The Legacy of Oleander Falls	Plaza D	A	R
	4	GURPS Sanctuary	Plaza D	A	R
	4	Our Last Best Hope Our Last Best Hope	Plaza B	A	R
	4	Parallel Game System The Gauntlet *	Plaza D	A	R
	4	Paranoia Six Clones Before Breakfast	Plaza B	A	R
	5	Pathfinder PFS 0-01: Silent Tide	Los Angeles A	A	R
	5	Pathfinder PFS 3-13: The Quest for Perfection, Part III: Defenders of ...	Los Angeles A	A	R
	5	Pathfinder PFS 4-09: The Blakros Matrimony	Los Angeles A	A	R
	5	Pathfinder PFS 4-11: The Disappeared	Los Angeles A	A	R
	5	Pathfinder PFS 4-12: The Refuge of Time	Los Angeles A	A	R
	5	Pathfinder PFS 4-14: My Enemy's Enemy	Los Angeles A	A	R
	5	Pathfinder PFS 5-08: The Confirmation	Los Angeles A	A	R
	5	Pathfinder PFS 5-16: Destiny of the Sands Part 3: Sanctum of the Sages	Los Angeles A	A	R
	5	Pathfinder PFS 5-17: Fate of the Fiend	Los Angeles A	A	R
	4	Pathfinder Core Tomb of Absalom 2	Plaza B	A	R
	4	Smallville Roleplaying Vimary-ville	San Lorenzo F	A	R
	4	Star Wars Edge of the Empire/Age of Rebellion Escape From Kessel	Plaza C	A	R
	4	Star Wars Fantasy Flight The Clone Wars: No Prisoners	Plaza B	A	R
	4	The Queen's Cavaliers Shadows of Lutetia	Plaza C	A	R
	1	PC Hearthstone Base Duels #1	Marina	A	V
9 pm	1	Nexus Ops Gaming 101 Event		B	B
	4	Tide of Iron Small		E	B
	2	Di Renjie: Assassins DEMO Demo		B	B
	1	Vampire: Dark Influences Event		A	B
	2	Dixit Event		A	B
	1	The Resistance Event		A	B
	3	Terra Mystica Qualifier Event		E	B
	2	Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	La Jolla	A	C
	3	Warhammer Fantasy Storm of Magic Deployment		A	M
	2	Dungeon Master Live!	Carmel	A	S
	1	PC Samurai Gunn - Indie Spotlight	Marina	A	V
10 pm	4	Nexus Ops Tournament		E	B
	1	Risk Express Event		A	B
	3	Santiago Event		A	B
	2	Donkey: It's a Kick! Small		E	B
	1.5	Last Night At The Mall Event		A	B
	2	Werewolf #7 Event		A	B
	1	Nintendo 3DS/Wii U Monster Hunter 3U Arena	Marina	A	V
	1	PC StarCraft 2 DUEL MAYHEM EXPLOSION	Marina	E	V
11 pm	4	Poker: No Limit Hold'em Event		A	B
	1	Virgins Event		A	B

* = Play with the creator

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

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

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

Sun, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	1	SJG Dice Games Sponsored		A	B
	1	Ricochet Robots Event		A	B
	2	Werewolf #8 Event		A	B
	4	Werewolf: Villages of Exiles Event	Santa Monica C	E	B
	1	Magic: The Gathering - The Horde	La Jolla	E	C
	2	(@)Midnight	Carmel	A	S

Sunday

Sunday

Sun, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
2 am	2	Werewolf #9 Event		A	B
4 am	3	Werewolf #10 Event		A	B
8 am	1	SJG Dice Games Sponsored		A	B
	1	Stone Age Gaming 101 Event		B	B
	5	Pathfinder PFS 2-15 Shades of Ice'Part I Written in Blood	Los Angeles A	A	R
	5	Pathfinder PFS 4-17 Tower of the Ironwood Watch	Los Angeles A	A	R
	5	Pathfinder PFS 5-11: Library of the Lion	Los Angeles A	A	R
	5	Pathfinder PFS 5-12: Destiny of the Sands Part 1 A Bitter Bargain	Los Angeles A	A	R
	5	Pathfinder PFS 5-13: Weapon in the Rift	Los Angeles A	A	R
	5	Pathfinder PFS 5-14: Day of the Demon	Los Angeles A	A	R
	5	Pathfinder PFS 5-EX: Ruins of Bonekeep Level I The Silent Grave	Los Angeles A	A	R
	5	Pathfinder PFS Intro 1: First Steps Part I: In Service to Lore	Los Angeles A	A	R
9 am	2	Aloha The Spirit of Hawaii Event *		B	B
	3	Power Grid World Tour: Japan Sponsored		E	B
	1	Mr. Card Game Event		B	B
	1	Titan Gaming 101 Event		B	B
	2	Dream Factory Small		E	B
	5	Descent Journeys in the Dark 1st Ed Small		E	B
	5	Stone Age Big		E	B
	4	The Castles of Burgundy Finals Big		E	B
	3	A Game of Thrones Joust Casual Meetup	La Jolla	A	C
	4	Musketeers Live The King's Musketeers *	San Lorenzo	A	L
	9	GQ3 General Quarters 3 WW2		E	M
	12	Warhammer Fantasy Storm of Magic Mega-War		A	M
	4	Atomic Robo: The RPG Robo Atómico Y La Invasión De Los Vampiros	Plaza C	A	R
	2	Creation: Infinite Worlds Playtest A World of Your Own	Plaza B	A	R
	2	D&D 5e Dead in Thay (2 hour preview event) (level 6)	Newport A	A	R
	4	D&D 5e Expedition to Barrier Peaks (level 7)	Newport A	A	R
	4	DnD 3.5 Pathfinder Lich Lair 2	Plaza B	A	R
	12	Dungeon & Dragons 4th Ed ADAP4-4 Warrens of the Stone Giant Thane Pts 1, 2	Newport A	A	R
	12	Dungeon & Dragons 4th Ed ADAP4-6 Hall of the Fire Giant King Pts 1, 2	Newport A	A	R
	4	Dungeon & Dragons 4th Ed CORE6-1 Behind Obould's Lines (levels 1-10)	Newport A	A	R
	12	Dungeon & Dragons 4th Ed EPIC3-3 Tangled Skein of Destiny (level 23)	Newport A	E	R
	14	Dungeon & Dragons 4th Ed EPIC6-1 Confrontation in Shadow (level 30)	Newport A	E	R
	4	Dungeon & Dragons 4th Ed NETH4-1 Containing Shadow	Newport A	A	R
	4	Free Mind Aether Legacy	Plaza C	A	R
	4	Freeport Fate Edition Freeport Back Alleys	Plaza C	A	R
	4	GURPS GURPS - ASPIRE 2025: After the Turn (Mysteries/Horror)	Plaza D	A	R
	4	Protocol System - Postworld Games Moonmen From Mars - A BAD SciFi Movie	Plaza B	A	R
	4	The Queen's Cavaliers Family Ties	Plaza C	A	R
9:30 am	9	Dealer Room Dealer Room Opens!		A	G
10 am	5	18xx Event		E	B
	1	Pizza Theory Event *		B	B
	1	Seasons Gaming 101 Event		B	B
	10	Titan Tournament		E	B
	2	Uno #3 Small		E	B
	4	Star Trek Catan Event		A	B
	8	Twilight Imperium 3rd Ed Expansions Small		E	B
	1.5	Scrabble Event		A	B
	1	Mage Wars 101	La Jolla	E	C
	6	Exodus The Trading Card Game Demo *	La Jolla	A	C
	1	Pokemon Workshop #2	La Jolla	A	C
	4	Android: Netrunner	La Jolla	A	C
	4	YuGiOh Demo	La Jolla	A	C
	10	YuGiOh Xbox360 Game Demo	La Jolla	A	C
	1	DBA DBA participation games		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	10	Various Paint and Take		A	M
	7	Warhammer 40K 40k Rogue Trader Tournament		A	M
	3	Artemis SBS - KIDS Sessions (12 and Under)	Santa Monica B	A	S
	2	Kid Friendly Movies #2	Carmel	A	S
	10	Kriegsspiel Event	Los Angeles B	A	W

Sunday

Sun, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
11 am	5	Maria Tournament	Los Angeles A	A	W
	3	Battle Cry Small		E	B
	2	Ticket to Ride National Championship Semi Finals Sponsored		A	B
	1	A Study in Emerald Gaming 101 Event		B	B
	1	Family Business Small		E	B
	3	Seasons Tournament		E	B
	4	Block Party DEMO Demo		B	B
	2	Castle Panic Event		A	B
	4	Eclipse Finals Big		E	B
	2	Adventure Time Card Wars	La Jolla	A	C
	3	Mage Wars Free For All	La Jolla	A	C
	2	Pokemon #2	La Jolla	A	C
	5	VTES Constructed Tournament - Jann Berger's "S" is for Sideslip	La Jolla	A	C
	5	Dragon Dice Demo #2	La Jolla	A	C
	4	Star Trek Attack Wing: "The Tholian Web Episode"	La Jolla	A	C
	4	Pauper v. Standard Tournament	La Jolla	A	C
	2	Weis Schwarz Sealed	La Jolla	B	C
	0.1	Dealer Room Raffle Drawing!		A	G
	6	Flea Market Flea Market		A	G
	6	X-Wing Miniatures X-Wing Epic Giveaway Tournament		A	M
Noon	5	A Study in Emerald Small		E	B
	2	Di Renjie Event		A	B
	1	King of Tokyo Gaming 101 Event		B	B
	2	Phase 10 #3 Small		E	B
	1	We Are Dead DEMO Event *		A	B
	1	Rat-a-tat-cat Gaming 101 Event		B	B
	4	Tile Pile DEMO Demo *		B	B
	1	Talisman Gaming 101 Event		B	B
	2	Exodus The Trading Card Game- Sealed Deck Tournament *	La Jolla	A	C
	1	Proelium *	La Jolla	A	C
	4	Dragon Dice B.Y.O. Army Plus Monsters! 36 Pts.	La Jolla	A	C
	4	Star Wars Minis "Sealed Booster Draft Battle Royal"	La Jolla	A	C
	4	YuGiOh Tournament	La Jolla	A	C
	2	Collector 6741 and host of TCGRadio	La Jolla	A	C
	3.5	Bolt Action Two Soviet Scenarios		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	6	Warhammer Fantasy Fantasy Team Tournament		A	M
	2	Game Show Theater #2	Newport C	A	S
	1	Got Time For A Game? The Return Of Recess *		A	S
	1	Nintendo Wii Super Smash Bros. 2	Marina	A	V
1	Command and Colors Napoleonic Event	Los Angeles B	A	W	
2	Fields of Despair: France 1914-1918 Demo *	Los Angeles B	A	W	
1 pm	3	King of Tokyo Small		E	B
	1	Paperback Event		A	B
	1	Turn the Tide Event		A	B
	1	In the Year of the Dragon 101 Event		B	B
	1.5	Be There Witches? PLAYTEST Demo		B	B
	1	Kinderbunnies Gaming 101 Event		B	B
	6	Talisman Small		E	B
	4	Lords of Waterdeep Big		E	B
	5	MECCG Constructed Deck	La Jolla	A	C
	4	Shadowfist Beginner - Final Brawl - Prizes!	La Jolla	A	C
	1	Rune Age: Rune War	La Jolla	A	C
	1	Change Paradigms For A Pair of Dimes: What "Buying Cheap" Reveals ... *	Carmel	A	S
	4	Command and Colors: Napoleonic Event	Los Angeles B	A	W
2 pm	1	Memoir '44 Overlord Gaming 101 Event		B	B
	1	FLUXX Players' Choice Event		A	B
	3	King's Ransom Sponsored *		A	B
	2	March Madness Event		A	B
	2	Monopoly Deal #3 Small		E	B
	2	In The Year of the Dragon Small		E	B
	1	Quirkle Gaming 101 Event		B	B

Sunday

Sun, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	My Little Pony CCG #2	La Jolla	A	C
	2	Marvel Dice Masters: Avengers vs. X-Men #2	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	4	Starship Valkyrie 2.04 Starship Valkyrie *	San Lorenzo	A	L
	6	Bolt Action Bolt Action Tournament		A	M
	4	OGRE OGRE Designer's Edition		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	1	Various Painting Contest Judging		A	M
	4	A Fate Core and Scion blend Godlings in New York	Plaza C	A	R
	4	Apocalypse World Apocalypse World	Plaza B	A	R
	2	Creation: Infinite Worlds Playtest A World of Your Own	Plaza B	A	R
	4	D&D 5e Expedition to Barrier Peaks (level 7)	Newport A	A	R
	4	Dresden Files. House of the Rising Sun	Plaza C	A	R
	4	Dungeon & Dragons 4th Ed NETH4-2 The Tripartite Tower (levels 11-20)	Newport A	A	R
	4	GURPS GURPS FINALS - DID YOU QUALIFY?	Plaza D	A	R
	4	GURPS Project Aspire- Infected	Plaza D	A	R
	4	Heroes of Rokugan SoB44 Winter Court: Shiro Chuda		A	R
	6	Homebrew D100 On the Kings Road	Plaza B	A	R
	5	Pathfinder PF Mod We Be Goblins	Los Angeles A	A	R
	5	Pathfinder PFS 0-05 Mists of Mwangi	Los Angeles A	A	R
	5	Pathfinder PFS 2-16 The Flesh Collector	Los Angeles A	A	R
	5	Pathfinder PFS 2-17 Shades of Ice Part II Exiles of Winter	Los Angeles A	A	R
	5	Pathfinder PFS 3-25 Storming the Diamond Gate	Los Angeles A	A	R
	5	Pathfinder PFS 5-03: The Hellknight's Feast	Los Angeles A	A	R
	5	Pathfinder PFS 5-15: Destiny of the Sands Part 2 Race to Seeker's Folly	Los Angeles A	A	R
	5	Pathfinder PFS 5-S2: Ruins of Bonekeep Level II: Maze of the Mind Slave	Los Angeles A	A	R
	4	Protocol System - Postworld Games Chebychev Function	Plaza C	A	R
	4	Savage Worlds A Wonka Family Reunion (Happy Jacks affiliated game)		A	R
	4	Shadowrun Missions CMP2013-05 Dangerous Games 3: Full House		A	R
	2	Short Order Heroes Zombie Sleepover	Plaza D	A	R
	4	Terra Bansho Zero Lotus Blossom's sorrow	Plaza B	A	R
	4	The Queen's Cavaliers Those Magnificent Cavaliers in Their Flying Machines	Plaza C	A	R
	3	The Quiet Year The Quiet Year	Plaza B	A	R
	4	The Sprawl The Chen Condominium	Plaza B	A	R
	4	tremulus The Frozen Wasteland	Plaza C	A	R
	2	Made For Play: Board Games And Modern Industry		A	S
	1	PC CS:GO Deathmatching	Marina	A	V
3 pm	4	A Game of Thrones 2nd Ed Tournament		E	B
	1	Imperial Gaming 101 Event		B	B
	3	Memoir '44 Overlord Small		E	B
	4	We Are Dead DEMO Demo *		B	B
	3	Yspahan Small		E	B
	4	Settlers of Catan CWC Finals Sponsored		A	B
	5	Battlestations Event		A	B
	1	Wiz War Gaming 101 Event		B	B
	4	Terra Mystica Finals Big		E	B
	1	Acquire Gaming 101 Event		B	B
	4	Agricola Finals Tournament		E	B
	1	Mines of the Sacred Dragon - iPad Sponsored		A	B
	3	Adventure Time Card Wars CCG	La Jolla	A	C
	4	Magic: the Gathering Sealed Deck Tournament #2	La Jolla	A	C
	4	YuGiOh Tournament	La Jolla	A	C
	2	Weis Schwarz Constructed	La Jolla	B	C
	1	Legends of the Three Kingdoms	La Jolla	A	C
4 pm	2	Castellan Event		B	B
	1.5	Cinque Terre Event		A	B
	3	Imperial Small		E	B
	1	Glory of the Three Kingdoms DEMO Demo		B	B
	2	Yahtzee Free for All #3 Small		E	B
	3	Acquire David Woolcott Memorial Tournament		E	B
	2.5	Breaking News PLAYTEST Demo		B	B
	4	Exodus The Trading Card Game Demo & Workshop *	La Jolla	A	C

Sunday

Sun, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	Heroscape Bring your own	La Jolla	A	C
	0.1	Dealer Room GRID GAME Ticket Drawing!		A	G
	2	This is WAR! This is WAR! Demo *		A	M
	4	Parallel Game System The Ring of truth *	Plaza D	A	R
	8	Artemis SBS - Spaceship Bridge Simulator	Santa Monica B	A	S
	2	The Joker's Wild	Newport C	A	S
	1	Minecraft PC Iron Block Challenge	Marina	A	V
	1	Xbox 360 Sonic & All-Stars Racing Transformed	Marina	A	V
	4	Frederick Tournament	Los Angeles B	A	W
5 pm	6	18xx Event		E	B
	1	Empire Builder International Gaming 101 Event		B	B
	3	Empire Builder International Pot Luck Small		E	B
	5	Power Grid Big		E	B
	2	Manila Event		A	B
	2	Little Red Riding Hood DEMO Demo		B	B
	2	Shadows Over Camelot Small		E	B
	4	Tile Pile DEMO Demo *		B	B
	1	Puerto Rico Gaming 101 Event		B	B
	5	VTES Constructed Tournament - Jann Berger's "T" is for Treachery	La Jolla	A	C
	2	Pirates Pocketmodel: Sink-N-Keep "Godzilla"	La Jolla	A	C
	4	Star Wars Minis "Escape from the Death Star"	La Jolla	A	C
	4	YuGiOh Tournament	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	1.5	Ninjas, Vampires, and more - Writing Colorful Characters *	Carmel	A	S
6 pm	1.5	Last Chance Small		E	B
	2	Karesansui: The Rock Garden Event		A	B
	5	Merchant of Venus Small		E	B
	1	Seven Sisters Event		A	B
	2	Lifeboat Event		A	B
	4	Puerto Rico Tournament		E	B
	3	Quarriors #2	La Jolla	A	C
	2	This is WAR! This is WAR! Demo *		A	M
	1	Call of Duty Call of Duty: Free For All	Marina	A	V
	1	Xbox 360 Halo 3 FFA #2	Marina	A	V
6:30 pm	0	Dealer Room Dealer Room Closes		A	G
7 pm	2	Seven Lords DEMO Demo		A	B
	2	Ticket to Ride National Championship Finals Sponsored		A	B
	1	Flowerfall Event		A	B
	4	Kingdom of Solomon Tournament		E	B
	4	Magic: the Gathering Mini-Master Tournament	La Jolla	A	C
	4	YuGiOh Tournament Enter the Shadow Realm Extravaganza!	La Jolla	A	C
	3	World Of Warcraft- Let's go kill a Dragon	La Jolla	A	C
	4	D&D 5e Expedition to Barrier Peaks (level 7)	Newport A	A	R
	4	D&D 5e White Plume Mountain	Newport A	A	R
	4	Dungeon & Dragons 4th Ed NETH4-3 Purifying the Prophet (levels 11-20)	Newport A	A	R
	4	Dungeon & Dragons 4th Ed PREQ6-1 A Tale of Two Cities (levels 11-20)	Newport A	A	R
	4	Heroes of Rokugan SoB50 A Glimpse Beyond		A	R
	4	Shadowrun Missions CMP2013-05 Dangerous Games 4: Going For Broke		A	R
	2	Ca\$h 'n Gun\$ Live #3 *	Santa Monica C	B	S
	2	Feedback Forum	Carmel	A	S
	2	Super Press Your Luck	Newport C	A	S
8 pm	3	War on Terror Event		A	B
	1	Hogger Logger DEMO Demo		A	B
	4	Quest for Middle Earth Small		E	B
	2	Werewolf #11 Event		A	B
	1	Desert Island Event		B	B
	3	Small World Invaded Small		E	B
	1	Puzzle Strike	La Jolla	A	C
	4	Starship Valkyrie 2.04 Starship Valkyrie: Campaign Game *	San Lorenzo A	A	L
	1	Warhammer 40K 40K Arena of Death		A	M
	1	Warhammer Fantasy Fantasy Arena of Death		A	M
	4	Apocalypse World Apocalypse World	Plaza B	A	R

Sunday

Sunday

Sun, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Atomic Robo: The RPG The Asterion Four in "Dia De Los Inmortales!"	Plaza C	A	R
	4	Buffy RPG Agents of ?	Plaza D	A	R
	4	Cortex+ Centurions of the Galactic Core	Plaza C	A	R
	2	Creation: Infinite Worlds Playtest A World of Your Own	Plaza B	A	R
	4	D100 system based on Chaosium The Original Dead President	Plaza B	A	R
	4	GURPS World of zombies	Plaza D	A	R
	4	Parallels Game system All the King's Men *	Plaza D	A	R
	4	Paranoia IntSec Agents at the Earths Core	Plaza B	A	R
	5	Pathfinder PFS 1-55 The Infernal Vault	Los Angeles A	A	R
	5	Pathfinder PFS 2-19 Shades of Ice Part III Keep of the Huscarl King	Los Angeles A	A	R
	5	Pathfinder PFS 3-07 Echoes of the Overwatched	Los Angeles A	A	R
	5	Pathfinder PFS 3-15 The Haunting of Hinojai	Los Angeles A	A	R
	5	Pathfinder PFS 5-01: The Glass River Rescue	Los Angeles A	A	R
	5	Pathfinder PFS 5-07: Port Godless	Los Angeles A	A	R
	5	Pathfinder PFS 5-08: The Confirmation	Los Angeles A	A	R
	5	Pathfinder PFS 5-16: Destiny of the Sands Part 3 Sanctum of the Sages	Los Angeles A	A	R
	1	PC Hearthstone Base Duels #2	Marina	A	V
9 pm	2	Glory to Rome Small		E	B
	2	Love Letter #3 Small		E	B
	4	Tichu Finals Tournament		E	B
	2	Cards Against Humanity Memorial Game	Carmel	A	S
	1	PC Nidhogg - Indie Spotlight	Marina	A	V
10 pm	4	Poker: 7 Card Stud Event		A	B
	2	Werewolf #12 Event		A	B
	1	Monster Derby Small		E	B
	1	Tanto Cuore	La Jolla	A	C
	1	PC Towerfall Ascension - Indie Spotlight	Marina	A	V
11 pm	2	Qwirkle Event		A	B
	4	Bring Your Own Pack (BYOP) Circle of Doom	La Jolla	A	C
	2	Wheel Of Fortune After Dark	Carmel	A	S

* = Play with the creator

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

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

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

Mon, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	1	Two Rooms and a Boom Event		A	B
	2	Werewolf #13 Event		A	B
	4	Advanced Werewolf: Players Choice Event	Santa Monica C	E	B
	4	Wizards of C*ckblock	La Jolla	E	C
	2	Artemis SBS - STAFF Sessions	Santa Monica B	A	S
1 am	1	Two Rooms and a Boom Advanced Event		A	B
2 am	2	Werewolf #14 Event		A	B
4 am	3	Werewolf #15 Event		A	B
8 am	1	SJG Dice Games Sponsored		A	B
	5	Pathfinder PF AP 067 (Reign of Winter 1) The Snows of Summer	Los Angeles A	A	R
	5	Pathfinder PFS 1-55 The Infernal Vault	Los Angeles A	A	R
	5	Pathfinder PFS 3-19 The Icebound Outpost	Los Angeles A	A	R
9 am	2	7 Wonders MEGA Special		E	B
	1	Saint Petersburg Gaming 101 Event		B	B
	4	Dungeon & Dragons 4th Ed ADAP4-4 Warrens of the Stone Giant Thane Pts 3, 4	Newport A	A	R
	9	Dungeon & Dragons 4th Ed ADAP4-6 Hall of the Fire Giant King (Part 3 & 4)	Newport A	A	R
	4	Dungeon & Dragons 4th Ed NETH3-3 Seek and Destroy (levels 11-20)	Newport A	A	R
	4	Free Mind The Dawn Mirror Chronicles: Elydrian Legacy	Plaza B	A	R
	4	GURPS Monday Morning Madness!	Plaza D	A	R
	4	GURPS 4th Ed The Vargon Trials	Plaza C	A	R
	4	Heroes of Rokugan SoB02 Bonds of Fate		A	R
9:30 am	5	Dealer Room Dealer Room Opens!		A	G
10 am	6	18xx Event		E	B
	2	Saint Petersburg Event		A	B

Mon, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Attika Tournament		E	B
	6	Exodus The Trading Card Game Demo *	La Jolla	A	C
	2	YuGiOh Demo	La Jolla	A	C
	4	YuGiOh Xbox360 Game Demo	La Jolla	A	C
	5	Napoleonic Wars (2nd Edition) Event	Los Angeles B	A	W
11 am	2	Power Grid World Tour: Benelux Sponsored		E	B
	2	Uno #4 Small		E	B
	2	Auction Auction	Carmel	A	G
Noon	2.5	Titanic: The Board Game Event		A	B
	1	Space Cadets Gaming 101 Event		B	B
	4	YuGiOh Tournament	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
1 pm	2	Nuclear War Event		E	B
	4	Vegas Showdown Event		A	B
	2	Space Cadets: Team vs Team Event		A	B
2 pm	4	13th Age Quest in the Cathedral: Darksky Crashes (level 5)	Newport A	A	R
	4	Dungeon & Dragons 4th Ed NETH4-3 Purifying the Prophet (levels 11-20)	Newport A	A	R
	4	GURPS World of zombies	Plaza D	A	R
	4	Heroes of Rokugan SoB08 Winter Court: Kyuden Hida		A	R
	5	Pathfinder PFS 4-19 The Night March of Kalkamedes	Los Angeles A	A	R
	5	Pathfinder PFS 5-06 You Have What You Hold	Los Angeles A	A	R
2:30 pm	0	Dealer Room Dealer Room Closes		A	G
3 pm	2	Category 5 Event		E	B

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

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

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

Special Events and Seminars

Carmel, Newport C, Santa Monica C

(@)Midnight – Sun Midnight

The hilarious improv game show from Comedy Central returns to Gamex's Late Night line-up. Three contestants will take their best shot at being internet trolls by guessing what's happening in the world of the InterWebs, and creating new #HashTags to be posted throughout the Twitter-verse, among many other challenges.

Artemis SBS - KIDS Sessions (12 and Under) – Sun 10 am

Artemis SBS - Spaceship Bridge Simulator – Fri 5 pm, Sat 2 pm, Sun 4 pm

Artemis SBS - STAFF Sessions – Mon Midnight

The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Gamex. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. Kid's day (12 & under) is Sun. 10 am to 1 pm. NOTE: Children under 16 require parent present to play.

Ca\$h 'n Gun\$ Live #1 – Fri, Sat, Sun 7 pm

You are a gangster trying to get the biggest share of the loot. All the players try to protect their partners and show what they really think about their enemies.

Cards Against Humanity Memorial Game – Sun 9 pm

The hilarious multiplayer party game of politically incorrect content is coming at you, no-holds barred. Come "battle" others and see if you have what it takes to hold the title, "Dirtiest Mind In The Room!" This event is dedicated to Sarah Jenkins, a good friend to all. * Mature content, no children will be allowed.

