

GAMEX 2013

STRATEGICON GAMING CONVENTION . MEMORIAL DAY WEEKEND . LOS ANGELES . SHERATON GATEWAY

Guests of Honor: Mike Nystul & Scott Alden

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PLAY TO WIN EVENTS at GAMEX 2013

Want to win some of the best games out there
just for playing them at Gamex 2013?

For your chance to win, just check out one of the following titles and play them before 6pm on Sunday night. Give all player names to the library staff (winner gets two entries!) and you'll be entered in the drawing to win. YOU MUST BE PRESENT TO WIN.

Article 27, Milestones, Little Devils, Crazy Creatures of Dr. Gloom, Libertalia,
Alhambra, Showmanager, Belfort

Thanks to [Stronghold Games](#), [Asmodee](#),
[Queen Games](#), and [Tasty Minstrel Games](#)!

Detailed rules at the Board Game Library - come check out the games, too!
Good luck!

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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, you can also get information from 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 Dan O'Farrell
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	Robyn L. Nixon Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Kryssie Mackey Shawn Hendrix Mei Dean Francis
Seminars & Movie Room	Nick Chavez
Library & Guests	Eric Burgess
Lots of Stuff	Michael Fryer Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Renee Rose-Perry
Quartermaster	Ken Barnard

Welcome

Strategicon welcomes you to Gamex 2013. 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

Medium - \$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.

A Guide to Gamex 2013 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 for updates & announcements during the con!

GameX 2013 Guest of Honor

Mike Nystul



Mike Nystul (remember “Nystul’s Magic Aura” from your D&D days?) has been a professional game designer for almost thirty years. He worked for many “old school” companies like TSR, Mayfair, West End, Hero and FASA but was best known for his self-published horror game “The Whispering Vault”. After taking a break to raise a couple of great kids, he’s back as the creative Director of Castle Nystul Games with titles like Cairn and Axes and Anvils.

Scott Alden



Scott Alden is one of the co-creators of BoardGameGeek and is currently working full-time on improving the website. BoardGameGeek is a website that was founded in January 2000 as a resource for the board gaming hobby. The database holds reviews, articles, and session reports for over 64,000 different games, expansions, designers and includes German-style board games, wargames, card games and other tabletop games. BoardGameGeek was the recipient of a 2010 Diana Jones Award, which recognized it as “a resource without peer for board and card gamers, the recognized authority of this online community.” Scott was a pioneer of podcasting and co-hosted one of the first 10 podcasts ever produced. “GeekSpeak” was a podcast focusing on in-depth interviews with board game designers and publishers. Prior to working in the board game industry, Scott worked as a video game programmer on Duke Nukem Forever at 3D Realms, Sin and FAKK2 at Ritual Entertainment, and also worked

on the Voodoo graphics card at 3Dfx in the late 1990’s. Scott currently resides in Dallas, Texas and is married to Michelle Alden, a lawyer who works for the Dallas Volunteer Attorney Program.



Dave Bardin is a freelance illustrator, comic book and storyboard artist and works out of Orange County California. Dave’s work has been featured on many popular comic and pop culture web sites. He has also done storyboarding work for television and music videos. You can connect with Dave and see more of his work at www.davebardin.com.



In Memoriam

Todd Breitenstein

Todd co-founded Twilight Creations in 2002 with his wife, Kerry. Twilight Creations is best known for the fun and popular Zombies!!!, a game that has a large and enthusiastic fan base.

We wish the best to Kerry and the rest of the Breitenstein family

Allan B. Calhamer

Allan designed and published only one game in his 81 years, but it’s one of the most important in our hobby – Diplomacy.

Designed while he was a student at Harvard, Diplomacy was first published in 1959. It became a world-wide phenomenon that still has a rabid following today.

Love it or hate it, our hobby wouldn’t be the same without it.

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

Fri, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Noon	4	The Golden Wilderness Event		B	B
	1	Stones of Fate Event		A	B
	4	What the Food?! DEMO Demo		A	B
	1	Liar's Dice Event		A	B
	2	TransAmerica Event		A	B
	1	Food Fight		A	C
	12	Living Forgotten Realms - D&D 4e EPIC3-1 The Glorious Hunt (lvl 21)		A	R
	12	Living Forgotten Realms - D&D 4e EPIC4-2 Age of Ruin (lvl 25)		A	R
1 pm	1	Love Letter Event		A	B
	1	Mansions of Madness A Cry for Help Gaming 101 Event		A	B
	1	Looney Bin Event		A	B
	2	Thurn and Taxis Small		A	B
	2	20th Century Event		A	B
	8	Twilight Imperium 3rd Ed. Small		A	B
	4	Zerpang! DEMO Demo *		B	B
	1	Magic: the Gathering Workshop		A	C
2 pm	2	No Thanks! Event		A	B
	1.5	Alien Labyrinth Event		A	B
	1	Poison Event		A	B
	3	Mansions of Madness A Cry for Help Event		A	B
	1.5	DC Comics Deck-Building Game Sponsored		A	B
	1	The Scepter of Zavandor Gaming 101 Event		A	B
	4	Magic: the Gathering Afternoon Draft Tournament (Friday)		A	C
	6	Malifaux Malifaux Game Demos		A	M
	4	Dungeon Crawl Classics RPG DCC RPG: "The Witch of Wydfield"		A	R
	4	Fate Core Death of an Aristocrat		A	R
	4	GURPS ASPIRE		B	R
	4	Living Forgotten Realms - D&D 4e CALI3-1 Malice of Mintar (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-1 Plain of Stone Spiders (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-1 Secrets and Shadows (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-1 Hound's Baying (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e QUES4-1 Liberation Part 1 (lvl 17-20)		A	R
	2	Mouse Guard RPG Mouse Guard Summer 1154: Beneath the Roots		B	R
	5	Paizo Pathfinder DnD Pathfinder Society Scenarios and Games		A	R
	4	Rivers and Lakes Steel and Flesh		A	R
	4	World of Darkness Call of the God Machine		A	R
	4	World of Darkness (Hunter) Ashwood Abbey: Viva Las Vegas		B	R
3 pm	1	A Game of Thrones 2nd Ed Gaming 101 Event		A	B
	2	Grand Conquest Event		B	B
	2	Memoir '44 Event		A	B
	1	Race for the Galaxy Gaming 101 Event		B	B
	1	San Juan Event		A	B
	1	Stones of Fate Event		A	B
	1	Brass Gaming 101 Event		B	B
	0.25	Pentagon DEMO Demo		B	B
	4	Railroad Tycoon Small		E	B
	4	The Scepter of Zavandor Small		E	B
	2	Pirates Pocketmodel "Are you the Werewolf?"		A	C
4 pm	4	A Game of Thrones 2nd Ed Small		E	B
	2	Race for the Galaxy Small		E	B
	1	Swap Meet PLAYTEST Demo		B	B
	2	Yahtzee Free for All Small		A	B
	4	Brass Tournament		E	B
	3	Caravans of Asia Event		B	B
	1	Lords of Waterdeep Gaming 101 Event		B	B
	1	Ora et Labora Gaming 101 Event		A	B
	2	Star Trek DBG: The Original Series		A	C

Friday

Fri, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	Lingo Lingo	103	A	G
5 pm	2	Ars Victor Sponsored		A	B
	1	Fortress America 2nd Ed Gaming 101 Event		A	B
	2	Hearts #1 Event		A	B
	1	Descent Journeys in the Dark 1st Ed Gaming 101 Event		B	B
	2	Blokus Small		A	B
	1	18xx Gaming 101 Event		A	B
	2	Union Pacific Event		A	B
	2	20th Century Event		A	B
	7	Just Another Stupid Block Game Event *		A	B
	3	Lords of Waterdeep Big		E	B
	4	Ora Et Labora Event		E	B
	4	Troyes Event		E	B
	3	Mage Wars		A	C
	4	Dealer Room Opens Dealer Room Opens		A	G
6 pm	4	Fortress America 2nd Ed Small		E	B
	2	Blockade Runner Advanced Action Event *		A	B
	2	Phase 10 Small		A	B
	1	Stones of Fate Event		A	B
	1	Battlestar Galactica Gaming 101 Event		B	B
	4	18xx (short) Tournament		E	B
	1	Magic: the Gathering Workshop		A	C
	4	Home Brew King of Monsters vs the League of Righteousness *		A	M
	4	Star Wars: X-Wing Miniatures Capture the Pontiff		A	M
	0.1	Raffle Drawing		A	S
	1	PC Super Hexagon		A	V
	1	Xbox 360 Devil May Cry: Bloody Palace		A	V
	1	Xbox 360 Geometry Wars 2		A	V
	1	Xbox 360 Spelunky Gold Run		A	V
7 pm	1	Age of Empires III Gaming 101 Event		B	B
	2	Ars Victor Sponsored		A	B
	3	Lost Cities Small		A	B
	1.5	Oh Hell Event		A	B
	5	Battlestar Galactica Tournament		E	B
	2	Junta Viva el Presidente! Event		A	B
	1	Settlers of Catan Gaming 101 Event		B	B
	4	Alien Frontiers Small		A	B
	4	Magic: the Gathering Friday Night Magic		A	C
	1	World of Warcraft TCG Demo		B	C
	2	Pirates Pocketmodel "The Little Mermaid"		A	C
	3	Jeopardy! Jeopardy!	103	A	G
	6	Flames of War Second battle for Frankograd		A	M
	4	Living Forgotten Realms - D&D 4e CALI3-2 Menace of Memnon (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-2 Dragon Above, Desert Below		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-2 Flirting with Disaster (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-2 Serpent's Kiss (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e QUES4-1 Liberation Part 2 (lvl 17-20)		A	R
8 pm	3	Age of Empires III Small		A	B
	1	Amun Re Gaming 101 Event		A	B
	4	Starship Valkyrie Event *	Boardroom	A	B/L
	4	Settlers of Catan NACC Friday Qualifier Sponsored		E	B
	2	Chaosmos DEMO Demo		B	B
	2	World of Warcraft TCG: Quests & Raids		A	C
	2	Flea Market Flea Market		A	G
	4	AD&D Standing Stones of Sundown		A	R
	4	Dungeon World/Dungeon Planet/Geiger World ΚΡΑΤΟΦΑΓΙΑ		A	R
	4	Eclipse Phase Meanwhile, in Alaska		A	R
	4	FUDGE Dead Things: Zombies in the parking lot.		A	R
	4	Fate Core Teenage Mutant Ninja Turtles & Other Strangeness		A	R
	4	GURPS ASPIRE - Aspiring Minds Want to Know		B	R
	4	GURPS GURPS Fantasy/Horror - A Grimm World		A	R
	4	Modified Fate (FUDGE) Arctic Expedition, 1870.		A	R

Friday

Friday

Fri, May 24

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Mouse Guard Mouse Guard Summer 1155: Division of Labor		B	R
	4	Savage Worlds Thrilling Tales Tales of the Emerald Octopus		A	R
	4	TOON (GURPS Tournament) The Trials of Mount Doom		A	R
	3	The Adventurer's Arts The Adventurer's Arts		A	R
	4	The Queen's Cavaliers The Queen's Cavaliers: A Nose for Trouble		A	R
	4	Toon SJG Happy Jack's Affiliate: Toon Tales of Ribaldry "A Game of Tropes"		A	R
	4	Vampire the Requiem The Resurrectionists		A	R
	4	Werewolf The Forsaken Werewolf: Roanoke Island		A	R
	0.1	Raffle Drawing		A	S
	4	Super Purposed 2013	San Clemente	A	S
9 pm	3	Amun Re Event		A	B
	2	King of Tokyo Small		A	B
	1	Anomia Party Edition Event		B	B
	3	Werewolf Event		A	B
	1	Shadow Hunters Event		A	B
	0	Dealer Room Closes Dealer Room Closes		A	G
	4	Monster Island Action RPG Godzilla Monster Island		A	M
10 pm	1.5	FlowerFall Sponsored		A	B
	3	Poker Limit Omaha Hi/Lo Split Event		E	B
	2	Uno Small		A	B
	3	Euphrat & Tigris Small		A	B
	3	Galaxy Trucker Event		A	B
	3	High Rollers High Rollers	103	A	G
	3	League of Legends Friday Night ARAMs		A	V
11 pm	2	Cards Against Con Event		A	B
	1	Ca\$h 'n Gun\$ Live 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

Sat, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	3	Werewolf Event		A	B
	6	Werewolf Advanced Event		E	B
	4	GURPS ASPIRE		B	R
1 am	3	Match Game Match Game	103	A	G
8 am	1.75	Lord of the Fries Event		B	B
	4	Mansions of Madness The Dunwich Horror Event		A	B
9 am	6	Advanced Civilization Small		E	B
	12	Axis & Allies Big		E	B
	1	Lighthouses PLAYTEST Demo		A	B
	1	Stones of Fate Event		A	B
	5	Descent Journeys in the Dark 1st Ed Event		B	B
	1	18xx Not in Stores Gaming 101 Event		B	B
	1	Eclipse Gaming 101 Event		B	B
	4	Terra Mystica Event		B	B
	8	Warhammer 40K 6th Edition Warhammer 40K Rogue Trader Tournament		A	M
	4	AD&D Standing Stones of Sundown		A	R
	4	Atomic Robo: The Roleplaying Game Robo Force		A	R
	4	D&D - 5e Mines of Madness		A	R
	4	GURPS ASPIRE		B	R
	12	Living Forgotten Realms - D&D 4e EPIC4-3 Dark Hearts of Madness (lvl 26)		A	R
	4	Living Forgotten Realms - D&D 4e CALI3-3 Agony of Almraiven (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-3 Twisted Rune (lvl 11-20)		A	R
	12	Living Forgotten Realms - D&D 4e EPIC3-2 Cracks in the Crimson Cage (lvl 22)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-3 Seek and Destroy (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-3 Spider's Web (lvl 1-10)		A	R
	4	Mage: The Ascension (nWoD) Traditions of Candlerote		A	R
	2	Pathfinder Cry at dawn.		A	R
	4	TOON (GURPS Tournament) Red vs Blue - X Day		A	R

Saturday

Sat, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	World of Darkness (Hunter) Ashwood Abbey: Viva Las Vegas		B	R
	0.5	Artemis - Spaceship Bridge Simulator	Boardroom	A	S
9:30 am	9	Dealer Room Opens Dealer Room Opens		A	G
10 am	6	Borodino 1812 DEMO Demo		B	B
	6	Julius Caesar DEMO Demo		B	B
	6	Richard III DEMO Demo		B	B
	6	Shenandoah Jackson's Valley Campaign DEMO Demo		B	B
	2	Uno Small		A	B
	11	Here I Stand (Campaign Tournament) Tournament		E	B
	3	Primordial Soup Event		A	B
	5	18xx Not in Stores Small		E	B
	3	Caravans of Asia Event		B	B
	1.75	Pressure Matrix Event		A	B
	5	Eclipse Tournament		E	B
	1	Pokemon Workshop		B	C
	4	Game of Thrones LCG Joust Casual Meetup	Gateway	A	C
	3	Check Your 6! Airfield Attack - An HMGS-PSW Game		A	M
	6	Command Combat: Civil War The Second Battle of Bull Run		A	M
	10	Dropzone Commander Dropzone Commander Day 1		A	M
	6	Malifaux Malifaux Game Demos		A	M
	8	Modified Battleground River Crossing		A	M
	6	Rezolution Rezolution Demo *		A	M
	3	Rusted Heroes Rusted Heroes "Castle Siege" *		A	M
	7	The Drum Barracks ACW Battle Manual The First Day of Gettysburg		A	M
	6	Warlands Warlands Demo *		A	M
	4	X-Wings Miniatures X-Wing Open Tournament Session 1		A	M
	2	Kid's Movies	Seminar	A	S
11 am	2	Ars Victor Sponsored		A	B
	1.5	Guillotine Small		A	B
	4	What the Food?! DEMO Demo		A	B
	11	Titan Big		A	B
	3	Last of the Independents Event *		A	B
	3	Alhambra Small		A	B
	5	Age of Conan Event		B	B
	1	Caylus Gaming 101 Event		A	B
	2	Pokemon		B	C
	4	World of Warcraft TCG		A	C
	1	Yugioh! Workshop		B	C
	5	VTES Constructed Tournament - Jann Berger's "E" is for Earthshock		A	C
	6	Flea Market Flea Market		A	G
	4	Home Brew King of Monsters vs the League of Righteousness *		A	M
	6	Malifaux Malifaux 1-Day Achievement League		A	M
	0.1	Raffle Drawing		A	S
Noon	2	Phase 10 Small		A	B
	2	Race for the Galaxy Small		A	B
	2	Slapshot Sponsored		A	B
	2	Spades Event		E	B
	2	Zombicide Event		A	B
	1	Goa A New Expedition Gaming 101 Event		B	B
	1	Carcassonne Gaming 101 Event		B	B
	6	Caylus Tournament		A	B
	2	Kingdom of Solomon Event		B	B
	2	Yugioh!		B	C
	3	Herodlix #1		A	C
	4	Magic: the Gathering Afternoon Draft Tournament (Sat)		A	C
	6	War and Conquest Ancients War and Conquest Ancients		A	M
	1	Fundraising for your gaming event/business	Seminar	A	S
	1	PC FTL High Score Run!		A	V
1 pm	2	Ars Victor Sponsored		A	B
	1	Twilight Struggle Gaming 101 Event		B	B
	1	Family Business Event		A	B
	1	Stones of Fate Event		A	B

Saturday

Sat, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	Goa: A New Expedition Event		E	B
	1	Merchant of Venus 2nd Ed Gaming 101 Event		B	B
	3	Carcassonne Big		E	B
	2	Raven's Run Wargame DEMO Demo *		A	B
	1.75	Smash Up Event		A	B
	4	Ascension: Chronicle of the Godslayer		A	C
	3	Tic Tac Dough Tic Tac Dough	103	A	G
	1	Made for Play, The Movie.	Seminar	A	S
2 pm	2	Aloha The Spirit of Hawaii Event		A	B
	6	Twilight Struggle Tournament		E	B
	4	The Golden Wilderness Event		B	B
	2	Dog Small		A	B
	2	Zombieville DEMO Demo		A	B
	6	Merchant of Venus 2nd Ed Small		E	B
	1	Agricola Gaming 101 Event		B	B
	1	Village Gaming 101 Event		B	B
	1	Kingdom Hearts "Bob and Joep: Witch Hunters"		A	C
	4	Star Wars the Card Game Casual Meetup	Gateway	A	C
	2	Blind Galaxy Blind Galaxy	Grand	A	G
	5	Table Top Game Dying Kingdoms Prequel	Santa Maria	A	L
	3	Check Your 6! Formidable Foes - An HMGS-PSW Game		A	M
	4	Crimson Skies King of the Sky!		A	M
	3	Rusted Heroes Rusted Heroes "Castle Siege" *		A	M
	4	Cat Cat: The Game Where You Play A Cat		B	R
	4	D&D - 5e Mines of Madness (D&D 5e)		A	R
	4.5	D&D-3.5 / Pathfinder - Land of Grayhawk Lich of The Lost Ruins of Old		A	R
	4	Dungeon World The Queen of Black Tears		A	R
	4	Fate Core Shadowpunk - Tailchaser		A	R
	4	GURPS ASPIRE		B	R
	4	GURPS GURPS Fantasy/Horror - A Grimm World		A	R
	4	GURPS GURPS: Parliament of Suns		A	R
	4	Hero System 6th Edition Happy Jacks RPG Podcast - Debris		A	R
	4	Legend of the Five Rings A simple game of Go		A	R
	4	Living Forgotten Realms - D&D 4e MYRE4-1 Golden Talons and Purple Sands Part 1 (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e MYRE4-2 Golden Talons and Purple Sands Part 1 (lvl 11-20)		A	R
	2	Mouse Guard RPG Mouse Guard Fall 1154: The Thieves of Pebblebrook		B	R
	4	Paranoia Will It Blend?		A	R
	3	The Adventurer's Arts The Adventurer's Arts		A	R
	4	The Queen's Cavaliers The Queen's Cavaliers: The Festival of Masques		A	R
	4	Unknown Armies The Day the Sky Fell		A	R
	5	World of Darkness Zombieland		A	R
	0.1	Raffle Drawing		A	S
	1	Wii Super Smash Bros. Brawl		A	V
3 pm	2	Ars Victor Sponsored		A	B
	3	Ra Small		A	B
	1.75	Munchkin Apocalypse Event		A	B
	1	Stones of Fate Event		A	B
	3	Ticket to Ride USA 1910 Small		A	B
	1	The Castles of Burgundy Gaming 101 Event		B	B
	2	Raven's Run Wargame DEMO Demo	Calif. Foyer	B	B
	4	Agricola Qualifier Event		E	B
	4	Village Small		E	B
	4	Magic: the Gathering Sealed Deck Tournament		A	C
	4	Monster Island Action RPG Godzilla Monster Island		A	M
4 pm	1	BodgerMania Event		A	B
	1	Chrononauts Event		A	B
	0.25	Fly You Fools PLAYTEST Demo		A	B
	2	King of Tokyo Small		A	B
	1	Settlers of Catan Gaming 101 Event		B	B
	5	The Castles of Burgundy Tournament		E	B