Change Paradigms For A Pair of Dimes: What "Buying Cheap" Reveals About The World – Sun 1 pm

The Game Market Guru reveals the reasons for the on-line slide, and offers up four keys to overcoming the "Cheaper is Better" environment, and you'll learn the Five Truths about the purchase power of game Players.

Design 102: How To Pitch Your Game – Sat Noon

Designers and Retailers, you need to stand out from the crowd and get noticed. If you want to entice people into playing, demoing, or publishing your masterpiece. Game Designer and Corporate Trainer Frank Zazanis (designer of King's Ransom by Victory Point Games and Author of the soon to be released book Pitch Slap Your Audience) will teach you how to take your Pitch from "Ehh..." to "Awesome!" Sign Up NOW!

Design Made Simple and Design Q&A – Sat 6 pm

A Talk On Board/Card Game Design and The Design Process by Frank Zazanis and Q&A with four other designers as well.

Dungeon Master Live! – Sat 9 pm

Embark on the Ultimate Improv Adventure! Audience volunteers go on an epic journey in this hilarious stage show!

Employment In The Game Industry... How To Get A Job Playing Games – Sat 11 am

The Game Market Guru provides the five Rules of Resume Writing, the nine key phrases that every Game Employer want to hear, and how to move from Intern to Rainmaker in six easy steps.

Feedback Forum – Sun 7 pm

How are we doing? How do you like the new hotel? Do you have any comments, questions or observations? Free pizza will be served. In the Carmel on the second floor.

Seminars and Special Events

Game Show Theater – Sat, Sun Noon

Take a break from your busy day of gaming and stop by Newport C to watch OTHER people play some games! We're pulling classics from our extensive game show collection and showing them on the Big Screen. Bring a drink and some snacks, and relax for a few minutes, or an entire episode.

Got Time For A Game? The Return Of Recess – Sun Noon

Jonathan Albin shares the reasons we should be playing more, working less, in the developing Leisure Economy. From better health and youthful vibrance, to higher salaries and shorter workdays, the Game Market Guru shares the ways we all can "get along" better and have happier lives.

JackPot! – Fri 10 pm

The game of cash and riddles makes its grand debut at Gamex. One player, called the "King of the Hill", will select one of 15 other players to read a riddle. Get it right, and add money to your JackPot. Pick the JackPot or SUPER JackPot riddle, and the two players will split the bank!

Kick It Right, Avoid The Snark – Sat 2 pm

Tabletop games, both board and RPG, are vastly popular on Kickstarter and other crowd-funding sites. What makes a Kickstarter succeed and what makes it fail? How can you avoid the most common pitfalls when backing a Kickstarter project or creating your own? Hear from Caoimhe Ora Snow, creator of The Queen's Cavaliers and Wandering Monsters High School crowd-funded RPGs.

Kid Friendly Movies – Sat 3 pm, Sun 10 am

We invite parents and non-parents alike to watch Kid Friendly Movies with us. *Please note, this is not a babysitting service, the sole responsibility of the moderator is to make sure the equipment is running. Strategicon is NOT responsible for your children.

Made For Play: Board Games And Modern Industry – Sun 2 pm

Ludo Fact, one of the world's largest manufacturers of board and card games demonstrates with this documentary shows how a board game makes the leap from an idea to your table.

Meet & Greet – Fri 7 pm

Come Meet our Guests. Refreshments, fusion fudge, drinks, Dj, and gaming with the guests. Vip event.

Monopoly: The Game Show – Sat 4 pm

The high-stakes game of property trading makes its debut at Gamex...AS A GAME SHOW! We revisit the summer of 1990 with this version of the game. Three contestants answer crossword-style clues to earn properties and build houses and hotels. But, can they keep the properties they've just improved? A Hostile Takeover is just a Railroad away...

General Events

Pacific Ballroom, Carmel

Auction – Mon 11 am

Our thrice-a-year redistribution of games from those that do not want them to those that do. You never know what can be found here, but it's always entertaining.

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
Come to the Pacific Ballroom and see what is new and exciting! Don't forget to drop off your raffle tickets at the Strategicon Booth to try to win Dealer Tokens!

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

Gamex's Bazaar of the Bizarre. You will find all sorts of games here. Clean out or fill up your closet as you see fit.

Movie and a Board Game! – Fri 9 pm

Come experience a Hollywood Blockbuster like never before! It's Light's, Camera, and Action! as you play along with film. Everyone is welcome to play the board game and/or watch the Movie it was based on. Fun for the whole family!

Ninjas, Vampires, and more - Writing Colorful Characters – Sun 5 pm

Every story starts with a character, but how well can you see the world through their eyes? A primer on unique heroes (and villains) by novelist Ken Hughes, author of SHADOWED and the Power Plays blog.

Super Press Your Luck – Sun 7 pm

After a way-too-long hiatus, the game of Big Bucks and Whammies is BACK! We've got some new surprises for you...as well as some hilarious new Whammies!

The \$25,000 Pyramid – Sat 7 pm

Returning to Gamex Primetime is everyone's favorite game of word association! The HGE Guys will be your celebrities, helping everyone make it to the top of the Pyramid.

The Joker's Wild – Sun 4 pm

We dive back into the vaults for this 1970's classic. Two players spin our giant "Slot Machine" and answer questions in randomly selected category combinations. Earn \$500, and you'll have the chance to "Face The Devil" for a lot more!

The Price Is Right – Fri 7 pm

Get set, Strategicon's Gamex! It's time to COME ON DOWN! Game Show Play Along returns for an 11th convention with everyone's favorite daytime game show, "The Price Is Right". We've cooked up a little something special for our show, celebrating the 70th anniversary of the board game, "Clue".

Top of Your Game: the Guide to Winning at Everything – Sat 10 am

Learn the key components of game play that make every experience a winner. The secret of storylines is revealed, and the Game Market Guru reveals the one true secret to winning at everything.

Wheel Of Fortune After Dark – Sun 11 pm

When the moon is full, and the kids are in bed, it's time to get wild, and dirty your head. Spin the Wheel, Buy a Vowel, and Solve some of the most suggestive puzzles around when you play "Wheel After Dark"! NO ONE UNDER 17 YEARS OF AGE WILL BE ADMITTED!!

GRID GAME Ticket Drawing! – Sun 4 pm

Ten tickets will be pulled for 25 Dealer Tokens each! Come to the Dealer Room Strategicon Booth and see if you won!

Raffle Drawing! – Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm
Three tickets will be pulled for 15 Dealer Tokens each! Come to the Dealer Room Strategicon Booth and see if you won!

Raffle Drawing! – Mon Noon

Six tickets will be pulled for **25 Dealer Tokens** each! Come to the Dealer Room Strategicon Booth and see if you won!

Open Gaming

Open Gaming

Plaza Ballroom A and Plaza Ballroom A Foyer

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

Board Games

International Ballroom, Plaza Ballroom A

18xx – Fri 6 pm, Sat, Sun 10 am, 5 pm, Mon 10 am
Any 18xx game can be played. Time limits will apply.

18xx Gaming 101 – Fri 3 pm

7 Wonders MEGA – Mon 9 am

Lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player, as in Fairy Tale or a Magic: the Gathering booster draft. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways.

A Game of Thrones 2nd Ed – Sun 3 pm

King Robert Baratheon is dead, and the lands of Westeros brace for battle. 3 to 6 players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare.

A Study in Emerald – Sun Noon

Cthulhu took over the world 700 years ago. In the late 1800s two factions vie to either throw off the outworlders yoke or keep them in power. While there are hidden role/team aspects to the game, the unique end game mechanics means that only one player wins.

A Study in Emerald Gaming 101 – Sun 11 am

Acquire David Woolcott Memorial – Sun 4 pm

Place tiles to create hotel chains. Buy stock in the chains. Merge chains to get cash. The player with the most cash at the end wins!

Acquire Gaming 101 – Sun 3 pm

Advanced Werewolf – Sat Midnight

You will choose the roles we use by my unofficially accurate survey of your preferences! This is not a short game and not a simple game. Come prepared to win, not just sit around and socialize. Entertain your humble moderator with how devious and clever you can be in the game of werewolf!

Advanced Werewolf: Players Choice – Mon Midnight

If more people than not desire another Two Villages game, then let it be so. If you want only Werewolves...no Vampires, then it shall be so. Want a game based around the Town Drunk? Heck no! I mean....maybe. Want to play with Artifacts? NEVER EVER EVER! You choose the format, I will run the game. Enjoy!

Agricola Finals – Sun 3 pm

Winners and other qualifiers from Saturday. If 5 or fewer winners show up only final will be played.

Agricola Gaming 101 – Sat 9 am

Agricola Qualifier – Sat 10 am

Real-time simulation of medieval farming. More or less. Cards will be drafted using any and all decks you can find players willing to play.

Airships – Fri 4 pm

From the designer of Puerto Rico and Thurn & Taxis comes this 2007 release: a dice game. Normally dice games equalize (or negate) players experience & strategies. Not so in Airships. Here, custom dice provide a unique set of probabilities for folks used to D6s. Theme is important too, for only a fully operational company can build a fleet of dirigibles or get the mighty Hindenburg off the ground!

Alien Frontiers – Sat Noon

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, an Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first! It won't be easy because the others will be doing the same.

Alien Frontiers Gaming 101 – Sat 11 am

Aloha The Spirit of Hawaii – Sat, Sun 9 am

Guide a tribe of Polynesian seafarers settling the Hawaiian islands up through the Kingdom of Hawaii, US Territory and finally to becoming the 50th State. Score points by controlling Kingdom and island royalties as well as managing three resources: Pure Hawaiians, Commerce and Aloha Spirit. After the election of the first governor in the Epilogue, whoever has scored the most points wins.

Amazonas – Sat 6 pm

Compete with others to explore a tropical jungle in search of rare specimens and build outposts at each village you encounter. Your funds are limited and your sponsor has assigned you a secret mission to visit certain villages during the expedition.

Archaeology: The Card Game – Sat 10 am

This little card game is a sophisticated board game in a tinny box. Use the treasures you find to barter for even better treasure. But beware, the sand storm and the thief may force you to make a hasty trade. In this game, your money is also the items which you need to collect to make profitable sets. The dig site awaits.

Attika – Mon 10 am

There are two paths to victory in this game. Either be the first to connect two temples or to build out all the components of your city state.

Battle Cry – Sun 11 am

Low complexity card driven game with a civil war theme Be sure to bring a copy of the game if you have it.

Battlesta Galactica – Fri 7 pm

Work together to handle crises and fight off the Cylons, but beware, some of your teammates are not what they seem!

Board Games

Battlestar Galactica Expansions – Sat 6 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Each table will decide if they are using the Daybreak Expansion. This game is for experienced players who need to be familiar with the basic game at a minimum. Battlestar Galactica: The Board Game is an exciting semi-cooperative game of mistrust, intrigue, and the struggle for survival.

Battlestar Galactica Gaming 101 – Fri 5 pm

Battlestations – Sat, Sun 3 pm

Have you ever wanted to be a member of a starship? Well, now is your chance. You can take the role of a marine, pilot, engineer or scientist. You will be able to customize your character by choosing a race - each race has a unique ability - and then skills and abilities. Players will need to work together to operate their ship by controlling the engines, firing guns & piloting the ship.

Be There Witches? PLAYTEST – Sat 4 pm, Sun 1 pm

In the 1692nd year of our lord, our small village of Wenham has become disturbed with reports and rumors of witchcraft posing a great danger to nearby Salem. Is it not true that farmer Hatchet's cow just gave birth to a stillborn calf, and Goody Alden also just gave birth to a stillborn male baby? I cannot stop my mouth but wonder be there witches here in our village of Wenham?

Block Party DEMO – Sun 11 am

Be the Party with this social and fast-paced pattern matching game. Players race to find Parties on a shared board (No downtime, maximal fun :). Plus, you get to shout PARTY! Games play in 5-30 minutes! Come on over. Be a party!

Blockade Runner – Fri 7 pm

Players take on the roles of entrepreneurs attempting to make the most money by shipping cargo in and out of the South during the U. S. Civil War. Victory is achieved by competing with each other for access to commodities, top market prices, and newly built ships. Play hinges upon whether to ship vital war goods, which reduce the intensity of the blockade, or profitable black market goods.

Blue Moon City – Sat 9 am

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city and, at the end, put the large Crystal of the Obelisk in the middle of the city back together. The player who first manages to add the required number of markers by paying crystals to the Obelisk wins the game.

Boss Monster – Fri Noon, 7 pm, Sat 8 pm

Designed for 2-4 players, Boss Monster is packed with nostalgic references to 8-bit video games, dungeon-crawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a side-scrolling dungeon.

Breaking News PLAYTEST – Sat 1 pm, Sun 4 pm

Take a News media empire founded by a Media Mogul - build that empire thru generations to a greater empire. It features Media Resource Assets development and Asset Assignments through worker placement. The game is divided into three Generations - Print, Television and Digital Media - with 3 turns each. Win with the most final points.

Bull Moose – Sat 5 pm

Based on the U. S. 1912 election. Loosely based on the popular vote. Election is represented by a card driven system with evenly balanced decks for each player. This is a geographically based game where the winners of each state are decided by lot. Eligible parties include: Democrats, Republicans, Progressives, Socialists, and Prohibitionists.

C. C. Higgins Rail Pass – Fri 3 pm

A railroad board game that lets you relive the excitement of a railroad executive in the heyday of rail travel. Collect sets of rail passes as you travel the rails of historically and geographically authentic North American railroad companies of 1920.

California Gold – Sat Noon

A historic simulation of orange production where you represent a co-op for helping orange ranchers receive support and best prices for their crops. Play hinges on collecting cards that represent orange ranches. Packing houses, and nurseries, create local support structures, while railroad contracts and advertising increase profits. Working conditions, weather and politics compound the challenges.

Castellan – Fri 2 pm, Sat, Sun 4 pm

Two players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. Your cards determine what pieces you get each turn . . . but you decide where to put them. If you're clever, the pieces played by your opponent can end up scoring for you!

Castle Panic – Sun 11 am

Work together to defend your castle from trolls orcs and raging boulders! Bbut don't help your buddy that much, you still want to be the master slayer!

Category 5 – Mon 3 pm

To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows

Caverna: The Cave Farmers – Sat 11 am

Following along the same lines as Agricola, you begin the game with a farmer and his spouse. Each member of the family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises.

Caverna: The Cave Farmers Gaming 101 – Sat 10 am

Chaosmos – Fri 5 pm

Balance your hand of cards, spend your turn actions wisely, and cleverly use your unique alien powers to secure the most important artifact in the universe. Unique game system and a different spin on the space genre. An extremely thematic, medium weight strategy game, with a lot of player interaction and a unique narrative that unfolds as information gets concealed and revealed.

Cinque Terre – Sun 4 pm

The Cinque Terre are five coastal villages in Italy between Genoa and Tuscany, well-known for their beauty, food, and agriculture. In this pick-up and delivery game, players will fulfill orders by transporting produce from inland farms to sell to the villages, in a mechanic similar to Ticket to Ride.

Concordia – Fri 9 pm

Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire develop your trade network and appease the ancient gods for their favor – all to gain the chance to emerge victorious!

Cribbage – Sat 2 pm

Standard cribbage game.

Board Games

Cyclades – Sat 10 am

Players must buy the favor of the gods in their race to be the first player to build two cities in the Ancient Greek island group known as the Cyclades. Players cannot afford to sacrifice to only one god, but must pay homage to each of five gods in turn. Each turn, the players bid for the favors of the gods.

Dead Things DEMO – Sat 1 pm

Here's a chance to play a zombie game that works like it does in the movies. The system is fast and deadly. Comes with map as well as character cards. An innovative turn order keeps you guessing and zombies are likely to surround you at any time. The goal is for all the characters to get out of the parking lot alive.

Deadwood – Sat 11 am

Deploy your cowboys to take control of the town of Deadwood and amass the most money as the railroad is being built. Unlike most worker placement games, the workers can shoot at each other for control of spaces on the board. The game ends when the railroad station is completed, only one family remains, or if the government sends the army in to restore order to the town.

Descent Journeys in the Dark 1st Ed – Sun 9 am

Descent Journeys in the Dark 2nd Ed – Sat 9 am

A dungeon crawl game where players will randomly choose a character and work together to defeat the overlords evil minions and his plans. Players will encounter beastmen, evil mages, skeletons, ogres, and traps. Can the players conquer the dungeon or will they be conquered by it? Good teamwork (and a few lucky die rolls) will make all the difference.

Desert Island – Sun 8 pm

The Lifeboat sequel. You've made it to shore only to find yourselves marooned on a desert island. Score points for survival and that of your secret love and the death of your secret hate. (Yes, this is the other card game with the hats).

Di Renjie – Sun Noon

A 2 to 6 player 30 minute deduction card game. Players are detectives working together to prevent an assassination. When the number of clue sets are completed, if players collectively discovered the target, weapon and location of the assassination plot, players win the game and are awarded with number of VP according to individual's discovery and clue sets played.

Di Renjie: Assassins DEMO – Sat 9 pm

A 4-8 player 45 minute deduction card game. Players are the most trusted inner circle of the emperor. Among them there are one or maybe two conspirators and their goal is to secretly place Hit cards in a targeted crime location and its primary weapon while others will try to secure possible crime locations and capture conspirators.

Dixit – Sat 9 pm

One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, he or she makes up a clue (without showing the card). Each other player selects the card in their hands which best matches the clue. Points are awarded for getting some, but not all, of the other players to pick your card.

Dominant Species – Sat 8 pm

Dominant Species is a game that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth. Each player will assume the role of one of six major animal classes mammal, reptile, bird, amphibian, arachnid or insect. Each begins the game more or less in a state of natural balance in relation to one another.

Dominant Species Gaming 101 – Sat 6 pm

Dominion – Sat 9 am

A 2 to 4 player deck building game. Each player starts with the same deck of cards, and can buy from a selection of other cards in the center of the table. Through their selection of cards to buy and how they play their hands as they draw them, the players construct their deck, striving for the most efficient way to gain victory points by game end.

Dominion Expansions – Fri 5 pm

Featuring every card from every expansion! Play will be random seat, triple elimination until the final table of 2-6 players.

Donkey: It's a Kick! – Sat 10 pm

Each Kicker Card challenge makes every round unique! In addition, players get to "police" other players and give them an unwanted letter score if they "slip up." Seasoned players of 8 or even 9 at a table will have this game over in 45 minutes or less! Once there's a D-O-N-K-E-Y in the game, the players start dropping like flies.

Dragon's Gamble PLAYTEST – Fri 7 pm

Each player is the leader of a power faction contending for power in the realm by recruiting forces of Fire, Light, Earth, and Darkness. The game has many similarities to poker, with betting, calling, raising, folding, and bluffing. Each player has a personal deck from which he will be drawing cards and game plays in a series of repeating "Poker Hands".

Dread Curse – Sat 3 pm

You and your fellow pirates have a bag of gold coins. Take as much gold from the bag as you can while stealing from your fellow pirates. But beware: two of the coins are cursed!

Dream Factory – Sun 9 am

Also known as Hollywood Blockbuster, this is Reiner Knizia's classic auction game about producing movies. Players are studio heads who bid for directors, actors, cameras, effects, music, guest stars and agents to complete movie scripts. There are bonus points for first films completed, the best films, best directors, and even worst film.

Dungeons & Dragons Wrath of Ashardalon – Fri 11 pm

Explore a dragon's lair to investigate a mysterious room. This is a cooperative game.

Eclipse Finals – Sun 11 am

Finals for the Eclipse event.

Eclipse Qualifier – Sat 5 pm

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 to wage war with. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species!

Edge of Darkness PLAYTEST – Fri 2 pm

Colonial era. A few small, hearty villages sit upon the edge of the black forest protecting the soul stones from the ghosts and demons of the forest. One player plays as the demon player, the others as individual, rival villages. Players will be constructing and modifying a central by changing ownership of cards and adding to the effects of cards already in the deck.

Eldritch Horror – Sat 2 pm

Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond. All the while, you and your fellow investigators must unravel the otherworldly mysteries scattered around the globe in order to push back the gathering mayhem that threatens to overwhelm humanity.

Board Games

Empire Builder International Gaming 101 – Sun 5 pm

Empire Builder International Pot Luck – Sun 5 pm

Empire Builder will be default map unless players agree otherwise. Players build track, deliver commodities, and upgrade train on the way to accumulating \$250 million and connecting necessary major cities.

Empower DEMO – Sat 6 pm

Summon a small army of minions and beasts to protect you as you travel through an enchanted cave. Beat your rivals by collecting energy from all of the crystals first. This is a tactical game for 2-4 players with a unique combat system with NO dice or cards. Win by planning ahead and making your minions work together.

Euphrat & Tigris – Fri 10 pm

This is prolific game designer Reiner Knizia's highest rated title. Players collect victory points in four different colors by playing tiles of the same color. Players must defend their kingdoms against possible conflicts from their opponents or possibly choose to ignite conflict on their own.

Family Business – Sun 11 am

Be the boss in this fast-paced card game of survival on the mean streets. Family Business pits mobsters against each other - all working to make sure theirs is the last family standing! What's in the cards for your gang?

Firefly: The Game – Sat 3 pm

Find a crew. Find a job. Keep flying. Travel the 'Verse building a crew, improving your ship, buying equipment, and doing jobs, shady or otherwise, for contacts, shady or otherwise. Work to complete the story goals before your competitors and you win!

Flowerfall – Fri 10 pm, Sat 4 pm, Sun 7 pm

Flowers falling from the sky! In FlowerFall, players attempt to form large garden patches containing more of their color flower than their opponents. Each continuous patch will score points at the end of the game. Adding cards to the table is not as simple as placing them down, however. You must carefully drop them, letting them flutter through the air.

FLUXX Players' Choice – Sun 2 pm

Returning from OrcCon 2014, choose which of four types of Looney Labs' Fluxx to play. Should we start with Monster Fluxx? Monty Python Fluxx? Family Fluxx? or just Fluxx? Winner chooses next! The winner is not decided until all four versions have been played!

Fortress America – Fri 6 pm

America is being invaded by South America, The Asian countries, and the Eastern Bloc all at the same time. America starts off very weak but will grow stronger over time as America will receive reinforcements from its pool of destroyed units. Once an invading unit is destroyed it is removed from the game permanently.

Glory of the Three Kingdoms DEMO – Sun 4 pm

A 2 to 4 player battle driven deck building game (DBG) based on ancient Chinese three kingdoms epic story. The game is funded on Kickstarter and it is in the final playtest stage. In the game each player starts with a deck of faction starting cards and the goal is to collect unit, item and tactic cards and battle other players for Glory points.

Glory to Rome – Sun 9 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used. In addition, much of the game is played from the discard pool, giving players some control over what cards are accessible to opponents.

Granada – Fri 6 pm

New member of the Alhambra family with a more challenging character: in this standalone game the players develop the city of Granada next to Sierra Nevada, where the famous Alhambra stands, by buying building tiles to construct the city which will earn the most victory points. Building tiles now have two sides and there are new building types for which the value is set during the game.

Great Depression: The New Deal DEMO – Sat 1 pm

You are a governor of a state hard hit by the depression in the United States during the 1930s. You must work to implement new deal programs started by the Roosevelt administration. Achieve victory by building major civil works such as the Hoover Dam and the Triborough bridge. Each game, the goals are slightly different.

Hanabi – Fri 5 pm

Named for the Japanese word for "fireworks"—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order.

Hearts – Sat 10 am

This will be the standard hearts with 2 of clubs leading on the first trick

Hogger Logger DEMO – Sun 8 pm

A fast-paced card game full of upsets and reversals. It's as simple as guessing Higher or Lower, but don't let that fool you. All players can play cards on any player's turn to change the odds of the guesser, so guessing correctly is harder than it looks! But the most fun comes from the uniquely designed ACTION cards that help you win by helping your opponents lose!

Imaginary Friends DEMO – Fri 5 pm

Take a trip back to your childhood! Tread the line between reality and your imagination! Are you popular enough to make imaginary friends? If not, just steal them from other players! In this stand alone card game you will do all manner of childish things to gather more imaginary friends than anyone else! Na na na I'm better than you!

Imperial – Sun 4 pm

Europe is in the age of imperialism. Six great nations build factories, troops and fleets to expand their power, collecting taxes to pay interest to their investors. Players are investors, angling for influence and control of the great imperial powers, but ultimately looking to milk them for profit. We will use the rondel movement rule from Imperial 2030

Imperial Gaming 101 – Sun 3 pm

Imperial 2030 – Fri 11 pm, Sat 4 pm

Six Powers seek to control the world. This is not done though force of arms but the control of income. When you control a country, you can order its armies to attack its neighbors or have it pay out dividends to those who own its debt. But beware, you can lose control when someone invests more than you.

Imperial 2030 Gaming 101 – Sat 3 pm

Board Games

In The Year of the Dragon – Sun 2 pm

Players take on the role of Chinese rulers circa 1000 CE. The game plays out in twelve rounds, with each round representing one month in a year that seems to go from bad to worse. Disease, drought, and attacks from the Mongols may claim lives, but make sure you have enough money to offer a tribute to the Emperor. Careful planning is the key to survival and victory.

In the Year of the Dragon 101 – Sun 1 pm

Incan Gold – Sat 1 pm

It will take nerve, cunning, and an impeccable sense of timing to get the most gold and jewels out of the abandoned Incan temple. Danger lurks around every corner - one step too far and all your work will be lost!

Ingenious – Sat 11 am

A classic abstract color-matching game

Karesansui: The Rock Garden – Sun 6 pm

The cutthroat auction game of zen gardening. Each player is tending their own zen garden. You must bid on what collections of rocks to add, but at this monastery, the lowest bidder wins. You win by simply avoiding any “illegal” rock formations. But with new rocks being added every day, it won’t be that easy to keep your garden “zen.”

Keep the Crown DEMO – Sat 9 am

Take turns putting pieces on the board to maximize points and earn the crown. The board slowly fills up and when it does the player with the crown wins! Should you play for a perfect set of gems? Or use the Wizard to complete a better combination? Or use a Thief to mix up the board and your opponent’s game? Many strategies exist, but only one player gets to keep the crown and claim victory!

Khan Quest DEMO – Sat 2 pm

A strategy game inspired by the struggle of Temujin (Genghis Khan) to unite the wandering Mongolian tribes into a force to challenge the world. The game features elements of resource gathering, military strategy and role playing to acquire Charisma. Charisma is the currency of the game and also the victory goal. You must balance between investment to grow and saving it to win.

Kinderbunnies Gaming 101 – Sun 1 pm

King of Tokyo – Sat 11 am, Sun 1 pm

Play mutant monsters, gigantic robots, and strange aliens - all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo.

King of Tokyo Gaming 101 – Sat 10 am, Sun Noon

King’s Ransom – Sun 2 pm

A 2 out of 3 game round, single elimination tournament for King’s Ransom. First (Gold) and Second (Silver) Place Prize Decks will be awarded to the winners.

King’s Ransom Gaming 101 – Sat 2 pm

Kingdom Builder – Fri 1 pm

Place your settlements to build your kingdom. Scoring conditions vary from game to game.

Kingdom Builder Gaming 101 – Fri Noon

Kingdom of Solomon – Sun 7 pm

Kingdom of Solomon is a worker-placement game with a few new twists and turns. Do you claim a resource space, an action space or throw in all your remaining pawns to grab a powerful Bonus Space? Will you spend your resources to extend Solomon’s kingdom, take some points in the Market or add to the Temple? These and many other choices await you in this highly interactive game

Kingsburg – Sat 7 pm

Roll the dice and influence the Kings Advisors to gain Resources and build your village. Be ready for the battle that occurs in Winter!

Kingsburg Gaming 101 – Sat 6 pm

Knee Jerk! DEMO – Sat 11 am

Think fast - the first player to give their knee-jerk reaction wins the point! Players rapidly create endings to funny situations in this 4-to-8 player party game. Each situation lasts 10 seconds, and players get to play simultaneously (i.e. no downtime!).

Last Chance – Sun 6 pm

If you have been brain-burning & cube-pushing all weekend, Last Chance is the break you are looking for. This is a quick trip for up to 7 players, where you roll dice to win chips. A bit like Yahtzee, yes, but the real fun is when you are side-betting on your opponents: will they succeed or fail? Yes, this is Ameritrash, but every game turns into loud & crazy fun, even for the skeptics!

Last Night At The Mall – Sat 10 pm

When the Zombie Apocalypse happens, where will you be? How about at the mall! Come play the greatest mash-up of all time: Last Night on Earth with a 1992 Mall Madness board! There is a chainsaw around every corner, and brains being served in the food court.

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 STANDING RULE: Challenges that result in an exact bid will not result in the removal of a players final die.

Lifeboat – Sat 2 pm, 8 pm, Sun 6 pm

Adrift at sea with a few shady characters. Score points for treasures you bring back as well as your survival and that of your secret love. Score points for your hated enemy not surviving as much. (Yes, this is the card game with the hats).

Lifeboats – Fri 4 pm

There’s been a boating accident, and a rag-tag group of six lifeboats is trying to make its way to one of several islands just over the horizon. However only one boat will make any forward progress in a given turn, so players try to convince everyone to vote for his particular favorite. To further complicate matters, the sailors can’t seem to decide which boat they want to be in, so they’re constantly jumping out of boats to swim to another one. As if all that wasn’t enough, one of the boats springs a leak each turn. If the boat is at maximum occupancy when the leak occurs, then players vote to decide who to toss to the sharks!

Little Red Riding Hood DEMO – Sat, Sun 5 pm

A 6 to 10 player werewolf game. The game is played in turns, instead of day and night phases. Each player has an unique character and when the character dies, it becomes a spirit and continues to root for its team. When the werewolf is discovered, human wins the game. However when all villagers or non-villagers become spirits, werewolf wins the game.

Lords of Waterdeep – Sun 1 pm

Waterdeep, the City of Splendors - the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

Board Games

Love Letter – Fri 11 pm, Sat 8 pm, Sun 9 pm

A game of risk, deduction, and luck for 2–4 players. On your turn, you draw one card, and play one card, trying to expose others and knock them from the game. Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire!

Manila – Sun 5 pm

Barges and profits are what it's all about in Manila, a speculative contest for 3 to 5 players. While the players speculate about success and failure, the ultimate fate of the ships will be determined by the dice. Manila is a race game with a gambling element. Invest in the winner or lose everything. We will be using a custom made board which copies the original game.

March Madness – Sun 2 pm

Play college basketball game in 30 min. Light and fast play

Memoir '44 – Fri 3 pm

Take control of the Germans, Americans or Russians in this fast paced WWII simulation. Depending on the scenario chosen, each player will take part in a set piece battle and strive to accomplish it's objectives using foot soldiers, tanks, and artillery.

Memoir '44 Overlord – Sun 3 pm

A team-based way to play Memoir '44, reliving the battles of WWII on a grand scale. With up to 4 players per side, players will experience the highs and lows of being part of a military-style chain of command.

Memoir '44 Overlord Gaming 101 – Sun 2 pm

Merchant of Venus – Sun 6 pm

The classic Avalon Hill space trading game recently reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes. Initial round is to \$2000 with a final round to \$3000. If there are six players, they can choose to have a single round to \$3000 or two 3-player preliminaries. This is the classic game, even if using an FFG copy.

Mines of the Sacred Dragon - iPad – Sun 3 pm

A solitaire tile placement iPad (iOS) game based on Mines of the Sacred Dragon. Players must bring their own iPad with Mines installed to participate in the event. The player who achieves the highest points during the event hour will win a copy of Mines of the Sacred Dragon board game.

Monopoly Deal #1 – Fri 9 pm, Sat, Sun 2 pm

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

Monster Derby – Sat 6 pm, Sun 10 pm

The new wacky road rage road race where you pick the winners and then take turns moving monsters toward the finish.

Mr. Card Game – Sat, Sun 9 am

Half deck-building, half tableau management and 100% Kingdom of Loathing character builder. Mixing a combination of stat gain with item and skill acquisition, what you can do in Mr. Card Game depends on the tableau you build, and how effectively you do it depends on the cards you draw from the deck you've drafted. Defeat monsters and defeat the Naughty Sorceress to free the king.

Munchkin – Fri 7 pm, 8 pm

Explore the dungeon, fight all the monsters, loot all the things, and have a great time beating your friends to level 10! The classic card game of dungeon crawling madness.

Napoleon DEMO – Sat 9 am

The newest edition of Napoleon will be available to try out.

Nexus Ops – Sat 10 pm

A light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles are compensated with Energize cards. Players can also obtain Energize cards by controlling the Monolith, a raised structure in the center of the grid.

Nexus Ops Gaming 101 – Sat 9 pm

Ninjato – Sat 4 pm

Players are ninjas trying to win the most honor for their clans. A game consists of 7 rounds and every player has 3 actions per round. Players can raid houses, learn new skills, spread rumors, strengthen their attacks, or gather envoys. Only one player will be the most honorable victor. Banzai!

Ninjato Gaming 101 – Sat 3 pm

No Thanks – Fri 2 pm

A card game designed to be as simple as it is engaging. The rules are simple. Each turn, players have two options: play one of their chips 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.

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...

Olympus – Fri 3 pm

A deterministic (i.e., non-random) strategy game, based on worker-placement, resource management and building an efficient engine to score victory points (VPs). It also features a few more aggressive options than the average game based on the same premises. But the savvy player knows how to defend against them, if he prefers to quietly develop his own position.

One More Roll – Fri 6 pm

These dice games from Steve Jackson Games follow the same premise - Build up enough points to win, but be careful not to lose what you've built up this turn. You've gotten five points this turn - do you quit, or do you go for "One More Roll!"?

Paperback – Sat, Sun 1 pm

A word game where players create words. Paperback blends the word games like Scrabble™ with the deck-building games like Dominion™. Make short powerful words, long clever words or possibly a double word score. Each card has a distinct ability that can help your score if used wisely. But scoring won't win the game - you must finish novels to make it as a paperback writer.

Perpetual Motion Machine – Fri Noon

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 6 pm, Sat, Sun Noon

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

Pillars of The Earth – Sat 1 pm

Compete with the others to contribute the most towards the construction of the largest, most beautiful cathedral in England.

Board Games

Pizza Theory – Sun 10 am

There are 3 chefs, but only one pizza! Compete to make the perfect pizza in this quick strategy game. It takes less than 15 minutes to learn and play. Stop by anytime to meet the designer: learn advanced strategies, discuss the design process, or challenge him to a game!

Player's Choice – Fri 7 pm

Player's choice game with Revolution / Gimmie the Brain / Frag Gold / Munchkin

Poker: 7 Card Stud – Sun 10 pm

Two face down, four cards face up, and one last face down. That's all you get.

Poker: No Limit Hold'em – Sat 11 pm

Consists of two cards (hole cards) being dealt face down to each player and then five community cards being placed face-up by the dealer—a series of three ("the flop") then an additional single card ("the turn" or "fourth") and another additional card ("the river" or "fifth street")—with players having the option to check, bet, raise or fold after each deal i.e., betting may occur prior to the flop, "on the flop", "on the turn", and "on the river".

Poker: Omaha 8 – Fri 10 pm

Much like Omaha Poker, each player is dealt four down (hole) cards after the blinds (both big and small) are placed. Starting to the left of the big blind each player may check, call the big blind or raise. After all action is completed, three cards are dealt face up in the middle of the table (flop).

Power Grid – Sun 5 pm

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. To do that, you buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants to gain income. USA map in preliminary rounds final may use a different map if players agree.

Power Grid World Tour: Benelux – Mon 11 am

Power Grid World Tour: Central Europe – Sat 8 pm

Power Grid World Tour: Japan – Sun 9 am

Power Grid World Tour: Russia – Fri 8 pm

In 2014 Strategicon will be presenting the Power Grid World Tour. Each convention will have four events, using both sides of two of the expansion maps. Players earn points for each game they play based on the number of players. Please make sure to bring the maps if you own them.

Power Struggle – Fri 8 pm

In this corporation-themed game, players compete to be the first to acquire four out of six possible victory points. You earn a point by reaching certain numbers along tracks, such as at least 7 on the influence track or 8 on the majority track. You also may earn a point by beating your secretly assigned archenemy on three specified tracks.

Puerto Rico – Sun 6 pm

Players assume the roles of colonial governors on the island of 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.

Puerto Rico Gaming 101 – Sun 5 pm

Quest for Middle Earth – Sun 8 pm

Players will select a character and use that character to keep Sauron from spreading his influence across Middle Earth. Along the way, they will need to fight off the minions of Sauron, disrupt his plots, and gain the favor of the people of Middle Earth.

Qwirkle – Sun 11 pm

An abstract tile laying game. Match colors or shapes in a line to score points. Make a 6 tile Qwirkle to score bonus points! As seen on the popular Tabletop YouTube show.

Qwirkle Gaming 101 – Sun 2 pm

Race for the Galaxy 2 player – Sat 6 pm

Round robin, double elimination. Use all expansions when available. No "takeovers."

Rasputin – Sat 11 am

As your beloved Russian Empire collapses around you, you are tasked with infiltrating the Winter Palace and assassinating history's most unkillable man - Grigori Yefimovich Rasputin! But beware, for other assassins (aka other players) lurk behind every corner and may prove to be even more dangerous than the palace guards.

Rat-a-tat-cat Gaming 101 – Sun Noon

Revolution – Fri Noon, 6 pm

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Secretly bid against your opponents to gain the support of the people, win territory and collect more Gold, Blackmail, and Force for the next round of bidding! Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise.

Ricochet Robots – Sun Midnight

Tired of gaming all day? Is your brain fried? Too bad! You have to think faster than everyone else to find the most efficient route for these maze dwelling robots. Bring all your friends as this game is limited only by how many people can see the board. Sleep is for the weak.

Risk Express – Sat 10 pm

Command your troops with the roll of a dice to take over the world in this Yahtzee like version of risk. This isn't Risk ... this is Risk Express!

Saint Petersburg – Mon 10 am

Classic eurogame of workers, buildings, and nobles.

Saint Petersburg Gaming 101 – Mon 9 am

Santiago – Sat 10 pm

This game is about cultivating and watering fields. There are tiles auctioned off, negotiations for where to build canals and the risk of land going fallow from lack of use.

Scrabble – Sun 10 am

The classic crossword board game. Make words, earn points. Dictionary.com used for challenges.

Seasons – Sun 11 am

The greatest sorcerers of the kingdom have gathered at the heart of the Argos forest, where the legendary tournament of the 12 seasons is taking place. At the end of the three year competition, the new archmage of the kingdom of Xidit will be chosen from among the competitors. Take your place, wizard! Equip your ancestral magical items, summon your most faithful familiars to your side and be ready to face the challenge!

Seasons Gaming 101 – Sun 10 am

Settlers of Catan CWC Finals – Sun 3 pm

Top 8 players from each day will move on to the finals on Sunday with a chance to play for a trip to GenCon. Individual scores are determined as a percent of your tables total score.

Board Games

Settlers of Catan CWC Qualifier – Fri 8 pm, Sat 1 pm

Qualifying event for the CWC tournament at GenCon. Top 8 players from each day will move on to the finals on Sunday with a chance to play for a trip to GenCon. Individual scores are determined as a percent of your tables total score. \$10 Entry fee.

Settlers of Catan Gaming 101 – Fri 7 pm

Seven Lords DEMO – Sat, Sun 7 pm

A 2-7 player abstract strategy board game. The game is based on the Warring States era in ancient China. During the game, players can move any unit on board, including his units and units of his allies and enemies. When 4 or more units enter the Fate Line, game ends on the last player's turn. The lord who has the highest VP wins the game and becomes the new emperor of China.

Seven Sisters – Fri 7 pm, Sun 6 pm

A hand-management, area-control Euro-style board game, the players play the roles of wealthy aristocrats who are trying to gain the favor of the king's seven daughters, who happen to be named after the seven deadly sins: Wrath, Greed, Gluttony, Lust, Sloth, Pride, and Envy.

Shadows Over Camelot – Sun 5 pm

Work together to save Camelot. Watch out though, your worst enemy is one of your own! There is a traitor among you. Who can you trust? On your turn you must do a good action and a bad action. Together you decide. Every turn is your turn. Scrutinize your fellow players. Challenge your comrades. Or spread decent if you are the traitor.

Sherlock Holmes Consulting Detective – Sat 7 pm

Are you as good as Sherlock Holmes? You are a member of the Baker Street Irregulars and you are tasked with solving a case Holmes doesn't have the time to solve. Run around London chasing leads and questioning witnesses. At the end of your investigation, you'll have to answer questions pertaining to the case and auxiliary information surrounding the case.

SJG Dice Games – Fri 7 pm, Sun Midnight, 8 am, Mon 8 am

Various Fast playing Dice Games taking 5-10 minutes each. Learn them all and get free stuff!

Skip Bo – Fri 2 pm

Each player is dealt a stockpile of 30 cards. The winner will be whoever manages to empty their stockpile first. Cards are played onto four shared building piles in numerical sequence from 1 to 12.

Small World Invaded – Sun 8 pm

What happens when the UNDERGROUND races invade Small World through the TUNNELS? Will they be CURSED? Will the original inhabitants of Small World BE NOT AFRAID? Will their LEADERS emerge? Will the GRAND DAMES turn the tide or join the interlopers? Join other experienced Small World players in mixing together fan-made races & all of the expansions, for a battle royale on the REALMS modular board.

Soccer Sonic – Sat Noon

A 30 - 40 minute card game for 2 to 10 players. It is a fast paced, easy to learn, fun and exciting game for everyone. Players will play in teams of two, maneuver the soccer ball between two goals and shooting and blocking at the goal line. If you like soccer or fast paced card game, you will enjoy Soccer Sonic.

Space Cadets Gaming 101 – Fri, Mon Noon

Space Cadets: Team vs Team – Fri, Mon 1 pm

A fun and frantic cooperative game for 6-12 players who take on the roles of Bridge Officers of a Starship. Each officer must accomplish his specific task in order for the team to successfully complete the mission. The mission: Destroy the ship of the other team. Variant.

Star Realms DEMO – Sat 5 pm

A spaceship combat deck-building game by Magic Hall of Famers Darwin Kastle and Rob Dougherty (Ascension Co-founder). Star Realms is a fast paced deck-building card game of outer space combat. It combines the fun of a deck-building game with the interactivity of Trading Card Game style combat.

Star Trek Catan – Sun 10 am

It's Settlers of Catan, but Star Trek style. Manage resources. Build supply lines, outposts, and starbases. Rob your neighbor with the Klingon battle cruiser. Dilithium, tritanium, oxygen, water, food.

Star Trek Deck Building Game: TOS – Sat Noon

Compete for dominance of the stars with the Star Trek Deck Building Game Original Series set. Build your deck and explore to earn points and battle your opponents. Quick to learn.

Star Trek: Fleet Captains – Sat 10 am

As Federation, Klingon, or Romulan factions, players use a variety of starships to complete missions (Combat, Influence, Science, or Espionage) to earn victory points. Number of players will determine the size of the game.

Starship Awesome 3000 DEMO – Fri 7 pm

Tactical Starfighter Combat. Captures the feeling of the old Dog-fighting computer flight sims in a 4-player board game. Unscheduled games at prior Strategicons were a smash hit.

Stone Age – Sun 9 am

Players use up to ten tribe members each in three phases. First, players place their tribesmen in regions of the board that they think will benefit them, including the hunt, trading center, or quarry. Second, each player activates each of his/her tribe members in any order. Finally, they feed each of their tribe members.

Stone Age Gaming 101 – Sun 8 am

Suburbia – Sat 3 pm

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby towns. Your goal is to have your borough thrive and end up with a greater population than any of your opponents.

Summoner Wars – Sat 7 pm

It's your summoner's faction against your opponent's in the epic battle to control Ithica. Will you summon the Benders against the Filth? Will you counter the Jungle Elves against the Mountain Vargath? Choose your faction and vanquish your opponent!

Super Dungeon Explore – Fri 8 pm

The world's first chibi anime strategy battle game from Soda Pop Miniatures! Go head-to-head with your party of brave adventurers, or play as the dungeons evil master summoning hordes of minions to battle over who will rule the underworld of Crystalia.

Syrtis – Sat 6 pm

The game is set on a cluster of mysteriously shifting islets and marshes. Players aim to consolidate their own territory as their surroundings sink into the sea. The event winner will take home a test copy of the game.

Board Games

T'zolkin: The Mayan Calendar – Sat 2 pm

Presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

Tabletop Madness – Fri 7 pm

Come play some games with us! Fight Monsters and find loot in Munchkin, take over the town in Revolution, take the thrill of FPS to the table in FRAG, be the king of the castle in Castellen, explore the exciting world of fast food service in Gimmie the Brain or Ninja Burger. We're bringing an assortment of Steve Jackson Games for you to enjoy!

Takenoko – Fri 4 pm

The players will cultivate land plots, irrigate them, and grow one of the three species of bamboo with the help of the Imperial gardener. They will have to bear with the immoderate hunger of the panda for the juicy and tender bamboo. The player who manages to grow the most bamboo while feeding the delicate appetite of the panda will win the game.

Talisman – Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round (3 hrs.) The City, Highland, and new Firelands may be used (agreement of the table).

Talisman Gaming 101 – Sun Noon

Terra Mystica Finals – Sun 3 pm

Finals - This event is for players that advanced in either of the qualifiers on Friday or Saturday. This will be 1 or 2 games depending on the number that qualified. Seats and turn order will be random. Promo 4 Town tiles and Navigation Bonus tile will be used.

Terra Mystica Gaming 101 – Fri Noon

Terra Mystica Qualifier – Fri 2 pm, Sat 9 pm

1 of 2 Qualifiers for the Finals on Sunday. This will be exactly 1 game with the winner from each table qualifying for Sunday's tournament. Seating and setup will be random. Scores will be retained for strength of schedule for tiebreakers on Sunday.

The Adventurers – Sat 7 pm

Dare to enter the temple! Treasure abounds, but danger is around every corner. Beware the lava, the boulder and the crushing walls. In this game your only enemy is your own greed. Run like mad and you may survive. Pick up treasure and with every gold coin your pace is slowed down. Can you balance hoarding treasure with saving your own skin.

The Battle of Red Cliffs – Sat 2 pm

A 1 to 9 player set collection rummy card game. The design is based on Tien Zi Que, a two player Mahjong variant card game. The goal of the game is to play sets of three cards and use one card from each set played during the round to score points at the end of every round. When a player scores 20 or more points, the game ends.

The Castles of Burgundy Finals – Sun 9 am

Finals - This event is for players that advanced in either of the qualifiers on Friday or Saturday. There will be 1 or 2 games depending on the number that qualified. We will not be using the beginner boards. Boards will be determined randomly (with #8 omitted). Promo tiles will be used if enough copies are available.

The Castles of Burgundy Gaming 101 – Fri 8 pm

The Castles of Burgundy Qualifier – Fri 9 pm, Sat 3 pm

1 of 2 qualifiers this weekend. The Finals will be on Sunday. This will be one game with Top player from each table advancing to the Finals on Sunday.

The Looney Bin – Fri Noon

An uproarious deduction game with fast action - reaction card play that depicts the occurrences of an insane asylum. Be the first to cure all the patients in your ward by deducing which treatments they will respond to. Attempt to prevent your colleagues from curing their patients while you all experience the mayhem that is the Looney Bin.

The Resistance – Fri, Sat 9 pm

Freedom fighters struggle against a powerful and corrupt government. Spies have infiltrated the ranks. Choose your strike teams carefully. Game play similar to Werewolf, Mafia, Battlestar Galactica, but shorter duration and no player elimination.

The Scepter of Zavandor – Fri 2 pm

Players build production, improve knowledge levels, and bid on artifacts and sentinels.

The Scepter of Zavandor Gaming 101 – Fri 1 pm

Thurn & Taxis – Sat 5 pm

Build a network of postal routes across the old Austro-Hungarian empire. Players collect city cards to form connected chains.

Tichu – Sat 8 pm

A partnership game. Players may pick partners before the event. Unmatched players are welcome if there are other unmatched players. Matched partners will play other matched. This will be modified Swiss, so everyone can play two games. Because this is a two night event for qualifiers, please be prepared to play both nights *with the same partner*.

Tichu Finals – Sun 9 pm

Players will be the qualifiers from the early round. No substitutions allowed. Not playing with the same partner as in the qualifying round is grounds for disqualification.

Ticket to Ride National Championship Finals – Sun 7 pm

Top two players will play head-to-head the best 2 out of 3 to win a trip to Gencon and entry into the National Ticket to Ride Championship.

Ticket to Ride National Championship Qualifier – Fri 5 pm, Sat 11 am

Qualifying rounds for Sunday Finals. Every player will play two games of Ticket to Ride scoring points based on the number of players. The top players will play in the Semi-Final Sunday for a trip to the National Championship at Gencon.

Ticket to Ride National Championship Semi Finals – Sun 11 am

Every player will play two games of Ticket to Ride scoring points based on the number of players. The top two players move onto the finals Sunday night.

Tide of Iron – Sat 9 pm

In this WWII simulation, players will take the side of either the Germans, Americans, British, or Russians. Each side will be able to customize their squads by choosing from a predetermined set of pieces. As members of a squad are destroyed the combat capability of the squad is diminished. And of course there are tanks, trucks, half tracks etc.

Tile Pile DEMO – Sat Noon, 3 pm, 7 pm, Sun Noon, 5 pm

A Dexterity + Memory game for all ages in which players search for letters to complete words. It can be used as a learning tool for children or as a party game for adults.

Titan – Sun 10 am

Will have a 6-Player final - played until there is only one Titan left alive ! Can *you* be The One? First round, when needed, will be a 3-4 hour time-limited game, highest point players from first-round heats to advance to the final.

Titan Gaming 101 – Sun 9 am

Collectibles

Collectibles

La Jolla

A Game of Thrones Joust Casual Meetup – Sun 9 am

GM: Geoff Colman

Casual meetup for Fantasy Flight Games LCG A Game of Thrones, Joust (1v1) format. Casual play/deckbuilding.

Adventure Time Card Wars – Fri 9 pm, Sat, Sun 11 am, 3 pm

GM: Kevin Kollman

Come check out the newest ccg you know what time it is "Adventure Time". The game card wars comes to life in this new ccg from Cryptozoic.

Android: Netrunner – Fri, Sat 5 pm, Sun 10 am

GM: Patrick Thompson

A card game for two players set in the dystopian future of the Android universe. One player assumes the role of a Runner, a rogue hacker armed with bleeding-edge gear and software, while the other player controls a powerful Corporation that will stop at nothing to achieve its goals.

Ascension: Chronicle of the Godslayer – Sat 11 am, 1 pm

GM: Brandon Weiss

Tournament. Ascension is a deck-building game where players spend Runes to acquire more powerful cards for their deck

Bring Your Own Pack (BYOP) Circle of Doom – Sun 11 pm

GM: Steven Lee

Constructed decks allowed from legacy/modern/standard.

You must bring a booster pack from a corresponding legacy/modern/standard set. Players attack left, defend right and can only be affected by players on either side. Each time you kill a player, you gain one of their booster packs and the circle tightens. The god deck randomly cast global effects throughout the game.

Collector 6741 and host of TCGRadio – Fri, Sat, Sun Noon

GM: Marcus Walker

Collector 6741 will show off his one of a kind YuGiOH collection that will soon be in the record books!

Covalent Crisis Demo – Fri Noon

GM: Gerrod Garcia

A fast paced dice game. You are a Hero who has been away on a mission of space exploration. On your long trip back home you've encountered a hostile planet you're out of water, your ship is damaged, and worse, your ship has been infested by an alien fungus! It's up to you to gather 4 common elements to create essential compounds needed to make your necessary repairs and escape!

Dragon Dice B.Y.O. Army Plus Monsters! 36 Pts. – Sun Noon

GM: Shiloe Swisher, Lelan Swisher

Game demos before event! Players may bring any pre-constructed army of 36 health MUST CONTAIN AT LEAST TWO MONSTER UNITS, 50% magic limit, standard tournament rules. Prizes: DragonCrusader & DragonLord: 4-health champions with special powers.

Dragon Dice Demo – Sat, Sun 11 am

GM: Cliff Broadway, Matt Musgrove

A fast-rolling game now enjoying a grassroots revival lifting it from cult status back to prominence. Players use colorful dice to represent armies of different fantasy races which battle over essential terrain.

Exodus The Trading Card Game Demo – Fri Noon, Sat, Sun, Mon 10 am

Exodus The Trading Card Game Demo & Workshop – Sat, Sun 4 pm

GM: Jake Medina, Lexi Medina

Come try Exodus with the its creators. Game play is very simple Draw phase, Energy phase , Creature phase, and Attack phase. Throughout the game, players can also play Symmetry cards that slightly bend the rules of the four phases to give a temporary advantage. When a player loses 10 Life Points, they are out of the game

Exodus The Trading Card Game- Sealed Deck Tournament – Sat, Sun Noon

GM: Jake Medina, Lexi Medina

Several prizes including limited edition artwork cards and dealer dollars. Bring your deck or purchase one at convention rates.

Heroscape Bring your own – Sun 4 pm

GM: Greg Wagstaff

Come play a simple miniature game that has a many types of terrain. Armies range from fantasy,future,prehistoric,marvel and dungeons and dragons.Bring your own or play with ours.

Heroscape Demo – Sat 10 am

GM: Greg Wagstaff

Come learn a simple miniature game that has a many types of terrian. Armies range from fantasy,future,prehistoric,marvel and dungeons and dragons.

Highlander TCG Regional Type 1 – Sat 11 am

GM: Geoff Colman

Type 1 Regional, standard constructed. Prize support in hand including exclusive hilt card as First Prize.

Highlander TCG Type 2 Regional – Sat 3 pm

GM: Geoff Colman

Type 2 Standard Constructed Regional. Standard deckbuilding rules apply, Prize support including exclusive Hilt as first prize.

Legends of the Three Kingdoms – Sun 3 pm

GM: Michael Arsollon

A monarch and his ministers must eliminate the rebels, who wish to assassinate the monarch. However, among those ministers is a turn-coat who wishes to take the throne for himself... Set in the Three Kingdoms period of China, command heroes and decide the fate of a kingdom.

Mage Wars – Sat 7 pm

GM: AJ Harris

Tournament Rules: Two 90 minute Swiss rounds. Win=3pts, Timed-Win=1pt. After 90 minutes the current game round will complete and the player with the most remaining life is awarded a Timed-Win. Slow control styles beware.