Saturday

Sat, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Doom The Board Game Event		A	B
	1	Lords of Waterdeep Gaming 101 Event		B	B
	1	Pogs CTG		B	C
	3	Card Sharks Card Sharks	103	A	G
	6	Anchors Aweigh The battle for the star of Frank		A	M
	4	Star Wars: X-Wing Miniatures Capture the Pontiff		A	M
	4	X-Wings Miniatures X-Wing Open Tournament Session 2		A	M
	1	Xbox 360 Blur		A	V
5 pm	2	Ars Victor Sponsored		A	B
	1	Battlestar Galactica Gaming 101 Event		B	B
	3	Battlestations Event		A	B
	1	Escape The Curse of the Temple Event		A	B
	0.25	Fly You Fools PLAYTEST Demo		A	B
	4	Jupiter Deep DEMO Event *		B	B
	4	Settlers of Catan NACC Saturday Qualifier Sponsored		E	B
	2	Wind In Their Sails PLAYTEST Demo		A	B
	1	Kingsburg Gaming 101 Event		B	B
	4	Lords of Waterdeep Small		E	B
	2	Pirates Pocketmodel "Gold and More Gold"		A	C
	3	Quarriors	Gateway	A	C
	3	Mage Wars #2		A	C
	5	VTES - North American Continental Qualifier! Jann Berger's "F" is for Flash		A	C
	3	Stones of Fate Kickstarter Launch Party! Stones of Fate Kickstarter Launch Party!		A	G
	8	Circus Maximus Circus Maximus		A	M
	0.1	Raffle Drawing		A	S
6 pm	1	Fortress America Gaming 101 Event		A	B
	1.75	Revolution Event		B	B
	2.5	Tanto Cuore Sponsored		A	B
	5	Battlestar Galactica Expansions Small		E	B
	3	Zombicide Event		A	B
	2	Yahtzee Free for All Small		A	B
	1	Ticket to Ride Gaming 101 Event		B	B
	4	Kingsburg Tournament		E	B
	4	Magic: the Gathering Evening Draft Tournament (Saturday)		A	C
	1	Magic: the Gathering Workshop		A	C
	3	Check Your 6! The Most Dangerous Place - An HMGS-PSW Game		A	M
	1	Super Nerd Trivia Game Show	Seminar	A	S
	3	League of Legends 3v3 LoL: Shadow Isles		A	V
	1	Xbox 360 Halo 4 Free for All		A	V
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
7 pm	2	Ars Victor Sponsored		A	B
	4	Fortress America Small		E	B
	3	Sherlock Holmes Consulting Detective Event		A	B
	2	Ricochet Robots Event		A	B
	6	1830/1856/1870 Small		E	B
	2.5	Ticket to Ride Big		E	B
	2	California Gold DEMO Demo *		A	B
	1	Lifeboat Event		A	B
	1	Dominant Species Gaming 101 Event		B	B
	3	Remote Control Remote Control	103	A	G
	6	Battletech The Samba Saints evacuation		A	M
	4	Through The Mud and The Blood The Cincinnati Barricades, 1934		B	M
	4	D&D - 5e Mines of Madness (D&D 5e)		A	R
	4	Living Forgotten Realms - D&D 4e MYRE4-1 Golden Talons and Purple Sands Pt 2		A	R
	4	Living Forgotten Realms - D&D 4e MYRE4-2 Golden Talons and Purple Sands Pt 2		A	R
8 pm	4	Dominant Species Tournament		E	B
	4	Shogun/Wallenstein Small		A	B
	2	Hearts #2 Event		A	B
	4	Railroad Tycoon Small		A	B
	2	C. C. Higgins Rail Pass DEMO Demo		B	B
	4	Trajan Event		E	B
	4	Blood & Tears: Houses of the Blooded LARP Houses of the Blooded LARP!	Santa Maria	A	L

Saturday

Saturday

Sat, May 25

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	AD&D 1st edition Happy Jack's: "Quasit You Who Killed My Familiar?"		A	R
	4	Dungeon Crawl Classics RPG DCC RPG: "The Treacherous Cobtraps"		A	R
	4	FATE Core Vikings IN Vikings: Among The Vikings		A	R
	4	FUDGE Dead Things Dead Things: Gas and out of Here		A	R
	4	GURPS ASPIRE - Crash Course		B	R
	4	Mutants and Masterminds 3rd Edition Totem Warriors of the Rakyat Islands		A	R
	4	Queen's Cavaliers The Queen's Cavaliers: The Embers of Peace		B	R
	4	Tonight We Slay a Dragon or Die in the Attempt		A	R
	4	Fate Core Spirit of Hyboria		A	R
	2	DungeonMaster		A	S
	1	Xbox 360 Sonic & Sega Racing Transformed		A	V
9 pm	1	Battle of Westeros Event		A	B
	3	Small World Invaded! Small		E	B
	2	Monopoly Deal Small		A	B
	3	Tichu Qualifier Event		E	B
	2	The Adventurers Event		A	B
	3	Werewolf Event		A	B
	1	Ingenious Event		A	B
	3	Magic: the Gathering Keith Aldrich Pauper Highlander Tourney		A	C
	1	Xbox 360 Super Street Fighter IV: AE		A	V
10 pm	1	Nexus Ops Gaming 101 Event		B	B
	3	Poker 7 Card Stud Event		A	B
	1	Palaces DEMO Demo		B	B
	1	Lost Temple Event		A	B
	1	Shadow Hunters Event		A	B
	2	Drunkards & Dragons		A	S
	1	Xbox 360 Spelunky Permadeath		A	V
11 pm	2	Nexus Ops Small		E	B
	1	Pressure Point Event		A	B
	1	Who Would Win? 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

Sun, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	3	Werewolf Event		A	B
	4	Werewolf Villages of Exiles Event		E	B
	3	Wheel After Dark Wheel After Dark	103	A	G
	4	GURPS Horror (Tournament) B is for Braaaaaaaains		A	R
	4	TOON (GURPS Tournament) Red vs Blue - Escape from Blood Gulch Canyon		A	R
8 am	1	Power Grid Gaming 101 Event		B	B
	1.75	Lord of the Fries Event		B	B
	3	Mansions of Madness The Yellow Sign Event		A	B
9 am	3	Battle Cry Small		A	B
	5	Power Grid Big		E	B
	1	Stones of Fate Event		A	B
	5	Descent Journeys in the Dark 1st Ed Event		A	B
	2.5	Kanzume Goddess Sponsored		A	B
	1	In the Year of the Dragon Gaming 101 Event		B	B
	1	Twilight Imperium 3rd Ed Gaming 101 Event		B	B
	7	Warhammer 8th edition Warhammer Rogue Trader Tournament		A	M
	4	D&D - 5e Mines of Madness (D&D 5e)		A	R
	4	Living Forgotten Realms - D&D 4e CALI3-1 Malice of Mintar (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-1 Plain of Stone Spiders (lvl 11-20)		A	R
	12	Living Forgotten Realms - D&D 4e EPIC3-3 Tangled Skein of Destiny (lvl 23)		A	R
	12	Living Forgotten Realms - D&D 4e EPIC5-1 The Plaguewrought Prism (lvl 27)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-1 Secrets and Shadows (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-1 Hound's Baying (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e QUES4-1 Liberation Part 1 (lvl 17-20)		A	R

Sunday

Sun, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	Mouse Guard RPG Mouse Guard Winter 1154: Desperate Times		A	R
	4	Mummy: the Curse Time of Judgement		B	R
	4	Star Wars (d6) Inter-stellar Safari		A	R
	4	Unknown Armies Work is Hell		A	R
9:30 am	9	Dealer Room Opens Dealer Room Opens		A	G
10 am	1	Rattus Gaming 101 Event		B	B
	2	Uno Small		A	B
	1	Succession The Court of Henry VIII PLAYTEST Demo		A	B
	1	Magic Labyrinth Event		A	B
	3	Caravans of Asia Event		B	B
	2	In the Year of the Dragon Event		A	B
	1.75	Pressure Matrix Event		A	B
	8	Twilight Imperium 3rd Ed Tournament		E	B
	4	Maria (Tournament) Tournament		A	B
	4	Cargo Noir Event		A	B
	4	Highlander TCG Southwestern Regional	Gateway	A	C
	10	Dropzone Commander Dropzone Commander Day 2		A	M
	6	Flames of War 1250 Mid War Tournament		A	M
	8	Malifaux Malifaux Game Demos		A	M
	4	Star Wars: X-Wing Miniatures Capture the Pontiff		A	M
	4	X-Wings Miniatures X-Wing Open Tournament Session 3		A	M
	4	Kid's Movies	Seminar	A	S
11 am	2	Ars Victor Sponsored		A	B
	2.5	Rattus Small		A	B
	2	Hearts #3 Event		A	B
	1	Saboteur Event		A	B
	4	What the Food?! DEMO Demo		B	B
	1	18xx Gaming 101 Event		A	B
	4	Settlers of Catan NACC Finals Sponsored		E	B
	4	Coins 'n' Gems DEMO Demo		B	B
	1	Pokemon Workshop #2		B	C
	4	World of Warcraft TCG #2		A	C
	1	Yugioh! Workshop #2		B	C
	5	VTES Constructed Tournament - Jann Berger's "G" is for Ghouled		A	C
	6	Flea Market Flea Market		A	G
	4	Monster Island Action RPG Godzilla Monster Island		A	M
	0.1	Raffle Drawing		A	S
Noon	2	Dream Factory Event		A	B
	2	Phase 10 Small		A	B
	3	Race for the Galaxy 2 Player Small		A	B
	1	Stones of Fate Event		A	B
	1	Kill Doctor Lucky Event		A	B
	6	18xx (open) Tournament		E	B
	1	Eclipse Gaming 101 Event		B	B
	1	Talisman Gaming 101 Event		B	B
	2	Pokemon #2		A	C
	2	Yugioh! #2		A	C
	4	Ascension: Chronicle of the Godslayer #2		A	C
	4	Star Wars Minis "Galactic Heroes"		A	C
	6	Rules Mr Lincoln's War (Quantum Publishing) The Peach Orchard - Second day of Gettysburg (Gettysburg 150th anniversary)		A	M
1 pm	2	Aloha The Spirit of Hawaii Event		A	B
	1	Wizard's Quest Gaming 101 Event		B	B
	1	The Princes of Florence Gaming 101 Event		B	B
	3	Munchkin Small		E	B
	3	Yspahan Event		A	B
	1	Zoowaboo Event		A	B
	4	Eclipse Small		E	B
	2	Raven's Run Wargame DEMO Demo	Calif. Foyer	A	B
	1.75	Smash Up Event		A	B
	6	Talisman Tournament		E	B
	1	Stone Age Gaming 101 Event		B	B

Sunday

Sun, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Android Netrunner LCG Casual Meetup	Gateway	A	C
	4	Magic: the Gathering Afternoon Draft Tournament (Sun)		A	C
	3	Now You See It Now You See It	103	A	G
2 pm	4	Ars Victor FINALS Sponsored		A	B
	3	Wizard's Quest Event		A	B
	4	The Golden Wilderness Event		B	B
	3	The Princes of Florence Event		E	B
	1	Family Business Event		A	B
	4	Descent Journeys In the Dark 2nd Ed Event		A	B
	1	Riff Raff Event		A	B
	1	Merchant of Venus Gaming 101 Event		B	B
	5	Stone Age Big		E	B
	2	Star Trek DBG: The Original Series		A	C
	1	Heroclix (Demo)		B	C
	8	Dying Kingdoms Dying Kingdoms Court Game	Santa Maria	A	L
	4	Castle Falkenstein To Climb a Beanstalk		A	R
	4	D&D - 5e Mines of Madness (D&D 5e)		A	R
	5	D&D-3.5 / Pathfinder - Land of Grayhawk Lich of The Lost Ruins of Old (10-12)		A	R
	4	Dungeons & Dragons 4th Edition The Tomb of Horrors (Part 1)		A	R
	4	Fate Core F3: Return to the Expedition to the Sinister Temple of the Reptile ...		A	R
	4	GURPS ASPIRE		B	R
	4	GURPS GURPS Fantasy/Horror - A Grimm World		A	R
	4	GURPS GURPS: Gaslamp Adventures		A	R
	4	Hero System 6th Edition Happy Jacks RPG Podcast - Gods of Our Fathers		A	R
	4	Living Forgotten Realms - D&D 4e CALI3-2 Menace of Memnon (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-2 Dragon Above, Desert Below (11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-2 Flirting with Disaster (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-2 Serpent's Kiss (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e QUES4-1 Liberation Part 2 (lvl 17-20)		A	R
	2	Mouse Guard RPG Mouse Guard Spring 1155: Ghost Ship		A	R
	4	Mummy: The Curse Restless Aeons		A	R
	4	Mutants and Masterminds 3rd Edition Emerald City Knights		A	R
	4	Paranoia The Yellow Clearance Black Box Blues		A	R
	3	The Adventurer's Arts The Adventurer's Arts		A	R
	4	The Final Girl The Final Girl		A	R
	4	Tunnels and Trolls Sewer Duty		A	R
	5	World of Darkness Zombieland		A	R
	0.1	Raffle Drawing		A	S
	2	Minecraft Iron Block Challenge		A	V
	1	PlayStation 3 PlayStation All-Stars Battle Royale		A	V
3 pm	2	Blue Moon City Small		A	B
	6	Twilight Struggle Small		E	B
	3	Outpost Event		A	B
	2	Monopoly Deal Small		A	B
	1.75	Munchkin Apocalypse Event		A	B
	2	Zombicide Event		A	B
	5	Merchant of Venus Tournament		E	B
	1	Acquire Gaming 101 Event		B	B
	2	Raven's Run Wargame DEMO Demo	Calif. Foyer	B	B
	4	Frederick (Tournament) Tournament		A	B
	2	Heroclix "Battle Royale"		A	C
	4	Home Brew King of Monsters vs the League of Righteousness *		A	M
	1	Made For Play	Seminar	A	S
4 pm	2.5	Kemet Event		A	B
	1	Small World Gaming 101 Event		B	B
	1	Stones of Fate Event		A	B
	3	Battlestations Event		A	B
	2	Blokus Small		A	B
	3	Acquire David Woolcott Memorial Sponsored		E	B
	4	Agricola Finals Big		A	B
	2	Statehood PLAYTEST Demo		B	B
	4	Magic: the Gathering Sealed Deck Tournament (Sun)		A	C

Sunday

Sun, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	Name That Tune Name That Tune	103	A	G
	1	Ten Gaming Tricks I Wish I'd Known About Writing Books *	Seminar	A	S
	1	CoD Black Ops 2 Call of Duty Free For All		A	V
	1	Xbox 360 Battleblock Theater Arena		A	V
5 pm	1	Kings & Things Gaming 101 Event		B	B
	3	Small World Big		E	B
	4	Tide of Iron Event		A	B
	3	Shadows Over Camelot Event		A	B
	2	Yahtzee Free for All Small		A	B
	2	Star Trek Scene-It Event		A	B
	4	Empire Builder Potluck Small		E	B
	1	Settlers of America Trails to Rails Gaming 101 Event		B	B
	2	Oasis Event		A	B
	1	Puerto Rico Gaming 101 Event		B	B
	2	Pirates: Sink-N-Keep "Ship Trek: Into Darkness"		B	C
	3	Mage Wars #3		A	C
	4	Star Wars Minis "The Old Republic" Mass Battle Scenario		A	C
	5	VTEs Constructed Tournament - Jann Berger's "H" is for Haymaker		A	C
	0.1	Raffle Drawing		A	S
	1	PC Minecraft Spleef!		A	V
6 pm	2	Desert Island DEMO Demo		B	B
	2	Kings & Things Event		A	B
	1	Shogun/Samurai Swords/Ikusa Gaming 101 Event		B	B
	1.75	Revolution Event		A	B
	1	Bridge Gaming 101 Event		B	B
	1	Stones of Fate Event		A	B
	3	Space Empires 4X Event		A	B
	3	Settlers of America Trails to Rails Small		E	B
	2	Western Town Event		B	B
	4	Puerto Rico Tournament		E	B
	1	Hawaii Gaming 101 Event		B	B
	1	Magic: the Gathering Workshop		A	C
	1	Xbox 360 Halo 4 Duos		A	V
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
7 pm	5	Shogun/Samurai Swords/Ikusa Tournament		E	B
	4	Battlestar Galactica Small		E	B
	1	Dominion Gaming 101 Event		B	B
	5	1830MM Event		E	B
	3	Thurn & Taxis Small		A	B
	1	Cartagena Event		A	B
	4	Hawaii Small		E	B
	1	Pillars of the Earth Gaming 101 Event		B	B
	3	Quarriors #2	Gateway	A	C
	4	Magic: the Gathering Evening Draft Tournament (Sun)		A	C
	3	Press Your Luck Press Your Luck	103	A	G
	4	D&D - 5e Mines of Madness (D&D 5e)		A	R
	4	Living Forgotten Realms - D&D 4e CALI3-3 Agony of Almraiven (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-3 Twisted Rune (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-3 Seek and Destroy (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-3 Spider's Web (lvl 1-10)		A	R
	2	Feedback Forum	Seminar	A	S
8 pm	1	Ra Gaming 101 Event		B	B
	1	Replicant PLAYTEST Demo		B	B
	2	Dominion Big		E	B
	1	Monster Derby Event		A	B
	4	Pillars of the Earth Event		A	B
	4	Dungeons & Dragons 4th Edition The Tomb of Horrors (Part 2)		A	R
	4	GURPS GURPS Finals		A	R
	4	Primetime Adventures Primetime Adventures		A	R
	4	The Queen's Cavaliers The Queen's Cavaliers:Prince of the Farthest South		A	R
	4	Toon SJG Happy Jack's Affiliate: Toon Tales of Ribaldry "A Game of Tropes"		A	R
	4	Vampire: the Requiem "Denn Die Todten Reiten Schnell" (For the Dead ...)		A	R

Sunday

15

Sunday

Sun, May 26

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1	Xbox 360 Gears of War: Judgment 1 v 1s		A	V
9 pm	1.5	Freeze Tag PLAYTEST Event		A	B
	3	Ra Tournament		E	B
	1	Glory to Rome Gaming 101 Event		B	B
	1	Saint Petersburg Gaming 101 Event		B	B
	3	Tichu Finals Big		E	B
	3	Core Worlds Event		A	B
	1	Anomia Party Edition Event		A	B
	3	Werewolf Event		A	B
	1	Shadow Hunters Event		A	B
	2	Kingdom of Solomon Event		B	B
	2	Dungeon Master		A	S
	1	Xbox 360 Tekken Tag Tournament 2		A	V
10 pm	2	Glory to Rome Event		B	B
	3	Poker No Limit Texas Hold em Event		A	B
	4	Saint Petersburg Small		A	B
	1	Swap Meet PLAYTEST Demo		B	B
	4	Descent Journeys In the Dark 2nd Ed Event		A	B
	4	Ticket to Ride Europe Tournament		E	B
	1	Xbox 360 Bomberman LIVE		A	V
11 pm	2	Tired and punchy secret PLAYTEST Demo		A	B
	1	Ca\$h 'n Gun\$ Live Event		A	B
	2	Consensus Movie and Music Editions Event		A	B
	4	Doctor Who Live 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

Mon, May 27

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	3	Werewolf Event		A	B
8 am	1	7 Wonders Gaming 101 Event		B	B
9 am	3	7 Wonders MEGA Special		E	B
	1	Stones of Fate Event		A	B
	1	Descent Journeys in the Dark 1st Ed Gaming 101 Event		B	B
	1	Navegador Gaming 101 Event		B	B
	4	Alpha Omega In an Act of Defiance		A	R
	4	GURPS ASPIRE		B	R
	4	Legend of the Five Rings SoB05 Poisoned Gift (HoR)		A	R
	4	Living Forgotten Realms - D&D 4e CALL4-2 Dragon Above, Desert Below (11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-2 Flirting with Disaster (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NEVE5-2 Serpent's Kiss (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e QUES4-1 Liberation Part 1 (lvl 17-20)		A	R
9:30 am	5	Dealer Room Opens Dealer Room Opens		A	G
10 am	6	The Napoleonic Wars Event		E	B
	4	Descent Journeys in the Dark 1st Ed Event		B	B
	2	Attika Small		A	B
	3	Navegador Event		E	B
	4	Battletech Jenners, Wasps and Stingers		A	M
11 am	2	Uno Small		A	B
	1	Food Fight #2		A	C
	3	Auction Auction		A	G
Noon	4	Vegas Showdown Event		A	B
	2	TransAmerica Event		A	B
	0.1	Raffle Drawing		A	S
1 pm	1	Nuclear War Event		A	B
2 pm	2	Category 5 Event		A	B
	4	Legend of the Five Rings SoB03 Stand Against the Waves		A	R
	4	Living Forgotten Realms - D&D 4e CALL4-3 Twisted Rune (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e NETH3-3 Seek and Destroy (lvl 11-20)		A	R

Monday

Mon, May 27

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Living Forgotten Realms - D&D 4e NEVE5-3 Spider's Web (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e QUES4-1 Liberation Part 2 (lvl 17-20)		A	R
2:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G

* = 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

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
Deck / Pool Building	Dice Rolling
Family / Party	Rail / Route Building
Resource / Hand Management	
Tile Placement	Traditional Card
Variable Player Powers	Worker Placement

The points earned will be faced on the following grid:

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

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

Special Events and Seminars

Seminar Room, 105, Santa Cruz

Artemis - Spaceship Bridge Simulator – Sat 9 am

Join the bridge crew of the TSN's flagship, Artemis. Crews consist of six players, Helm, Weapons, Science, Engineering, and Communications, each controlling their respective computer terminals at the direction of the Captain. All players work together to defend the four deep space stations in the quadrant from the enemies of the TSN in this real time, immersive computer simulation.

Drunkards & Dragons – Sat 10 pm

A completely improvised Fantasy Role-playing adventure!

Dungeon Master – Sat 8 pm, Sun 9 pm

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

Feedback Forum – Sun 7 pm

How are we doing? What are we doing? Find out! All questions you might have about the con answered and so much more! Free pizza is even involved.

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

For 2012 the winners are:

Jack Butler: Darrell Stark & Eric Downing
 Area Control / Influence: Kyle Greenwood
 Auction / Bidding: Chris Johnson
 Card Games: Nathaniel Taylor
 Collectible Games: Geoff Colman
 Deck / Pool Building: David Zevin
 Dice Rolling: Ben Cosman
 Family / Party: Hannah Schooley
 Rail / Route Building: Todd Van Der Pluym
 Resource / Hand Management: David Zevin
 Tile Placement: Renee Rose-Perry
 Traditional Card: Dan O'Farrell
 Variable Player Powers: Andy Goldberg
 Worker Placement: Bruce Schlickbernd

Strategicon Congratulates these fine gamers!

Fundraising for your gaming event/business – Sat Noon

Participants will learn how to fund raise for their gaming event as well as their game idea and/or business. A panel of fund raising experts will present concepts to help you achieve your gaming dreams. Materials will be made available to walk you through the process. A video presentation will also follow. Make sure to bring a pen and paper to this once in a lifetime opportunity.

Kid's Movies – Sat, Sun 10 am

Come and watch kid's movies

Made for Play, The Movie. – Sat 1 pm, Sun 2 pm

Made for Play: Board Games and Modern Industry - 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.

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

Raffle Drawing for Dealer Tokens! Come to the Dealer Room and see if you win!

Seminars and Special Events

Super Nerd Trivia Game Show — Sat 6 pm

We're cutting the geek from the meek on the hottest new trivia show sweeping LA. Spend half an hour with Benjamin Dunn as he hurls questions at our contestants for fabulous prizes*. Questions like name all four Ghostbusters, What does TARDIS stand for, and Complete that Meme! Who knows, your name could be draw and you can be part of the show!!!

Super Purposed 2013 — Fri 8 pm

GameX's second annual charity event! Come for the charity auction, themed games and photo opportunities. Cosplay is not a requirement, but it is strongly encouraged. We may not be super powered in our real lives, but for one night, we can be super purposed!

Ten Gaming Tricks I Wish I'd Known About Writing Books — Sun 4 pm

Novelist Ken Hughes discusses ways different games can improve fiction writing.

General Events

Seminar Room, California Ballroom, Gateway Prefunction

Auction — Mon 11 am

No one knows what games will show up here, but there is always something interesting. Clear your closet or pick up that long lost gem.

Blind Galaxy — Sat 2 pm

Blind Galaxy is a play-by-email space wargame. We would like to show it off to the board gaming community. If you enjoy playing epic strategy games, then you might enjoy playing this excellent one. A few current players will be available with lots of map and turn examples to answer any questions and share their experiences designing ships, building empires, and conquering the galaxies.

Card Sharks — Sat 4 pm

Aces are high...deuces are low...call it right...and win the dough! Test the waters with "Card Sharks". Can you predict how 100 average Americans will answer the questions? Can you guess whether the next card is higher or lower?

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

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

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

Sell the unwanted stuff that's in your proverbial game closet at our bazaar of the bizarre. You never know what you'll find here.

High Rollers — Fri 10 pm

Can you knock off the Big Numbers? We have all the action with "High Rollers", the game of high stakes, where every decision is a gamble and every move can be your last!

Jeopardy! — Fri 7 pm

THIS...IS...JEOPARDY! Making its grand return to GameX, everyone's favorite game of Answers & Questions.

Lingo — Fri 4 pm

Your favorite Game Show Crazy's are back in the house at GameX, kicking off the weekend with the GSN classic, "Lingo". Two teams of two spell 5-letter words to win numbers on their Lingo card. Highest score after two rounds goes on to Bonus Lingo.

Match Game — Sat 1 am

Get ready to match the stars! Game Show Play Along goes Late Night with everyone's favorite game of fill-in-the-blanks, "Match Game"! Our panel of "celebrities" is ready to match our contestants for laughs and big wins! NO KIDS UNDER 17 WILL BE ADMITTED FOR THIS GAME!

Name That Tune — Sun 4 pm

Can you name that tune in 7 notes? 6? Fewer? Test your musical knowledge in "Name That Tune." We'll be playing snippets of all your favorite songs...can you name them?

Now You See It — Sun 1 pm

Good at trivia? What about word searches? The short-lived 1970s classic "Now You See It" debuts at GameX! You and your partner are shown a grid of letters and asked a question. Your job is to find where the answer is...when it's right in front of you!

Press Your Luck — Sun 7 pm

Your favorite game of Big Bucks and Whammies is BACK! All new questions, all new risks, all new prizes...and a final "SUPER" Tournament unlike anything you've ever seen!

Remote Control — Sat 7 pm

Jump in the Game Show Wayback Machine to the 1980s for the MTV classic, "Remote Control." Three players will pit their TV trivia minds against one another in a basement battle to see who reigns...supreme...? Low scorers go "OFF THE AIR", while the winner takes a spin on the "Wheel of Jeopardy!"

Stones of Fate Kickstarter Launch Party! — Sat 5 pm

We are launching a Kickstarter campaign for Stones of Fate! Come check out the game, enter the tournament for great prizes, view the amazing backer rewards in person and have a great time socializing with other gamers just like you!

Tic Tac Dough — Sat 1 pm

This is everybody's game of strategy, knowledge, and fun! It's the 70s and 80s classic, "Tic Tac Dough!" Two players, X and O, answer questions to win boxes. First to make three-in-a-row wins, and goes on to Beat The Dragon!

Wheel After Dark — Sun Midnight

Spin the Wheel, buy a vowel, and solve the puzzle to win! "Wheel of Fortune" returns with an Adult twist! NO KIDS UNDER 17 WILL BE ADMITTED FOR THIS GAME!

Board Games

Board Games

Grand Ballroom A-F, California Prefunction, 103

1830/1856/1870 – Sat 7 pm

Any of 1830, 1856, or 1870 can be played. 1830 will be played with the original Avalon Hill “classic” rules unless players decide on a variant. The optional 6-train can be used if a majority of players agree on it.

1830MM – Sun 7 pm

This is a modified 1830 “MM” stands for “Modified Map”. The initial map has been changed in a few places, and a few new tiles have been created. In addition, I have included a couple of minor rule changes.

18xx (open) – Sun Noon

Any published 18xx title can be played.

18xx (short) – Fri 6 pm

Any published 18xx title taking four hours or less can be played. Choices include 1825, 1846, 18Scan, and Steam over Holland.

18xx Gaming 101 – Fri 5 pm, Sun 11 am

18xx Not in Stores – Sat 10 am

Tournament for unpublished 18xx games. New players please attend gaming 101.

18xx Not in Stores Gaming 101 – Sat 9 am

20th Century – Fri 1 pm, 5 pm

Here with this, you are 1 of 5 who own your own city. You try & build up to the best city around, with factories, trash deposit, and becoming the star mayor. By keeping your city clean from trash, by bringing in resources, and barter for better. You get a chance to have more awarded bars at the end of the 6th round, the one with the bigger better city, you win top city owner! Join us 4 great fun!

7 Wonders Gaming 101 – Mon 8 am

7 Wonders MEGA – Mon 9 am

7 Wonders 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 – Fri 4 pm

Three to six 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. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

A Game of Thrones 2nd Ed Gaming 101 – Fri 3 pm

Acquire David Woolcott Memorial – Sun 4 pm

Place tiles to create hotel chains. Buy stock in any hotel chain on the board. Merge chains to make more money. Whoever has the most money at the end wins!

Acquire Gaming 101 – Sun 3 pm

Advanced Civilization – Sat 9 am

Avalon Hill version - trade rounds will be timed.

Age of Conan – Sat 11 am

Empire building in three ages set in the world of Conan the Barbarian. Use armies and emissaries to control provinces and secure objectives thus earning Empire Points. Euro-style with good game mechanics and components.

Age of Empires III – Fri 8 pm

This boardgame allows you to revisit the age of exploration & discovery. Take on the role of a colonial power seeking fame, glory, & riches in the New World. As you proceed through three ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy, and, if necessary, declare war.

Age of Empires III Gaming 101 – Fri 7 pm

Agricola Finals – Sun 4 pm

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

Agricola Gaming 101 – Sat 2 pm

Agricola Qualifier – Sat 3 pm

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.

Alhambra – Sat 11 am

In Alhambra, players are acquiring buildings to be placed within their Alhambra complex. On a player's turn, a player may take money from the open money market, purchase a building from the building market, or engage in construction and reconstruction projects with buildings that have been placed in the player's reserve.

Alien Frontiers – Fri 7 pm

Each player has a small fleet of ships circling the planet Maxwell, docking at various orbital stations to make preparations for descent to the planet's surface. Players vie for points as domed colonies begin to dot the landscape. Scores rise and fall as fleets grow and alien technology is discovered. Who will gain sufficient cosmic resources and regional control to win the game? It could be you!

Alien Labyrinth – Fri 2 pm

Stranded on a starship millions of miles from Earth, your only hope of getting home is to play in the aliens' twisted game. Outrace your companions and buy the only seat on the escape pod. It won't be easy, The ship itself is always changing, making every step a challenge. Quick to learn and fast to play, Alien Labyrinth combines luck and strategy in a game that never plays the same way twice.

Aloha The Spirit of Hawaii – Sat 2 pm, Sun 1 pm

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.

Amun Re – Fri 9 pm

Each player wants, as pharaoh, to build the most pyramids. To accomplish this, he must first acquire a province, where he can trade and farm. With his profits, he can buy new provinces and building stones to erect pyramids. For all his actions, the player must make clever use of his power cards, and always offer appropriate sacrifices to Amun Re.

Amun Re Gaming 101 – Fri 8 pm

Board Games

Anomia Party Edition – Fri, Sun 9 pm

In Anomia, players flip cards in turn until the symbols on two players' cards match. Matching players then race to give an example of the category on their opponent's card. Sounds easy, right? Think again! Wild cards create unexpected matches, and face-offs can cascade to reveal new matches. Pay attention - it could be your turn at any time! Anomia: Party Edition adds 6 all-new decks.

Ars Victor – Fri 5 pm, 7 pm, Sat 11 am, 1 pm, 3 pm, 5 pm, 7 pm, Sun 11 am

The two-player game of tactical combat that took Gateway 2012 by storm! Build your own army and fight over a battlefield that's different every time. Come watch the Video Tutorial, meet the designer, and get coaching from the experts. Anyone could win this cash prize tournament!

Ars Victor FINALS – Sun 2 pm

Single-elimination finals for the cash prize. Qualify during the open play this weekend, or at any of the local tournaments leading up to the event! See the Ars Victor web site for more info.

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.

Axis & Allies – Sat 9 am

Although the Pacific and Europe 1940 Second Edition is the default game system, other versions of A&A can be played by mutual agreement by the players. Teams must be established on Saturday, and all participants must have Full Con badges to play, since this tournament starts on Saturday, with the finals on Sunday at Noon. Team members must play on both days.

Battle Cry – Sun 9 am

A low complexity game of a variety of civil war battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield.

Battle of Westeros – Sat 9 pm

Players will control one of the houses from the hit TV show Game of Thrones. For those of you familiar with Memoir 44 or Battlore, the game play is very similar. Each house has a unique set of figures and heroes which will be combined into units. These units will be used to complete the objectives of scenario. While the game is a 2 player game, I will be having the players form teams of two.

Battlestar Galactica – Fri, Sun 7 pm

Based on the 2004 TV-Show - work cooperatively with your teammates to solve a series of crises while trying to reach your destination - but at least one of your teammates is not what they seem!

Battlestar Galactica Expansions – Sat 6 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Players should be familiar with the basic game.

Battlestar Galactica Gaming 101 – Fri 6 pm, Sat 5 pm

Battlestations – Sat 5 pm, Sun 4 pm

You and your friends each play the role of a crew member on a starship that faces whatever grief the referee throws at you. You'll blast enemies, pull outrageous maneuvers, unlock the secrets of alien cultures, and crank the last bit of juice out of an overtaxed engine while trying not to get yourself, your crew, or your starship blown to bits in the process.

Blockade Runner Advanced Action – Fri 6 pm

In Blockade Runner, players take on the roles of entrepreneurs attempting to make the most money by shipping cargo in and out of the South during the American Civil War. Positioning is achieved by competing with each other for access to commodities, top market prices, and newly built ships. The advanced action expansion will be used.

Blokus – Fri 5 pm, Sun 4 pm

Fun for both kids and adults, Blokus is a strategy board game that challenges spatial thinking. Bright colors and simple rules make it ideal for ages five and up, but adults will certainly be engrossed by this unique and challenging game.

Blue Moon City – Sun 3 pm

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.

BodgerMania – Sat 4 pm

In BodgerMania, each player takes on the role of a goblin bodger-turned-wrestler ready to square off in the ring for fame and glory. The bodgers battle to beat down their rivals in a series of matches leading up to the main event. This game uses drafting mechanics along with a trick-taking element.

Borodino 1812 DEMO – Sat 10 am

Movement and combat are resolved within areas. The game plays using the fast-paced Move-Move-Battle sequence seen in Hammer of the Scots and Shiloh. There are no cards involved players activate leaders to command brigades of the same division of the same corps. The game will be demonstrated throughout the time period.

Brass – Fri 4 pm

Your goal in Brass is to build cotton mills, coal mines, iron works, canals, railways, ports, and shipyards, and to have them be used so that they score points. Your choices will be limited by the cards you draw, but not as much as by the plans you make. Lots of interesting detail in the historical Lancashire setting.

Brass Gaming 101 – Fri 3 pm

Bridge Gaming 101 – Sun 6 pm

C. C. Higgins Rail Pass DEMO – Sat 8 pm

C.C.Higgins is a railroad board game that lets you relive the excitement of a railroad executive in the heyday of rail travel. Collect sets rail passes as you travel the rails of historically and geographically authentic North American railroad companies of 1920. An easy but strictly strategy type game without any luck.

Ca\$h 'n Gun\$ Live – Fri, Sun 11 pm

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

California Gold DEMO – Sat 7 pm

A historic simulation of orange grove production where players represent co-ops for helping orange ranchers. Play hinges around collecting cards that represent orange ranches grouped by counties. Buildings, advertising and railroad contracts increase profits. Whoever obtains the most cards wins.

Caravans of Asia – Fri 4 pm, Sat, Sun 10 am

A strategic game of trade and travel inspired by Marco Polo and the Silk Road. Buy goods where they're cheap, sell where they're valuable, trade with other players to make best use of your advantages.

Board Games

Carcassonne – Sat 1 pm

Carcassonne is a tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played.

Carcassonne Gaming 101 – Sat Noon

Cards Against Con – Fri 11 pm

Play Cards Against Humanity with modified rules and cards related to conventions!

Cargo Noir – Sun 10 am

You and your opponents have the same resources to work with. You will be bidding on contraband from all over the world. Then you must decide when is the best time to sell. Timing is everything. Should you build your empire with boats to help you buy more goods or where houses to store your goods. the choice is yours.

Cartagena – Sun 7 pm

Cartagena takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. Each player has a group of six pirates and the objective is to have all six escape through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them.

Category 5 – Mon 2 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

Caylus – Sat Noon

For the time being, Caylus is but a humble village, but soon, workers and craftsmen will be flocking by the cartload, attracted by the great prospects. Around the building site, a city is slowly rising up. The players embody master builders. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game

Caylus Gaming 101 – Sat 11 am

Chaosmos DEMO – Fri 8 pm

Chaosmos is a cosmic treasure hunt in which covert operatives from rival planets are engaged in a secret war of epic confrontation and intrigue. Knowledge is power in CHAOSMOS. You gain information through battling, exploring planets, and paying attention to other players. Never forget your one and only goal: getting "The Ovoid" and having it in-hand when the final turn is over.

Chrononauts – Sat 4 pm

So, you want to be a time traveler? Messing with history can have it's consequences. For starters, your reality no longer exists. Then there are the paradoxes - holes in Space-Time Continuum that threaten to destroy the Entire Universe. Can't find your way back to your original reality? Then maybe you can win by collecting the right combination of amazing artifacts that only a chrononaut could acquire. So shuffle up this time-machine-in-a-box and start changing history!

Coins 'n' Gems DEMO – Sun 11 am

A new part-strategy, party-chance game for 2-6 players. Take turns putting pieces on the board trying to earn points. Should you hoard the diamonds or maybe play for a perfect set of emeralds? Maybe play a wizard to complete an even better combination or use a thief to mess up the board and your opponent's game! Many strategies abound, but only one player gets to keep all the treasure in the end!

Consensus Movie and Music Editions – Sun 11 pm

Consensus is similar to party games like Dixit, Apples to Apples, or Say Anything, but with a twist: You are trying to pick the answer you think the majority of the other players will pick. We will be playing with the Movie and Music editions, but note that this is NOT a trivia game. You do not have to be a movie or music buff to enjoy playing (or even win!) Consensus.

Core Worlds – Sun 9 pm

Control the Star Empire by drafting units, gaining tactics, and invading new worlds (you can even invade Earth!) all for Empire Points. Do you have what it takes to invade and conquer the Core Worlds?

DC Comics Deck-Building Game – Fri 2 pm

Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! The Justice League of America is ready for action - are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game! Craft your hero deck into a well-oiled machine to take on the most vile villains in the DC Universe in your quest for Victory (Points)!

Descent Journeys in the Dark 1st Ed – Sat, Sun 9 am, Mon 10 am

In this highly tactical dungeon delver, up to 4 players will take on the role of the heroes, choosing characters with a wide variety of different skills and equipment at their disposal. As the heroes attempt to complete quest objectives, while picking up treasure and gold along the way, the Overlord attempts to stop the hero party through the use of spells, traps, and monsters.

Descent Journeys in the Dark 1st Ed Gaming 101 – Fri 5 pm, Mon 9 am

Descent Journeys in the Dark 2nd Ed – Sun 10 pm, 2 pm

Descent is a board game in which one player takes on the role of the treacherous overlord, and up to four other players take on the roles of courageous heroes. During each game, the heroes embark on quests and venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot.