Mage Wars 101 – Fri 6 pm, Sun 10 am

GM: AJ

A tactical combination card game and miniatures game, combining the best elements from each genre. Mages battle in an arena casting spells against their opponents. Each player holds an actual spellbook, from which spell cards are pulled as they are cast during the game.

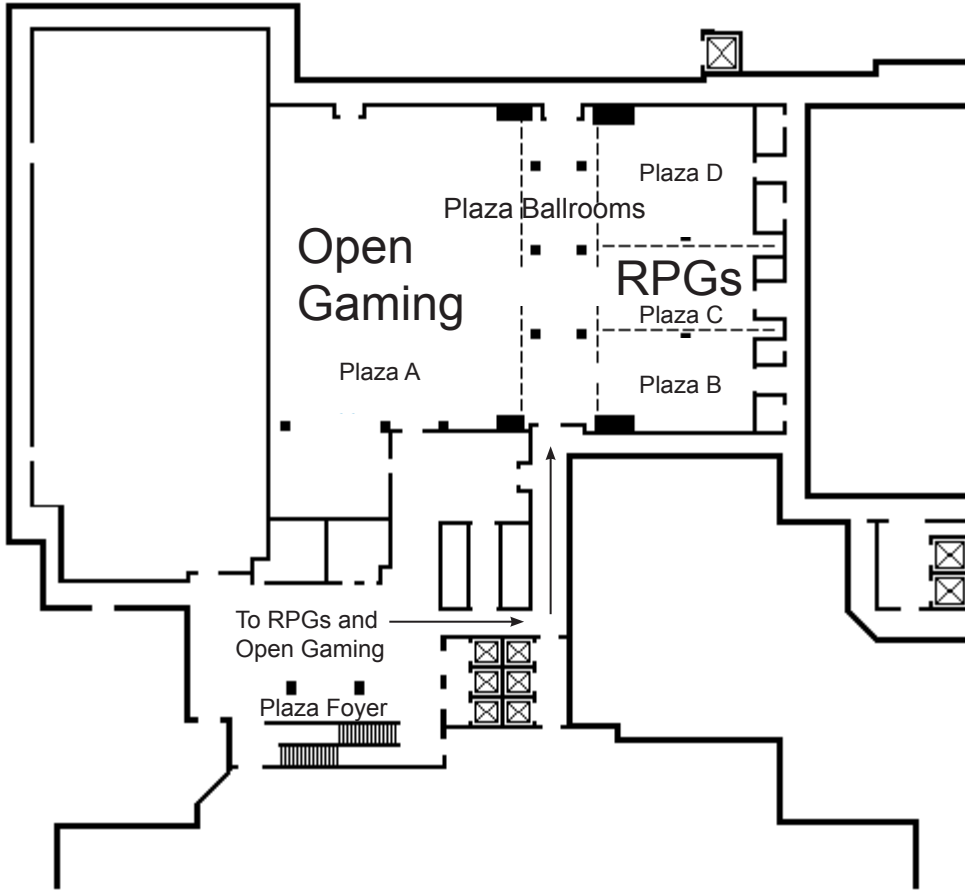
Mage Wars Free For All – Sun 11 am

GM: AJ

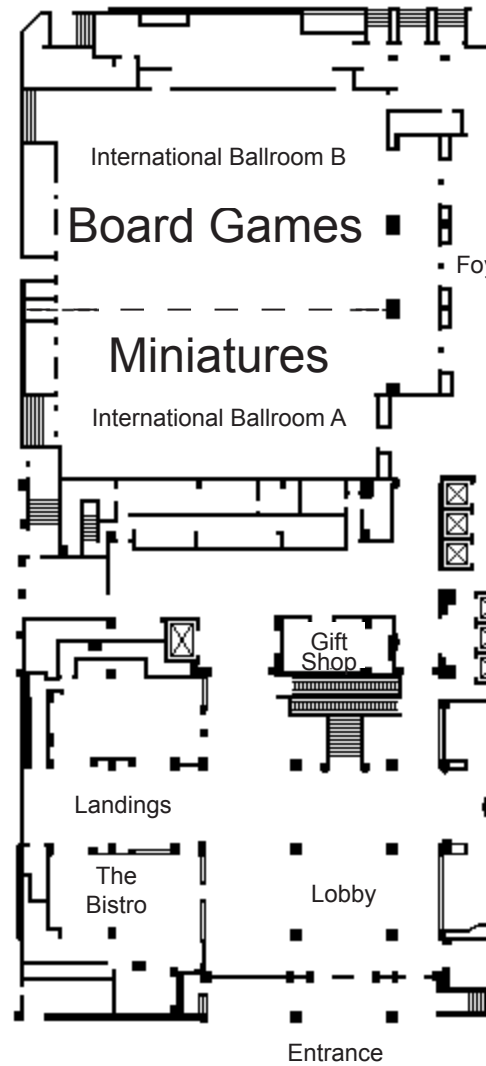
Tournament Rules: 3/4 Player Free For All. Win by killing the player on your left. Kill the player on your right and lose 1/2 your remaining health. Special 3-player hex maps available.

Gamex 2014 Maps

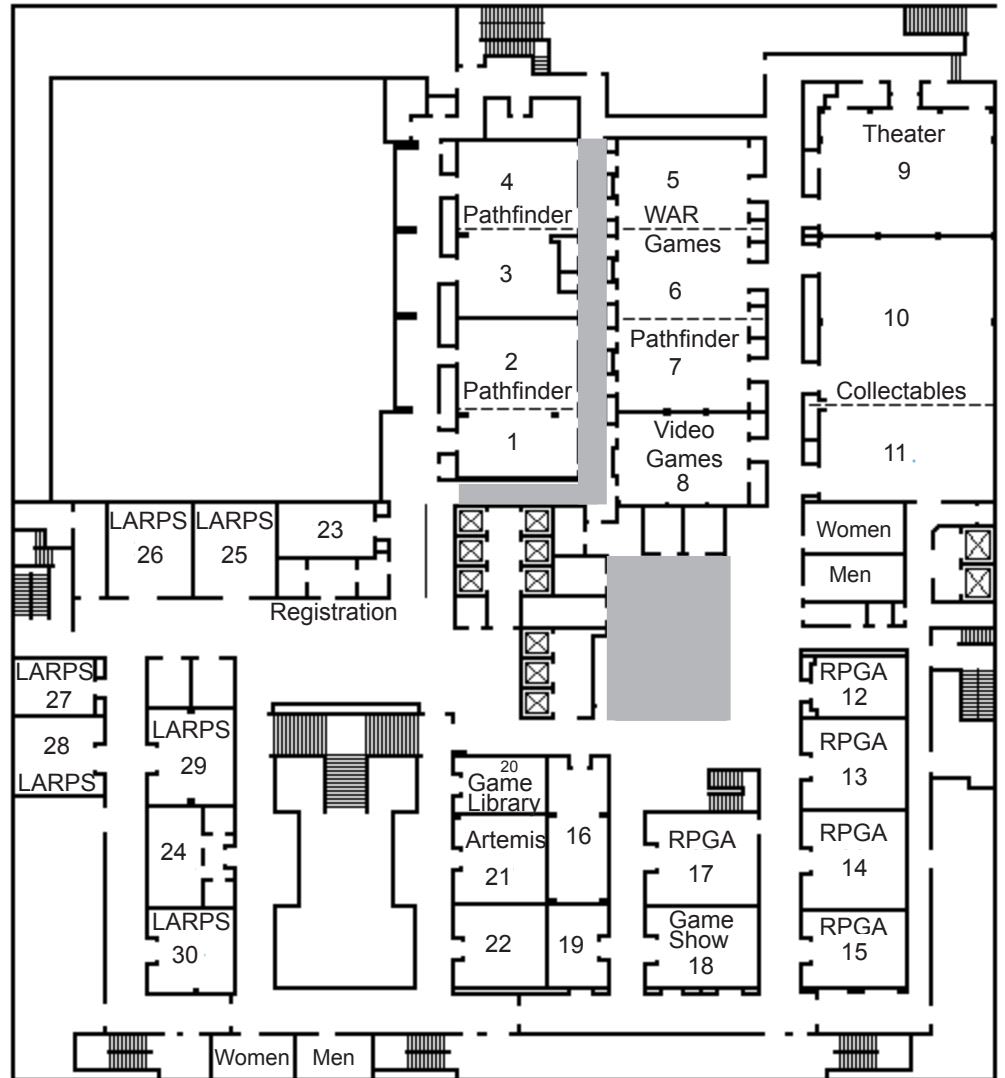
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

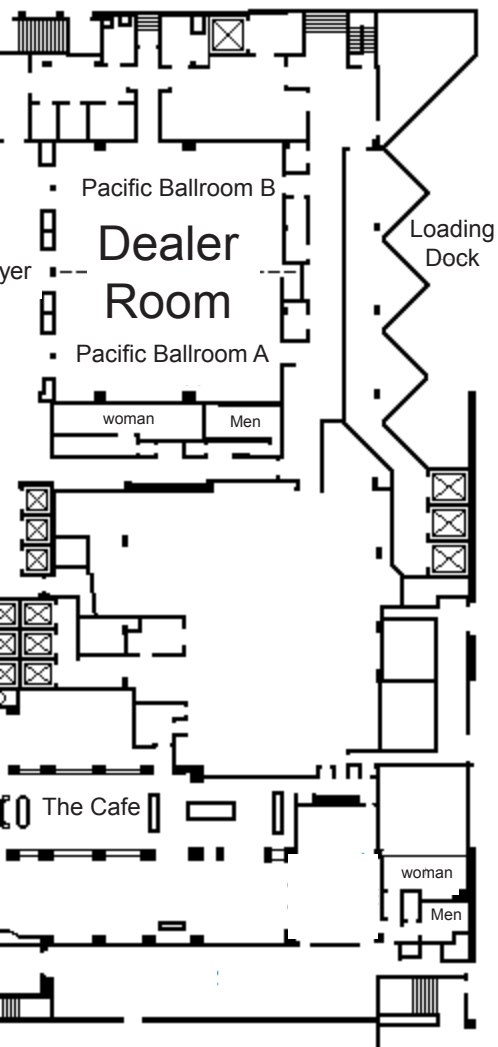


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



Collectibles

Magic: The Gathering - Secret Alliances (Pauper format) – Fri 5 pm

GM: Michael Arsellon

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 multiplayer game with some hidden roles. Players decks may only consist of commons and basic land.

Magic: The Gathering - The Horde – Sun Midnight

GM: Michael Arsellon

The Darksteel Reactor is overrun with a zombie infestation. You and your fellow planeswalkers must cooperate to eradicate the zombie menace before the reactor explodes!

Magic: the Gathering Friday Night Magic – Fri 7 pm

GM: Roger Murphy

Sealed deck. 2 Theros, 2 Born of the Gods, 2 Journey into Nyx. Swiss format. 3 rounds.

Magic: The Gathering Keith Aldrich Pauper Highlander Tourney – Sat 9 pm

GM: Chuck Watson

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: the Gathering Mini-Master Tournament – Sun 7 pm

GM: Roger Murphy

Mini Master format. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for round 2, and for round 3 open a booster and rebuild your deck. 3 rounds. Prizes.

Magic: the Gathering Sealed Deck Tournament – Sat, Sun 3 pm

GM: Roger Murphy

Sealed Deck, Swiss, 6 packs (2 Theros, 2 Born of the Gods, 2 Journey into Nyx.)

Marvel Dice Masters: Avengers vs. X-Men – Sat, Sun 2 pm

GM: Manman Crowell

A collectible dice-building tabletop game designed by Quarriors! creators Michael Elliott and Eric M. Lang. In this game, each player fields one of the superhero teams, with each hero – Captain America, Wolverine, Spider-Man, and more – being represented by custom-tooled dice

MECCG Constructed Deck – Sun 1 pm

GM: Ben Canlas

First CCG based on Tolkien's Lord of the Rings and Hobbit. Be a Wizard gathering resources to fight Sauron or be a Ringwraith who serves Sauron in his bid to rule Middle Earth. Bring your constructed Deck or you may be provided a challenge deck (preconstructed deck)

MECCG: ARDA – Sat 1 pm

GM: Ben Canlas

MECCG:ARDA a multi player board game like variant of MECCG. MECCG is a CCG game based on Lord of the rings and the hobbit

My Little Pony CCG – Sat, Sun 2 pm

GM: Dae Kim

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. As you progress through the game, you compete against another player to solve problems with your friends, which will help you win points. The object of the game is to be the first player to score 15 points

Pauper v. Standard Tournament – Sun 11 am

GM: Steven Lee

Single elimination tournament. One bracket will contain all standard decks, the other all pauper decks. Final match will be the winner of each bracket. Single elimination format. Prizes for winner of each bracket as well as the tournament winner. No entry cost.

Pirates Pocketmodel "Pirate's Gold" – Fri 4 pm

GM: Melissa Weiss

Ahoy mateys! Come wrestle with the scum o' the seas and send the scawlags off to Davey Jones! This pirates draft will be welcome to all players, experienced or new. Each player will be given one free pack and gets to take the ships home. Standard game: whomever has the most treasure wins! As an added bonus, each ship gets either a free captain or helmsman

Pirates Pocketmodel "Dynamic Duo Tournament" – Sat 6 pm

GM: tbd

Teams of 2 players. 30 point fleet per player. 3 rounds.

Pirates Pocketmodel: Sink-N-Keep "Godzilla" – Sun 5 pm

GM: Victor Bugg

Special Format. All players vs the GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

Pokemon – Sat, Sun 11 am

GM: Chuck Watson

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

Pokemon Workshop – Sat, Sun 10 am

GM: Chuck Watson

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

Proelium – Sat, Sun Noon

GM: Gerrod Garcia

Super-Science/Mad Science themed CCG Demo. Experience a unique fast paced system in a collectible card game free of resource cards, every card in your deck performs a function toward your ultimate victory! And what scientist hasn't experienced random results when experimenting in the lab? Proelium includes a six sided dice system to add an element of surprise to every game!

Puzzle Strike – Sun 8 pm

GM: Michael Arsellon

This is a card/chip game that simulates a puzzle video game that simulates a fighting video game! As gems accumulate in your pile, combine and crash those gems to your opponents. Learn skills and tricks along the way and use your character's special powers to end the game with the fewest gems in your pile.

Quarriors – Sat 5 pm, Sun 6 pm

GM: Jimmy Crowell

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. Players roll their dice to attempt to summon Creatures, cast Spells, and harness the magical power of Quiddity to capture Quarry from the Wilds to add to their repertoire and into their dice bag.

Rune Age: Rune War – Sun 1 pm

GM: Michael Arsellon

A war of the runes has begun. Humans, Dwarves, Elves, Orcs, Demons, and Undead are locked in a struggle for control over runes of power. Build up your forces and annihilate your opponents.

Collectibles

Shadowfist Beginner - Final Brawl - Prizes! — Sat 1 pm, 6 pm, Sun 1 pm

Shadowfist Demos - Giving away demo decks! — Sat 9 am

GM: Robert Woros

Welcome to the Secret War. Shadowfist is mile-a-minute, sword-clashing, butt-kicking, Uzi-spraying, boat-exploding, car-chasing, monster-crunching, Hong Kong cinematic action card game that is so epic it would take fourteen John Woos to film and a cast the likes of Jackie Chan, Jet Li, Chow Yun Fat and Michelle Yeoh. And that's just in the first five minutes!

Star Trek Attack Wing: "100pt Faction Specific" — Fri 7 pm

GM: Ghost

Star Trek Attack Wing Event will test your skills against other players using only resources from your chosen faction cross-classing will not be allowed. Players are required to have their own copy of the game. Players will be using their own damage cards. Admirals Orders will not be used for this event.

Star Trek Attack Wing: "The Last Battle Of Deep Space 9" — Sat 11 am

GM: Ghost

The Last Battle Of Deep Space 9 Organized Play Kit Event. Players are required to have their own copy of the game & be able to construct a fleet of up to 100 points. Players will be using their own damage deck cards. Admirals Orders will not be used for this event. This Event has a participation fee of \$10 & the Grand Prize will be the Deep Space 9 Space Station.

Star Trek Attack Wing: "The Tholian Web Episode" — Sun 11 am

GM: Ghost, Joey Vigil

Tholian Web Episode Organized Play Event. Players are required to have their own copy of the game & be able to construct a fleet of up to 100 points. Players will be using their own damage deck cards. Admirals Orders will not be used for this event. OP kit.

Star Trek: Attack Wing Demo — Fri 5 pm, Sat 9 am

GM: Ghost, Joey Vigil

A tactical space combat HeroClix miniatures game, featuring pre-painted ships from the Star Trek Universe uses the core rule set of FFG's FlightPath game system with a Star Trek twist. Join us & learn how to play. Everything is provided. All ages are welcome!

Star Wars Minis "Escape from the Death Star" — Sun 5 pm

GM: Mel Campbell

This special event will consist of "life-like" sci-fi terrain, as participants will each field a team of 100pts, and battle the Imperials on the Death Star, in futile attempts to save Princess Leia from the Detention Block, and the clutches of Darth Vader, and "special evil guests" from across the Star Wars universe.

Star Wars Minis "Sealed Booster Draft Battle Royal" — Sun Noon

GM: Mel Campbell

See which Star Wars minis virtual expansion set from sets 3-7, will claim the title as Champion set. All participants will choose between "Vengeance", "Scum & Villainy", "Galactic Heroes", "Command of the Galaxy", and "Armed and Operational" as their sealed set. Each participant will receive 1 full set of cards for the set of their choice, and 2 booster sheets, with 14 random characters, to make a 150pt team.

Tanto Cuore — Sun 10 pm

GM: Michael Arsollon

You are competing with the others to employ the best maid staff for your mansion. Bad events can be used to hinder your opponents and the house may be expanded. When the game ends, who will be the greatest Master of Maids?

VTES Constructed Tournament - Jann Berger's "Q" is for Quickness — Sat 11 am

VTES Constructed Tournament - Jann Berger's "S" is for Sideslip — Sun 11 am

VTES Constructed Tournament - Jann Berger's "T" is for Treachery — Sun 5 pm

GM: Robert Goudie

Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round

VTES Constructed Tournament - Southwest Regional Championship- Jann Berger's "R" is for Rampage — Sat 5 pm

GM: Mike Courtois

Southwest Regional Championship (North American Championship Qualifier). Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round

Weis Schwarz Constructed — Sat 4 pm, Sun 3 pm

Weis Schwarz Sealed — Fri 7 pm, Sat, Sun 11 am

GM: Frank Perkins

Come play the most awesome collectable card system with your favorite Anime Magica Modoka, Fate/Zero and Introducing Sword art online.

What's your YuGiOh IQ? — Fri 5 pm, Sat 8 pm

GM: Marcus Walker

Contestants will be asked questions based off the trading card game and TV Show YuGiOH! Accumulate enough points and you can win a Star Pack 2014.

Win-A-Mat (YuGiOh) — Fri 6 pm, Sat 3 pm

YuGiOh Tournament — Sun 3 pm

GM: Marcus Walker

Duel for the chance to win a one of a kind play mat.

Wizards of C*ckblock — Mon Midnight

GM: Frank Perkins

Drunk wizards work to get a fairie's attention. Character sheets provided.

World Of Warcraft- Let's go kill a Dragon — Sun 7 pm

GM: Frank Perkins

Come play a warcraft raid with world of warcraft the ccg. Yes I have decks. You just need to bring yourself for a great time. Something may be served.

Worlds War One — Sat 2 pm

GM: Nicholas Timinskas

A 2-5 player nation-building strategy card game set in an alternate steampunk history. Each Homeworld features unique strengths and weaknesses, and victory points may be gained one of five ways, such as trading, destroying an opponent's planet, or defending another player. The winner is never determined until the bitter end- expect mounting tension and a fast and furious finale!

YuGiOh Demo — Fri Noon, Sat, Sun, Mon 10 am

GM: Marcus Walker

Come learn to play yugioh!

YuGiOh Tournament — Fri 2 pm, 6 pm, Sat, Sun, Mon Noon

GM: Marcus Walker

Lite casual tournament for all to enjoy. Star Packs 2014 will be the prize for 1st, 2nd and 3rd place participants.

YuGiOh Tournament — Sat 6 pm, Sun 5 pm

GM: Marcus Walker

A more competitive tournament for higher stakes! 1st place wins 1 special edition shadow specters, 2nd place wins 1 pack shadow specters, and 3rd place will win 1 star pack 2014.

Collectibles

YuGiOh Tournament Enter the Shadow Realm Extravaganza! – Sun 7 pm

GM: Marcus Walker

During this time we will host a tournament where participants will have the chance to randomly win Yu-Gi-Oh! Trading card game accessories and star pack 2014 packs... prizes for 1st place winner is 1 Legacy of the Valiant Deluxe Edition, 2nd place will win 1 shadow specters special edition, and 3rd place will win 1 star pack 2014.

LARPs

San Lorenzo

Dresden Lives – Sat 8 pm – Dresden Lives

GM: Colin Jessup

The White Council is now at war with the Red Court, and they are losing. Badly. Will you join the fight? Or will you join its enemies in tearing it down? Come play the new LARP from Evil Hat set in the Urban Fantasy world of Harry Dresden.

Live in Tammany Hall – Sat 2 pm – Tammany Hall LARP

GM: Judson Lester

“The way to have Power is to take it” - William “Boss”

Tweed Tammany Hall is a game of backstabbing, corruption, temporary alliances, and taking power at all costs. If you want to rule New York, you are going to need to play the city’s growing immigrant populations against one another. This game is set in lower Manhattan roughly between 1850 and 1870.

Long Live the King – Fri 8 pm – Long Live the King

GM: Matt Chapman

Diabolical treachery and scheming combine the best of strategic games with the pomp and circumstance of the most elaborate live-action games. A young queen, a haughty archbishop, a wily ambassador, and others, vie to place themselves in positions to rule the kingdom when the king finally keels over.

OCunderground Shadow Play – Sat 8 pm – Minds Eye Theater By Night Studios

GM: Frank Perkins

Orange County is home to a few licks (Vampires). So why are we in Los Angeles. I will tell you why because some scum weren’t watching their surroundings word on the street it happened in LA. Hunters :(Camarilla/Anarch always welcome. For those familiar with vampire the masquerade you are more then welcome. For those who have yet to experience it we encourage you to come check it out.

Computer and Video Games

Marina

Call of Duty: Free For All – Sun 6 pm

Standard single elimination free for all tournament with a minor twist: you don’t know which edition of the game will you fighting in! Be prepared to dominate your enemy on any map, with any gun.

CoD BO ZOMBIES CO OP – Sat 4 pm

Fend off waves of zombies with a friend, repair barricades, drink tonics, explode things. Y’know, for the kids. (possibly headshots only)

CS:GO Deathmatching – Sun 2 pm

A number of players in a free-for-all in Counter Strike: Global Offensive

Devil May Cry Survival - ONGOING – Sat 2 pm

Accumulate the highest score possible against endless waves of jerks. Kick the butts.

LARPs

YuGiOh Xbox360 Game Demo – Fri 1 pm, Sat Noon, Sun, Mon 10 am

GM: Marcus Walker

Guest will be able to experience Yu-Gi-Oh! on the Xbox 360 with Yu-Gi-Oh! 5Ds Decade Duels or Yu-Gi-Oh! Millennium Duels.

Starship Valkyrie – Sun 2 pm – Starship Valkyrie 2.04

GM: Christian Brown

Starship Valkyrie is a cooperative sci-fi adventure. It has role-playing, board game and card game elements. Each participant plays the part of an officer, pilot, scientist or engineer on the Earth Republic Ship Valkyrie. All experience levels welcome. You will be taught everything you need to know in order to participate. To learn more, go to starshipvalkyrie.com.

Starship Valkyrie: Campaign Game – Sun 8 pm – Starship Valkyrie 2.04

GM: Christian Brown

Join the continuing adventures of Starship Valkyrie with Captain Ash Cai in this campaign game with your ongoing character. This event is a \$20 premium charge in addition to your con badge. Characters gain experience and improve for future convention play (as well as opportunities between cons).

The King’s Musketeers – Sun 9 am – Musketeers Live

GM: Ryan McMullan

All for one and One for all! The Kings Musketeers were made of minor nobility hoping to get noticed by the king for valor and panache. But committing to the all-for-one credo isn’t always easy. Explore loyalty and adventure in this small 6 player freeform LARP with optional boffer combat.

Halo 3 FFA – Sat 2 pm, Sun 6 pm

Free for all back in the old Halo 3 days was pretty fun. So let’s bring it back.

Hearthstone Base Duels #1 – Sat, Sun 8 pm

Everyone loves some Hearthstone, but unfortunately not everyone’s got the same amount of cards. So to keep things balanced, this tournament will be with the base decks only.

Iron Block Challenge – Sun 4 pm

Individuals race to complete a humble start in the shortest time possible. Your house must have : interior space of 5x5, a door, a light source, and an iron block at the center. The player to construct their home on the overworld (surface) first wins!

League of Legends - Shadow Isles – Sat 6 pm

Teams of three compete in the Shadow Isles (Twisted Treeline) in this draft mode single elimination tournament. Please arrive ten minutes early to organize teams.

Video Games

Mario Kart Wii – Sat 4 pm

Mario Kart 8 comes out RIGHT AFTER the con ends! Might as well get some practice in.

Monster Hunter 3U Arena – Sat 10 pm

Compete to get the quickest times on various Arena challenges in Monster Hunter 3 Ultimate.

Nidhogg - Indie Spotlight – Sun 9 pm

In this action-packed fencing game you must out-think and out-stab your opponent and pay tribute to the Nidhogg. Disarm, dive kick and slash your way to victory!

Samurai Gunn - Indie Spotlight – Sat 9 pm

Indie game #1: Samurai Gunn. A 2D dueling game where you must choose between the sword or the gun and rely on twitch skills to win.

Sonic & All-Stars Racing Transformed – Sun 4 pm

SEGA's got a lot of characters to its name, so why not have them all race in cars, boats and planes? It's like SEGA-flavored Mario Kart.

StarCraft 2 DUEL MAYHEM EXPLOSION – Sat 10 pm

single elimination 1v1 madness. test your epic macro and micro skills against those who believe themselves worthy.

Super Smash Bros. 2 – Sun Noon

Choose your favorite Nintendo character and throw down with your friends!

Super Smash Bros. Brawl – Sat Noon

Choose your favorite Nintendo character and throw down with your friends!

Towerfall Ascension - Indie Spotlight – Sun 10 pm

This 2D arena shooter isn't about guns, it's about bows. Archers compete in a platform-heavy shoot-a-thon where you actually have to count arrows and watch out for head-stomps.

Miniatures

International Ballroom

40K Arena of Death – Sun 8 pm – Warhammer 40K

GM: So Cal Crusaders

Bring your favorite Special Character or most tooled out killing HQ you can build! Battle Royale style!! Prizes to be awarded!

40K Ironman Tournament – Fri 6 pm, Sat 8 pm – Warhammer 40K

GM: So Cal Crusaders

40K Army, 1,000 points, NO ALLIES (etc.), at the end of each game, any models that were damaged/wounded retain that damage/wounds for the next game. Any models slain/removed will remain as so for following games. IT IS THE IRON MAN! Prizes according to player count.