Desert Island DEMO – Sun 6:00 pm

Doctor Who Live – Sun 11 pm

Doctor Who Live will perform an improvised episode of Doctor Who, right in front of your very eyes!

Dog – Sat 2 pm

Dog is a partnership Parcheesi variant in which players use cards to move around the board. Partners trade one card before each turn and there are five special cards to add to the strategy. Since this is no longer a new event, we will allow preset partnerships before assigning games.

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 7 pm

Board Games

Dominion – Sun 8 pm

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can “buy” as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Dominion Gaming 101 – Sun 7 pm

Doom The Board Game – Sat 4 pm

In an excellent recreation of the video game, players will control one of three marines each with a unique and randomized skill set. Their objective: clear the map and escape. In order to win players will need to work together and make full use of their skill sets.

Dream Factory – Sun Noon

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, camera, effects, music, guest stars and agents to complete movie scripts. There are bonus points for first films completed and best films, best directors, even worst film.

Eclipse – Sat 10 am, Sun 1 pm

Several factions fight over control of the galaxy! Colonize planets to gain more resource for researching, and building up your armies to over take territory. Destroy enemies by customizing your fleet or make alliances/diplomatic relations to help you in your goal for galaxy domination.

Eclipse Gaming 101 – Sat 9 am, Sun Noon

Empire Builder Potluck – Sun 5 pm

Any of the variants of Empire Builder may be played. Please attend gaming 101 if you are new.

Escape The Curse of the Temple – Sat 5 pm

You and your friends are trapped in a temple. You try to help each other and get out as quickly as possible, since you only have 10 minutes. Beware the gong! This game will be played multiple times in the allotted time.

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 – Sat 1 pm, Sun 2 pm

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! Family Business is fast, furious, and fun! Your goal is survival! What’s in the cards for your gang?

FlowerFall – Fri 10 pm

Flowers falling from the sky! This is a super fun area control game like Carcassonne but with a unique element. Players must drop their cards onto the playing field in order to form garden patches and score points. The card can land anywhere and is always considered in play!

Fly You Fools PLAYTEST – Sat 4 pm, 5 pm

Fly You Fools is a 15-minute light strategy card game for 2 to 4 players. Game is played in a random turn order and the goal of the game is take flocks of sheep home safely with 2 loyal sheep dogs. When the game ends, players receive a co-operative score then each player minus number of points base on discard cards. Note: This is a newest version of the game, prototype version 5.2

Fortress America – Sat 7 pm

Ever enjoyed the lurid fantasies depicted in Red Dawn? Then indulge your 1980s Cold War nostalgia with this Milton Bradley Game Master Series classic, wherein three Communist invaders (the Asian People’s Alliance, the Central American Federation, and the Euro-Socialist Pact) stage a full-scale invasion of the United States.

Fortress America 2nd Ed – Fri 6 pm

The US has anger most of the world by developing a laser system capable of destroying any military unit in the world. Before the US can build these lasers they it must be stopped!! The US is being invaded by Eastern Europe/Russia on the East coast, South America from the South, and China/Japan from the West. This is the remake of the game by Fantasy Flight but there aren’t many rule changes.

Fortress America 2nd Ed Gaming 101 – Fri 5 pm

Fortress America Gaming 101 – Sat 6 pm

Frederick (Tournament) – Sun 3 pm

Frederick is a three (3) or four (4) player strategic level wargame 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.

Freeze Tag PLAYTEST – Sun 9 pm

A board game that takes place in the Hexagonal Arena, with players controlling Freeze Taggers that collect points by making freeze attempts on each other, capturing the flag, through collection of buff/thaw cards, and controlling the top of the hill. The game and the rules will be posted on my website prior to the convention. I hope you print them out and come to the convention ready to play!

Galaxy Trucker – Fri 10 pm

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell.

Gaming 101

18xx – Fri 5 pm, Sun 11 am

18xx Not in Stores – Sat 9 am

7 Wonders – Mon 8 am

A Game of Thrones 2nd Ed – Fri 3 pm

Acquire – Sun 3 pm

Age of Empires III – Fri 7 pm

Agricola – Sat 2 pm

Amun Re – Fri 8 pm

Battlestar Galactica – Fri 6 pm, Sat 5 pm

Brass – Fri 3 pm

Bridge – Sun 6 pm

Carcassonne – Sat Noon

Caylus – Sat 11 am

Descent Journeys in the Dark 1st Ed – Fri 5 pm, Mon 9 am

Dominant Species – Sat 7 pm

Dominion – Sun 7 pm

Eclipse – Sat 9 am, Sun Noon

Fortress America 2nd Ed – Fri 5 pm

Fortress America – Sat 6 pm

Glory to Rome – Sun 9 pm

Goa A New Expedition Gaming 101 – Sat Noon

Hawaii – Sun 6 pm

In the Year of the Dragon – Sun 9 am

Kings & Things – Sun 5 pm

Kingsburg – Sat 5 pm

Board Games

Lords of Waterdeep – Fri, Sat 4 pm **Mansions of Madness A Cry**

for Help – Fri 1 pm

Merchant of Venus 2nd Ed – Sat 1 pm

Merchant of Venus – Sun 2 pm

Navegador – Mon 9 am

Nexus Ops – Sat 10 pm

Ora et Labora – Fri 4 pm

Pillars of the Earth – Sun 7 pm

Power Grid – Sun 8 am

Puerto Rico – Sun 5 pm

Ra – Sun 8 pm

Race for the Galaxy – Fri 3 pm

Rattus – Sun 10 am

Saint Petersburg – Sun 9 pm

Settlers of America Trails to Rails – Sun 5 pm

Settlers of Catan – Fri 7 pm, Sat 4 pm

Shogun/Samurai Swords/Ikusa – Sun 6 pm

Small World – Sun 4 pm

Stone Age – Sun 1 pm

Talisman – Sun Noon

The Castles of Burgundy – Sat 3 pm

The Princes of Florence – Sun 1 pm

The Scepter of Zavandor – Fri 2 pm

Ticket to Ride – Sat 6 pm

Twilight Imperium 3rd Ed – Sun 9 am

Twilight Struggle – Sat 1 pm

Village – Sat 2 pm

Wizard's Quest Gaming 101 – Sun 1 pm

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

Glory to Rome – Sun 10 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.

Glory to Rome Gaming 101 – Sun 9 pm

Goa A New Expedition Gaming 101 – Sat Noon

Goa: A New Expedition – Sat 1 pm

Your goal is to become the richest player by the end of 8 rounds through buying plantations, growing & selling spice, taxation, and other actions. Players will plan and auction tiles before doing any actions. Each round a player has 3 actions and may use addition actions if available. Will be using the Z-Man edition of the game, due to various balance changes in tiles and game play.

Grand Conquest – Fri 3 pm

G. C. is similar to Donald Benge's 1972 classic chess like strategy game Conquest, however it adds some innovative features. This adds camels which can move in the trails between points, catapults, siege engines and a moat around the five home points. It helps if you have played Conquest before.

Guillotine – Sat 11 am

Easily one of the best card games in the hobby, Guillotine's artwork & numerous puns make light of the French Revolution. So players are whacking the heads off aristocrats, church leaders, govt. officials—even some unfortunate regular citizens?!? It's okay—as long as they are worth points. Action cards let players create a lot of milling in line & changing of places, but in the end no one is safe.

Hawaii – Sun 7 pm

Players play the game on a variable game board that is different for each game. Thus, the players must adjust their strategies to the board each game in order to be successful. The player who manages to find the best tactics for the board offered will win the game and the admiration of the other players. The players will need to decide when and what to build, when to buy, and when to wait. Hawaii - a variable game experience for up to 5 islanders

Hawaii Gaming 101 – Sun 6 pm

Hearts #1 – Fri 5 pm

Left of the dealer leads, blood allowed on the first trick.

Hearts #2 – Sat 8 pm

Deuce of clubs lead, no blood on the first trick.

Hearts #3 – Sun 11 am

Left of the dealer leads, blood allowed on the first trick

Here I Stand (Campaign Tournament) – Sat 10 am

A card-driven wargame on Reformation Europe. This will be the full nine (9) turn 1517 scenario. Looking for a full six (6) player game, with a minimum of three (3) players. If more than six (6) players are signed up, there will be multiple games. Note we are scheduled for eleven (11) hours, this being an entire Saturday tournament, with scheduled breaks. Whomever wins will receive \$50 dealer dollars (in each game). All other participants will receive \$10 dealer dollars. Familiarity with the

In the Year of the Dragon – Sun 10 am

Players take on the role of Chinese rulers around the year 1000. 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 Gaming 101 – Sun 9 am

Ingenious – Sat 9 pm

A classic abstract color-matching game.

Julius Caesar DEMO – Sat 10 am

Julius Caesar is a card driven block game. You use cards to take command of Caesar's Veteran Legions or Pompey sprouting Young Legions around the Mediterranean. You decide how best to defend or conquer the Republic. The game will be demonstrated throughout the time period.

Junta Viva el Presidente! – Fri 7 pm

One of the great board game classics is the satirical Junta in which the players are members of the corrupt government of República de las Bananas struggling for power and money to put in their Swiss bank accounts.

Jupiter Deep DEMO – Sat 5 pm

A cooperative space rescue game! Work together and use your robot powers to fight back creeps and guide the bumbling human space colonists to safety. Multiple demo play sessions will be held during the timeslot with up to 7 players per game.

Just Another Stupid Block Game – Fri 5 pm

A global strategic level WWII block game that is in development. Three (Germany, Soviets, Western Allies) to four (+ Japan) players, card driven. Each land block represents an Army/Front. Each naval block represents three (3) to four (4) capital ships. There are three (3) turns a year.

Board Games

Kanzume Goddess – Sun 9 am

It was the age of gods and goddesses. Zeus, Poseidon, and Hades, had agreed to separate the sky, the ocean, and the underworld. Athena, would rule over the rest of the earth. The Norse gods were displeased with the decision. They called warriors and disciples to take the world from the Greek gods.

Kemet – Sun 4 pm

In Kemet, players each represent an Egyptian tribe and will use the mystical powers of the gods of ancient Egypt – along with their powerful armies – to score points in glorious battles or through invasion of rich territories.

Kill Doctor Lucky – Sun Noon

Welcome to J. Robert Lucky Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killer like you. The Object? Kill Doctor Lucky. Find a weapon, treat the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Doctor Lucky is aptly named. He's got an uncanny knack for dodging your best traps. But his luck runs out tonight.

King of Tokyo – Fri 9 pm, Sat 4 pm

Dice game where you are a monster playing king of the mountain. But this time the mountain is Tokyo. The Power Up expansion may be used.

Kingdom of Solomon – Sat Noon, Sun 9 pm

Set in Palestine, the 40-year reign of Solomon formed both the climax and the denouement of Israel's Golden Age. It was known for its ambitious building program (of which the famed Temple was the apex—a wonder of the ancient world.) Players take the roles of governors appointed by the king to help him advance the nation's wealth and esteem. Join us for an advance look at the upcoming expansion!

Kings & Things – Sun 6 pm

This is a classic Tom Wham game of warring kingdoms in a fantasy world and the legions of things that inhabit them. The board is made from hex tiles, which allows for a different board layout every time. Utilizing an interesting flipped counter element, players attempt to out bluff one another regarding the types of things they have in their armies.

Kings & Things Gaming 101 – Sun 5 pm

Kingsburg – Sat 6 pm

Influence the King's advisers to gain resources to buy buildings to earn victory points.

Kingsburg Gaming 101 – Sat 5 pm

Last of the Independents – Sat 11 am

Last of the Independents is a Euro-style, Americana themed historical simulation game. Set in the post WW2-era, players must design, engineer, and promote car sales as they compete against each other, "The Big 3," and the economy. This is accomplished with a combination of set company profiles, advantageous investment allocation, and clever card play

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!

Lifeboat – Sat 7 pm

You are stuck in a lifeboat with someone you love, and someone you hate. Grab a grappling hook and some water and fight to keep your place in the boat!

Lighthouses PLAYTEST – Sat 9 am

Let the beacon atop a scenic lighthouse draw you into a two player, strategy card game. Play Coastal cards building the East and West coast of the U.S., matching a Lighthouse card with the appropriate Coastal card. Score points for playing Coastal cards, matching Lighthouse cards and bonus Coastal/Lighthouse combinations. Score the most points and be the Lighthouse Keeper of the Day.

Looney Bin – Fri 1 pm

The Looney Bin is 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.

Lord of the Fries – Sat, Sun 8 am

Welcome to Friedey's, the Fast Food Restaurant run by zombies. Get food to fill orders to get points. Whoever gets the most points gets to be Lord of the Fries.

Lords of Waterdeep – Fri 5 pm, Sat 5 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!

Lords of Waterdeep Gaming 101 – Fri, Sat 4 pm

Lost Cities – Fri 7 pm

In Lost Cities, a card game from the Kosmos two-player series, the object is to mount profitable expeditions to one or more of the five different lost cities. With a few agonizing moments it is mostly a fast-moving game. If you start a given expedition, you'd better make some progress in it, or it'll score you negative points. After three rounds, the highest total score wins.

Lost Temple – Sat 10 pm

Players are explorers looking for a mysterious lost temple. To find it, they must cross the jungle and get help from the indigenous people. The first player to reach the temple on the last space of the track wins the game. Lost Temple uses a character selection rule similar to designer Bruno Faidutti's previous game Citadels.

Love Letter – Fri 1 pm

You are either a suitor or matchmaker competing for the love of the Princess. Deduction and bluffing are essential in this game, and sometimes even a little luck. The last player standing or the player with the highest card at the end of a round wins her affection. But don't fret, there's always tomorrow and the Princess is fickle with her affections

Magic Labyrinth – Sun 10 am

The little magician apprentices have lost some objects in the magic maze. Now they try to collect them before the Master notices anything. However, in the maze the little magicians always bump against invisible walls. So they have to make their way through the maze by means of a good memory and lots of skill. From boardgamegeek.com

Mansions of Madness A Cry for Help – Fri 2 pm

Mansions of Madness is a macabre game of horror, insanity, and mystery for two to five players. Each game takes place within a pre-designed story that provides players with a unique map and several combinations of plot threads. These threads affect the monsters that investigators may encounter, the clues they need to find, and which climactic story ending they will ultimately experience.

Board Games

Mansions of Madness A Cry for Help Gaming 101 – Fri 1 pm

Mansions of Madness The Dunwich Horror – Sat 8 am

Mansions of Madness is a macabre game of horror, insanity, and mystery for two to five players. Each game takes place within a pre-designed story that provides players with a unique map and several combinations of plot threads. These threads affect the monsters that investigators may encounter, the clues they need to find, and which climactic story ending they will ultimately experience.

Mansions of Madness The Yellow Sign – Sun 8 am

Mansions of Madness is a macabre game of horror, insanity, and mystery for two to five players. Each game takes place within a pre-designed story that provides players with a unique map and several combinations of plot threads. These threads affect the monsters that investigators may encounter, the clues they need to find, and which climactic story ending they will ultimately experience.

Maria (Tournament) – 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.

Memoir '44 – Fri 3 pm

Players will control either German or American units in a recreation of one of the battles of WWII. These units consist of infantry, tanks, and artillery. Each round players will roll dice that will determine which units they can activate. Optionally players can use a command card to activate their units. The scenario will have specific objectives for the players to complete.

Merchant of Venus – Sun 3 pm

Merchant of Venus is the classic Avalon Hill space trading game recently reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes. Preliminary round will be to \$2000 with a final round to \$3000. Default version will be Avalon Hill Classic, but players may choose to play the new version if all agree.

Merchant of Venus 2nd Ed – Sat 2 pm

Merchant of Venus is the classic Avalon Hill space trading game recently reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes. We will be using the new board with the standard rules. Not classic.

Merchant of Venus 2nd Ed Gaming 101 – Sat 1 pm

Merchant of Venus Gaming 101 – Sun 2 pm

Monopoly Deal – Sat 9 pm, Sun 3 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 – Sun 8 pm

A race game where each player moves a certain monster (with different terrain for different legs of the races). Each monster has variable abilities, depending upon the terrain. They also have the ability to disrupt their fellow racers.

Munchkin – Sun 1 pm

Kill the monsters. Steal the treasure. Stab your buddy! The popular Steve Jackson strategy card game returns once again to Strategicon. It is highly recommended that entrants bring their own copy of the game so that there are enough copies to go around.

Munchkin Apocalypse – Sat, Sun 3 pm

In Munchkin Apocalypse, every possible disaster has happened or is about to, and the world is full of monsters out to kill you and get your stuff, so do it to them first. Can you win before the last Seal is opened?

Navegador – Mon 10 am

This game is inspired by the Portuguese Age of Discoveries in the 15th-16th century. Players take actions such as contracting men, acquiring ships and buildings, sailing the seas, establishing colonies in discovered lands, trading goods on the market, and getting privileges. Each player starts with only two ships and three workers and tries to expand his wealth.

Navegador Gaming 101 – Mon 9 am

Nexus Ops – Sat 11 pm

Nexus Ops is 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 10 pm

No Thanks! – Fri 2 pm

Players take on the role of dwarves. As miners, they are in a mine, hunting for gold. Suddenly, a pick axe swings down and shatters the mine lamp. The saboteur has struck. But which of the players are saboteurs? Will you find the gold, or will the fiendish actions of the saboteurs lead them to it first? After three rounds, the player with the most gold is the winner.

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...

Oasis – Sun 5 pm

You are the head of a Mongolian family, intent on becoming the most powerful in the land. Use your resources wisely to take control of fertile steppe lands to raise horses, build sacred temples, develop caravans of camels, and control the beautiful oases. The player with the most points at the end of the game will be anointed the Noble of the Oasis.

Oh Hell – Fri 7 pm

Take exactly what you bid in this variable trump card game.

Ora Et Labora – Fri 5 pm

This game has a similar feel to Agricola or Le Havre, but uses a different resource mechanic. Rather than physically putting goods on the board, a wheel counts down the number of rounds remaining while counting up the amount of uncollected resources. Players are the heads of various monasteries in Scotland or France. The players collect resources and the player with the most points wins.

Ora et Labora Gaming 101 – Fri 4 pm

Outpost – Sun 3 pm

Outpost, new version with no expansion cards. Max 9 players per game.

Palaces DEMO – Sat 10:00 pm

Pentagon DEMO – Fri 3 pm

Your boss at the Pentagonal Spy Agency is demanding and indecisive. He wants your unit to plan a hidden escape route from the Executive Debriefing Lounge to the outside—or else an extra security cordon to protect the lounge from low-clearance employees. Either way, he will only approve the route proposals that are the most original. Outmaneuver your teammates to become Acting Schemer-in-Charge.

Board Games

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 – Sun 8 pm

Players compete to contribute the most to the construction of a cathedral in this worker placement game based on the bestselling novel by Ken Follett

Pillars of the Earth Gaming 101 – Sun 7 pm

Poison – Fri 2 pm

The mad doctor has cooked up something evil in Reiner Knizia's *Poison*, a clever strategy card game. Players choose a potion card from their hand to add to one of three colored cauldrons, being careful not to let the pot go over a total value of 13. The player who causes the cauldron to go over 13 must take all of the cards within it, trying to avoid taking a potion mixed with poison.

Poker 7 Card Stud – Sat 10:00 pm

Poker Limit Omaha Hi/Lo Split – Fri 10:00 pm

Poker No Limit Texas Hold em – Sun 10:00 pm

Power Grid – Sun 9 am

The object of *Power Grid* is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

Power Grid Gaming 101 – Sun 8 am

Pressure Matrix – Sat, Sun 10 am

Welcome to the *Pressure Matrix*, a futuristic game show where the contestants fight for their very lives. Earn credits and pin your opponents down. The game ends with the last man standing.

Pressure Point – Sat 11 pm

Can you keep your cool under pressure? You're given a category and must blurt out answers that fit in under 10 seconds! Everyone else wagers on how many you can spit out. Beat the clock and their guesses to win *Pressure* points!

Primordial Soup – Sat 10 am

The *Primordial Soup* is supposedly where all life came from. Players take charge of a tribe of amoeba as they struggle to survive. In order to help their quest, tribes will take various genetic advantages, which allow them to 'break' the rules of life. For instance, instead of going hungry, your amoeba could learn to attack foreign amoeba for food. Or perhaps your amoeba could be taught to need less food to survive. Either way, this is a very interesting take on the game of life.

Puerto Rico – Sun 6 pm

The players are plantation owners in Puerto Rico. Growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and shipping their goods back to Europe for maximum benefit.

Puerto Rico Gaming 101 – Sun 5 pm

Ra – Sat 3 pm, Sun 9 pm

Ra! Take part in this auction and set-collection game where you can collect pharaohs, civilizations, build villages, and more! But watch out for those tile-killers, and make sure to use your Suns (bidding tiles) to win big and please the Sun God, Ra!

Ra Gaming 101 – Sun 8 pm

Race for the Galaxy – Fri 4 pm, Sat Noon

Players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be consumed later to gain either card draws or victory points when the appropriate technologies are available to them.

Race for the Galaxy 2 Player – Sun Noon

Players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be consumed later to gain either card draws or victory points when the appropriate technologies are available to them.

Race for the Galaxy Gaming 101 – Fri 3 pm

Railroad Tycoon – Fri 3 pm, Sat 8 pm

AKA *Railways Of The World*. Build railroads and move cubes to the cities that demand them. Upgrade your engine to move the cubes further for more points.

Rattus – Sun 11 am

14th century Europe in the throes of the Black Plague. In this surprisingly light strategy game players try to increase their populations & cause trouble for their opponents. An aloof King, a secretive Witch, a purging Monk, an aggressive Knight, a nomadic Merchant, & a fecund Peasant help players avoid the mysterious effects of ever-present rats & survive the "ratocaust." Great for new players!

Rattus Gaming 101 – Sun 10 am

Raven's Run Wargame DEMO – Sat, Sun 1 pm, 3 pm

Raven's Run is an original tabletop space wargame created by two fans of the genre, the game is a space-based strategy/wargame combining strategic 3D movement with a simple to grasp, but difficult to master combat system aiming towards creating large-scale engagements on a tabletop environment, pitting up to four players fighting for eight distinct factions against each other.

Replicant PLAYTEST – Sun 8 pm

Replicant is a science fiction-themed traitor game, which uses cards, tokens, and a small board. Each player has two different agendas, as well as random traits that collectively determine if a player's identity is Human or Replicant. Players take actions or cause crises to further their goals, and conspire to assist or prevent the actions of others. New Game from the designer of *Stones of Fate*.

Revolution – Sat, Sun 6 pm

Secretly bid against your opponents to gain the support of the people, win territory, and gather more Gold, Blackmail, and Force for the next round of bidding. A game of bluff, counter-bluff, and surprise.

Richard III DEMO – Sat 10 am

The game system employed in *Richard III* takes off where the award-winning *Hammer of the Scots* left off with innovative new rules to reflect the Wars of the Roses. The game will be demonstrated throughout the time period.

Ricochet Robots – Sat 7 pm

This is a fun, fast paced ever-changing puzzle that is also a game. The game requires a quick mind and the ability to think several moves ahead.

Board Games

Riff Raff – Sun 2 pm

Each player has the same set of “stuff” and a hand of cards 1-10. Choose one card, revealed simultaneously. Then place anything you want onto the space you chose. Be careful, you may cause the ship to tip over. Whatever you catch, however, goes out of the game. What falls down counts to the things you try to put on the ship. The player getting rid first of all his things, wins the game.

Saboteur – Sun 11 am

Players take on the role of dwarves. As miners, they are in a mine, hunting for gold. Suddenly, a pick axe swings down and shatters the mine lamp. The saboteur has struck. But which of the players are saboteurs? Will you find the gold, or will the fiendish actions of the saboteurs lead them to it first? After three rounds, the player with the most gold is the winner.

Saint Petersburg – Sun 10 pm

European game of workers, buildings, and nobles. Expansion will be used when available.

Saint Petersburg Gaming 101 – Sun 9 pm

San Juan – Fri 3 pm

A card game based on Puerto Rico. In each round or governorship, each player in turn selects from one of the available roles, triggering an event that usually affects all players, such as producing goods or building. Victory points are gained exclusively by building, and the game ends as soon as one player has put up 12 buildings.

Settlers of America Trails to Rails – Sun 6 pm

Settlers of America: Trails to Rails utilizes the familiar Catan hex-tile grid to present a map of the United States. Players collect and trade resources, in order to purchase, migrate and build settlements, forge railroads and acquire locomotives. Railroads are used to distribute goods to the interconnected cities. As westward locations are settled, old sources of resources deplete.

Settlers of America Trails to Rails Gaming 101 – Sun 5 pm

Settlers of Catan Gaming 101 – Fri 7 pm, Sat 4 pm

Settlers of Catan NACC Finals – Sun 11 am

This is the finals for the North American Catan Championship. In order to participate in this event, you must qualify in one of the qualifier rounds held on Friday or Saturday.

Settlers of Catan NACC Friday Qualifier – Fri 8 pm

Settlers of Catan NACC Saturday Qualifier – Sat 5 pm

This is the qualifier for the North American Catan Championship. All players will play two games and be ranked based on a their point percentage relative to the total points scored each game. The top 8 players from this event will move forward to the finals on Sunday morning. You may register for both the Friday and Saturday qualifier. There is a \$10 fee to participate in this event.

Shadow Hunters – Fri 9 pm, Sat 10 pm, Sun 9 pm

Hunter, Hunted or Innocent Bystander... What Role Will You Play in the Eternal Struggle? Identify: In shadow Hunters, each player has a secret character identity - Shadow, Hunter or Neutral (civilian).

Shadows Over Camelot – Sun 5 pm

Work together to build a plan of attack to save Camelot. But is the knight working with you trying to save you or kill you! This is a role intensive game. It is only as good as what you make it. So bring your suspicion and your persuasiveness to save Camelot.

Shenandoah Jackson's Valley Campaign DEMO – Sat 10 am

Shenandoah covers the remarkable Valley Campaign of May/June 1862. Led by Thomas “Stonewall” Jackson, a smaller Confederate army with audacious marching and fighting, paralyzed and defeated three enveloping Union armies. Military students worldwide study Jackson’s strategy and tactics to this day. The game will be demonstrated throughout the time period.

Sherlock Holmes Consulting Detective – Sat 7 pm

You are a member of the Baker Street Irregulars who investigates various crimes. In this classic deductive game players will follow leads, look at the newspaper to find clues, and interview people. When players are ready to solve the crime they will answer the important questions about the case and about what they may have discovered. Are you a better detective than Sherlock Holmes?

Shogun/Samurai Swords/Ikusa – Sun 7 pm

Wage war to seize control of Tokugawa Japan in this classic boardgame from the Milton Bradley GameMaster series. If you like Risk and Axis & Allies, you’ll like this dynamic and colorful game.

Shogun/Samurai Swords/Ikusa Gaming 101 – Sun 6 pm

Shogun/Wallenstein – Sat 8 pm

Japan during the Sengoku Period: each player is a Daimyo with all his troops. Each has the same 10 possible actions to develop his kingdom. Each round, the players decide which of the actions are to be played out and in which of their provinces. Owning provinces & improvements means points at the end of a “year”. The highest point total after the second year becomes shogun and wins the game.

Slapshot – Sat Noon

Slapshot is a wheeling, dealing game for hockey nuts of all ages. Each participant in Slapshot assumes the role of a team manager. The object is to skillfully manage your team into the playoffs and then win the championship. During the regular season, you will be able to improve your team with trades and drafts. Injuries and luck will play a part, but it is your skill as manager that will guide your team to victory or defeat.

Small World – Sun 5 pm

Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

Small World Gaming 101 – Sun 4 pm

Small World Invaded! – Sat 9 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.

Smash Up – Sat, Sun 1 pm

What do pirates, ninjas, robots, zombies, aliens, wizards, and some other things have in common? They’re all trying to take over the world! But they can’t do it alone - so they’re teaming up. Take two factions, smash them together, and then rock your opponents faces.

Space Empires 4X – Sun 6 pm

Space Empires 4X is a game in the finest tradition of 4X space games- eXplore, eXpand, eXploit, and eXterminate.

Board Games

Spades – Sat Noon

A trick-taking card game where the object is to take at least the number of tricks that were bid before play of the hand began.

Star Trek Scene-It – Sun 5 pm

NOT for hardcore Trekkies/Trekkers only! Anyone can come out of the darkness and boldly go where no Scene-It game has gone before. While Trek knowledge can help, first-timer's and "casual" Star Trek fans of all ages will all enjoy this game. Set course and engage!

Starship Valkyrie – Fri 8 pm

A live-action role-playing game set in the 22nd century. Participants take the roles of the crew of the Earth Republic Ship Valkyrie and try to work together to accomplish their shared goals. Valkyrie is a cooperative LARP with board game and card game elements. The immersive atmosphere aims at creating urgency and excitement rather than drama or player conflict.

Statehood PLAYTEST – Sun 4 pm

How was the West won? Intrepid frontiersmen moved into the West searching for gold and open range for their cattle. Players start settlements by placing their Settlers on open hexes near mountain or range terrain hexes. They grow the settlements into towns until a territorial town becomes the capitol of a new state. Players score points by area of influence on built structures and systems.

Stone Age – Sun 2 pm

One of the best-loved worker placement games of our Age is about a whole different Age - the Stone Age! This game is highly ranked as both a Family Game and a Strategy Game. Why? It is easy to learn. Each move you make moves you forward. Also it presents intriguing choices: Infrastructure or points? Block others or benefit yourself? You build your win any way you like, if your opponents let you.

Stone Age Gaming 101 – Sun 1 pm

Stones of Fate – Fri Noon, 3 pm, 6 pm, Sat 9 am, 1 pm, 3 pm, Sun 9 am, Noon, 4 pm, 6 pm, Mon 9 am

Beautiful artwork, exciting player interaction, and unique gameplay all make Stones of Fate a game not to be missed. This game won the 2012 Polycon Polyprize for excellence in game design. Stones of Fate is played with a 9 card spread laid face down on the table. Players compete to try to win these cards by placing stones next to "zones" on the cards' borders.

Succession The Court of Henry VIII PLAYTEST – Sun 10 am

King Henry the VIII is obsessed with siring a male heir making for a volatile time at court. Play your cards so that you have controlling interest in the surviving heir at the time of King Henry's death. You can play support cards on an heir which will score you points, but beware the heir may get sent to the Tower. Players control one of three factions: Catholics, Reformists or Stewarts.

Swap Meet PLAYTEST – Fri 4 pm, Sun 10 pm

Swap meet shoppers, take your marks. Get set. Go! Be the first player to swap all your unwanted items for the items on your shopping list. But beware – other swappers may snatch the items you most need. Out-swap the competition and become the swap meet king (or queen) in this fun and fast-paced card game.

Talisman – Sun 1 pm

Fourth edition revised rules. The Prophetess reduction in powers may be used. For the final round The City and Highland Expansion as well as Blood Moon may be used (agreement of the table). Bring your own games participants may be denied entry if we do not have enough games. Library games do not have all the pieces.

Talisman Gaming 101 – Sun Noon

Tanto Cuore – Sat 6 pm

Take the role of "master of the house", employ a lot of cute maids, and be served by them while slowly filling your house. But take care. The maids can become sick, or get bad habits!

Terra Mystica – Sat 9 am

In the land of Terra Mystica dwell 14 different peoples in seven landscapes, and each group is bound to its own home environment, so to develop and grow, they must terraform neighboring landscapes into their home environments in competition with the other groups.

The Adventurers – Sat 9 pm

Avoid giant boulders and burning lava to win treasure. Your only enemy is yourself. Can you hold your own greed and make it out of the temple alive. Multiple action points game. You can do one of two things on your turn: collect treasure or RUN!!!

The Castles of Burgundy – Sat 4 pm

Players are in charge of developing their own principedom in Burgundy. Dice control a player's action, but there are multiple options for each face of the die leading to multiple victory paths.

The Castles of Burgundy Gaming 101 – Sat 3 pm

The Golden Wilderness – Fri Noon, Sat, Sun 2 pm

A game of early California, from the Spanish explorers to the Gold Rush. Focus is on exploration, settlement, and economic development.

The Napoleonic Wars – Mon 10 am

The Napoleonic Wars is a Card Driven Wargame about the Battles of Napoleon. It is a strategic, multiplayer Card Driven Game.

The Princes of Florence – Sun 2 pm

Experience the golden age of the Renaissance. Auction and tile placement dynamic for 3-5 players. You will support builders, artists and scholars, so that their completed works will bring their families fame and prestige (the scoring points). Only one will be the most prestigious prince of Florence.

The Princes of Florence Gaming 101 – Sun 1 pm

The Scepter of Zavandor – Fri 3 pm

Players represent young magicians who have gained possession of old magic knowledge. To increase their power and influence, the young magicians enchant jewels and seek out knowledge. An auction mechanism also allows them to acquire artifacts and sentinels. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

The Scepter of Zavandor Gaming 101 – Fri 2 pm

Thurn & Taxis – Fri 1 pm, Sun 7 pm

Build a network of postal routes across the old Austro-Hungarian empire. Players collect city cards to form connected chains. Collect victory points by concentrating in each area or by extending longer chains.

Tichu Finals – Sun 9 pm

These are the final rounds of the Tichu tournament that started on Saturday evening. Players will be the winners from the previous round. No substitutions.

Tichu Qualifier – Sat 9 pm

A partnership game. Players may choose their partners before the event. Unmatched players can still play and will get a random partner. Matched partnerships will play matched partnerships when possible. Because of the probable number of rounds, please be prepared to play both nights. Please indicate if you are a new player on the sign-up sheet.

Board Games

Ticket to Ride – Sat 7 pm

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

Ticket to Ride Europe – Sun 10 pm

Ticket to Ride: Europe takes you on a new train adventure across Europe. More than just a new map, Ticket to Ride: Europe features brand new gameplay elements including Tunnels, Ferries, and Train Stations. The game also includes larger format cards and Train Station game pieces.

Ticket to Ride Gaming 101 – Sat 6 pm

Ticket to Ride USA 1910 – Sat 3 pm
1910 expansion will be used.

Tide of Iron – Sun 5 pm

Tide of Iron is a game of World War II tactical conflict for two to four players. Players will simulate the dramatic struggle that took place between American and German forces in Northern Europe during the years 1944 and 1945. Tide of Iron is a Scenario-based game, with the available forces, objectives, map, and victory conditions being set by each given scenario.

Tired and punchy secret PLAYTEST – Sun 11:00 pm

Titan – Sat 11 am

Titan 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.

Trajan – Sat 8 pm

Set in ancient Rome, Trajan is a development game in which players participate in various areas of Roman life to achieve victory points. The central mechanism of the game uses a system similar to that in Mancala or pit-and-pebbles games. In Trajan, a player has six possible actions: building, trading, taking tiles from the forum, using the military, influencing the Senate, and placing Trajan tiles on his tableau.

TransAmerica – Fri, Mon Noon

A very simple railway game. Each player has a set of 5 cities strung across the US that need to be connected by rail. Players place either 1 or 2 rails each turn. The game ends when the first player completes a connected route between his 5 cities. The player who can make the best use of the other players' networks is generally victorious.

Troyes – Fri 5 pm

In Troyes you use your influence to recruit and supervise individuals from the three prominent domains: military, religious, and civil. The citizens of the city provide a work force, represented by dice which you will use to perform various activities. The player who has garnered the most fame, in the form of victory points, will win the game.

Twilight Imperium 3rd Ed – Sun 10 am

TI3 is an epic board game of galactic conquest, politics, and trade. Options from both of the expansions, Shattered Empires and the new Shards of the Throne, will be used (based on experience level of the players). New players are welcome.

Twilight Imperium 3rd Ed Gaming 101 – Sun 9 am

Twilight Imperium 3rd Ed. – Fri 1 pm

Bring the galaxy to a new Golden Age! Destroy with your space armada, negotiate trade contracts and vote in laws to weaken your opponents. This is an event for beginners who have never tried TI but have always wanted to. Don't be intimidated by the game nor the hours! TI is incredibly engaging and time will fly by. The first hour will be a presentation of the rules and an outline of how to play.

Twilight Struggle – Sat 2 pm, Sun 3 pm

A two-player game simulating the forty-five year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States... Players move units and exert influence in attempts to gain allies and control for their superpower.

Twilight Struggle Gaming 101 – Sat 1 pm

Union Pacific – Fri 5 pm

Players try to acquire the most wealth by becoming majority stock holders in various railroads.

Uno – Fri 10 pm, Sat, Sun 10 am, Mon 11 am

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.

Vegas Showdown – Mon Noon

Build your own hotel/casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The player who builds the most famous hotel/casino wins the game. The game was Games Magazine's "Game of the Year" for 2007, now back in print.

Village – Sat 3 pm

Village is a game full of tactical challenges. A smart and unique new action mechanism is responsible for keeping turns short and yet still tactically rich and full of difficult decisions. Also unique is the way this game deals with the delicate subject of death as a natural and perpetual part of life in the village, thoughts of death will keep you focused on smart time-management.

Village Gaming 101 – Sat 2 pm

Werewolf – Fri, 9 pm, Sat, Sun 9 pm, Midnight, Mon Midnight
Requires observation, some deduction, and a lot of bald-faced lying or bluffing(if that helps you sleep at night). By night, werewolves kill off villagers - - By day, angry villagers kill suspected werewolves!! (But oops, sometimes they kill off "the innocent"). Who will prevail: The werewolves - The villagers? Only time will tell~ While fun to watch, Werewolf is even more fun to play!!!

Werewolf Advanced – Sat Midnight

These are werewolf games with varying rolesets aimed towards experienced players. If you are someone willing to claim a role you are not, willing to do more than be a wallflower, and willing to do whatever it takes to win for your team, then these are the games for you. Entertain the moderator by playing with the desire to win above all else!

Werewolf Villages of Exiles – Sun Midnight

There will be two werewolf games with 15 players each happening simultaneously, that may or may not have identical role sets. Each morning, after finding out who died in the night, the villagers will exile a living member to the other village. Villagers should be aiming for both villages to win for good, and werewolves should be aiming to defeat both villages for evil.

Board Games

Western Town – Sun 6 pm

In Western Town, each player is a Marshal of an expanding town in the Old West of the U.S. in the early 1860s. Each Marshal wants to develop the most prosperous town, one that President Lincoln himself would be proud to visit.

What the Food?! DEMO – Fri Noon, Sat, Sun 11 am

What the Food?! is a card game capturing the experience of a classic cafeteria battle. Pick up food, throw funny combos at your opponents duck to avoid humiliation points. Variable player powers, simultaneous play, and random events make it fast paced and fun chaos. Lunch will never be the same! This game is live on Kickstarter during Gamex!

Who Would Win? – Sat 11 pm

In Who Would Win? two players each draw one character card, then turn up an event card. Each player then has 20 seconds to argue why his character would win whatever event is presented. Why would Albert Einstein beat Darth Vader in a gardening contest? Why would Donald Trump prove to be a better figure skater than William Shakespeare? You tell me!

Wind In Their Sails PLAYTEST – Sat 5 pm

Your ship rides deep in the water heavily laden with a cargo of rum and tobacco or perhaps you're flying the Jolly Roger seeking a gold laden merchant or you're at the helm of an intimidating Ship-of-the-Line patrolling the Caribbean making the sea safe for your countrymen. Score points from ship-to-ship or ship-to-fort naval encounters or making lucrative trading voyages.

Wizard's Quest – Sun 2 pm

This Avalon Hill classic is sometimes referred to as Risk with Orcs. However gameplay is much more akin to Small World than Risk. Your goal is to build up your army and be the first to collect your 3 treasures scattered across the board. Marauding orcs, and a hungry dragon stand in your way along with the other players.

Wizard's Quest Gaming 101 – Sun 1 pm

Yahtzee Free for All – Fri 4 pm, Sat 6 pm, Sun 5 pm

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

Collectibles

Gateway Ballroom

Android Netrunner LCG Casual Meetup – Sun 1 pm

GM: Geoff Colman

Casual meetup and play for FFG's Android Netrunner LCG. Beginners welcome, demos available.

Ascension: Chronicle of the Godslayer – Sat 1 pm, Sun Noon

GM: Brandon Weiss

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

Food Fight – Fri Noon, Mon 11 am

GM: Jon Brown

In Food Fight, your favorite foods have gone to war. Draft glorious food warriors into your army and march them onto battlefields from Watermelonloo to Spaghettis-burg! Battle morning, noon, and night across three meals. Food mascots lord over the mealtime chaos, searching for a new champion – but who will reign supreme? The most cunning, the most savage, the most delicious?!

Yspahan – Sun 1 pm

Yspahan is a quick game with multiple victory point options. The active player rolls dice which will determine the available actions for all of the players in each round, and then gets first choice of action. There are both area control and building development elements in choosing the path to victory.