40k Rogue Trader Tournament – Sun 10 am – Warhammer 40K

GM: So Cal Crusaders

*Old school Rogue Trader Tournament, 1,750 pts (NO ALLIES, etc.). 3 games, prize support will be according to attendance.

40K Team Tournament – Sat Noon – Warhammer 40K

GM: So Cal Crusaders

40K team tourney is 2 players, each with 800 pts. (NO ALLIES). 3 games, prize support according to attendance.

Anima Tactics Demos – Sat 10 am – Anima Tactics

GM: Play It Painted

A 28mm skirmish game from Cipher Studios. Anima is a series of games conceived as a combination of Japanese and Western art, myth, and styles of play. It offers innovative rules and background that incorporate the most striking elements of both styles. The result is a refreshing visual blend we are sure will please even the most discriminating gamer.

Battletech - Circle of Death – Sat Noon – Battletech

GM: Mario Acuña

Brutal Mech vs Mech mega battle. Each MechWarrior will have two randomly assigned targets. The MechWarrior with the most legal kills wins. All other kills result in DQ. 10,000pts. All Materials will be Provided. Great for Beginners.

Bolt Action Tournament – Sun 2 pm – Bolt Action

GM: Donald Tseng and Greg Mazourek

Come play Warlord's fun and intense WWII game Bolt Action! 1000pts. 3 rounds and 12 order dice maximum.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Chris Suarez

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!

DBA participation games – Sun 10 am – DBA

GM: Andrew Gledhill, Harry Dudrow

Fast play ancients in 15mm. Armies and terrain provided. Beginners welcome. Armies available include Sassanid, Roman, Sub-Roman British, Byzantine, Lombard, Saxon, Slav, Bulgar and Khazar.

Demo Roulette – Sat 5 pm – Dropzone Commander, Dust, Wings of Glory, Sails of Glory, & Bolt Action

GM: Donald Tseng & Chris Mazourek

Try any or all 5 games of your choosing: Dropzone Commander, Dust, Wings of Glory, Sails of Glory, & Bolt Action.

Dropzone Commander Demos – Fri Noon – Dropzone Commander

GM: Solomon Chang

It is the Year 2670. A Golden Age of humanity has passed into history. A time when mankind advanced implacably and unopposed through the stars has gone beyond living memory. Planet Earth and the original Cradle Worlds are lost to the great foe, the Scourge. The shattering invasion of this terrible enemy has torn the domains of man asunder.

DZC Tournament 1250 points – Sat 10 am – Dropzone Commander

GM: Solomon Chang

Tournament points 1250, see website for more details. It is the Year 2670. A Golden Age of humanity has passed into history. A time when mankind advanced implacably and unopposed through the stars has gone beyond living memory. Planet Earth and the original Cradle Worlds are lost to the great foe, the Scourge. The shattering invasion of this terrible enemy has torn the domains of man asunder.

Fantasy Arena of Death – Sun 8 pm – Warhammer Fantasy

GM: So Cal Crusaders

Bring your most killy Special Character or best tooled out Character in a Battle Royale fight to the death! Last model standing wins!

Miniatures

Fantasy Ironman Tournament – Fri 6 pm, Sat 8 pm –

Warhammer Fantasy
GM: So Cal Crusaders

Fantasy Army, 1,000 points, NO SPECIAL CHARACTERS, at the end of each game, models wounded retain those wounds for the next games and any models slain remain slain as well. IT IS THE IRON MAN!!!! Prizes according to player count.

Fantasy Rogue Trader Tournament – Sat 10 am – Warhammer Fantasy

GM: So Cal Crusaders

Running an old style Rogue Trader Tournament! 2,250pts, NO SPECIAL CHARACTERS! Prize support according to attendance.

Fantasy Team Tournament – Sun Noon – Warhammer Fantasy

GM: So Cal Crusaders

Fantasy Team Tourney, two players with 1,000 pts each, NO SPECIAL CHARACTERS. 3 games, prizes will be based off of attendance.

Galaxy of War – Fri Noon – Warhammer 40K

GM: So Cal Crusaders

This is a specialized format of 40K that was once ran by GMI Games, known as "Gods of War". We've modified the rules. Each player is allowed to bring two Armies of 3,000 pts (NO ALLIES). Both Armies may be the same Codex (i.e. 3,000 pt lists from Chaos Space Marines). Forge World is allowed, but only 1 Super Heavy or Gargantuan Creature up to 1,000 points.

General Quarters 3 WW2 – Sun 9 am – GQ3

GM: mark wells

This will be two different scenarios. First Japan naval 1942 versus ABDA allied forces then the second battle of the river Plate. Germany pocket battle ship repaired being escorted by Argentina navy in force against British navy squad reinforced by Brazil early 1940. NOTE: more to follow

In Her Majesty's Name – Fri 2 pm, Sat Noon – MIni War Skirmish Game

GM: william salazar

In Her Majesty's Name is a set of skirmish wargames rules set in the late Victorian period, but not the one our current history remembers. This is the 1895 envisaged by Jules Verne, H.G Wells, Arthur Conan Doyle, H Rider-Haggard and Rudyard Kipling. It is a world of heroism, sacrifice and betrayal.

Infinity Demos – Fri, Sat 4 pm – Infinity

GM: Sean Tracy

One hundred and seventy-five years into the future - Humanity has managed to survive despite itself, but for how much longer? Using a new and dynamic system that allows both players to be active during each turn, it is fast, spectacularly realistic and offers enormous tactical flexibility that simulates combat and special operations in a science fiction environment with Manga aesthetics.

Intro into the New Apocalypse rules – Fri 6 pm – Warhammer 40K Apocalypse

GM: So Cal Crusaders

We'll be updating everyone on the current format of the New Apocalypse rules, from the changes in Formations to Destroyer weapons, Strategic Assets, Finest Hours, etc. Also we shall review how the SoCal Crusaders have a few modified house rules to help keep the game smooth.

Intro into the Storm of Magic rules – Sat 6 pm – Warhammer Fantasy

GM: So Cal Crusaders

We will be covering all the Rules for Storm of Magic Arcane Fulcrums, Monsters & Magic Allowance, Mythic Artifacts, Scrolls of Binding, Cataclysmic Spells, along with WD articles and extra rules from Monstrous Arcanum!

Jena - Die Katastrophe von 1806 – Sat 11 am – La Bataille

(Warfare in the Age of Napoleon

GM: Dan Munson.

Jena, Oct. 14, 1806. The opening hours of this famous battle are recreated. Can the Prussians reverse history? Will Napoleon score an even greater triumph? La Bataille rules for 15 mm miniatures, no experience needed. 6-8 players. All figures provided.

La Batalla por La Granja de San Francisco – Sat 5 pm – Por El Amor a la Patria (South American Napoleonic)

GM: Frank Vassallo

Fictitious battle between royalist and patriot forces in the wars of independence for Chile/Argentina in the early 1800ths. Game play is quick and involves small forces, compared to European armies, no 2 hour turns where a battalion moves 3". This game should be over in 2-3 hours. If you'd like a copy of the rules, please email me at frankyvas@yahoo.com

Lay Down Your Arms, You Damn Rebels! – Sat 9 am – Home Brew Rules

GM: Robert Boyens Jesse Boyens

The running battle of Lexington and Concord pits a weary British column against hordes of colonial militia. Can the British stay cohesive until help arrives, or can the militia men make them pay for their hubris?

Mega-Apocalypse – Sat 9 am – Warhammer 40K

GM: So Cal Crusaders

Game starts at 9am sharply, 5 Turns, scheduled breaks at end of Turns 1 & 3. Introduction and deployment on Friday night.

Mega-Apocalypse Deployment – Fri 8 pm – Warhammer 40K Apocalypse

GM: So Cal Crusaders

Continuing our storyline of the Triton Campaign, the dark forces of Chaos are fighting desperately to retain control of the outer planet Ziggur! Come join the fun! Maximum of 10,000 points per player, only current Formations are allowed but we will allow older data sheets upon request and our approval. This is the Deployment night.

North Afrika Medley – Fri 7 pm – Flames of War

GM: Mark Nickolson

Come join the conquest of north Afrika from..... somebody. If you have a mid war FoW army you'd like to play, bring it, otherwise we'll have a few loaner forces. Games will be around 1250 points per side, multi-player games, single games. Will the mighty Italian army crush the feeble Brits? Will the Americans come to the rescue?

OGRE Designer's Edition – Fri 4 pm, Sat, Sun 2 pm – OGRE

GM: Thomas LaLonde

Steve Jackson's Designer Edition of the classic game OGRE! All materials provided, new players encouraged!

Paint and Take – Sat, Sun 10 am – Various

GM: Gerald Miller

Do you have some time between events? Then come join us on the 1st floor at the Miniature Paint and Take pavilion. Try out some new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, the only requirement is patience and a desire to have some fun. All materials provided! Hours 10am till 8pm Saturday and Sunday.

Painting Contest Judging – Sun 2 pm – Various

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. See the painting contest link for details and rules.

Miniatures

Road Wolf: Mad Max style miniature road combat – Sat 10 am – Road Wolf

GM: Ilan Mitchell-Smith

This fast and fun game from Sean Patten pits cars and trucks against each other in a post-apocalyptic wasteland, where the road is just as much of an enemy as the other players. All models are provided, and the organizers will be teaching the game as we play.

See you in Hell!- Tours Available – Fri 2 pm – Hell Dorado

GM: Play it Painted

Hell Dorado is a 28mm tactical skirmish miniature game where players choose a company of models to battle enemy factions on the most brutal battleground imaginable: the realms of Hell! Please allow 1 hour for game demonstrations. Ages 13+. All materials will be provided.

Storm of Magic Deployment – Sat 9 pm – Warhammer Fantasy

GM: So Cal Crusaders

Here teams will be situated according to Armies and points. Maximum of 16,000 points (plus 4,000 Monsters & Magic). We will be providing extra monsters for Scrolls of Bindings for newer players! We will also introduce Legendary Battles with SoCal Crusaders rules for "Legendary Units & Characters". Deployment starts.

Storm of Magic Mega-War – Sun 9 am – Warhammer Fantasy

GM: So Cal Crusaders

*First Turn will start sharply at 9am, as the Forces of Light attempt to push back the Forces of Destruction from their realm! Intro and deployment on Saturday night.

Super Dungeon Explore Arena Tourney – Sat 3 pm – Super

Dungeon Explore

GM: Play it Painted!

Super Dungeon Explore Arena is a variant mode for Super Dungeon Explore that allows 2 players to go head to head, each selecting a hero and a pair of spawns to form a warband to compete against one another. This 3 round tournament is designed for players familiar with the Super Dungeon Explore core mechanics. Players should bring their own materials for play, though some materials may be available

SUTC Small Unit Tactical Combst – Sat Noon – SUTC 1973

Michael Korn

GM: Richard Burnett

Double blind very limited intel umpired. Scale 1 figure = 1 soldier continuous turns Asymmetrical or unusual situations Players control Command figure- -others non player figures Charts available to players, dice rolls and results usually not

War Games

Plaza Ballroom A

Another Stupid Block Game – Fri 5 pm

A global strategic level WWII block game that is in development. Three to four players, card driven. Each land block represents an Army/Front. Each naval block represents three to four capital ships. There are three turns a year.

Axis & Allies – Sat 9 am

You may compete alone or as a team, but each side plays either the Axis or the Allies. First two rounds are played on Saturday, and the Finals are at noon on Sunday. Plan your time accordingly. No players may add after the beginning of the second round. Final round is played on Global board, 1940 second edition rules, unless both teams agree on a different scenario.

This is WAR! Demo – Sat, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm – This is WAR!

GM: David Dunn

"This is WAR!" is a fast paced, futuristic/scifi 15mm miniatures d6 game system, using the vehicles and universe created by DLD Productions. All materials provided. Check out our upcoming Kickstarter.

Two Soviet Scenarios – Sun Noon – Bolt Action

GM: Stephen Phenow

Two scenarios taken from Kurowski's "Infanterie Aces," set in Russia 1942. Modified Bolt Action will be used as the game system. All equipment supplied. No experience necessary. Can Bolt action replicate historic scenarios?

Warhammer Ancient Battles Open Tournament – Sat 4 pm –

Warhammer Ancient Battles 2.0

GM: Ilan Mitchell-Smith

This is an open-period tournament for Warhammer Ancient Battles. We will have plenty of loaner armies for players who would like to give it a try, and we will have staff on hand to teach the game for first timers. WAB games tend to be light-hearted and well balanced, and the organizers will be encouraging this attitude with the scoring system.

Warmachine/Hordes Demo – Sat 10 am – Warmachine/Hordes

GM: Mark Nickolson (JR)

Want to learn the brutal game of Warmachine or its brother Hordes? Then we have what you need. Come to our demos, all will be provided. Games should not take more than 30 minutes. The rules are simple to learn but allow for great depth of tactics.

X-Wing Epic Giveaway Tournament – Sun 11 am – X-Wing

Miniatures

GM: James Forest

Join us and battle for the fate of the galaxy! 100 point fleets, using FFG's latest non-epic tournament rules. Prizes to include the new Epic ships! Yes, both of them! Join us for open play on Friday and Saturday to try out your fleet.

X-Wing Miniatures Demo and Open Play – Fri 6 pm, Sat 10 am –

X-Wing Miniatures

GM: James Forest

Star Wars: X-Wing Game is a tactical ship-to-ship combat game in which players take control of Rebel and Imperial fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and pre-painted miniatures. Select your ships and crew, plan your maneuvers, and complete your mission. Practice space will also be available.

Battle Cry – Gettysburg -Tournament – Sat 1 pm

A low complexity game of a variety of civil war battles. Modular terrain through the use of hexagonal tiles allows for the setup of several famous civil war battle fields and a plethora of plastic civil war miniatures are used to represent the various forces during the conflict (infantry, cavalry, artillery and leaders). 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.

Battle Cry – Gettysburg – Gaming 101 – Sat Noon

War Games

Command and Colors: Napoleonic Campaign – Sat 6 pm

Allows players to fight battles in the Napoleonic era. The 4-player "campaign" is 3 round, 1-day campaign. After creating your army, you will fight 2 battles where your troops can gain experience as well as receive replacements for your battle losses. The final "epic" battle will be with 2 players per side. The players who win the campaign receive 10 dealer dollars each

Command and Colors: Napoleonic – Sun 1 pm

Command French and British forces in a series of battles for the right to command at the Battle of Waterloo and earn the title "Grand Marshall." All with Richard Borg's easy to learn and use card driven wargame system.

Command and Colors: Napoleonic Gaming 101 – Sun Noon

Fields of Despair: France 1914-1918 – Fri 4 pm, Sun Noon

Come play GMT's latest P500 addition in the War Room on 2nd floor! Fields of Despair is a fast-paced strategic level block war game set on the Western Front of the First World War. Players take control of the Allies or Central Powers fighting the war on land, at sea, and in the air all the while making tough economic and technological decisions at home. The game will be set up during the entire event time and at all other times if there is space. Come play a turn, scenario or full campaign

Frederick – Sun 4 pm

Frederick is a three (3) or four (4) player strategic level war game of the Seven Years War in Europe. While the game mechanics are simple, this is very much a design for effect game. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required, with \$10 dealer dollars being awarded

Kriegsspiel – Sun 10 am

Kriegsspiel, from the German word for wargame, was a system used for training officers in the Prussian army. The first set of rules was created in 1812 and named Instructions for the Representation of Tactical Maneuvers under the Guise of a Wargame.

Maria – Sun 10 am

Maria is a three (3) player wargame based on the War of Austrian Succession. While derived from Frederick, it has its own unique elements. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required, with \$10 dealer dollars being awarded.

Napoleonic Wars (2nd Edition) – Mon 10 am

Recreate the ebb and flow of the Napoleonic Wars from 1805-1815 in this card-driven-game (CDG) by GMT Games. The players take on the role of the leaders of France, Austria, Russia and Britain. Their choices and actions will decide if Napoleon Bonaparte will continue to dominate Europe.

Sails of Glory- Tournament – Fri 5 pm

Sails of Glory is a game that recreates naval combat in the Age of Sails (1650-1815). Based on the game system used in Wings of Glory, Sails of Glory uses miniatures, cards and board game mechanisms, with a special deck of maneuver cards representing the different movement capabilities of each vessel.

Virgin Queen (Campaign Tournament) – Sat 10 am

Virgin Queen is a card-driven wargame on the military, political and religious conflicts within Europe during 1559-1598. This will be the full 7 turn 1559 scenario. Looking for a full 6 player game, with a minimum of 3 players. If more than 6 players are signed up, there will be multiple games. Note we are scheduled for 11 hours, this being an entire Saturday tournament, with scheduled breaks. Winner will receive \$50 dealer dollars (in each game). All other participants will receive \$10 dealer dollars.

Roleplaying

Los Angeles, Plaza Ballroom B, C, and D, Newport

A Wonka Family Reunion – Sun 2 pm – Savage Worlds

GM: Jason JiB Tryon

It's been 30 years since the events at the chocolate factory that so altered your lives. In the years that followed you heard infrequently from the other Wonka children. You never expected to receive another golden ticket but there it is inviting you to a family reunion at the factory. Perhaps this is the chance to finally close the book on some of the nightmares that still plague you even now.

A World of Your Own – Sat 2 pm, Sun 9 am, 2 pm, 8 pm –

Creation: Infinite Worlds Playtest

GM: Ian ChristianScher

The universe has ended and you stand at the dawn of a new one. A virgin world lies before you still formless begging you to remake it in your own image. But there are others with a different vision. Creation is a game to let your creative side out as you collaborate and compete with others to make your vision for the world come true. Play with the designer and offer feedback.

ADAP4-3 Steading of the Hill Giant Part 1 and 2 (level 11-15) –

Fri 2 pm – Dungeon & Dragons 4th Edition

The closest giant stronghold - and the greatest immediate threat to the safety of nearby settlements - is a great timber fortress populated by hill giants. A Living Forgotten Realms adapted adventure for Adventure Level 12.

ADAP4-3 Steading of the Hill Giant Part 3 and 4 (level 11-15) –

Sat 9 am – Dungeon & Dragons 4th Edition

The closest giant stronghold - and the greatest immediate threat to the safety of nearby settlements - is a great timber fortress populated by hill giants. A Living Forgotten Realms adapted adventure for Adventure Level 12.

ADAP4-4 Glacial Rift of the Frost Giant Jarl Part 1 and 2 (level 13-19) –

Fri 2 pm – Dungeon & Dragons 4th Edition

Although the success of the giant alliance rests squarely on the broad shoulders of King Snurre, ruler of the fire giants, his staunchest ally is Grugnur, the frost giant jarl. Killing Grugnur would surely create disorder and unrest in their ranks. Until recently, the location of the frost giant stronghold was a well-guarded secret. However, a map has been found... A Living Forgotten Realms adapted adventure for characters levels 13-19.

ADAP4-4 Glacial Rift of the Frost Giant Jarl Part 3 and 4 (level 13-19) –

Sat 9 am – Dungeon & Dragons 4th Edition

Although the success of the giant alliance rests squarely on the broad shoulders of King Snurre, ruler of the fire giants, his staunchest ally is Grugnur, the frost giant jarl. Killing Grugnur would surely create disorder and unrest in their ranks. Until recently, the location of the frost giant stronghold was a well-guarded secret. However, a map has been found... A Living Forgotten Realms adapted adventure for characters levels 13-19.

RPGs

ADAP4-4 Warrens of the Stone Giant Thane (Part 1&2) (levels 11-17) – Sun, Mon 9 am – Dungeon & Dragons 4th Edition

Until recently, the stone giants rarely ventured far from their warrens in the craggy mountain foothills. But something has changed. A Living Forgotten Realms adapted adventure for characters levels 11-17 (but recommended for levels 14-16). Written by Gary Gygax and Christopher Perkins

ADAP4-6 Hall of the Fire Giant King (Part 1&2) (levels 15-20) – Sun, Mon 9 am – Dungeon & Dragons 4th Edition

King Snurre of the fire giants rules from a mighty hall in the volcanic mountains, beyond the reach of most mortal enemies. The heroes sent to dispatch him, however, are no mere mortals. A Living Forgotten Realms adapted adventure for characters levels 15-20 (but recommended for levels 18-20). Written by Gary Gygax and Christopher Perkins

Aether Legacy – Sun 9 am – Free Mind

GM: Keyon Thomas

Welcome to a world where airships and dragons collide in epic battles that stretch across the sea. Where the world is split and power struggles have emerged between the Naturalists and the Machinists. Where even the seams holding countries, guilds, and cultures together are unraveling. Welcome to Aether Legacy, a world that holds possibilities, potential, and power. How epic will you be?

Agents of ? – Sat, Sun 8 pm – Buffy RPG

GM: Nicholas Butler

Project insight has fallen at the hands of captain america and the worlds most secret organization charged with protecting the public from the odd and weird has been ousted. It's up to you and your fellow Shield? agents must figure out your next move as your agency crumbles around you. Who can you trust are your fellow agents still friends or the Enemy. Do you offer protection or do you Hail Hydra.

Airsharks, Flying Ships, and Death. Oh My! – Sat 8 pm –

Dungeon World: Inverse World

GM: Seth Halbeisen

A world upside down, where city float on islands made countries, and the Glow is everywhere. There is no night, and death is one windstorm away. Navigate through the folds, find the promised island. Find the Prize to win it, but first you have to survive. Maybe you can make it, maybe you can be king!

All the King's Men – Sun 8 pm – Parallels Game system

GM: Jonathan Albin

SPECIAL GUEST EVENT! There is something terribly wrong at Wolf 359, and the loss of Federation vessels is only the beginning. Federation, Klingon, Cardassian, Ferengi, Romulan and Vulcans all have to face the ramifications of their actions, or be Assimilated.

Apocalypse World – Fri 8 pm, Sat 2 pm, Sun 2 pm, 8 pm –

Apocalypse World

GM: Brian Poe

The world is over. Food is scarce and the lamentation of the fools that grovel in the dirt can be heard over the roar of engines and the gunfire whizzing over your head. But this apocalypse isn't the end. This apocalypse is the beginning of a story. This is your story. This is your Apocalypse World. Come play the game that started a revolution in tabletop roleplaying. Beginners and vets welcome.

Blood Lust – Sat 9 am – Vampire: The Masquerade

GM: Louis Garcia

The Tremere elder is dead, the balance in the city has been upended. Now is the time for Kindred to settle old scores. The wheels of the Jihad turn on this night of Blood Lust. Presented by the Dead Gamers Society

Centurions of the Galactic Core – Sun 8 pm – Cortex+

GM: Caoimhe Snow

In the 35th Century, humanity has colonized most of the known universe, joined together in the Galactic Congruity, a loose republic of 600 worlds. These worlds are protected by young heroes known as the Centurions of the Galactic Core – a virtual legion of super-heroes. Together they work to defend the Congruity from power-mad dictators, space pirates, and monstrous alien beasts.

Chebychev Function – Sun 2 pm – Protocol System - Postworld Games

GM: Mike Leader

Chebsyshev Function is a story RPG about teenagers with psionic powers, Primes, who are chased by the government. Forced to "go underground" to protect themselves from those who would do them harm. As the story progresses, the teenagers find themselves face to face with real dangers that will test them, their friendships, and their will to live. These aren't your "up, up and away" kind of heroes...

CMP2013-05 Dangerous Games 1: Rolling the Dice – Sat 9 am – Shadowrun: Missions (Living Campaign)

Ares has a new prototype pistol, said to be revolutionary, and Mr. Johnson wants you to steal it for him. Ready to roll the dice?

CMP2013-06 Dangerous Games 2: Double Down – Sat 2 pm –

Shadowrun: Missions (Living Campaign)

Go recover a downed drone. How hard can that be, really?

CMP2013-07 Dangerous Games 3: Full House – Sun 2 pm –

Shadowrun: Missions (Living Campaign)

Listen up y'all, it's a sabotage! Ms. Johnson wants a production facility shut down by any means necessary!

CMP2013-06 Dangerous Games 4: Going for Broke – Sun 7 pm –

Shadowrun: Missions (Living Campaign)

There's a hit out for a software designer, and it's your job to keep him alive. Think you can pull it off?

CORE6-1 Behind Obould's Lines (levels 1-10) – Fri 7 pm, Sat, Sun 9 am – Dungeon & Dragons 4th Edition

You had already entered Many-Arrows to steal a relic from a small temple when you received the desperate message: slow down an orc horde before it joins forces with Netheril to invade Cormyr. But how are a handful of adventurers supposed to stop the throngs of Obould's orcs? It won't be easy, but you could become legends... A one-round Living Forgotten Realms adventure set in the Kingdom of Many-Arrows for characters of the Heroic tier (levels 1-10). This is the Heroic tier finale of the Desolation series,

Crimson Skies – Sat 8 pm – Atomic Robo: The Roleplaying Game

GM: Mike Olson

The year is 1937, and North America has shattered into more than a dozen competing nations, rife with conflict. With interstate highways and railways a thing of the past, travelers take to the skies. So too do a new breed of air pirates, kept in check by you, the brave men and women of Blake Aviation Security!

Dead in Thay (2 hour preview event) (level 6) – Sat, Sun 9 am – D&D 5e

Szass Tam, the lich lord of Thay, and his Red Wizards threaten to dominate all of the Sword Coast. The Bloodgate, an elemental node of power, must be destroyed in order to stop him. 6th level pregens will be provided. This is a preview event that will last for the first two hours of the slot only.

Dread the West – Sat 8 pm – Dread (the Jenga horror RPG)

GM: Sam Carter

A Dread game set in the old west.

RPGs

Dream Askew — Fri 8 pm — Dream Askew

GM: Josh Roby

Imagine that the apocalypse didn't happen everywhere at the same time. Instead, it happened — is still happening — in waves. You've fallen out of the Society Intact. You've found others who you can relate to, and you've banded together to form a queer enclave. Gangs roam the apocalyptic rubble scarcity is becoming the norm. And just beyond, howling and hungry, there exists a psychic maelstrom.

EPIC3-1 The Glorious Hunt (level 21) — Fri Noon — Dungeon & Dragons 4th Edition

Corellon's realm of Arvandor is known for more than its majestic forests and splendid islands. The exalted of Arvandor track down and destroy abominations that carve paths through the dominion in an eternal event known as the Glorious Hunt. When Corellon and his exarchs receive more than they bargained for, will you join the hunt? A Living Forgotten Realms Epic Campaign adventure set in Arvandor for 21st level characters.

EPIC3-2 Cracks in the Crimson Cage (level 22) — Sat 9 am — Dungeon & Dragons 4th Edition

Mortal heroes have just foiled a plot to assassinate a god and despoil his realm. The perpetrators' trail leads to Carceri, an astral prison that detains powerful abominations, disobedient angels, and horrors from beyond the known planes. The only way to find out who's behind the attack is for you to give chase into the Red Prison... and risk being trapped for eternity with beings feared even by the gods. A three-round Living Forgotten Realms adventure set in Carceri for 22nd level characters.

EPIC3-3 Tangled Skein of Destiny (level 23) — Sun 9 am — Dungeon & Dragons 4th Edition

A trail of assassination and devastation leads to Lolth's throne. The path to the Queen of Spiders is treacherous and the soul of many a brave hero is trapped alongside the demons ensnared in her webs. Can you weave your way through the Demonweb to untangle the truth? A three-round Living Forgotten Realms adventure set in the Demonweb for 23rd level characters.