Zerpang! DEMO – Fri 1 pm

Will you be a zombie, robot, pirate, alien, ninja or gunslinger? Choose your favorite and pit yourself against your friends in this battle royale of pure awesome! (But don't take too long, or everyone dies of old age and the elves win.) Multiple demo play sessions will be held during the timeslot with up to 6 players per game.

Zombicide – Sat Noon, 6 pm, Sun 3 pm

A collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Unfortunately for you, there are a LOT more zombies than you have bullets. The more zombies you kill, the more skilled you get the more skilled you get, the more zombies appear.

Zombieville DEMO – Sat 2 pm

6 player 1-2 hour board game where survivors of a zombie outbreak in a small town (displayed on a 10x10 board) must seek rescue, eliminate the threat and become king zombie slayer, or become a zombie and infect all other players in order to escape and spread infection elsewhere. played with 1 d6, playing cards, 100 zombie miniatures, and a board.

Zoowaboo – Sun 1 pm

Splash! And Eddi Elephant lands in the water. The other animals giggle and guffaw. Manni Mouse is doubling over with laughter. He knew that there wouldn't be enough room on the raft! Every year, the animals go on a rafting tour on the wild river, and nobody wants to miss out on the fun. But will there be enough room for all!

Game of Thrones LCG Joust Casual Meetup – Sat 10 am

GM: Geoff Colman

Casual meetup for FFG's Game of Thrones Joust (1v1) format. Beginners welcome, demos available.

Herodix "Battle Royale" – Sun 3 pm

GM: Rich Pizor

300 pt. teams. 4 players per map. Battle Royale. Shock the turtle starts turn 4.

Herodix – Sat Noon

GM: Rich Pizor

Tournament. Bring a 300 pt. team. Street Fighter, Lord of the Rings, Halo, Gears of War, and Star Trek (characters, not ships) may be used in this tournament. Epic Actions are not allowed. 3 rounds.

Collectibles

Herodix (Demo) – Sun 2 pm

GM: Rich Pizor

HeroClix is a collectible miniatures game that uses the Clix system that centers around the world of superhero comic books, especially the Marvel and DC Comics universes. Players construct teams of comic book heroes, villains, or characters from various video games series such as Street Fighter, Gears of War, and Halo and engage in a turn-by-turn battle on grid maps based on various storyline locations. Come try this fun game.

Highlander TCG Southwestern Regional – Sun 10 am

GM: Geoff Colman

Regional event for Highlander TCG Type 2/3 format. Prizes for all who participate, winner receiving a Quickenings and other prizes including Gen Con promos. Come fight for the Prize!

Kingdom Hearts "Bob and Joep: Witch Hunters" – Sat 2 pm

GM: Sora

Joep and Bob are back and ready to take on all-comers in a battle royale. Prizes and snacks for everyone.

Mage Wars – Fri, Sat, Sun 5 pm

GM: AJ Harris

Mage Wars is a tactical board game, a combination of a card game and miniatures game, combining the best elements from each genre. The game is played on an arena game board divided into square areas called "zones", which regulate movement and the placement of objects. Tournament: Standard Spellbook rules. 2-minute timed planning phase. Rules for additional rounds will be decided based on participation.

Magic: the Gathering Draft Tournament – Fri 2 pm, 7 pm, Sat

Noon, 6 pm, Sun 1 pm, 7 pm

Swiss, 3 packs Return to Ravnica/Gatecrash/Dragon's Maze

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

GM: Greg Wagstaff

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 Sealed Deck Tournament – Sat 3 pm, Sun

4 pm

Sealed Deck, Swiss, 6 packs Ravnica/Gatecrash/Dragon's Maze

Magic: the Gathering Workshop – Fri 1 pm, 6 pm, Sat, Sun 6 pm

Come meet other players, trade cards, give or get help with deck building, and discuss all things magic: the gathering

Pirates Pocketmodel "Are you the Werewolf?" – Fri 3 pm

GM: Jon Brown

40 pt fleets. +5 pts if all ships and crew are from the same faction.

Pirates Pocketmodel "Gold and More Gold" – Sat 5 pm

GM: Melissa Weiss

30 pt fleets. +5 pts if all ships and crew are from the same faction.

Pirates Pocketmodel "The Little Mermaid" – Fri 7 pm

GM: Melissa Weiss

Ahoy mateys! Come wrestle with the scum o' the seas and send the scalawags off to Davey Jones! This pirates draft will be welcome to all players, experienced or new. Draft? Yes, Draft! 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: Sink-N-Keep "Ship Trek: Into Darkness" – Sun 5 pm

GM: Victor Bugg

Special Format. New Twists. 3 teams of 3 players vs the other teams and vs the GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

Pogs CTG – Sat 4 pm

A new twist using your old pogs. Come join the fun. Sponsored by Seth's Games & Anime. Prizes and giveaways.

Pokemon – Sat 11 am, Sun Noon

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

Pokemon Workshop – Sat 10 am, Sun 11 am

GM: Chuck Watson

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

Quarriors – Sat 5 pm, Sun 7 pm

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. At the start of the game, Creature and Spell dice are dealt at random to form "the Wilds" in the center of the table. As play progresses, 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. Controlling bag composition is key to victory

Star Trek DBG: The Original Series – Fri 4 pm, Sun 2 pm

GM: Frank Perkins

Star Trek DBG: The Original Series In Star Trek [Deck Building Game]: The Original Series, players take on the role of Captain of a salvaged Starship. They will search for new allies such as Kirk, Spock, and other famous Characters, and Explore space to complete Missions and overcome Events.

Star Wars Minis "Galactic Heroes" – Sun Noon

GM: Mel Campbell

Star Wars Miniatures sealed booster draft, new set release tournament for virtual set #5 "Galactic Heroes". All participants will receive the brand new 60 card set and the 10 card mini set "The Old Republic", for their participation. Participants will make a 150pt team, faction rules do not apply, from 2 randomized boosters, that each will receive. The tournament will consist of 3-4 swiss rounds

Star Wars Minis "The Old Republic" Mass Battle Scenario – Sun 5 pm

GM: Mel Campbell

This mass battle scenario is a 1500pt mass battle recreating the early Sith/Old Republic/Mandalorian Wars that took place way before "The Battle of Yavin". Each participant fields a 200pt "Old Republic/Mando, or a 200pt Sith/Mando team, from either pre-made squad that are available, or one they create for themselves.

Star Wars the Card Game Casual Meetup – Sat 2 pm

GM: Geoff Colman

Casual meetup for FFG's Star Wars the Card Game. Beginners welcome, demos available.

VTES - North American Continental Qualifier! Jann Berger's "F" is for Flash – Sat 5 pm

GM: Mike Courtois

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

Collectibles

VTES Constructed Tournament - Jann Berger's "E" is for Earthshock – Sat 11 am

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 - Jann Berger's "G" is for Ghouled – Sun 11 am

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 - Jann Berger's "H" is for Haymaker – Sun 5 pm

GM: Mike Courtois

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

Computer and Video Games

105, 112

Battleblock Theater Arena – Sun 4 pm

The creators of Castle Crashers have done it again with another fantastic game. This time it's all about platforming and mastering the nuance of weaponry and melee combat and strange game modes.

Blur – Sat 4 pm

Sometimes we get a little street racing in our kart racing. Blur takes the street racing vehicles and controls and mashes power ups into them resulting in some pretty crazy racing fun.

Bomberman LIVE – Sun 10 pm

Haven't played Bomberman in a few million years? Don't worry, it hasn't changed much. However, Bomberman LIVE is its most refined iteration, so put your old school skills to the test.

Call of Duty Free For All – Sun 4 pm

After a short absence call of duty tournaments return! Their continued appearance will depend on your participation. This tournament is a straight forward single elimination Free for All tournament. Please arrive ten minutes early to be assigned to an instance. Tournament restrictions subject to change, any changes will be reviewed prior to starting.

Devil May Cry: Bloody Palace – Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Fight wave after wave of evil things as Dante in the new Devil May Cry's Bloody Palace mode. Your score is recorded at fifteen minutes or upon death.

Friday Night ARAMs – Fri 10 pm

Players of all skill and experience are welcome to join together for (relatively) stress free matches of All Random All Middle on the Proving Grounds. **Event subject to room being setup and open.**

FTL High Score Run! – Sat 12 pm

Players will play through FTL, trying to earn the highest score they can.

Gears of War: Judgment 1 v 1s – Sun 8 pm

There's nothing quite like the micro-tactics of chasing and hunting down a single opponent. Especially not when a single well-placed shotgun shot will turn them into tiny bits.

Geometry Wars 2 – Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Hey it's back again, play Geometry Wars 2 and score as well as you can in Deadline mode. Three minutes to kick butt.

World of Warcraft TCG – Sat, Sun 11 am

Constructed format tournament. Swiss rounds. Participation and winner Prizes.

World of Warcraft TCG Demo – Fri 7 pm

Come learn to play World of Warcraft trading card game.

World of Warcraft TCG: Quests & Raids – Fri 8 pm

Come join others and raid the ice castle, Molten core, Onyxia's lair, or others. Or run a Lair and take on the challengers.

Yugioh! – Sat, Sun Noon

GM: Patrick Lyman

standard block- standard tourney rules.

Yugioh! Workshop – Sat, Sun 11 am

GM: Patick Lyman

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

Halo 4 Duos – Sun 6 pm

We can't all be the best at Halo, but we can team up with those who are! Get a friend and dive unto the breach together.

Halo 4 Free for All – Sat 6 pm

Master Chief's back but while he's off saving the world, you have to spend your time proving you're the best spartan out there! It's Halo time yo.

Iron Block Challenge – Sun 2 pm

Novice and veteran minecraft players are welcome to come take part in this challenge. To win, you must have the fastest completion time of the following requirements: build a structure on the overworld surface with at least 5x5 interior, a door and light source, and of course at the center of this room must be a block of iron! Do you have what it takes? Are you the fastest and the most efficient?

LoL: Shadow Isles – Sat 6 pm

Teams of three will compete in the brand new arena of the Shadow Isles. Gone is the Twisted Treeline of old and in with a new more refined and action filled 3v3 experience. What challenges will this new and dark place hold for those wish to claim ultimate victory? Does your team have it takes!? Please arrive ten minutes ahead to check in your team or be assigned to one.

Minecraft Spleef! – Sun 5 pm

Spleefing is the art of removing the ground underneath another player to try to drop them into a bath of lava. 4v4 in a spleef arena.

PlayStation All-Stars Battle Royale – Sun 2 pm

Nintendo characters can't have all the fun, now, can they? Well neither can Sony's, but at least they've managed to get some interesting characters in here. So of course you should have them beat each other up.

Sonic & Sega Racing Transformed – Sat 8 pm

Gotta go faster faster, fasterfasterfaster!! That's how the song goes and that's just about how the game goes. Play as Sonic or many, many other SEGA super-stars in this kart racing extravaganza.

Spelunky Gold Run – Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Spelunky is a fantastic way to get rich! Dive deep into the mines, jungles and other secret bits of the world and collect the most money you can before you die.

Video Games

Spelunky Permadeath — Sat 10 pm

Sure there's tons of money and goodies to collect in Spelunky, but isn't it enough just to make it to the end? Yes, but you probably won't. But hey, at least you can get as far as possible!

Super Hexagon — Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Control a small triangle in a sea of oncoming Hexagonal walls. Survive for as long as you can. Good luck getting more than 20 seconds. Difficulty set to Hardest.

Super Smash Bros. Brawl — Sat 2 pm

Beat up your friends, beat up your enemies, beat up whomever as long as it's in the game! Mario, Link, Samus, Donkey Kong, you know how it goes.

Super Street Fighter IV: AE — Sat 9 pm

Hadokens never go out of style, do they? Get your punch on in Super Street Fighter IV: Arcade Edition. *Bring your own fight stick or offer it to the room for temporary use, we do not have our own.

Tekken Tag Tournament 2 — Sun 9 pm

Let's do all sorts of button mashing together as friends, why don't we? No? Okay well at least we can button mash as enemies.

We're Moving...

in 2014. We hadn't planned on it so soon, but given a hefty space rental increase, we really didn't have much choice. That said, we're growing at such a rate that the move was going to have to happen eventually. The Hilton is the largest hotel in the LAX area as far as convention space is concerned. It's been a long time since we've been there (for those that were around back then, Origins 1989), but it will be nice to return.



STRATEGICON SCHEDULE

Convention

Gateway 2013
Orcon 2014
Gamex 2014
Gateway 2014
Orcon 2015
Gamex 2015
Gateway 2015
Orcon 2016
Gamex 2016
Gateway 2016
Orcon 2017
Gamex 2017
Gateway 2017

Dates

Aug 30-Sep 2
Feb 14-17
May 23-26
Aug 29-Sep 1
Feb 13-16
May 22-25
Sep 4-7
Feb 12-15
May 27-30
Sep 2-5
Feb 17-20
May 26-29
Sep 1-4

Location

Sheraton Gateway
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
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Hilton Los Angeles Airport
Hilton Los Angeles Airport

LARPs

Santa Maria, Santa Monica, Board Room, Santa Cruz, Santa Rosa

Dying Kingdoms Court Game — Sun 2 pm — Dying Kingdoms

GM: Morgan Buck

The merchant city of Verrakis has been liberated from the Azhara but the liberators haven't yet gone home. On everyone's mind is the question of Verrakis - will this once-great city be left on its own or will it finally rejoin the Empire? One of Senator Marcus' last acts in life was to enact a plebiscite vote to allow Verrakans to vote on their fate. The surviving Guildmasters gather together to make their voices heard under the watchful eyes of Illumin Imperial power. Will Verrakis vote for freedom or for security? Will their wishes even be respected? What will New Verrakis even look like? Dying Kingdoms is a live action, high fantasy game for players 18+. Pre-generated characters will be available for new players.

Dying Kingdoms Prequel — Sat 2 pm — Table Top Game

GM: Morgan Buck

Crossing the vast deserts of Ikhten, plumbing the depths of the Verrakan underground, climbing the halls of Imperial power, unlocking the riddles behind a deadly plague. A series of small adventures for the ongoing Dying Kingdoms chronicle.

Houses of the Blooded LARP! — Sat 8 pm — Blood & Tears:

Houses of the Blooded LARP

GM: Josh Roby

You are most cordially invited to attend the first performance of "Lion Ascendant" an operetta commemorating the emergence of the new Lion Clan written by and starring Lady Alizandria. Houses of the Blooded: A game of romance. A game of revenge. A game of invisible wars and sorcerous blood. A game with no victors. Only casualties.

Starship Valkyrie — Fri 8 pm — Starship Valkyrie

GM: Christian Brown

Valkyrie is a live-action role-playing game set in the 22nd century. Participants take the roles of the crew of the Earth Republic Ship Valkyrie and try to work together to accomplish their shared goals. Valkyrie is a cooperative LARP with board game and card game elements. The immersive atmosphere aims at creating urgency and excitement rather than drama or player conflict.

Miniatures

Miniatures

Century Prefunction, Gateway Prefunction, California Prefunction, Santa Catalina , San Clemente

1250 Mid War Tournament – Sun 10 am – Flames of War
Points: 1250 Period: Mid war Rounds: 3 Fun scale: High! Majors will be rewarded with 80% from their asskicking skills, 20% for their sportsmanship. Please send your list to frankyvas@yahoo.com before the tournament. This will earn you an extra sportsmanship point.

Airfield Attack – Sat 10 am – Check Your 6!

GM: Steven Reid/Kevin Meeks

With the advent of kamikaze attacks in the Philippines during October 1944 efforts to suppress Japanese airpower - to destroy kamikaze aircraft on the ground, before they could take off - became more imperative. In this game a USN carrier strike attempts to neutralize Clark Field, a hub of kamikaze activity. But the Japanese are waiting... 1/300 scale, everything provided, no experience necessary.

Capture the Pontiff – Fri 6 pm, Sat 4 pm, Sun 10 am

Star Wars: X-Wing Miniatures

GM: Mike James

A Plus Ten to Awesome event! Aboard his Corellian Corvette, the Pontiff, Governor Hon travels to his new post near the outer rim. The Rebel Alliance has intercepted the ships flight path and wants the Governor alive. The 42nd TCS "Ichiban's Raiders" will lead the assault on the CR90 capitol ship. Who will win? You decide. All materials provided and novices welcome.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

A Plus Ten To Awesome event - 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!

Command Combat: Civil War - The Second Battle of Bull Run –

Sat 10 am – Command Combat: Civil War

GM: Jeff McArthur

Take on the role of one of the top generals of the American Civil War as they fight out the Second Battle of Bull Run using the easy-to-learn Command Combat system. Each general has specialized rules based on his command style, and all generals are given color coded orders passed on to them by couriers which they must follow. Game will begin on time this year, and each player will get a prize.

Dropzone Commander Day 1 – Sat 10 am

Dropzone Commander Day 2 – Sun 10 am

Dropzone Commander

GM: Solomon Chang

Dropzone Commander is a 10mm scale sci-fi tabletop wargame, built around the concept of rapid deployment and redeployment of your forces by airborne dropships. This 2-day tournament is sponsored with prize support, with a special "Noobie Prize" for one lucky beginning player. A starter army can be loaned to entrants who don't own any models.

Formidable Foes – Sat 2 pm – Check Your 6!

GM: Steven Reid/Kevin Meeks

Contrary to popular belief, the U.S. Navy was not the only one targeted by kamikazes. In this game the target is a British aircraft carrier, HMS Formidable. Can the armored flight deck of an RN carrier (a feature not present on their American counterparts) provide an adequate defense against any kamikazes that slip through the CAP & AA? 1/300 scale, everything provided, no experience necessary.

Godzilla Monster Island – Fri 9 pm, Sat 3 pm, Sun 11 am

Monster Island Action RPG

GM: Nathan Nanning

Come battle over the city as one of 12 giant Godzilla monsters. Earn victory by destroying the city and the death of other monsters.

Jenners, Wasps and Stingers – Mon 10 am – Battletech

GM: James Forest

A Plus Ten to Awesome event! Join us for a Monday mech-mash! How many Jenners, Wasps and Stingers does it take to down an Atlas. We are going to find out! All materials provided.

King of Monsters vs the League of Righteousness – Fri 6 pm, Sat 11 am, Sun 3 pm – Home Brew

GM: Jim Sandoval

A Plus Ten to Awesome event! Play one one of the eight members of the superheroic League of Righteousness as they try to force the King of Monsters into the sea before he can destroy the Isle of Righteousness and maybe the world. Homebrew system using Uno cards and miniatures. All materials provided, all ages, up to eight players.

King of the Sky! – Sat 2 pm – Crimson Skies

GM: James Forest

Join us in an alternate history 1930s where air power is king. Come and enjoy Crimson Skies as we are going to crown a King of the Sky!

Malifaux 1-Day Achievement League – Sat 11 am – Malifaux

GM: SoCal Malifaux

The Malifaux 1 Day Achievement League is specially designed for new and beginning players to learn more about the game and gain some valuable play experience. Players play 3 successive games of increasing soulstone value and are scored by earning achievements. These achievements are often tied into valuable lessons about playing the game. No experience? No models? No problem!

Malifaux Game Demos – Fri 2 pm, Sat, Sun 10 am – Malifaux

GM: SoCal Malifaux

Based in an alternate Earth, Malifaux uses gothic, steampunk, Victorian horror with a dose of the wild west to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicians. Join SoCal Malifaux for a game demo of this 32mm tabletop skirmish game. Demos typically run from 15-60 minutes.

Rezolution Demo – Sat 10 am – Rezolution

GM: Tony Kenealy

Presented by Aberrant Games. Rezolution is a fast paced, cinematic miniatures combat game set in a universe teetering on the brink of destruction, with revolutionary simultaneous play mechanics and story-based missions. All materials provided, Join any time

River Crossing – Sat 10 am – Modified Battleground

GM: Robert Boyens, Jesse Boyens

Take charge of an American, British, Polish, German, or Italian squad and get across the river before anyone else. Thus is an HMGS event.

Miniatures

Rusted Heroes "Castle Siege" – Sat 10 am, 2 pm – Rusted Heroes

GM: Fantazation

You've breached the main castle wall, this is your chance to focus your remaining forces on the breach and defeat the enemies within. From the castle walls you defend against the besiegers as they reach the gate house. Now is the time to muster all you have left and hold. Will your tactics win the day or be your biggest defeat in this castle siege set in the Rusted Heroes World?