EPIC6-1 Confrontation in Shadow (level 30) — Sun 9 am — Dungeon & Dragons 4th Edition

Shar weaves her final scheme to devour the world in shadow, safe within her Towers of Midnight. Legendary heroes must stop the goddess, securing their places in the pantheon, history, and myth - - or be forgotten in the total annihilation that will follow should they fail. A three-round continuous-play Living Forgotten Realms adventure for 30th-level characters. This is the finale of the Epic Campaign.

Escape from Goblin Hulk! — Sat 9 am — Dungeon World

GM: William Carson

You awake in the dang bowels of a dungeon. How did you get here? Where is your gear? And what is up with all these glowing mushrooms? Welcome to the high adventure of Dungeon World. You are trapped in a hive of rum soaked scum and villainy. A beginner's scenario based on... <http://slangdesign.com/rppr/2009/11/rpg-pdf/the-goblin-hulk-a-new-world-campaign-sourcebook/>

Expedition to Barrier Peaks — Sat, Sun 9 am, 2 pm, 7 pm — D&D 5e

The Grand Duchy of Geoff is besieged by strange and terrible monsters of unknown sorts! Walled towns and fortresses have been destroyed by this mysterious incursion. All investigations point to a peculiar gated cave, nestled in the western mountains, as the source of this weird incursion. Pregens provided

Fk the King** — Fri 8 pm — Two Guys With Swords

GM: Hamish Cameron

In the reign of King Joffrey, the king's violent former bodyguard and the daughter of a convicted traitor on a dark path escaped the clutches of a band of freedom fighters. Today, still wanted by the king's men and desperately short of chickens, they survive as soldiers of fortune. If you have a problem, if no one else can help, you'd better call... Arya and the Hound.

Family Ties — Sun 9 am — The Queen's Cavaliers

GM: Rachel Tolliver

Gallinea is much more modern than it once was, men have the right to vote and own property now, why they are just as good as women! Some families still think that a young gentleman's place is in the home. When you come across a young man trying to flee an arranged marriage what do you do? The Queen's Cavaliers is a Baroque, clockpunk swashbuckling fantasy roleplaying game.

Freeport Back Alleys — Sun 9 am — Freeport Fate Edition

GM: Sam Carter

The back alleys of Freeport (the city of adventure) are a dangerous place my friend. Especially tonight.

From the Shadows — Fri 2 pm, Sat 9 am — Project: Dark

GM: Brian Poe

Project: Dark is a roleplaying game which brings stealth action adventure to the tabletop. Players will use their own deck of playing cards to simulate their actions in a dangerous and unpredictable world. You only have a small window of opportunity. The sun is down. It's finally dark. This is a beta kit of the upcoming game by Will Hindmarch. Rules will be taught and characters provided.

Ghostbusters: That Old Hollywood Magic — Fri 8 pm, Sat 2 pm — West End Games' Ghostbusters RPG

GM: Kristine Chester

Los Angeles, the city of sun, surf, and now specters. With the number of ghosts in LA on the rise a Ghostbusters' franchise is opened in Southern California. But can the new Southern California Ghostbusters learn to work together and keep ahead of the rising tide of weird? Who ya gonna call?

Godlings in New York — Sun 2 pm — A Fate Core and Scion blend

GM: Jeff Pedersen

Hera has a task for you. Spawn of the Titans are making their way into the world, and the NYPD are only capable of so much. As the young half-mortal daughters and sons of Zeus, surely you are up to overcoming this labor.

GURPS - ASPIRE 2025: After the Turn (Mysteries/Horror) — Fri 8 pm, Sun 9 am — GURPS

GM: Michale Shupe

Project ASPIRE stands for the Agency for Supernatural and Paranormal Research, Investigation and Exploration. Explore this Men In Black meets Urban Fantasy with a twist of post-apocalypse. This long running campaign is episodic, pregens provided. Play two GURPS games between Friday 2pm and Sunday 9am and qualify for the GURPS tournament with prizes provided by SJG!

GURPS - Equestria — Sat 2 pm — GURPS

GM: Michale Shupe

Everypony is doing it. Come on, and take on the role of one of the many ponies in Equestria and find out just what your Cutie Mark is telling you! Play two GURPS games between Friday 2pm and Sunday 9am and qualify for the GURPS tournament with prizes provided by SJG!

RPGs

GURPS - World of Zombies – Sat Midnight, 9 am – GURPS

GM: Michale Shupe

Zombies. Are you one? No, not yet. Try not to be one, and take some out, and survive. That'd be cool. Play two GURPS games between Friday 2pm and Sunday 9am and qualify for the GURPS tournament with prizes provided by SJG!

GURPS FINALS - DID YOU QUALIFY? – Sun 2 pm – GURPS

GM: Michale Shupe

A magical mystery game that is made in the old fashioned way that nobody knows. The top six players will be chosen for this game from participation earlier in the con.

GURPS: Gaslamp - "For Want of a Permit..." – Sat 2 pm – GURPS

GM: David and Julie Scott

Somewhere out in the Dreamlands a permit has expired, prompting the Mighty Conservator to descend to London and start confiscating airships. Can the Oddfellows stop this eldritch being and his clockwork servitors? And what of this permit? Is its unfiled status a quirk of the universe, a mistake on the part of HRH's embassy in Clockwork, or a nefarious plot? Some say the Raven knows.

Hassbeck's Case – Sat 8 pm – Fate

GM: Wes Otis

Hassbeck was a jerk, now he's a dead jerk. He was also a net runner with a lot of credits in the bank and no loyalty. Karma came calling after years of bills not being paid and he found himself in the dead book. The city of Sigil is full of dead cyberpunks who thought they'd live forever. But before he died, Hassbeck stole files from the Lady of Pain, and now the hunt is on, winner takes all.

Hellas, in the hands of The Strophe – Sat 9 am – Hellas

GM: Damon Sutton

Hellas is a science fiction game based off of Greek Mythology. Hellene Legionnaires sail the galaxy and the interdimensional Panthalassa among beast, gods, and aliens. Your party is a diplomatic mission carrying a message from The Hellenic systems to Troia. Circumstances become complex however, and you find yourselves among a new race, the Strophe, are they friend or foe?

Hocus Focus - A Harry Dresden Fiasco – Sat 9 am – Fiasco!

GM: Mike Leader

Hocus Focus is a Dresden Files themed playset for Fiasco – with a twist. You play the monsters – and your schemes are under investigation by Harry Dresden. Explore the Dresden-inflected fun when bad things done by bad people go very, very badly indeed!

House of the Rising Sun – Sun 2 pm – Dresden Files.

GM: Gary Gandara

You and your friends abide in a private school just outside of New Orleans. Out on a field trip when you are confronted by something monstrous. Will you survive ?

How An Angel Dies – Sat 8 pm – Demon: The Descent

GM: Louis Garcia

You were an Angel, in service of the God Machine, enacting it's will against humanity. But not anymore, you are now one of the Unchained, a fallen Angel, a Demon. Now standing among humanity, hiding from the God Machine, acting against it and determined never to return to it's sterile embrace of Heaven. The Dead Gamers Society presents the newest World of Darkness game, Demon: The Descent

Hungry Like The Wolf – Sat 9 am – Vampire: The Requiem (Blood and Smoke)

GM: michael cantin

Take a journey back to the days when World War Three beckoned, aquanet was the tool of choice, and the Wolverines were the best darn sports team period. It's unlife in the 80's babe, and if you aren't getting yours, someone else is. You've fought long and hard for your pittance at the bottom of the food chain. Lucky for you, your moxy has not gone unnoticed by your Elders. Now your Prince has offered you a task to prove yourselves: Drive out the competition. Do this, and that territory is yours.

IntSec Agents at the Earths Core – Sun 8 pm – Paranoia

GM: Ed Murphy

Armed citizen creating disturbance in sector Power Services bureau offices. Subdue citizen. Citizen is not to be harmed. Citizen identifies as head of R&D's Experimental Physics department. Recommend com link conference with his subordinate. Subject alleges Power Services has treasonously denied R&D access to power resources. Recommend com link conference with Power Services complaint bureau.

Invasion of the Lava Men – Sat 2 pm – Villains and Vigilantes

GM: Alex Slizza

This is a kid friendly event designed to introduce kids to role playing games. Come play a super hero, fight off the evil Lava Men, and save the city!

Keep Kessek – Sat 2 pm – Dungeon World

GM: Wes Otis

Keep Kessek stands at the edge of the Graynight Forest. No one has been inside it's walls for centuries. What treasures might it hold? What dangers await?

Lich Lair 1 – Sat 9 am – DnD 3.5 Pathfinder

GM: John Willy

The Evil Dracolich Itsywing has been telepathically filling your dreams with visions of being eaten in his terrible bony maw. After many sleepless months you have found the beasts lair. All you have to do is delve within and kill the dragon.

Lich Lair 2 – Sun 9 am – DnD 3.5 Pathfinder

GM: John Willy

You've killed the dracolich, now you need to kill the Wizard who created him. Plus you can free the Righteous Babes from the Evil Wizard's Trolls. 10th or 11th level characters

Lotus Blossom's sorrow – Sun 2 pm – Tenra Bansho Zero

GM: Chris Czerniak

Lotus Blossom was to be a gift that would bring peace between two clans but she ran off to make her own destiny. Her allies have agree to be help but with constant death in her wake they must decide if her freedom is worth the destruction it causes. TBZ is the roleplaying game of fantastic feudal Japan with mecha, samurai, ninja, sorcery, mutant and cyborgs.

Mission Boston – Fri 2 pm – The Regiment

GM: Hamish Cameron

It's the eve of D-Day. You are all paratroopers in the 508th Parachute Infantry Regiment. You will be among the first Americans to face the Nazis in occupied France. Tonight you'll be jumping out of a transport plane together into Normandy. Your mission is to raise hell inland so that the Germans can't counterattack against the Allied divisions that will be hitting the beach at dawn.

Monday Morning Madness! – Mon 9 am – GURPS

GM: Michale Shupe

Any game that I ran this con that you missed and want to play- ASPIRE, Equestria, World of Zombies. Player choice.

RPGs

Moonmen From Mars - A BAD SciFi Movie — Sun 9 am — Protocol System - Postworld Games

GM: Mike Leader

This is a story roleplaying game about the futuristic Moonmen who have invaded Earth Planet airspace, intending to ravage our planet with their Mars ray beams. Grab your graviton boots and your laser-rods and join the fight to the sky. Earth needs you. With that said, this is a game set in bad Sci-Fi B-movies, with an eastern european influence. Come have fun with us!

Mouse Guard 1155: Ghost Ship — Sat 9 am — Mouse Guard RPG

GM: Kristine Chester

There's a legend of a ship, larger than any in the Territories, that patrols the waterways kidnapping mice. When a ship matching the legend is spotted near Rust Leaf, the Guard must prove once and for all if this ship is fact or fiction.

MYRE3-3 Nexus of Madness — Sat 7 pm — Dungeon & Dragons 4th Edition

Veteran archaeologist Imaskari Jones recently discovered a Halruaan wonder: a still-functional portal nexus with dozens of permanent portal gateways. Things went poorly, and the nexus became corrupted by the Far Realm. Imaskari Jones is recruiting adventurers for one desperate purpose- -storm the island, reach the nexus, and sever the link to the Far Realm before it spreads across the planes.

Nesseyar Evil: Payback is a Bitch — Sat 2 pm — Savage Worlds

GM: michael cantin

When the invaders came from beyond our solar system, we counted on our heroes. They failed. Only Super Villains remain. The Guild has bested the threat, but peace will not come to earth or the victors. It's easy to make enemies when you are are a bunch of evil domineering psychopaths at heart, but hey, who cam blame you for having a little fun? "She" can. And "She" is PISSED.

NETH3-1 Secrets and Shadows (levels 11-20) — Fri 2 pm —

Dungeon & Dragons 4th Edition

Recently, the clergy of Selune obtained a powerful artifact named Last Grasp of Shadowbane. However, following a recent meeting of the high priests, the artifact has vanished. With its hunger to conquer shadow creatures, this weapon could forever change the balance of power in Netheril. Someone is needed to locate the artifact and ensure that it is used for the purpose it was intended. A Living Forgotten Realms adventure set in Netheril for characters of the Paragon tier (levels 11-20).

NETH3-2 Flirting with Disaster (levels 11-20) — Fri 7 pm —

Dungeon & Dragons 4th Edition

At this point in your adventuring career, the idea of pulling a shift on caravan guard duty is well beneath you. But when the caravan in question is braving the Ordulin Maelstrom, even that simple job could end up being more than you can handle. A Living Forgotten Realms adventure set in Netheril for characters of the Paragon tier (levels 11-20). This adventure is the second part of the Sand and Shadows Major Quest.

NETH3-3 Seek and Destroy (levels 11-20) — Sat, Mon 9 am —

Dungeon & Dragons 4th Edition

It's time to finish the job you and the Sand Kings have started: the infiltration of Shade Enclave and the assassination of a major Netherese agent. But is a direct assault the best path to take - - both literally and morally? A Living Forgotten Realms adventure set in Netheril for characters of the Paragon tier (levels 11-20). This adventure is the third and final part of the Sand and Shadows Major Quest.

NETH4-1 Containing Shadow — Sun 9 am — Dungeon & Dragons 4th Edition

The Ordulin Maelstrom's dark embrace obliterates ordinary mortals within moments. But you are no ordinary mortal, and the Harpers need someone to brave the depths of this life-consuming vortex. Can you complete your mission before the vile shadows devour your soul and reduce your body to an empty, withered husk? A Living Forgotten Realms adventure for characters of the Paragon tier (levels 11-20).

NETH4-2 The Tripartite Tower (levels 11-20) — Sun 2 pm —

Dungeon & Dragons 4th Edition

The Harpers need a powerful expert on arcane magic, someone with decades of experience. All you have to do is travel to meet with a famous but reclusive wizard and secure his aid. Unfortunately, the Netherese aren't going to make it easy. A Living Forgotten Realms adventure set in Cormyr for characters of the Paragon tier (levels 11-20).

NETH4-3 Purifying the Prophet (levels 11-20) — Sun 7 pm, Mon 2 pm —

Dungeon & Dragons 4th Edition

The Netherese sought to control the Oracle of Spellgard Keep, and nearly succeeded. She was only saved by binding her spirit inside a sentient golem. But for Lady Saharel to be useful to the Harpers, you must find a way to place her beyond the reach of her former masters. A Living Forgotten Realms adventure set in Luruar for characters of the Paragon tier (levels 11-20).

On the Kings Road — Sun 2 pm — Homebrew D100

GM: DM Sean

A traveling band of ox-pulled carts, always needs help when journeying up north, are more than willing to spend a few coins, when it comes to having a few more swords... Pick up the rules at http://www.basicrps.com/core/BRP_quick_start.pdf

Our Last Best Hope — Sat 8 pm — Our Last Best Hope

GM: Brian Poe

Our Last Best Hope is tabletop roleplaying game that takes about two hours to play. During the game, you and your friends will play through a classic disaster movie, like Sunshine, Deep Impact, The Core, or Armageddon, where your characters are the stars. Each game is unique, as your group confronts a new Crisis with a new set of characters and a new plan to save the Earth.

PF AP 067 (Reign of Winter 1) The Snows of Summer — Mon 8 am — Pathfinder

The Reign of Winter Adventure Path begins with an exciting new adventure from RPG Superstar winner Neil Spicer Every 100 years the Witch Queen Baba Yaga returns to the nation of Irrisen to place a new daughter on the throne but this time something has gone wrong. Far to the south winter cloaks the forest near the village of Heldren with summer snows.

PF Mod: We Be Goblins — Sat 8 am, Sun 2 pm — Pathfinder

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure'fireworks Yet unfortunately for them the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation the Licktoads'leader His Mighty Girthness Chief Rendwattle Gutwad has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh.

RPGs

PF Mod: Feast of Ravenmoor — Sat 8 am — Pathfinder

For decades, the tiny village of Ravenmoor has existed quietly on the upper reaches of the Lampblack River, far from the centers of civilization in Varisia. Linked to the outside world only by an overgrown, mostly forgotten trail, the villagers are comfortable with their isolation. When a clerk in the city of Magnimar discovers that, due to a clerical error, the village of Ravenmoor hasn't paid taxes in years, a tax collector is sent to the distant community to settle accounts with its mayor. Did he really make off with the taxes for himself, as the villagers suspect? Or did he never make it out of Ravenmoor at all?

PF Mod: Murder's Mark — Fri 2 pm — Pathfinder

"Everyone in the fishing town of Ilsurian is excited when the legendary Umbra Carnival rolls into town, even if the show is run by members of the much-maligned Varisian ethnic group. With strange and exotic beasts, scandalous performances, games of chance, and all the other fun of a traveling fair, who could resist such an opportunity for entertainment?"

PFS 0-01: Silent Tide — Fri, Sat 8 pm — Pathfinder

When strange reports of misty undead spread through Absalom, you and your fellow Pathfinders are dispatched to the half-drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick-handed knifers of Puddles are the least of your worries. The night's tide brings with it an ancient armada of some long-forgotten war and you are the only thing between their mist-shrouded ghost fleet and Absalom's utter oblivion.

PFS 0-05: Mists of Mwangi — Fri 8 pm, Sun 2 pm — Pathfinder

Pathfinder Lugizar Trantos recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. Absalom's famed Blakros Museum purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse and now their power has laid claim to the museum. Can the Pathfinder Society uncover the source of the curse in time or will the Blackros Museum be forever lost to the mists of Mwangi?

PFS 0-22: Fingerprints of the Fiend — Sat 8 am — Pathfinder

When a retired Pathfinder's nephew goes missing after allegedly discovered the fabled city of Rachikan of the ancient Jistka Imperium, he turns to the Society for help. Now you've been sent to the coast of devil-tainted Cheliox to uncover the missing nephew's whereabouts and to, quite possibly, uncover one of the most sought-after legendary cities on Golarion. But you have to move quick! The Aspis Consortium is rumored to be racing to the site ahead of you and their involvement could spell disaster for the Pathfinder Society.

PFS 1-35: Voice in the Void — Sat 8 am — Pathfinder

"Mystery strikes again at the problem-plagued Blackros Museum in Absalom and its curator, Nigel Aldain, needs your help. When a famed Osirian tomb raider returns to Absalom and disappears in the museum's basement, Aldain fears the worst. When strange sounds echo from below and several of the curator's night watchmen go missing, he panics and begs the Society to investigate the mystery and save his museum from the darkness that infests it.

PFS 1-55 The Infernal Vault — Sun 8 pm, Mon 8 am — Pathfinder

A decade ago the Decklands family a house of Chelish nobles were exiled from Absalom for treason. Their fate made for an interesting story and when a Pathfinder agent in Cheliox studying the family's long history and exile from the City at the Center of the World ends up murdered the Society sends you to the recently discovered Deckland Vaults in Absalom to see what connection their old home might have to your murdered colleague.

PFS 2-10: Fury of the Fiend — Sat 2 pm — Pathfinder

The Pathfinder Society once again sends a team of agents into the deadly ruins of Rachikan in western Cheliox. This time, however, the Pathfinders must infiltrate a Hellknight encampment to gain access to the lost city's lower levels. Can they work their way past the suspicious soldiers and survive the ancient terrors that lurk below? Fury of the Fiend is the spiritual sequel of Fingerprints of the Fiend, though the scenarios can be played in any order.

PFS 2-11: The Penumbral Accords — Sat 2 pm — Pathfinder

The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

PFS 2-12: Below the Silver Tarn — Fri 8 pm — Pathfinder

In the rural Menador Mountains of southern Nidal, the PCs find themselves in a fog-enshrouded mining town facing a terrible fate. Silver Tarn, on the banks of which the settlement of Stom's Claim stands, has grown a mind of its own. Reaching out with strange abominations of the deep to siphon the souls of the stubborn populace, the lake hopes to release a powerful fiend bound centuries earlier by Arodenite clerics. If the PCs can't stop the Silver Tarn Entity, Stom's Claim and much of western Avistan may soon fall to a fate beyond comprehension.

PFS 2-15 Shades of Ice'Part I Written in Blood — Sun 8 am — Pathfinder

When the Decemvirate sends the PCs to the Viking city of Trollheim in the frigid northern Lands of the Linnorm Kings to deliver a package to an allied scholar there the Pathfinders soon find themselves unwelcome visitors. Forced to navigate the rugged isolated city and interact with the standoffish natives can they deliver their cargo to its target or will they find themselves exiled from the city... or worse?

PFS 2-16 The Flesh Collector — Sun 2 pm — Pathfinder

A priceless manuscript has gone missing from the Pathfinder lodge in Almas and the Pathfinder Society has traced its current whereabouts to a remote monastery off the coast of southwestern Nex. Arriving at the Monastery of the Unremitting Tide the PCs face the suspicious scholars who study there and in the process risk enraging an ancient spirit and uncovering a long-lost secret that more than possibly costing them the stolen manuscript could cost them their very lives.

PFS 2-17 Shades of Ice Part II Exiles of Winter — Sun 2 pm — Pathfinder

Following the trail of the insidious Shadow Lodge from Trollheim to the icebound city of Whitethrone in the witch-ruled nation of Irrisen the PCs must locate the hidden lodge of their contact's kidnapper. Can they get past the city's defenses infiltrate the Shadow Lodge headquarters and rescue the Pathfinder Society's valuable ally or will they like so many before them find their bones ground to make Baba Yaga's bread?

PFS 2-19 Shades of Ice Part III Keep of the Huscarl King — Sun 8 pm — Pathfinder

Information in the Shadow Lodge headquarters in Whitethrone leads you into the Realm of the Mammoth Lords in search of an abandoned tower of a lost Ulfen king. The powerful weapon rumored to be there could be disastrous if it falls into the hands of those who plot the Pathfinder Society's destruction who will find it first?

RPGs

PFS 3-02: Sewer Dragons of Absalom — Fri 8 pm — Pathfinder
Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.

PFS 3-06: Song of the Sea Witch — Sat 8 am — Pathfinder
When an unlucky historian in Absalom uncovers an infernal book from distant Tian Xia, he unwittingly unleashes a terrible evil into the city. Only the book's holy counterpart can end the threat, and the Pathfinder Society has been called in to assist. Can the PCs locate and retrieve the key to ending the diabolical invasion of the City at the Center of the World, or will Absalom be drowned in the sea of destruction wrought by the Infernal Incantation?

PFS 3-07: Echoes of the Overwatched — Sun 8 pm — Pathfinder
When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible ancient evil if falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Ralzeros the Overwatched.

PFS 3-09: The Quest for Perfection, Part I: The Edge of Heaven — Sat 8 am — Pathfinder
"In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament. Though the monastery has long laid unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest.

PFS 3-11: The Quest for Perfection, Part II: On Hostile Waters — Sat 2 pm — Pathfinder
"With an ancient Iroran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces on the shores of Kaoling to the north or the powerful armies of Lingshen to the south, the Pathfinders' journey will be anything but a pleasure cruise. Can the PCs survive hostile waters to safely reach their destination, or will they fall victim to the perils of river travel in Tian Xia?

PFS 3-13: The Quest for Perfection, Part III: Defenders of Nesting Swallow — Sat 8 pm — Pathfinder
"As the Pathfinders approach the village of Nesting Swallow in the Tian nation of Shokuro, they find it besieged by a gang of tengu bandits. Before their contact in the village will aid them in restoring the Iroran relic that brought them hundreds of miles to the isolated town, the PCs must repulse the attackers, using every ounce of tactical mettle and military strategy they possess to train the villagers, augment their defenses, and ultimately face off against the bandits' charge.

PFS 3-15: The Haunting of Hinojai — Sun 8 pm — Pathfinder
Ever seeking long-lost secrets the Pathfinder Society sends a team of agents to explore a reportedly haunted house in the Dragon Empires nation of Minkai hoping they can uncover the secret behind the legendary location's tormented past.

PFS 3-19: The Icebound Outpost — Mon 8 am — Pathfinder
The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well-guarded Aspis outpost and escape with their lives and the information the Society seeks?

PFS 3-25 Storming the Diamond Gate — Sat, Sun 2 pm — Pathfinder
Agents of the Pathfinder Society have discovered the location of a back door into their private demiplane that puts the entire realm at risk of plunder and exploitation at the hands of the Aspis Consortium. Rather than close the access point into their adventuring paradise however the Decemvirate sends a crack team of Pathfinders to secure the gate for future Society use... at any cost.

PFS 3-26: Portal of the Sacred Rune — Fri 2 pm — Pathfinder
The Pathfinder Society has secured one end of a portal from Golarion leading to an isolated demiplane rife with adventuring opportunities. Now all that remains is gaining control of the other end, thereby ensuring safe and continued use by Pathfinders for years to come. The PCs are selected as the best chance the Decemvirate has of claiming the portal for their own.

PFS 4-02: In Wrath of Shadow — Sat 2 pm — Pathfinder
In the ruins of Xin-Bakrakhan, seat of power of the Runelord of Wrath, the Pathfinder Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

PFS 4-08: The Cultist's Kiss — Sat 8 am — Pathfinder
An active cell of the cult of Lissala, an ancient goddess of runes and obedience, has been discovered in the Varisian town of Palin's Cove. Seeking a chance to learn about this long-lost faith not from millennia-old relics but from its current practice, a team of Pathfinders travels to the industrial seaside settlement to uncover the secret coven and infiltrate its services in the guise of prospective converts. Will the Pathfinders discover the knowledge they seek, or will the evil cult subvert them with its vile and seductive faith?

PFS 4-09: The Blakros Matrimony — Sat 8 pm — Pathfinder
The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf of the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

PFS 4-10: Feast of Sigils — Sat 2 pm — Pathfinder
In Kaer Maga, the mysterious and dangerous cliffside City of Strangers in untamed Varisia, the Pathfinder Society will come face to face with a sect of the cult of Lissala who prey upon the city's most vulnerable denizens to increase their own power. To what end do they conduct the ancient Feast of Sigils ritual, and can the Pathfinders stop them before their evil plans come to fruition?

PFS 4-11: The Disappeared — Sat 8 pm — Pathfinder
A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate, or will all memory of her be erased completely from history?

PFS 4-12: The Refuge of Time — Sat 8 pm — Pathfinder
In the ruins of a fallen empire built on the power of sin lies the key to awakening a great evil from a time long gone. The Pathfinder Society isn't the only organization seeking this potent artifact, however, and the result of failure could mean disaster for the whole of Varisia and beyond.

PFS 4-13: Fortress of the Nail — Fri 2 pm — Pathfinder
The Pathfinder Society sends a team of agents into a Hellknight citadel to free a wrongfully imprisoned ally. Among the law-bound knights, however, they may find that getting out of the prison isn't as easy as getting in.

RPGs

PFS 4-14: My Enemy's Enemy — Fri 2 pm, Sat 8 pm — Pathfinder
Someone in the city of Magnimar is committing crimes and leaving evidence implicating the Pathfinder Society. It falls to the Pathfinders to get to the bottom of it, and what they find may signal the resurgence of an enemy thought long defeated.

PFS 4-17 Tower of the Ironwood Watch — Sun 8 am — Pathfinder
On the edge of Varisia's Mierani Forest stand the ruins of an ancient guardtower that once served as the native elves' first line of defense against the threat of invasion from the bordering Thassilonian realm of Envy. Just as the elves fled Golarion to avoid the destruction of Earthfall so too did they leave behind the Tower of the Ironwood Watch which the Pathfinder Society now hopes to explore/task that could prove more dangerous than anyone anticipates.

PFS 4-19 The Night March of Kalkamedes — Mon 2 pm — Pathfinder

A veteran Pathfinder exploring the Fenwall Mountains of Varisia has begun sleepwalking traveling through the dead of night in the same direction each time. The following mornings however he awakens injured and lost in the wilderness never reaching the mysterious destination that drew him from his bed in the night. Something is calling Kalkamedes something powerful but unless he can make it safely to the source of his somnambulism that power will remain a mystery. It falls to a team of Pathfinders to escort the sleepwalker to his destination and uncover the true nature of the strange phenomenon overtaking Kalkamedes' dreams.

PFS 4-23: Rivalry's End — Fri 8 pm — Pathfinder

The Pathfinder Society's conflict with the Aspis Consortium in the frontier region of Varisia has come to a head, and the time to secure dominance of the ancient land is now. But despite mounting victories on the Society's part, the Aspis Consortium still has a few tricks up its sleeves, including several powerful agents from the Pathfinders' past who could prove too challenging an obstacle to surmount.

PFS 5-01: The Glass River Rescue — Fri 2 pm, Sun 8 pm — Pathfinder

A Pathfinder leading a diplomatic envoy from the dwarven holds of the Five Kings Mountains has gone missing and the balance of power in a time of war hangs on her rescue. The Pathfinder Society's divinations indicate the agent was waylaid in the theocratic nation of Razmiran when one of her escorted diplomats failed to pay a requested tithe. Now it falls to the party to enter Razmiran locate the missing Pathfinder and the dwarven diplomats and escape with their lives.

PFS 5-02: The Wardstone Patrol — Sat 8 am — Pathfinder
All-out war has erupted on the long-contested border between the crusader nation of Mendev and the demon-infested Worldwound. With the magical defenses that once held the demons at bay failing, defense of the region now falls to small patrols of mobile soldiers to resupply, reinforce, and communicate between the border's many fortresses and outposts. With so much at stake, the Pathfinder Society has enlisted many of its agents to assist in the war effort.

PFS 5-03: The Hellknight's Feast — Sun 2 pm — Pathfinder
War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound far to the north of Absalom but despite the regional implications of an Abyssal victory many nations are ambivalent toward the cause. The Pathfinder Society at the urging of Silver Crusade leader Ollysta Zadrian arranges a formal banquet to be hosted by newlyweds Michellia and Damian Blakros at which the society's agents can attempt to sway the political opinions of Absalom's movers and shakers.

PFS 5-06 You Have What You Hold — Mon 2 pm — Pathfinder
As an act of retribution an enemy of the society begins hiring river pirates to waylay Pathfinder boats bound for the crusader nation of Mendev. Unless the Pathfinders can track down the party responsible and put an end to their piracy the raids may spell the doom of the society's ambitions to the north.

PFS 5-07: Port Godless — Sun 8 pm — Pathfinder
Few are as adept at fighting demons as the Riftwardens an organization of spellcasters dedicated to protecting the boundaries between the planes. Many are already committed to the Fifth Crusade in Mendev and are unable to assist the Pathfinders directly in the society's upcoming expedition into the Worldwound but if the Pathfinders assist the Riftwardens elsewhere perhaps a small number of the mages might be free to return the favor. Unfortunately this means entering the godless nation Rahadom where several Riftwardens have recently disappeared.

PFS 5-08: The Confirmation — Sat, Sun 8 pm — Pathfinder
Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Even the noteworthy field commissioned agents sometimes participate in such trials as a way to familiarize themselves with the Pathfinder Society's rules and expectations.

PFS 5-11: Library of the Lion — Fri 2 pm, Sun 8 am — Pathfinder
Few societies have so vaunted a tradition of leading crusades as Taldor, yet the constant revisions to its history by scheming factions leaves the truth obscured by countless acts of political modifications. Even the lauded Kitharodian Academy, Aôs texts are riddled with these changes, so when a secretive ally approaches the Pathfinder Society with information about a hidden archive that contains the unaltered histories, the Pathfinders plan a daring infiltration to recover the secrets of Taldor.

PFS 5-12: Destiny of the Sands Part 1 A Bitter Bargain — Sat, Sun 8 am — Pathfinder

Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto and the Pathfinder Society has pledged its support in the Sapphire Sage's investigation of his ancient order however the lead dried up that was until a familiar information broker contacted Amenopheus offering an exchange of services. To assist an ally and unlock the secrets of Osirion's past the Society must deal with a deadly antagonist once more by sending the PCs to fulfill the bargain and collect its due. The only question is what price their foe will demand.

PFS 5-13: Weapon in the Rift — Sun 8 am — Pathfinder
Dire need begets great innovation and Ghalcor a cleric of Iomedae created a revolutionary new weapon to fight the demons that poured out of the Worldwound at the end of the First Mendevian Crusade. Unfortunately the fiends overwhelmed Ghalcor and his assistants before they could arm and trigger the weapon but complex fail-safes sealed off Ghalcor's tower and kept the device from falling into abyssal hands. As the Fifth Mendevian Crusade rages on Ghalcor's secret weapon could be the factor that turns the tide so the Pathfinder Society has agreed to find a way past the indiscriminate safeguards to secure the device for the crusaders' a task complicated by their pushing past enemy lines.

PFS 5-14: Day of the Demon – Sun 8 am – Pathfinder

The Blakros family long an ally of the Pathfinder Society has come into possession of a manor house in the imperial nation of Cheliox where a once prominent noble family was known to practice diabolism before the Age of Lost Omens. The Pathfinders' task is simple: clear the abandoned manor of any remaining threats before the Blakroses move in. Unfortunately the estate hasn't sat empty as long as the Blakroses think it has and its recent inhabitants were anything but the devil-worshippers who originally built the manor.

PFS 5-15: Destiny of the Sands Part 2 Race to Seeker's Folly – Sat, Sun 2 pm – Pathfinder

The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert brave its inhabitants and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

PFS 5-16: Destiny of the Sands Part 3 Sanctum of the Sages – Sat, Sun 8 pm – Pathfinder

Uncovering the secrets of a Jeweled Sage reveals that the others are in grave danger and the PCs set off after notorious jewel thieves before the criminals can disappear with another priceless treasure. When the trail leads to the sages' hidden sanctum deep within the Pillars of the Sun the Pathfinders must draw upon both their own resourcefulness and the ancient historians' power if they are to preserve a millennia-old organization and Osirion's past.

PFS 5-17: Fate of the Fiend – Sat 8 pm – Pathfinder

Years after the Pathfinder Society delved deep into the Jistkan ruins of Rachikan in western Cheliox, archaeological investigations continue to uncover ancient wonder. Reports recently ceased after scholars reported finding a sealed chamber believed to contain cadres of battle golems untouched since the Jistka Imperium collapse. The Pathfinder Society hopes to recover the golems for study and possible use in the Worldwound, but can its agents reach the sealed storeroom before the constructs fall into enemy hands?

PFS 5-EX: Ruins of Bonekeep Level I: The Silent Grave – Sat, Sun 8 am – Pathfinder

An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounter disaster while scouting out the entrance, the party must explore the first level of the dungeon to determine not just what attacked their comrades but also what dark power their nemesis nearly acquired.

PFS 5-S2: Ruins of Bonekeep Level II: Maze of the Mind Slave – Sat, Sun 2 pm – Pathfinder

A group of Pathfinders recently delved into the ruins of Bonekeep a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder the party must explore as much of Bonekeep as they can before the spell dissipates lest they too are enslaved by the enchanted maze that looks hauntingly more familiar with each discovery.

PFS Intro 1: First Steps Part I: In Service to Lore – Sat 2 pm, Sun 8 am – Pathfinder

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Pirates attack! – Sat 2 pm – Short Order Heroes

GM: Rachel Tolliver

This game is a free flowing roleplaying game for kids, GMed by a kid (12yr old Noah, overseen by me). The general theme will be Pirates attack, but it could go anywhere from there. This game is dictated as much by the players as it is by the GM. Short Order Heroes is the ultimate rules-light role-playing game and character personality builder.

PREQ6-1 A Tale of Two Cities (levels 11-20) – Fri 7pm, Sat 2 pm, Sun 7 pm – Dungeon & Dragons 4th Edition

Netheril seeks to win the war by the most expedient means possible -- the conquest or destruction of Suzail. Most defenses are useless against the flying city of Shade Enclave, which even now inexorably approaches the heart of Cormyr. Should the Netherese manage to control the skies, they will have a nearly insurmountable advantage in the battle to come. There is someone who could even the odds, but only with your help, and only at a terrible cost.

Project Aspire- Infected – Sun 2 pm – GURPS

GM: James Freeman

An infection has afflicted alot of people in the city and a quarantine has been put into place, the doctors need a rare plant for the cure, it is your job to get it as quickly as possible.

Project Aspire-House party – Fri 2 pm – GURPS

GM: James Freeman

When the agents are invited to a house party on a remote island with representatives from the supernatural community all under the same roof and no way off the island, they find that there is a murderer on the island who is picking off members of the party one by one. This game is part of the GURPS tournament. Pregens provided.

Project Aspire-Legacy – Sat 2 pm – GURPS

GM: James Freeman

When a creature nears the end of its life it decided that it wanted to leave us a gift, all we need to do to get this gift is survive long enough to stop his pets from killing everyone off. This game is part of the GURPS tournament. Pregens provided.

Quest in the Cathedral: Darksky Crashes (level 5) – Mon 2 pm**Quest in the Cathedral: Ranger Ex Cathedral (level 5)** – Fri 7 pm**Quest in the Cathedral: Riddlers and Tricksters (level 5)** – Sat 2 pm 13th Age

A three-part 13th Age adventure for 5th-level (Champion Tier) characters. Pre-gens will be available, and players do not need to play all three parts. The characters on this adventure are pilgrims (although some might just be pretending), all seeking the knowledge that can be gained from an Oracle that lives high up in the Grand Cathedral of Santa Cora. The Cathedral stretches beyond the clouds, and ascending its millions of steps is considered a holy endeavor.

Robo Atómico Y La Invasión De Los Vampiros – Sun 9 am –

Atomic Robo: The Roleplaying Game

GM: Morgan Ellis

The future of the world depends on Atomic Robo to save Mexico City from a full scale invasion by the sinister Dr. Valkyrie and her army of extra-dimensional vampires. Atomic Robo, Luchadors, Spies, and Science! Using Evil Hat Productions' brand new Atomic Robo: The Roleplaying Game.

Royal Ball – Sat 9 am – The Queen's Cavaliers

GM: Rachel Tolliver

The King and Queen of Albia are visiting and a ball must be thrown. Not everyone is in agreement with the heads of state there so it is your job to keep the riff raff OUT. The Queen's Cavaliers is a Baroque, clockpunk swashbuckling fantasy roleplaying game.

Sanctuary – Sat 8 pm – GURPS

GM: James Freeman

You have been selected to be part of the first exploration team to leave Sanctuary since the doors were sealed. It is your job to see if it is safe to venture to the surface and if the planet can sustain life again. Your second mission is to see if any other survivors are out there and if they are friendly or hostile.

Savage Supers Slugfest – Fri 6 pm – Savage Worlds

GM: Saylor Van Merlin

Inspired by the grand Strategicon tradition of Venter Laird's Marvel Slugfest, allow me to present to you a tactical PvP RPG like no other: Savage Supers Slugfest. Choose a hero(or villain) and fight to be the last one standing. There will be prizes and there will be blood! For those wanting a competitive edge, you can buy the rules at the URL below...

Shadows of Lutetia – Sat 8 pm – The Queen's Cavaliers

GM: Caoimhe Snow

To save the life of a princess, you and your fellow Cavaliers must enter the dank, filth-ridden slums of Old Lutetia. Will you survive your introduction to the Shadow Court and can you face down the Queen of Rats? The Queen's Cavaliers is a Baroque, clockpunk swashbuckling fantasy adventure game.

Six Clones Before Breakfast – Sat 8 pm – Paranoia

GM: Ed Murphy

Code Alert 15, Accident at intersection of transtube 15-A-Niner and Corridor 453, level 4. Code 10, repeat Code 10, Riot in Progress. Restore order immediately. Location: Community TV Lounge, Corridor 22a, Level 5. Code 72, Sector Broadcast Node. Respond immediately. Code 50, Investigate and Report. (PCs will be Internal Security troopers. Extra PCs, if any, will be Troubleshooters.)

SoB39 Cursed Grounds (levels 1-4) – Sat 9 am – Legends of the Five Rings: Heroes of Rokugan

Despite rumors that the site of the Topaz Championship is haunted following the horrific events five years ago, Kakita Mai has invited you to join her as her guess in the idyllic Crane village of Tsuma.

SoB41 Divide and Conquer (levels 1-4) – Sat 2 pm – Legends of the Five Rings: Heroes of Rokugan

The Lion and Scorpion have fought over the heart of the Empire for centuries. Will an arranged marriage between the clans ease their strife, or provide more opportunity for conflict?

SoB44 Winter Court – Shiro Chuda (levels 2-4) – Sun 2 pm –

Legends of the Five Rings: Heroes of Rokugan
Winter's white shrouds the Dragon Heart Plain. The Dragon clan have promised a season of revelations and entertainment. It will no doubt prove to be a memorable winter.

SoB50 A Glimpse Beyond (levels 1-3) – Sun 7 pm – Legends of the Five Rings: Heroes of Rokugan

A simple investigation in a backwater of the Empire.

SoB02 Bonds of Fate (levels 1-3) – Mon 9 am – Legends of the Five Rings: Heroes of Rokugan

A learned guest at the wedding of an influential lord's son delivers news that drives a samurai to the limit of his loyalty and obedience. The PCS have been sent to the Unicorn lands to discharge an obligation for their diimyō.

SoB08 Winter Court – Kyuden Hida (levels 1-3) – Mon 2 pm – Legends of the Five Rings: Heroes of Rokugan

Winter is the season of intrigue and politics as samurai assemble in the great courts of the land. Unfortunately you are in Kyuden Hida...

Special delivery Destination DIS! – Sat 2 pm – Dungeon World: Planarch Codex

GM: Seth Halbeisen

Everything is possible in DIS! Where every world collides. This city is a hodgepodge of every city, and connects to everything, everywhere, all the time. It is here you have found yourself, together, and it is here that you work. This time it's silvery, but thing never stay so simple, not in DIS, not when you don't know who you are delivering to, not when the item moves...

Spirit of 77 Playtest - Cruise Ship of the Damned – Sat 2 pm – Spirit of 77 (AW Hack)

GM: David Kizzia

Set a course for adventure, your mind on a new romance... Ya know what the Love Boat needed? Blood-curdling terror and a desperate fight for survival with a groovy soundtrack! Come join us as we share our new game system, Spirit of 77 - action-based, high octane adventure set in the swinging '70's (Powered by the Apocalypse.) Pre-generated characters will be provided, no experience necessary.

Star Wars Age of Rebellion: Escape From Kessel – Sat 8 pm – Star Wars Edge of the Empire/Age of Rebellion Fantasy Flight Games

GM: Kristine Chester

Following the destruction of ALDERAAN, the REBEL ALLIANCE has gathered strength but the EMPIRE's war machine is not easily stopped. When a high-profile Imperial scientist is arrested and sent to the prison planet of KESSEL, the Rebels plan a daring operation to free him in exchange for his knowledge, which means the commandos of CHIMERA SQUAD will have to find a way to escape from Kessel....

The Asterion Four in "Dia De Los Inmortales!" – Sun 8 pm – Atomic Robo: The Roleplaying Game

GM: Mike Olson

In 2011, a crack commando unit of genetic experiments was very nearly sent to prison for a crime they definitely committed. Today, still wanted by the government, they survive as soldiers of fortune. If you have a problem, if no one else can help, and if they didn't cause it to begin with, you'd better hope you can figure it out without the help of... The Asterion Four!

The Betylus Device – Sat 9 am – Renegade Jennys and Boilerplate Jacks: Steampunk Roleplaying in the World Atlantis Broke

GM: Josh Roby

Clipper Hill: a disreputable little town perched on the edge of the fern-and-coral wilderness of Atlantis, in the shadow of a wrecked clipper ship. Outlaws, treasure hunters, refugees, and diplomats crowd the muddy streets lined with imported facades aping luxury. The currencies here are eldritch artifacts and backroom political favors—both of which threaten to tip the balance of global power.

The Blighted Lands – Tower of Akbaba (Round 1) – Sat 9 am

The Blighted Lands – Tower of Akbaba (Round 2) – Sat 2 pm AD&D

TOURNAMENT EVENT! This was the tournament event from GaryCon VI. Set in the land of Okkorim, a harsh setting where only the cunning and powerful prosper. Two teams will advance to the final round, Saturday at 2 p.m. Players will be provided with Pregens.

RPGs

The Chen Condominium – Sun 2 pm – The Sprawl

GM: Hamish Cameron

The Sprawl is a game of mission-based action in a gritty neon-and-chrome Cyberpunk future. You are the extended assets of vast multinational corporations, operating in the criminal underground, and performing the tasks that those multinationals can't do, or can't be seen to, do. Deniable, professional, and ultimately disposable.

The Clone Wars: No Prisoners – Fri 2 pm, Sat 8 pm – Star Wars Fantasy Flight

GM: William Carson

The Republic at War! On the distant world of JANFATHAL, a Republic Agent with vital INTEL has gone missing. It is believed the agent has uncovered the plans for the villainous GENERAL GRIEVOUS'S next offensive on the Outer Rim. Fleet HQ is desperate to retrieve her data in time to foil the Separatists's latest scheme.

The Dawn Mirror Chronicles: Elydrian Legacy – Mon 9 am – Free Mind

GM: Keyon Thomas

Elydria, is a land where magic is more than just myth, rather its a physical substance. It is the lifeblood of the world. It can be crafted into tools, weapons, and engines for vehicles. And it has started to disappear. Based on the novel series by A.R. Meyering, 'The Dawn Mirror Chronicles: Elydrian Legacies' is a game filled with epic combat, deception, betrayal, and suspense.

The Death of Kali – Sat 9 am – Mythender

GM: Jeff Pedersen

The gods exist to grind people down, and rip away their freewill. As a Mythender, you know the dread power of Myth that the deities utilize is too much power for anyone to use. That's why *you* only use the strength of Myth to End gods, lest you become what you hunt.

The Defense Rests... Forever – Fri 8 pm – Dungeons & Dragons 4th Edition

GM: Desmond Wooten

You have been found guilty of your crime, and have been given a change at redemption. If you can survive the trial, you will be given a Grand Pardon. If you fail, ... well, just don't. 5th to 6th level characters will be used. You are welcome to bring your own characters, & Pre-Gens will be available.

The Downingtown Conspiracy – Fri, Sat 8 pm – Dark • Matter: A World of Conspiracy Theories.

GM: Ira Taborn

The Institute believes the recent signs of volcanic activity on Amchitka island is worthy of their interest, and the fact that the Department of Energy and Homeland Security is stonewalling the media on this makes it all the more so. Get your team to the Rat Isles and find out what's really happening there. Whether it creeps, leaps, glides, or slides, the Institute wants to know.

The Fall of York – Fri 8 pm – Call of Cthulhu

GM: Wes Otis

953 CE King Eric Haraldsson, or King Eric Bloodaxe to his enemies, wakes in terror. The end to his people is at hand unless he can stop it. Visions of fire and blood fill his every night. The King knows these visions are warnings from the gods. Something is in his city and he has to find it before it destroys his people.

The Frozen Wasteland – Sun 2 pm – tremulus

GM: John Armstrong

You, and your colleagues have chosen to brave the harsh and forbidden frozen polar regions of the world. Though the ever-present threats of cold and starvation become the least of your worries, you carry on. What could be worth this? tremulus is a Call of Cthulhu game the Apocalypse World system. The characters details of the setting and mysteries of the arctic will be determined at the table.

The Gauntlet – Sat 8 pm – Parallel Game System

GM: Jonathan Albin

SPECIAL GUEST EVENT! Deep Space 9 is the setting for a confab on the stabilization of the Wormhole... but everyone seems to have something else in mind. Federation, Klingon, Cardassian, and Ferengi collide over the Odd Man Out.

The Hunt – Sat 9 am – World of Darkness

GM: Gary Gandara

Your cadre of hunters gets word of a scientist working for the Vampires Your mission, find out what he is up to and stop him if necessary.

The Kobayashi Alternative – Sat 4 pm – Parallels Game System

GM: Jonathan Albin

SPECIAL GUEST EVENT! The standard test case from Starfleet... but something is... different, Federation, Klingons collide over a drifting Federation vessel.

The Legacy of Oleander Falls – Sat 8 pm – Free Mind

GM: Keyon Thomas

Oleander Falls is a city ran by the mob and corporations. The Oleander Falls you are about to enter, is a world of crime, deception, corruption, and the desperation of a city trying to keep its reputation while also spiraling out of control. Whether you choose to fight against crime, or fight for it, the choice is yours. But you need to watch your step regardless. You're in Oleander Falls, now.

The Memory of Yendor – Fri 2 pm – Savage Worlds

GM: Tomer Gurantz

High in the mountain passes, an intrepid group of adventurers seeks the entrance to a deep dungeon. Fight, sneak, and (insert verb here) your way to the bottom level, and retrieve the Memory of Yendor. Oh ya, beware Kestrals, Ur-viles, and of course, the Jabberwock. A Legos miniature dungeon crawl, inspired by an ASCII dungeon crawl.

The Original Dead President – Sat 2 pm, Sun 8 pm – D100 system based on Chaosium

GM: Darnell Coleman

The original Dead Presidents game because I was the first to run the game a long time ago. You are a US President raised from the dead by the Masons to save America. Your job is to find out what is motivating the US Congress to do impeachment proceedings against President Obama. And maybe one of you is a traitor.

The Quiet Year – Sun 2 pm – The Quiet Year

GM: William Carson

The Quiet Year is a map making game. You define the struggles of a post-apocalyptic community, and attempt to build something good within one year. Every decision and every action is set against a backdrop of dwindling time and rising concern. For when Winter comes, the Frost Shepherds will arrive... Explore the complexities of community and flex your artistic muscles!

RPGs

The Ring of truth — Sun 4 pm — Parallel Game System

GM: Jonathan Albin

SPECIAL GUEST EVENT! The Gauntlet Incident leaves more questions than answers... and all present are seeking those answers. Federation, Klingon, Cardassian, Ferengi, and ROMULANS? Oh, myyyy...

The Shunned Château — Sat 8 pm — Achtung! Cthulhu (Savage Worlds)

GM: John Armstrong

A member of la Résistance, starved, beaten, and half mad has stumbled into a us military camp with wild stories of Nazi sorcery afoot. Most would attribute her wild tale to madness or the horrors of war, but a detachment of Section M on base knows better than to dismiss her story. The Cult of the Black Sun is rumored to be in the region. Why are they looking for in this rural French village?

The Vargon Trials — Fri 2 pm, Mon 9 am — GURPS 4th Edition

GM: Mook Wilson

A Vargon war fleet has discovered the Earth and, as is the Vargon way, has pulled four mighty warriors from our timeline to compete in The Trials. Come determine the fate of the world! Pre-gens include Knight, Legionary, Pirate, Samurai, Sioux, Spartan, Viking, and Zulu. (Combat-heavy game, but no prior knowledge of GURPS necessary.)

There's No Place Like Home Part 1 — Sat 2 pm

There's No Place Like Home Part 2 — Sat 8 pm

Complete Arduin

GM: john kell

Talimonde and maybe all of Arduin are on the brink of being annihilated and only AASP can save the day. Provided they can solve a mystery, prevent two clans from going to war and prevent the gates of hell from opening. All in a day's work for the highly secretive and competent Arduin Accords Service Providers (AASP).

Those Magnificent Cavaliers in Their Flying Machines — Sun 2 pm

— The Queen's Cavaliers

GM: Caoimhe Snow

A boastful wager between Cardinal Ferrazin and Ambassador Bedyngford leads to a wild, phlogistone-fueled race from Lutetia to Diega via airship! Will your crew bring home the trophy for Gallinea, or is the Queen to be embarrassed by your loss? Watch out for sky pirates and cheaters! The Queen's Cavaliers is a Baroque, clockpunk swashbuckling fantasy adventure game.

Threadbare RPG Playtest — Sat 2 pm — Apocalypse World (Powered By)

GM: Stephanie Bryant

Plushie or Plastic, Mate? In Threadbare RPG, you're a jury-rigged toy in a hazardous, stitched-together world. Caught between factions of Softies and Mekka, you'll try to rescue yourself, patch yourself up, invent new devices, and maybe, just maybe, lead your friends to victory against your foes. This is a playtest of a new game hack of Apocalypse World.

Tomb of Absalom — Fri 8 pm — Pathfinder Core

Tomb of Absalom 2 — Sat 8 pm — Pathfinder Core

GM: David Fitzgerald

The Tomb of Absalom a Mper/Avalyn Adventure Part 1 Before there was "The Voice From the East" on Avalyn/Mper, there was another dark lord, Absalom the fallen paladin, thrall of the Dragon Ring. There have been murmurings about strange lights near his haunts and dark strangers come and go from his stronghold in the mountains. You must find out what this means and if it can be stopped. Please bring your own character 5th level, Pathfinder, Core Rulebook only.

Venture City Stories — Fri 2 pm — Fate Core

GM: Morgan Ellis

The Corporations have unlocked the genetic code to create super humans. Now heroes and villains clash in the streets of Venture City. A gleaming metropolis surrounded by decaying urban sprawl, a city full of superpowers, villainous corporations, and ruthless gangs in a near-future setting where superpowers are for sale. Come play this new Superpunk setting for Fate Core from Evil Hat Productions.

Vimary-ville — Sat 8 pm — Smallville Roleplaying

GM: Josh Roby

We are the dispossessed, the Children of Hom, the Fallen, we are the Eighth Tribe and we stand alone. We are those who walk away, those who turn our backs on the Seven Sisters, on our mothers and fathers, and venture into the wastelands around us to find our destiny, to find our calling. Some of us are rebels or outlaws, others malcontents and lunatics, victims and terrorists, but we are one.

Welcome to the Ninth World — Sat 2 pm — Numenera

GM: Matt Chapman

An introduction to the Numenera Role Playing Game. Pre-generated characters will be available, or bring your own.

White Plume Mountain — Sat, Sun 7 pm — D&D 5e

Nearly two millenia ago the wizard Keraptis sought out White Plume Mountain after stealing powerful weapons to conduct unholy rituals. It was believed that his imposter, or perhaps Keraptis himself, was defeated by a group of adventures. Today, whispers abound regarding the return of this ancient evil. Is it Keraptis or another possible imposter? 6th level pregenerated PCs will be provided.

World of zombies — Sun 8 pm — GURPS

GM: James Freeman

What to do when you come home from a mission to get supplies and you find that you have uninvited guests at home?

World of zombies — Mon 2 pm — GURPS

GM: James Freeman

You have received a radio transmission that is on a loop, when you investigate will you find salvation or death?