Second battle for Frankograd – Fri 7 pm – Flames of War

GM: Francisco Vassallo

The beautiful city of Frankograd is under siege one again. Will your forces be able to defend it? Only time will tell. A large friendly game of Axis forces assaulting a Russian stronghold in a mud war setting. Armies will be provided. If you'd like to bring your own, make a 1000 point list from any of the mid war briefings. Game will be set in the eastern front.

The battle for the star of Frank – Sat 4 pm – Anchors Aweigh

GM: TBD

Simple (but not simpleton) home brewed star ship combat game. Will you be able to lead our fleet to victory over the despicable aliens that are trying to usurp our star system? It is up to your skill and the dice gods now....

The Cincinnati Barricades, 1934 – Sat 7 pm – Through The Mud and The Blood

GM: Alex Bagosy

In July, 1934, Washington launched the Ohio River Valley Campaign, the first major offensive of the Second American Civil War. Troops soon found their advance blocked by a series of barricades preventing access to the city of Cincinnati. Join us for one of the scenarios in the upcoming "1933: A Nation Divided," recreating the alternate history of a second American Civil War in the 1930s.

The First Day of Gettysburg July 1st, 1863 in 15mm – Sat 10 am – The Drum Barracks ACW Battle Manual

GM: Stephen Phenow/Dan Munson

First day of Gettysburg presented by the Drum Barracks ACW Museum in Wilmington recreates the battle at 1"=50 yards on a 8'x12' terrain board. Can Gen Harry Heth succeed against the Federals? Reynolds, can you hold against the Confederate onslaught as the Army of Potomac's I and IX Corps await relief? Since this is the 150th anniversary of the battle, bring your camera and record history!

The Most Dangerous Place – Sat 6 pm – Check Your 6!

GM: Steven Reid/Kevin Meeks

For a U.S. sailor the most dangerous place to be in the waning days of WW II was on a destroyer assigned to picket duty around Okinawa. Too many kamikazes, never enough friendly fighters. Try to defend your friends on the ships below while flying CAP or send them to Davy Jones' locker as a member of the tokkotai. 1/300 scale, everything provided, no experience necessary.

The Peach Orchard - Second day of Gettysburg (Gettysburg 150th anniversary) – Sun 12 pm – Rules Mr Lincoln's War (Quantum Publishing)

GM: Stephen Phenow

Drum Barracks ACW museum presents Gettysburg The battle of the Peach Orchard The commander of the Union 3rd Corps, Maj. Gen. Daniel Sickles USV, without orders marches one mile, with his two divisions to take higher ground around the Peach Orchard at 3 pm.

The Samba Saints evacuation – Sat 7 pm – Battletech

GM: TBD

The Samba Saints are back. Fighting for their lives in the world of Frank in the city of Frank. Will they make it to the star port before the Clans get them? Only you can decide this for them.

War and Conquest Ancients – Sat 12 pm – War and Conquest Ancients

GM: Ilan Michel / Harold Hilderbrand

Come join us for a game of War and Conquest, a new Ancients rule set published by Rob Broom, the former head of Warhammer Historicals. If you've played Warhammer Fantasy Battles or Warhammer Ancient Battles you'll find much that is familiar. Beginners are welcome and all figures will be provided for this Dark Ages themed game.

Warhammer 40K Rogue Trader Tournament – Sat 9 am – Warhammer 40K 6th Edition

GM: Scott Tiveron

A SoCal GW League event! 3 games. 1750 points. No Forgeworld. Special Characters allowed Fortifications are allowed except the Forest of Redemption. We are using custom missions. These are missions we use in the league.

Warhammer Rogue Trader Tournament – Sun 9 am –

Warhammer 8th edition

GM: Scott Tiveron

A SoCal GW League Event! 3 games. 2500 points Standard Missions Special Characters allowed

Warlands Demo – Sat 10 am – Warlands

GM: Tony Kenealy

Presented by Aberrant Games. Set on a post-apocalyptic earth, decades after the last war. Warlands pits the last human survivors against each other and the unnatural horrors that breed in the wastelands and dead cities. From skirmishes to epic battles, the Warlands sing with the screams of the dying and the roar of machines. All materials provided, join any time

X-Wing Open Tournament Session 1 – Sat 10 am

X-Wing Open Tournament Session 2 – Sat 4 pm

X-Wing Open Tournament Session 3 – Sun 10 am

X-Wings Miniatures

GM: Plus Ten to Awesome

A 100 point tournament using standard dogfight rules. Placing determined by best single round, play as often as you want. Materials available for new players, no experience necessary.

Open Gaming Ballrooms D-F

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

WARGAMMA

ALTERNATIVE BATTLE MINIATURES



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Roleplaying

Second Floor, 108, 110

EPIC4-3 Dark Hearts of Madness (lvl 26) – Sat 9 am – D&D 4e
Power stolen from four gods is being used in a ritual to shroud the world in darkness. You must end the sorceress and her mad schemes or the world will face an age of ruin. A three-round Living Forgotten Realms Epic Campaign adventure set in Faerûn and beyond for 26th level characters. This adventure is a direct sequel to EPIC4-2 Age of Ruin.

ΚΡΑΤΟΦΑΓΙΑ – Fri 8 pm – Dungeon World/Dungeon Planet/Geiger World

GM: Hamish Cameron

The crashed ships of the Progonoi pierce the land like teeth of a dead god. The domed cities of the Katoikoi lie squat and empty among them, strewn like droplets of the land's blood. The air is fetid and deadly, but you've learned to breathe it. You've learned other things besides. And your swollen glands thirst to know more. In the land of the dead, you eat or you die.

A simple game of Go – Sat 2 pm – Legend of the Five Rings

GM: Ian ChristianScher

Go is just a game, except to those who know. 3 Go masters and their guards travel to a simple tournament but more may be at stake than simply the prestige that comes from a demonstration of skill. Pregens provided.

Arctic Expedition, 1870. – Fri 8 pm – Modified Fate (FUDGE)

GM: Michael Ma

Steampunk, Dystopian Wars (by Spartan and all copyrights)-modified setting. Your team of gentlepeople adventurers have been recruited to follow up on an expedition that discovered a hidden site of ancient origin. Hazardous wildlife, environments, and clockwork entities impede your path.

Ashwood Abbey: Viva Las Vegas – Fri 2 pm, Sat 9 am – World of Darkness (Hunter)

GM: Paul Howarth

You are a member of the Los Angeles chapter of the Ashwood Abbey and have been invited to a hunt in Las Vegas the playground of many Abbeys and tailors to their unique taste of playing with their prey as they hunt them. So eat, drink, gamble, indulge, but most importantly HUNT!

ASPIRE – Fri 2 pm, Sat 9 am, 2 pm, Midnight, Sun 2 pm, Mon 9 am – GURPS

GM: James Freeman/David Scott/Julie Scott/Michale Shupe

Welcome to Aspire, as an agent you will Investigate many Supernatural events and bring order to the world for the Supernatural creatures and the humans. The world is set in a modern setting where the human population knows and interacts with supernatural creatures. Part of the GURPS tournament.

ASPIRE – Aspiring Minds Want to Know – Fri 8 pm – GURPS

GM: Ron Shaw

"Let's put it on.... The last suit you'll ever wear." You have been chosen, to be tested, to see if you have the potential, to possibly, become a probationary member of ASPIRE, the Earth's very own, very elite, paranormal investigations unit. Do you have what it takes?

RPGs

ASPIRE – Crash Course – Sat 8 pm – GURPS

GM: Ron Shaw

Our new group of “Gray Recruits” You can’t be “Green Recruits” in a black suit, have been called out on their first case. An unscheduled and unauthorized landing has taken place in the middle of a field in Oklahoma. You are being deployed to investigate and clean up.

B is for Braaaaaaaains – Sun Midnight – GURPS Horror (Tournament)

GM: Gary Mack

Z day has come to Sesame Street... It is no longer a Sunny Day... Can you sweep the clouds away?

CALI3-1 Malice of Mintar (lvl 1-10) – Fri 2 pm, Sun 9 am D&D 4e

To prove his bloodline’s connection to that of legendary House Asada, Ala’Ammar seeks the Battlecloak of Vycaena. He needs a band of adventurers to conduct the search through the streets of Mintar and into dungeons where secrets are flensed from souls. An LFR adventure for characters of levels 1-10. This is the 1st part of the Battlecloak Saga it continues with CALI3-2 and ends in CALI3-3.

CALI3-2 Menace of Memnon (lvl 1-10) – Fri 7 pm, Sun 2 pm D&D 4e

The search for Vycaena’s Battlecloak leads to Memnon, where fire genasi enjoy a lavish lifestyle built by human slaves. Heroes must infiltrate the city, posing as thespians, and locate the prize. Can you act as well as you fight? An LFR adventure set in Calimshan for characters of levels 1-10. This is the second part of the Battlecloak Saga, which began with CALI3-1 and concludes in CALI3-3.

CALI3-3 Agony of Almraiven (lvl 1-10) – Sat 9 am, Sun 7 pm D&D 4e

Having obtained Vycaena’s Battlecloak, our heroes find themselves pursued to the gates of Almraiven and discover those who would stop at nothing to prevent Ala’Ammar from getting his hands on the artifact. An LFR adventure set in Calimshan for characters of levels 1-10. This is the 3rd part of the Battlecloak Saga it begins with CALI3-1 and continues in CALI3-2.

CALI4-1 Plain of Stone Spiders (lvl 11-20) – Fri 2 pm, Sun 9 am D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to the Plain of Stone Spiders. A Living Forgotten Realms adventure set in Calimshan for characters of the Paragon tier (levels 11-20). The Calimemnon Crystal Major Quest comprises CALI4-1, 4-2, and 4-3 you may play these three adventures in any order.

CALI4-2 Dragon Above, Desert Below (lvl 11-20) – Fri 7 pm, Sun 2 pm, Mon 9 am – D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to an earthmote floating above the desert that earthmote happens to be the lair of a blue dragon. An LFR adventure set in Calimshan for characters of levels 11-20. The Calimemnon Crystal Major Quest comprises CALI4-1, 4-2, and 4-3 you may play these three adventures in any order.

CALI4-3 Twisted Rune (lvl 11-20) – Sat 9 am, Sun 7 pm, Mon 2 pm – D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal, and it seems as though one of the shards has practically come to him in Almraiven! A Living Forgotten Realms adventure set in Calimshan for characters of the Paragon tier (levels 11-20). The Calimemnon Crystal Major Quest comprises CALI4-1, 4-2, and 4-3 you may play these three adventures in any order.

Call of the God Machine – Fri 2 pm – World of Darkness

GM: Louis Garcia

What is the God Machine? That question doesn’t have a single easy answer. The World of Darkness is layer upon layer of mystery. But what is the mechanism that keeps it all moving? Is there a design is play? What happens to those who think to use the Machine to there own end? Join the Dead Gamers Society for the trip into the World of Darkness, with updated rules for the Storytelling system.

Cat: The Game Where You Play A Cat – Sat 2 pm – Cat

GM: Todd VanDerWerff

Back by popular demand! Play a four-legged, furry friend to humans everywhere, and protect those dumb two-legged beasts from the monsters they don’t see around them. You’ll perform magic, fight unseen beasts, and deal with whatever your humans get up to, all while looking so darn good.

Cry at dawn. – Sat 9 am – Pathfinder

GM: joe cariveau

Adventurers hear a scream and run to investigate. Is someone in danger? Is it a trap? Is someone just crying wolf? This is a easy plot hook with a lighthearted adventure using up to six, first-come-first-choice, per-generated characters.

DCC RPG: “The Treacherous Cobtraps” – Sat 8 pm – Dungeon Crawl Classics RPG

GM: Reverend Dak

New Players OK! Two nights ago in the halfling thorp of Brandy Hollow, a young shepherd boy and several sheep went missing. Leaders from Brandy Hollow approach the characters in desperation and offer them 100 gold coins each in exchange for cleansing the Taramack Weald of whatever evil must dwell therein.

DCC RPG: “The Witch of Wydfield” – Fri 2 pm – Dungeon Crawl Classics RPG

GM: Reverend Dak

Intro Adventure. Characters Provided! You are abruptly awakened by the frantic sounding of the chapel bell. As you gather with the other villagers in the village square, you are told that the light of morning has revealed that Sister Thara has been murdered and the young maiden Dela, is missing.

Dead Things: Gas and out of Here – Sat 8 pm – FUDGE Dead Things

GM: David Fitzgerald

The town is choked with undead and you’ve been hiding in the donut shop for 3 days....You need a car and gas....

Dead Things: Zombies in the parking lot. – Fri 8 pm – FUDGE

GM: David Fitzgerald

There are zombies in the parking lot and the radio is directing you to the National Guard Armory.....three blocks away.

Death of an Aristocrat – Fri 2 pm – Fate Core

GM: Brian Allred

Someone must really want this guy dead. Sounds easy, but for 20k nuyen, there must be a catch somewhere...

Emerald City Knights – Sun 2 pm – Mutants and Masterminds 3rd Edition

GM: Chris Jackson

A Plus Ten to Awesome enent! The Heroes of Emerald City must deal with the strange explosions that trigger superhuman transformations in normal people. With new “stormer” villains on the rampage, the heroes must protect Emerald City and its people from the creations of the storm. While also figuring out what is causing the storms and putting a stop to them. Pregenerated characters available.

RPGs

EPIC3-1 The Glorious Hunt (lvl 21) – Fri Noon – D&D 4e
Arvandor is known for more than its majestic forests and splendid islands. Corellon's exalted track down & destroy abominations 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 three-round continuous-play Living Forgotten Realms Epic Campaign adventure set in Arvandor for 21st-level characters.

EPIC3-2 Cracks in the Crimson Cage (lvl 22) – Sat 9 am D&D 4e
Heroes, having foiled a plot to kill a god, follow the trail to Carceri, an astral prison for powerful abominations and worse. The only way to find the perpetrators is to give chase into Carceri and risk being trapped for eternity with beings feared even by gods. A three-round LFR adventure set in Carceri for 22nd level characters. This adventure is a direct sequel to EPIC3-1 The Glorious Hunt.

EPIC3-3 Tangled Skein of Destiny (lvl 23) – Sun 9 am – D&D 4e
A trail of assassination and devastation leads to Lolth's throne, but the path to the Queen of Spiders is treacherous and many lay trapped in her webs. Can you weave your way through and untangle the truth? A three-round LFR adventure set in the Demonweb for 23rd level characters. This adventure is a direct sequel to EPIC3-2 Cracks in the Crimson Cage and concludes the 1st season of Epic play.

EPIC4-2 Age of Ruin (lvl 25) – Fri Noon – D&D 4e
Catastrophic events have transpired during your absence, and Faerûn lies in ruins. In a world covered in darkness that even the gods have forsaken, can you provide a shred of hope to the few survivors, or will you too succumb to despair? A three-round Living Forgotten Realms Epic Campaign adventure for 25th level characters. This adventure is a direct sequel to EPIC4-1 Shooting the Moon.

EPIC5-1 The Plaguerought Prism (lvl 27) – Sun 9 am – D&D 4e
When faced with a threat that even the gods fear, the powers of Faerûn turn to you. Unfortunately, there is far too much to do in what little time remains. You have only split seconds to prevent the coming apocalypse. A three-round Living Forgotten Realms adventure set in Faerûn for 27th level characters. This adventure is a direct sequel to EPIC4-3 Dark Hearts of Madness.

F3: Return to the Expedition to the Sinister Temple of the Reptile Cult on the Borderlands – Sun 2 pm – Fate Core
GM: Mike Olson

OMG you guys, there are totally some more problems that only a party of adventurers can solve! This ode to AD&D (via Fate Core) is a sequel to a couple games I ran at the last OrcCon. If you played in those games, come reclaim your character! If not, come claim a character before those returning players beat you to it! Experience with Fate Core not required.

GURPS Fantasy/Horror - A Grimm World – Fri 8 pm, Sat, Sun 2 pm – GURPS

GM: Michale Shupe
Join Robin of Locksley, Jack the Giant Killer, Scarlett Rider and others in their quest against their traditional enemies and the dreaded Agents of Naught, who seek nothing less than the destruction of imagination in the fairy tale lands - which could mean the end of everything. Pregens provided, but any fairy tale like character 350 points will be considered. Part of the GURPS Tournament.

GURPS Finals – Sun 8 pm – GURPS

GM: Michale Shupe
Top Eight Players will be invited and list posted one hour prior to game start.

GURPS: Gaslamp Adventures – Sun 2 pm – GURPS

GM: David and Julie Scott

It's not unknown for progress to claim the lives of laborers and machinists, and we all thank them for their sacrifice. But this time, thanks may not be enough... Phineas Fogg's new super-factory seems to be haunted, despite the assistance of ministers, psychic experts, and even a few debunkers. Can the Oddfellows resolve this eerie situation in time for the launch of Fogg's new mega-ship?

GURPS: Parliament of Suns – Sat 2 pm – GURPS

GM: Julie Scott

The old gods were waiting for humanity when they reached the stars. They gave humanity many 'gifts', but they had a great price, all but the best of them wished to drag humanity into ancient feuds and wars without end. You are a member of the Parliament of Suns, an alliance between human and divine that seeks a better way, helping banish the wars of the gods from the worlds of the humans.

Happy Jacks RPG Podcast - Debris – Sat 2 pm – Hero System 6th Edition

GM: JiB

You managed to get out of the Beverly Center and to the safety of the cordon set up by the National Guard. The officials have gathered everyone in the parking structure until they can get everything sorted out and let everyone go home. Medical personnel are checking everyone and treating injuries and the soldiers are guarding the entrances to the structure. Except for scattered small arms fire everything seems to be settling down. Surely it won't be long now before everyone gets to go home. Still, it will b

Happy Jacks RPG Podcast - Gods of Our Fathers – Sun 2 pm – Hero System 6th Edition

GM: JiB

You have escaped from the bonds of slavery at the hands of the Terran empire, but what comes next? What will the six of you do being the only examples of your race in the universe? There is also the likelihood that the empire will try to reclaim what it sees as its property. For you and the others it is the dawn of time and the universe stretches out before you.

Happy Jack's Affiliate: Toon Tales of Ribaldry "A Game of Tropes" – Fri, Sun 8 pm – Toon SJG

GM: Dimitri

Join the madcap adventures of six horribly misrepresented fantasy characters in a Toon Tale of uncharacteristically bad taste told in three acts! Act 1: Tirion's Lunch -Are Those Pasties Edible? Act2: The Hand That Wipes Us All -Can I Get A Rez? Act3: Madevil Times -A Tournament of Dunces. Drink mead, make hay, and get crushed by the King's team in a game of Footy Stomp! For Mature Audiences.

Happy Jack's Affiliate: "Quasit You Who Killed My Familiar?" A Serial Adventure – Sat 8 pm – AD&D 1st edition

GM: Dimitri Del Castillo

Return to Harick Villiage! Help a shady mage find his missing friend. "Renegotiate" the goblin labor agreement- -whose side are you on: Labor or Management? The altar to the Avatar of Light is whipping people into a bloodlust! Profiteering hobbits peddle a habit forming and volatile liquor to hapless populace. And learn of the legendary Katzenslammer who roams Bradoon's Rock. Pregens provided.

RPGs

In an Act of Defiance — Mon 9 am — Alpha Omega

GM: Ron Shaw

In the ravaged world as it is now, the untamed wilderness encroaches upon the few pockets of civilization. A group of brave... or foolish souls have set out with the task of establishing a new city in the depths of this wilderness, but many misfortunes have befallen the small colony's efforts and so you have been hired to become the would-be town's new protectors... for now.

Inter-stellar Safari — Sun 9 am — Star Wars (d6)

GM: Ron Shaw

A pompous and wealthy eccentric has hired you to provide escort protection tracking and other essential support functions for an expedition to the frozen wastes of Hoth. The big man wants to brave the snow crusted mountains and bag himself a Wampa or two. What will this inhospitable snow ball throw at you?