Zombie Mall 4: Down the Rabbit Hole (Happy Jacks affiliated game) — Sat 2 pm — Hero System 6th Edition

GM: Jason JiB Tryon

In the aftermath of the terrorist attack on Los Angeles, voices continue to whisper rumors of government involvement though no proof has come to light. A group of government agents seeks the truth of the attack and who was or was not involved. That search has already led to dark places and cast light into corners perhaps best left in shadow. Perhaps this is one rabbit hole best left unexplored.

Zombie Sleepover — Sun 2 pm — Short Order Heroes

GM: Rachel Tolliver

This game is a free flowing roleplaying game for kids, GMed by a kid (12yr old Noah, overseen by me). The general theme will be Zombie Sleepover, but it could go anywhere from there. This game is dictated as much by the players as it is by the GM. Short Order Heroes is the ultimate rules-light role-playing game and character personality builder.

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 13 game categories:

Area Control / Influence	Auction / Bidding
Card	Collectible
Co-Operative	Deck / Pool Building
Dice Rolling	Family / Party
Rail / Route Building	
Resource / Hand Management	Traditional Card
Tile Placement	Worker Placement
Variable Player Powers	

The points earned will be based on the following grid:

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

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

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

For 2013 the winners are:

Jack Butler: Eric Downing
 Area Control / Influence: Eric Downing
 Auction / Bidding: Bruce Schlickbernd
 Card Games: Lana Berman
 Collectible Games: Michael Hetman
 Co-Operative Play: Benjamin Leach
 Deck / Pool Building: Renee Hammer
 Dice Rolling: Holly Smith & Lana Berman
 Family / Party: Mats Ecklund
 Rail / Route Building: Todd Van Der Pluym
 Resource / Hand Management: James Thomas & Matt Schwartz
 Tile Placement: Eric Downing
 Traditional Card: Dan O'Farrell & Winton Lemoine
 Variable Player Powers: Bruce Schlickbernd
 Worker Placement: Eric Downing

Strategicon Congratulates these fine gamers!



STRATEGICON PRESENTS

Gateway 2014

August 29 - September 1, 2014
at the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$99 per night

Hope to see you there

Registration is \$50 before August 15
or \$60 at the door.

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

STRATEGICON SCHEDULE

Convention	Dates	Location
Gateway 2014	Aug 29-Sep 1	Hilton Los Angeles Airport
Orcon 2015	Feb 13-16	Hilton Los Angeles Airport
Gamex 2015	May 22-25	Hilton Los Angeles Airport
Gateway 2015	Sep 4-7	Hilton Los Angeles Airport
Orcon 2016	Feb 12-15	Hilton Los Angeles Airport
Gamex 2016	May 27-30	Hilton Los Angeles Airport
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orcon 2017	Feb 17-20	Hilton Los Angeles Airport
Gamex 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport



Miniatures Painting Contest

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

Categories

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

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

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

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

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

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

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
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:

Aberrant Games	ManaWerx
AEG	Mayday Games
Ape Games	Mayfair Games
Arcane Wonders	Minion Games
Asmodee	Northstar Games
Blue Panther	Osprey Publishing
Cannon Fodder Games	Out of the Box Games
Cold War Miniatures	One Small Step Games
Columbia Games	Paizo Publishing
Cryptozoic	Pegasus Hobbies
Days of Wonder	Privateer Press
Educational Insights	Queen Games
Fantasy Flight Games	Reaper Paints & Miniatures
Galaxy Press	Rio Grande Games
Gamecraft Miniatures	Sierra Madre Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Impact Miniatures	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
Inferno Games	Wizkids
LITKO Game Accessories	Zenescope
Looney Labs	Z-Man Games

Shopping

Dealer Room

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

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

Individuals found selling wares at 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 2014 Dealer Room Vendors:

Backpack Traders	Old Man Magic
Blocks Project LLC	Play 5
Blue Panther LLC	Quad Nine Art
Cardboard Café	Seth's Games and Anime
Clear Horizon Miniatures	Strategicon Conventions
Cleveland Kids	Superfight

Crazy Bob's!
Dapper Devil
Decision Games
Dr. Hogan-Berry's Jewelry
Fantization Miniatures
Hooks and Chains Adornments
Merchants of Ryule
Mirrorbox Games
Modest Games

The Broken Token
The Monstore
Victory Point Games
VIP - Jonathon Albin
VIP - Ta-Te Wu
Wargamma
Warehouse
Weekend Warrior

The Grid Game!

Upon receiving your badge at Registration, you will receive a Grid Game! participation sheet. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, and so on and so forth. After they are able to present their information to you, they will stamp their assigned Grid for you.

You do not need to have your grid sheet completely stamped. When you turn in your sheet at the Dealer Room HQ Booth, you will receive special raffle tickets according to how many stamps you did receive. There will be a drawing of 10 tickets on Sunday at 4 pm. 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 painted figures, artwork, games, etc. at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items

the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

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

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

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. 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.

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 (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at 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 2014 Winners

Boardgame	1st Place	2nd Place	3rd Place
18Xx	Joshua Gottesman	David Ells	J C Lawrence
18Xx (1848)	J C Lawrence	Joshua Gottesman	Andrew Schoonmaker
18Xx Qualifier #1	Joe Gray	Andrew Schoonmaker	Jonathan Flagg
18Xx Qualifier #2	Joe Gray	Jonathan Flagg	
18Xx Qualifier #3	J C Lawrence	Richard Heller	Todd Van Der Pluym
18Xx Qualifier #4	Todd Van Der Pluym	Bill Gallagher	Jonathan Flagg
18Xx Qualifier #5	Jonathan Flagg	Todd Van Der Pluym	Joe Gray
20Th Century	Jeremy Hale	Rick Lepore	Scott Samarel
7 Blunders	Russell Howell	Renee Hammer	Bruce Schlickbernd
7 Wonders Mega	Wes Bell	Sean Harrington	Robert Rohm
A Game Of Thrones 2Nd Ed	David Ells	John Clair	Michael Benton
A Study In Emerald	Andy Mcguire	Matt Morris	Holly
Acquire David Woolcott Memorial	Jonner Purinton	Ben Jones	Matt Tweedt
Age Of Empires Iii	Avery Callenback	Richard Potthoff	Winton Lemoine
Agricola Finals	David Zevin	David Gerson	Winton Lemoine
Airships #1	Robert Patino	Matt Wilkerson	Richard Rodrigues
Airships #2	Matt Hyra	Robert Mccall	Jamie Bussio
Alhambra #1	Darrell Stark	Jaye R	Lisa Burola
Alien Frontiers	Nathan Demoura	David Mines	Joshua Beller
Alien Labyrinth #1	Mark Major	Christina Major	
Alien Labyrinth #2	Dean Taylor	Adam French	
Apples To Apples #1	Alex Callenback	Bill Gallagher	Michael Rooney
Attika	Eric Downing	Michael Cheng	John Oh
Battles Of Westeros	Brian Larson	Nancy Nesbitt	Rami Frankl
Battle Cry	George Caceres	Eric Downing	Oliver Caceres
Battlestar Galactica	Alfonso Weilbach, Matt Morris		
Blood Bound #1	Nathan Demoura		
Blue Moon City	G Builta	Darrell Stark	Donald Brown
Boss Monster	Derak Morrell	Nick Chavez	Sean Sokol
C. C. Higgins Rail Pass	Adam Nedeff	Chris Jenkins	Ta-Te Wu
Ca\$H 'N Gun\$ Live #1	Fighting Mongooses	Fromfoms	Tmnt
Ca\$H 'N Gun\$ Live #2	Ninjew Kings	Bunny Ears	Red Shirts
Ca\$H 'N Gun\$ Live #3	The Grapists	Spinning D20S	Twerkano
California Gold	Rex Lorenzo	Daniel Kam	G. Jay Christensen
Carcassonne	Andy Mcguire	David Ashworth	Heather Spowart
Cargo Noir	Nathan Demoura	Daniel Rush	Brian Rush
Cartagena	Nathan Demoura	Mike Rizzo	Daniel Rush
Cinque Terre	Russell Howell	Jonner Purinton	Edward Williams
Cock & Bull: The American Pub Game.	Child 3 Of Henry	Samantha Ihlenfeldt	Courtney Clay
Coup #1	Walter Wichowski	Holly	Scott Samarel
Coup #2	Adam French	Nathan Demoura	Ben Ritter
Descent Journeys In The Dark 1St Ed	Steven Hutt	Joseph Desantis	Victor Ippolito
Dixit #1	Aidan Rooney	Tiffany Carter	Adam French
Dixit #2	Lauren Clark	Betsy Williams	Ryan Higa
Dixit #3	Jennifer Avina	Amy Frazier	Aidan Rooney
Dog	Lana Berman, Edward Roske	Stephanie Bennett, Edward Roske	
Dominant Species	Darrell Stark	Lawrence Chieng	Robert Masson
Dominion	David Zevin	Daniel Ihlenfeldt	Ian Caballero
Dream Factory	Darrell Stark	Winton Lemoine	Joseph Romero

Eclipse	Matthew Weber	Joshua Beller	Eric Penick
Eminent Domain #1	Derak Morrell	Martin Padilla	Matt Tweedt
Eminent Domain #2	Rex Lorenzo	Lloyd Adams	Nathan Squires
Eminent Domain #3	Chris Buskirk	John Oh	Martin Padilla
Empire Builder Potluck	James Thomas	Stuart Duffy	Jay Shufeldt
Euphrat & Tigris	Brian Peters	Adam French	David Mines
Family Business #2	Sod-Erdene Gadai	Daniel Rush	
Fluxx	Sallan Griffin	Lisa McMahon	Martin Padilla
For The Crown #1	Eduardo Gonzalez	Alasdair Burton	
For The Crown #2	Edward Tu	Jeremy Langdon	Alan Emrich
Forbidden Island #2	Daniel Rush, Samuel Thompson, Melvin Fitzgerald, Bridget Acuna		
Gem Rush (Rush Mode)	Lauren Racah	Christopher Lee	Larry Davidson
Hawaii	Marieke Hensel	Francis Bradford	Larry Buckel
Imperial 2030	Joshua Nave	Garret Buell	Lauren Clark
In The Year Of The Dragon	Robert Patino	Edward Williams	Sue
Ingenious	Darrell Stark	Brandon Muller	Roderick Lee
King Of Tokyo #1	Lea Vicerai	Chanlee Sutoyo	Ryan Higa
King Of Tokyo #2	Brandi Hammons	Anakin Ramirez	Jenny Crews
King's Ransom	Erich Sforza	Chris Desantiago	Jamie Vann
Kingdom Of Solomon	J.C. Kern	Holly	Samantha Waterhouse
Kingsburg	Eric Downing	Ryan Higa	Robin Fox
Last Chance	Atticus Gifford	Brandon Muller	Nicco Wargon
Letters From Whitechapel #1	Daniel Glenn	Matt Wilkerson	Emily Yang
Letters From Whitechapel #2	Kimberly Mumford	Brandi Hammons	Kyle Fujita
Liar's Dice	John Clair	Darrell Stark	Zhani Cohen
Lords Of Waterdeep	Holly	Rami Silverman	Nick Chavez
Love Letter #1	Nick Bayuga	Vincent Fryer	Darrell Stark
Love Letter #2	Brian Rush	Chris Jenkins	Ethan Stewart
Manhattan Project	Chris Buskirk	Chris Hines	Francis Bradford
Mascarade	Mike Rizzo	Edward Williams	Peter An
Mechant Of Venus	Robert Woodson	James Thomas	Gerald Delker
Medici	Kyle Greenwood	Daniel Rush	Nathan Demoura
Memoir '44	Brett Holbrook		
Monopoly Deal	Phil Hendricks	Chris Ramirez	Sue
Monster Derby #1	Bridget Acuna	Brandon Muller	Alex Shorb
Monster Derby #2	Barb Sewell		
Munchkin: Apocalypse	Bryan Haskell	Matthew Martin	Nicholas Butler
Munchkin: Player's Choice	Andreas Pluchar	Donald Brown	Nigel Benton
Nexus Ops	Darrell Stark	Robert Patino	Adam French
No Thanks	G Builta	Robert Neff	Mike Rizzo
Ny1901 #1	Sam Nazarian	Patricia Liu	Richard Mendoza
Ny1901 #2	Peter Vaughan	Justin Aucoin	Jennifer Carver
On The Underground	Randall Bart	Alfred Lee	Michelle Mills
Palaces #1	Holly	Edward Tu	Jeremy Langdon
Palaces #2	Jeremy Langdon	Edward Tu	Alex Peck
Phase 10 #1	Mary Taylor	John Perry	Nathaniel Taylor
Phase 10 #2	Mary Taylor	Lisa Buroia	Alex Decker
Phase 10 #3	Nathaniel Taylor	Jaye R	Mike Kim
Power Grid	Bruce Schlickbernd	Paul Bishal	Jim Foster
Power Grid World Tour: Korea	Lisa Buroia, Michelle Mills, Robert Neff, Brian Simmons		J.C. Kern, Jim Cowan
Puerto Rico	Bruce Schlickbernd	Darrell Stark	Ryan Gan

Quest For Middle Earth	Alison Hutt	Steven Hutt	Renen Savilla
Race For The Galaxy 2 Player	Sophia Yu	Winton Lemoine	Jeff Becker
Railway Tycoon	Scott Samarel	Robert Patino	Gerald Delker
Railways Of The World: Europe	Winton Lemoine	Chris Venuti	Donald Brown
Railways Of The World: Western United States	Chris Venuti	Gerald Delker	Jonathan Flagg
Rasputin	Erich Sforza	G. Jay Christensen	Walter Wichowski
Rattus Cartus	Ashley Adams	Eric Chon	Chris Ramirez
Revolution #2	Randall Bart	Chris Jenkins	Michelle Mills
Revolution #3	Evan Schauer	Chris Rollins	Brian Rush
Revolution #4	Timothy Gibbons	Daeja Crowell	Ehren Evans
Revolution #5	Kevin Smith	Matt Posey	Daniel Rush
Roborally	Brandon Muller	Tracy Sangster	Theodore Blegen
Roll Through The Ages	Tracy Ashizawa	Lauren Clark	Robert Strange
Scalawag! #1	Jenelle Rodriguez	Nicco Wargon	Eliot Hochberg
Schwag: Schrödinger's Wager	Ben Ritter	Jesse Feldman	Alex Gadberry
Scrabble	David Intner	Chris Hines	Darrell Stark
Seasons	Shea Jones	Patrick Thompson	Aj Harris
Settlers Of America: Trails To Rails	Peter Porfido	Michael Cheng	John Clair
Settlers Of Catan Cwc Finals	David Zevin	Andreas Pluchar	Michael Rooney
Seven Sisters	Thomas Acuna	Keith Hammons	Bridget Acuna
Shadow Hunters #1	Wesley Bell, David Ashworth		G Builta
Shadow Hunters #2	Shea Jones	Patricia Liu	Andy Mcguire
Shadow Hunters #3	Steven Zurita	Sing Tang	Shea Jones
Shadow Hunters #4	Joman Diec	David Mines	Sean Growley
Shogun/Wallenstein	Darien Meeks	Alex Georges	Rex Lorenzo
Small World	John Clair	Jodie Sewell	Ryan Higa
Small World Invaded!	Nathan Demoura	Bob West	Daniel Mcdairmant
Spyrium	Sam Nazarian	Karen Haugland	Jamie Bussio
St Petersburg	Ozgun Tumer	Renee Hammer	Walter Wichowski
Stone Age	Bruce Schlickbernd	Lisa Burola	Tiffany Carter
Stones Of Fate #1	Bryce Cornelius	Veronica Hines	Chris Hines
Stones Of Fate #2	Stephen Stewart	William Taylor	Bradley Thomas
Stones Of Fate #3	Bradley Thomas	Meridith Armstrong	Kevin Smith
Stones Of Fate #4	Amber P	Jacob F	John Pattison
Stones Of Fate #6	Ashley Adams	William Taylor	Bradley Thomas
Suburbia	Eric Chon	Rami Silverman	Francis Bradford
Summoner Wars	Mike Rosetti	William Taylor	Samantha And Daniel Ihlenfeldt
Talisman	Alasdair Burton	Michelle Olson	Johnathan Pulos
Tanto Cuore	Michael Cheng	Meriel Regodon	Michael Cantin
Telestrations Against Humanity	Brian Symington	Melissa Graziano-Humphrey	Rik Panero
Terra Mystica	Ehren Evans	Nathan Demoura	Chris Johnson
The Castles Of Burgundy	Joman Diec	David Mines	Sean Growley
The Looney Bin	Chris Jenkins	Joman Diec	
The Scepter Of Zavandor	Scott Samarel	Jim Cowan	Peter Van Ettinger
The Upside #1	Mycroft Roske	David Sutoyo	Andrew Federspiel
The Upside #2	Johnathan Pulos	Nicolas Brooks	Garrett Heathcote
The Upside #3	David Gutierrez		
The Upside #4	Ben Ritter	Mycroft Roske	Edward Tu
Thingamajig	Andrew Federspiel	Sam Nazarian	Andre Chautard
Thurn & Taxis #1	Gerald Delker	Winton Lemoine	Ken Hebert

Thurn & Taxis #2	Roderick Lee	Ian Caballero	Tracy Sangster
Tichu Finals	Lana Berman, Mike Wolfe	Winton Lemoine, Tim Oates	Jeff Becker, Elisa Vomocil
Ticket To Ride National Championship Finals	Kenneth Heilfron	Renee Rose-Perry	
Ticket To Ride: Europe	Ana Perez	Donald Brown	Alex Colby
Ticket To Ride: Team Asia #1	Jay And Heather Spowart	Adam Moody, Matthew Sarradet	Lumin Sperling, Meridith Armstrong
Ticket To Ride: Team Asia #2	Jaye R	Jeannette Albright	William Beyermann
Tide Of Iron	Rick Lepore	Brent Mercer	
Titan	Paul Bishal	Eric Gerber	James Orzechowski
Titanic: The Board Game	Evan Schauer	Chloe Hamasaki	Donna Kauffman
Tobago	Rex Lorenzo	David Mines	Charles Peck
Troyes	Tracy Sangster	Robert Rohm	Eric Downing
Tsuro	Lisa McMahon	Charles Peck	Jamie Bussio
Twilight Imperium 3Rd Ed	Felix Lahaye	Joshua Beller	Peter Sciretta
Twilight Imperium 3Rd Ed Expansions #1	Nathan Demoura	Joshua Beller	Stan Ethenoz
Twilight Struggle	David Gerson	Rick Lepore	Todd Hatfield
Tzolk'in The Mayan Calendar	Ian Caballero	Ken Hebert	
Undermining	Daniel Mcdairmant	Sara Basil	
Uno #1	Erin Chavez	Krysta Fryer	Bob Lamarre
Uno #2	Ananya Tan	Alex Callenback	William Callenback
Uno #3	Jaye R	Sallan Griffin	Mary Taylor
Uno #4	Lea Vical	Mary Taylor	Eric Downing
Werewolf #1	Shea Jones	Jake Stringer	Max Miller
Werewolf #2		Jose Vasquez	Mike Morris
Werewolf #4	Steven Zurita	Kat James	A.J. Armstrong
Werewolf #5	Jose Vasquez	Bridget Acuna	Magnificent Bastard
Werewolf #7	Lauren Davidson	Crystal Cellian	Tiffany Carter
Werewolf #8	Heather Bradford	Josh Boggs-Helwig	Cat Valdes
Werewolf #9	Alex Georges	Jenna Venuti	Walter Wichowski
What The Food?! Finals	Ana Perez	Michael Williams	William Taylor
Wits & Wagers: Board Game Trivia	Bill Gallagher	Sam Nazarian	Russell Howell
World Conquerors #1	Edward Tu	Jeremy Langdon	
Yahtzee	Adrielle Aldrich	Donna Kauffman	Katie Prouty
Yahtzee Free For All #1	Eric Downing	Alfred Lee	Edgar Contreras
Yahtzee Free For All #2	Daniel Glenn	Danielle Pressler	Mary Taylor
Yahtzee Free For All #3	Sarah Willy	Lea Vical	Nathaniel Taylor
Yspahan	Renee Hammer	Stephanie Bennett	Walter Wichowski
Collectible	1st Place	2nd Place	3rd Place
Android: Netrunner #1	Mark Roach	Adam Poisal	Patrick Thompson
Android: Netrunner #2	Alek Ornaf	Sara Basil	Duncan Saylor
Android: Netrunner #3	Mark Roach	Alek Ornaf	Manuel Perez
Ascension: Chronicle Of The Godslayer	Erin Chavez	Melissa Weiss	Rami Silverman
Ascension: Chronicle Of The Godslayer #2	Angharad Caceres	Lloyd Adams	Rami Silverman
Doomtown Showdown	Richard Carter	Martin Bowers	Nick Chavez
Dragon Dice	Diego Sewell	Cliff Broadway	Eric Sewell
Exodus The Trading Card Game- Sealed Deck Tournament	Chuck Watson	Manman Crowell	Diane Grotjohn
Heroclix "Battle Royale"	Wesley Conklin	Crystal Cellian	John Berry
Heroclix Tournament	Dillon Reyes	Wesley Conklin	
M:tG Keith Aldrich Pauper Highlander Tourney	Steven Lee	Steve Crawford	Michael Arsollon
Mage Wars	Evan Barda	Noah Massaro	Peter An

Mage Wars	John Borders	Peter An	Andrew Rumsey
Mage Wars Tournament	Aj Harris	Patricia Liu	Sophia Yu
Magic The Gathering Sealed Deck Tournament #2	George Caceres	Franco Valeriano	Dae Kim
Magic: The Gathering - Archenemy	Matthew Fox	Greg Wagstaff	Kevin Kollman
Magic: The Gathering - Face The Hydra	Mason Stewart	Kevin Kollman	Matthew Fox
Magic: The Gathering - Live Draft	Michael Arsollon	Mason Stewart	Matthew Fox
Magic: The Gathering Friday Night Magic	Jaye R	Vincent Fryer	Matthew Fox
Magic: The Gathering Mini-Master Tournament	Vincent Fryer	Beth Lee	Brian Williams
Magic: The Gathering Sealed Deck Tournament #1	Fred Cole	Steven Lee	Dawn Sauby
Middle Earth Ccg: Challenge Decks	Daniel Johnson	Larry Page, Augustus Saunders, Beren Canlas	
Middle Earth Ccg: Constructed Decks	Larry Page	Michael Canlas	Daniel Johnson
Middle Earth Ccg: Dragon Hoard Scenario	Daniel Johnson	Augustus Saunders	
My Little Pony Ccg #2	Vincent Fryer	Cassandra Hicks	
Pauper Magic: The Gathering - Planechase	Greg Wagstaff	Steve Crawford	Clifford Bennett
Pauper Magic: The Gathering - Secret Alliances	Dustin Knight	Michael Arsollon	Isaac Intner
Pirates Pocketmodel "The Love Boat"	Michael Ma	Sophie "Blood Queen" Sewell	Diego Sewell
Pirates Pocketmodel: Sink-N-Keep	Thomas Farr, Oliver, Michael Arsollon		Skyler, Bradan Farr, Tierney Farr
Pokemon	Charlotte Senki	Ryan Senki	
Star Trek: Attack Wing The Dominion War Storyline Op Event #1	Jimmy Yang	Frank Yuan	Dalles Parker
Star Trek: Attack Wing The Dominion War Storyline Op Event #2	Dalles Parker	Frank Yuan	Jimmy Crowell
Star Trek: Attack Wing The Dominion War Storyline Op Event #3	Frank Yuan	Jimmy Crowell	
Star Trek: Attack Wing The Dominion War Storyline Op Event #4	Jimmy Crowell	Brian Cwikla	Joey Vigil
Star Trek: Attack Wing The Dominion War Storyline Op Event #5	Joey Vigil	Frank Yuan	Dalles Parker
Star Wars Minis- Sealed Booster Draft Battle Royal	Andre Bashay	Melaine Campbell	Connor Mowatt
Vtes Constructed Tournament - Jann Berger's m Is For Masochism	Matt Wedge	Robert Scythe	Darby Keeney
Vtes Constructed Tournament - Jann Berger's n Is For Nimble Feet	Mike Courtois	Andrew Haas	Robert Scythe
Vtes Constructed Tournament - Jann Berger's o Is For Ossian	Dennis Lien	Julien Guerand	
Vtes Constructed Tournament - Jann Berger's p Is For Projectile	Dennis Lien	Aaron Clark	
Video	1st Place	2nd Place	3rd Place
Iron Block Challenge	Sami Jones	Alex Callenback	
Super Smash Bros. Brawl	Sam Udvardi	Pim Hensel	
Super Smash Bros. Brawl #2	Archer Emrich	John Cuneo	
Miniatures	1st Place	2nd Place	3rd Place
Bolt Action 750 Point Late War (1944-1945)	Donald Tseng	Chris Mazourek	William Stilwell
Circus Maximus	Mike Suarez	Tyler Harrell	Patrick Sewell
Flames Of War Midwar Mayhem Tournament	Michael Knapp	Tim Knapp	Patrick Mullins
Great Titan Hunt	Blake Leigh	William Fretze	Frank Vassallo
X-Wing Miniatures Tournament	Dalles Parker	Nick Chavez	Gary Okuma

Painting	1st Place	2nd Place	3rd Place
Best Of Show			
Fantasy Large	Mike Paganini	Terry Simon	
Fantasy Single	Terry Simon	Steve Petrey	Octave Villar
Fantasy Unit	Octave Villar	Mike Paganini	Steve Petrey
Historical Single	Robert Boyens	Jesse Boyens	Sarah Cary
Historical Unit	Malcolm H	Robert Boyens	Adam Hammer
Sci Fi Large	Terry Simon		
Sci Fi Single	Terry Simon	Octave Villar	Jesse Boyens
Wargames	1st Place	2nd Place	3rd Place
Axis & Allies	Tim Towery	Dearl Albright	
Frag	Ryan	Sue	Rick Senki
Frederick	Markham Ahn	Rick Senki	Harold Buchanan
Maria	Harold Buchanan	John Echeverria	John Perry
Saratoga		Robert Woodson	
Virgin Queen (Campaign Tournament)	Brett Bayley		



A Word (or two) from the Con Man

State of the Con

Growing pains. Ugh.

Changing hotels is always a challenge. There's a new set of logistics that must be adapted to. We change hotels to grow and in the most recent case to escape a bad contract. This is it though – we can't bigger and stay in in Los Angeles near the airport.

Orcon 2014 was our largest yet. For the first run at a new hotel it went rather smoothly, but not without some issues. We think we've ironed those out now, but the solutions are never perfect.

As they say "You can't please everybody". Might be true, but you can darn well try.

But that said it went really well. Thank you.

Social Media Hiccups

In this day of social media a lot of stuff gets said. Some of it is even true. But regardless of the truth, it spreads in an instant. I've found myself spending an inordinate amount of time addressing assertions that even the most rudimentary of checks would have shown to be false. This needs to stop.

***I* want your feedback – directly!**

So I may be setting myself up for a world of hurt, but the buck has to stop here. So if you've got questions, comments, complaints, or just want to chat about the cons, drop me a line. stratcon_conman@strategicon.net. I promise to read them and try to respond in a semi-timely fashion.

If I only had a brain

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