Lich of The Lost Ruins of Old (10th-12th lev.) — Sat, Sun 2 pm —

D&D-3.5 / Pathfinder - Land of Grayhawk

GM: Mark Davis

In the remote place of the Sea of Dust, once stood the ruins of the great LICH~ It is said that there has been an awakening of some kind within the ruins...? The city of the "Forgotten", has called forth a band of adventurers to search kill off the evil minions from within! Find the ancient artifact that radiates divine light!! Who will prevail: the players - the evil within? Time will only tell~

Meanwhile, in Alaska — Fri 8 pm — Eclipse Phase

GM: Brian Allred

Your team has been tasked with investigating and neutralizing an anomaly, last seen in the mountains of former Alaska

Mines of Madness — Sat, Sun 9 am, 2 pm, 7 pm — D&D - 5e

The wizard Abracadamus hid the Forever Stone in the darkest depths of a failing mine, coerced monsters into serving as guardians, and rigged the dungeon with traps galore. To date, only one stalwart band has plunged into the Mines of Madness and lived to tell the tale. Mines of Madness is a Very Special D&D® Adventure designed for four 3rd-level characters.

Mouse Guard Fall 1154: The Thieves of Pebblebrook — Sat 2 pm Mouse Guard RPG

GM: Kristine Chester

Contact has been lost with Pebblebrook, a town near Weasel territory. Is the Territories' old enemy involved or some new threat?

Mouse Guard Spring 1155: Ghost Ship — Sun 2 pm

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.

Mouse Guard Summer 1154: Beneath the Roots — Fri 2 pm

Mouse Guard RPG

GM: Kristine Chester

The Guard is dispatched to Copperwood to improve relations during the town's festival, Musfire, but learn that the Guard are not always welcome.

Mouse Guard Summer 1155: Division of Labor — Fri 8 pm

Mouse Guard RPG

GM: Kristine Chester

Wedding bells fill the air as the industrial towns of Copperwood and Ironwood set aside long held differences to come together, but what wedding has ever gone exactly according to plan?

Mouse Guard Winter 1154: Desperate Times — Sun 9 am

Mouse Guard RPG

GM: Kristine Chester

Gwendolyn, Matriarch and leader of the Mouse Guard, has fallen deathly ill. Low on medical supplies, the only option to save the Guard's leader is for a Patrol to brave the harsh winter and come back with a cure before it's too late.

MYRE4-1 Golden Talons and Purple Sands Part 1 (lvl 1-10) — Sat 2 pm — D&D 4e

Mulhorand was shattered by the Spellplague, its cities destroyed or buried beneath desert sands. All previous discoveries pale next to the Grand Temple of Horus-Re, just uncovered among the Plains of Purple Dust. Could artifacts of Horus-Re still lie untouched within the temple's golden walls? A 2-round MYRE Battle Interactive for characters levels 1-10.

MYRE4-1 Golden Talons and Purple Sands Part 2 (lvl 1-10) — Sat 7 pm — D&D 4e

Mulhorand was shattered by the Spellplague, its cities destroyed or buried beneath desert sands. All previous discoveries pale next to the Grand Temple of Horus-Re, just uncovered among the Plains of Purple Dust. Could artifacts of Horus-Re still lie untouched within the temple's golden walls? A 2-round MYRE Battle Interactive for characters levels 1-10.

MYRE4-2 Golden Talons and Purple Sands Part 1 (lvl 11-20) — Sat 2 pm — D&D 4e

Mulhorand was shattered by the Spellplague, its cities destroyed or buried beneath desert sands. All previous discoveries pale next to the Grand Temple of Horus-Re, just uncovered among the Plains of Purple Dust. Could artifacts of Horus-Re still lie untouched within the temple's golden walls? A 2-round MYRE Battle Interactive for characters levels 1-10.

MYRE4-2 Golden Talons and Purple Sands Part 2 (lvl 11-20) — Sat 7 pm — D&D 4e

Mulhorand was shattered by the Spellplague, its cities destroyed or buried beneath desert sands. All previous discoveries pale next to the Grand Temple of Horus-Re, just uncovered among the Plains of Purple Dust. Could artifacts of Horus-Re still lie untouched within the temple's golden walls? A 2-round MYRE Battle Interactive for characters levels 1-10.

NETH3-1 Secrets and Shadows (lvl 11-20) — Fri 2 pm, Sun 9 am D&D 4e

The clergy of Selûne recently obtained an artifact which has suddenly vanished! Its hunger to conquer shadow creatures could forever change the balance in Netheril. Someone must find the artifact and ensure that it is used for its intended purpose. An LFR adventure set in Netheril for characters of levels 11-20. This adventure begins a Major Quest, continuing in NETH3-2 and concluding in NETH3-3.

NETH3-2 Flirting with Disaster (lvl 11-20) — Fri 7 pm, Sun 2 pm, Mon 9 am — D&D 4e

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. This adventure is the second part of the Sand and Shadows Major Quest.

NETH3-3 Seek and Destroy (lvl 11-20) — Sat 9 am, Sun 7 pm, Mon 2 pm — D&D 4e

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).

RPGs

NEVE5-1 Hound's Baying (lvl 1-10) – Fri 2 pm , Sun 9 am
D&D 4e

A priestess of Sehanine Moonbow has gone missing in Neverwinter. Why was she taken, and what is she involved in? This is the first adventure in the Devil's Play series, which will continue with NEVE4-2 Serpent's Kiss and conclude in NEVE4-3 Spider's Web. A Living Forgotten Realms adventure set in Neverwinter for characters of the Heroic tier (levels 1-10).

NEVE5-2 Serpent's Kiss (lvl 1-10) – Fri 7 pm, Sun 2 pm, Mon 9 am – D&D 4e

Deep within the Neverwinter Wood, the embers of an ancient empire rekindle, conspiracies lie behind every tree, and the shadows blur the distinction between friend and foe. Caught between the vying powers, a woman stands trial for the murder of her friends. A Living Forgotten Realms adventure set in Neverwinter. Part two of the Devil's Play major quest series.

NEVE5-3 Spider's Web (lvl 1-10) – Sat 9 am, Sun 7 pm, Mon 2 pm – D&D 4e

New Sharandar is on the brink of war with skirmishes already taking place. Heroes are needed to prevent a full-scale war. Can they root out the infernal influence that is the cause before it is too late? This is the conclusion of the Devil's Play series, which started with NEVE4-1 Hound's Baying and NEVE4-2 Serpent's Kiss. An LFR adventure for characters level 1-10 set in Neverwinter.

Pathfinder Society Scenarios and Games – Fri 2 pm – Paizo
Pathfinder DnD

GAMEX continues to host Pathfinder Society Organized play Games, and will be hosting over 50 tables this convention. On site registration will be at RPG HQ. Each scenario is 5 hours in length, with 8am/2pm/8pm start times. Modules are 2 slots and are 10 hours. Bonekeep is a special only ran at large convention on Sat and Sun night.

Primetime Adventures – Sun 8 pm – Primetime Adventures
GM: Todd VanDerWerff

Play the greatest game about TV with a real TV critic! Dream up a show, the characters on that show, and the pilot episode for that show, then play it all out to see what happens. Come up with a wacky sitcom, a spacefaring adventure, or a twisted soap opera. The only limit is the imaginations of you and your fellow players.

QUES4-1 Liberation Part 1 (lvl 17-20) – Fri 2 pm, Sun, Mon 9 am
D&D 4e

Ala'Ammar leads Almraiven to liberate the slaves in Calimport and Memnon his most trusted allies follow. To join, PCs must have 2 or more story awards from: CALI10, CALI12, CALI20, CALI21, CALI23, CALI27, CALI28, & ADCP29. An LFR 2-round adventure set in Calimshan for PCs levels 17-20. PCs should play this adventure after all of the Calimshan regional adventures, including SPEC4-4 and ADCP4-2.

QUES4-1 Liberation Part 2 (lvl 17-20) – Fri 7 pm, Sun, Mon 2 pm – D&D 4e

Ala'Ammar leads Almraiven to liberate the slaves in Calimport and Memnon his most trusted allies follow. To join, PCs must have 2 or more story awards from: CALI10, CALI12, CALI20, CALI21, CALI23, CALI27, CALI28, & ADCP29. An LFR 2-round adventure set in Calimshan for PCs levels 17-20. PCs should play this adventure after all of the Calimshan regional adventures, including SPEC4-4 and ADCP4-2.

Red vs Blue - Escape from Blood Gulch Canyon – Sun Midnight –
TOON (GURPS Tournament)

GM: Ron Shaw

It's finally happened, command has issued the orders for our two teams of intrepid warriors to leave this wretched place. Will they finally get to go home at last? How will you get out of here, there doesn't seem to be a way out.... What will you do?

Red vs Blue - X Day – Sat 9 am – TOON (GURPS Tournament)

GM: Ron Shaw

As one might guess release of Halo 4 caused a massive overloading of the X-box networks... but where do all the overflowed characters go? Mindless corrupted fighters with no direction...they get sent to Blood Gulch canyon like a horde of zombies! What will Church and Sarges' teams do to combat this tide?

Restless Aeons – Sun 2 pm – Mummy: The Curse

GM: Ian ChristianScher

The Deathless are eternal. They have all the time in the world and none at all. You have awakened with a purpose: reclaim what was taken from you. However it is only a matter of time before you fall back into your deathless sleep. You must not let that happen. You are Deathless. You are eternal.

Robo Force – Sat 9 am – Atomic Robo: The Roleplaying Game

GM: Mike Olson

Robo Force is the codename for the UN's league of highly trained Action Science Commandos. Their purpose: to defend human freedom against Baron Helsingard, a ruthless megalomaniac determined to rule the world at any cost. Led by the daring Atomic Robo and armed with cutting-edge science, Robo Force never gives up the fight! Rohhh-BO!

Sewer Duty – Sun 2 pm – Tunnels and Trolls

GM: Gary Mack

Sewer duty, widely known to be one of the most foul and dangerous assignments in Morninghold. Only the most desperate or the most fool-hardy dare to volunteer for sewer patrol. So are you the desperate or the fool-hardy?

Shadowpunk - Tailchaser – Sat 2 pm – Fate Core

GM: Seth Halbeisen

Backstabbing and betrayal. Business as usual. But now it's happened to you. Well, you and your team. Now you've got a crap ton of marked data and no where to sell it too. No paycheck, and it looks like the target corp wants vengeance. Just another day in paradise.

SoB03 Stand Against the Waves – Mon 2 pm

Legend of the Five Rings

A hunt for bandits within the territory of the Lion holds unexpected danger and questions of how far a person must go to stand up for what they believe in. An Emerald Magistrate has used his network of favors to secure a small group of yoriki to assist him in bringing a group of bandits to justice. These yoriki, of course, are the PCs... Part 1 of the Legion of Crow

SoB05 Poisoned Gift (HoR) – Mon 9 am

Legend of the Five Rings

Yasuki Ebi has been granted the assistance of trustworthy vassals to resolve a merchant feud that is brewing in his city. Will they stand firm or will they fall prey to the corruption that plagues Friendly Traveler Village?

Spirit of Hyboria – Sat 8 pm – Fate Core

GM: Seth Halbeisen

Come adventure in a land of ruthless warriors, vengeful barbarians and dark sorcerers. Where magic is a curse, and things man was not meant to know walk the land. Where the gods are watching, so be bold and live well. All this and swords too!

RPGs

Standing Stones of Sundown – Fri 8 pm, Sat 9 am – AD&D

GM: Angelo Chiriaco

The door to the Abyss can be opened with good intentions... After hours of riding through the countryside, you begin to think about making camp for the night. Although traveling has been easy over the past few days, you feel a nights rest at a comfortable inn is long overdue. You know that the village of Sundown is only a short distance ahead... AD&D adventure for 4-8 players of 3rd-6th level.

Steel and Flesh – Fri 2 pm – Rivers and Lakes

GM: Mike Olson

Hey, do you know this little indie wuxia game called Rivers and Lakes? No? That's okay, because I've hacked it for sword and sorcery. It uses a quick, easy system that emphasizes drama and cinematic action. No experience playing Rivers and Lakes is required. I mean, I don't have any, so why should you?

Tales of the Emerald Octopus – Fri 8 pm

Savage Worlds Thrilling Tales

GM: James Forest

A Plus Ten to Awesome event! "Curse those evil octopi!" 1939 on a South Pacific Island a group of high flying adventures seek a treasure amid the Japanese, cultists and booby traps! Characters provided.

Teenage Mutant Ninja Turtles & Other Strangeness – Fri 8 pm

Fate Core

GM: Morgan Ellis

It's 1984 and the City is overrun by crime and corruption, the gangs control the streets, terrorism is rampant, corporations fueled by greed seek power and control, and Ninja clans lurk in the shadows. Only a small group of Mutant Animals born of some Strange Encounter, or created by Science, and trained in the ways of the Ninja can clean up the City. Let's play some TMNT&OS using Fate Core.

The Adventurer's Arts – Fri 8 pm, Sat, Sun 2 pm

The Adventurer's Arts

GM: Scott Christian

A new RPG that combines strategic card play and the luck of the dice. Its motto is simple: Hour long combats should be epic! That's the reason a group of adventurers can get through a story arc in one three hour session. So come one, and come all, and explore the mystery within the land of Allor.

The Day the Sky Fell – Sat 2 pm – Unknown Armies

GM: Steve Ramirez

A group of workers gather in a diner of a small desert town. They're veterans of another government project, code-named Manhattan. One of them has a journal half-opened on the table for the others to see a mysterious message scrawled there. "It all ends at midnight." An Unknown Armies game for up to 6 players. Presented by the Dead Gamers Society

The Final Girl – Sun 2 pm – The Final Girl

GM: Jesse Burneko

Something out there is hunting us. Will any of us make it out of this alive? The Final Girl is a horror movie roleplaying game meant to emulate slashers or any other horror movie where the characters are picked off one by one until only one survivor remains to confront the killer.

The Queen of Black Tears – Sat 2 pm – Dungeon World

GM: Jesse Burneko

Deep in the Mountains of Misery, south of the River of Tears lies the City of the Dead basking in the shadow of Mt. Lament. This is a Dungeon World adventure set in the classic D&D setting of Ravenloft.

The Queen's Cavaliers: A Nose for Trouble – Fri 8 pm

The Queen's Cavaliers

GM: Caoimhe Snow

As a new recruit to the Queen's Cavaliers, you were prepared to engage in daring swordplay and courtly intrigue – but you never expected that your first mission would be to transport a bizarre beast from the southern continent into the heart of Luteia! The Queen's Cavaliers is a Baroque clockpunk fantasy game of swashbuckling and derring-do.

The Queen's Cavaliers: The Embers of Peace – Sat 8 pm

The Queen's Cavaliers

GM: Kristine Chester

Eight years ago the nations of Gallinea and Albia were at war until a timely marriage granted them peace, but when the Gallinean ambassador is kidnapped on Alban soil, it becomes a race against time for the Queen's Cavaliers to rescue her before old wounds are reopened and a new 20 Years War begins. The Queen's Cavaliers is a Baroque clockpunk fantasy game of swashbuckling and derring-do.

The Queen's Cavaliers: The Festival of Masques – Sat 2 pm

The Queen's Cavaliers

GM: Caoimhe Snow

The Festival of Masques is a lavish celebration of freedom in Gallinea, and you've been invited as guests of the Prince-Consort to the Royal Masquerade. But on this night, few are who they appear to be – and the safety of all Gallinea is threatened by a secret plot! The Queen's Cavaliers is a Baroque clockpunk fantasy game of swashbuckling and courtly intrigue.

The Queen's Cavaliers: Prince of the Farthest South – Sun 8 pm

The Queen's Cavaliers

GM: Caoimhe Snow

Weeks of political machinations have led to an unprecedented trade agreement between Gallinea and the empire of the Farthest South. As Gallinea celebrates the new alliance, will a mad arsonist disrupt the signing of this historic treaty? The Queen's Cavaliers is a Baroque clockpunk fantasy game of swashbuckling and derring-do.

The Resurrectionists – Fri 8 pm – Vampire the Requiem

GM: Louis Garcia

They say an infamous old vampire is buried in an overgrown old cemetery outside the city. But his hiding spot was lost, even by his own cult...until tonight. You've got the only known clues to his whereabouts, a sealed box containing something of his that'll supposedly wake him up, and one night to find his grave, dig him up and bring him back to the city. Presented by the Dead Gamers Society

The Tomb of Horrors (Part 1) – Sun 2 pm – Dungeons &

Dragons 4th Edition

GM: Robert Curtis

Terrible traps, strange and ferocious monsters, rich and magical treasures, and an evil demilich fill this labyrinthine crypt... This is a 4th edition conversion of the original 1st Edition Tomb of Horrors. For anyone who has ever wanted to take on Acererak but never played 1st Edition, here is your chance. Pre-generated characters will be provided.

The Tomb of Horrors (Part 2) – Sun 8 pm – Dungeons &

Dragons 4th Edition

GM: Robert Curtis

Terrible traps, strange and ferocious monsters, rich and magical treasures, and an evil demilich fill this labyrinthine crypt... This is a 4th edition conversion of the original 1st Edition Tomb of Horrors. For anyone who has ever wanted to take on Acererak but never played 1st Edition, here is your chance. Players who played in Part 1 will be given priority seating.

RPGs

The Trials of Mount Doom – Fri 8 pm – TOON (GURPS Tournament)

GM: Gary Mack

Our brave band of adventurers must pit themselves against each other to prove who among them is most worthy to wield the ultimate weapon, a sacred relic which is the only known way to defeat the dreaded beast who dwells within the cave at the top of Mount Gloom.

The Yellow Clearance Black Box Blues – Sun 2 pm – Paranoia

GM: Ed Murphy

Attention Troubleshooter! You will be part of a team assigned to trace and destroy a group of traitorous saboteurs. Your duties will include the recovery of misappropriated Computer property and the summary execution of the traitors responsible. Please report immediately to Troubleshooter HQ, XTZ Sector, Room [INPUT ROOM NUMBER HERE] for your mission briefing. Thank you for your cooperation.

Time of Judgement – Sun 9 am – Mummy: the Curse

GM: Joe Burgos

Presented by Dead Gamers Society: You are the Arisen, worshiped by your cult for centuries, and you have slumbered in your sarcophagus for the last 14 years. Your cult has awoken you tonight and they turn to you, their Deathless leader, for guidance in confronting a rival who has declared war on all of you. Why would a fellow Arisen who was your ally 14 years ago destroy his own cult, and now seeks to destroy yours? Your only hope to learn the truth is to put aside all your differences and form a team

To Climb a Beanstalk – Sun 2 pm – Castle Falkenstein

GM: James Forest

A Plus Ten to Awesome event! Continuing the main story- You are a Bayernese crew of the airship Edelweiss, taking her out on her maiden voyage. But something is wrong. The weight is off and no one has seen the captain. New players welcome! The rules will be explained and characters provided.

Tonight We Slay a Dragon or Die in the Attempt – Sat 8 pm –

Tonight We Slay a Dragon or Die in the Attempt

GM: Hamish Cameron

Tonight, my friends, we shall slay a dragon. Or else, in the attempt, we shall ourselves be slain. Should we succeed, our tale will be told in tones of reverence and awe. Should we fail, we shall die and so shall our names. But hear this: Live or die, we will have flung the dice of fate, stared in the face of the impossible, lived on the icy edge of death, and we will have been heroes.

Totem Warriors of the Rakyat Islands – Sat 8 pm – Mutants and

Masterminds 3rd Edition

GM: Chris Jackson

A Plus Ten to Awesome event! You are a primitive indigenous people on islands near the Malay Archipelago. Strange men, wielding strange weapons have invaded your islands. You must use the power and abilities given by your animal totems tattooed by your shamans. Players will choose totems and abilities and then the adventure begins. Pregenerated characters available. Based loosely on Far Cry 3

Traditions of Candlerote – Sat 9 am – Mage: The Ascension (nWoD)

GM: Chris Czerniak

Young mages around the world come to the school of Candlerote to improve their skills as well as understand the magic of their fellow students. This semester the current professor is hiding something and there someone using the portal in the basement. It is up to the students to figure out what is going on in this Harry Potter meets Mage the Ascension adventure.

Vikings IN Vikings: Among The Vikings – Sat 8 pm – FATE Core

GM: Todd VanDerWerff

America's love affair with Vikings continues, in this brand new adventure of seafaring Norsemen. Ride out to find strange lands off somewhere in the far West, lands filled with unusual men and fearsome beasts. Characters will be provided, or you can make your own Viking.

Werewolf: Roanoke Island – Fri 8 pm – Werewolf The Forsaken

GM: Timothy Johnston

Your pack and several others have banded together and traveled the Atlantic to reach the Americas. You have made your colony on Roanoke Island and are waiting for one of your Forsaken to return with some much needed supplies. The local Indian Forsaken have sent word that something is stirring in the Shadow Realm. Come join a time era game of Forsaken set in colonial America.

Will It Blend? – Sat 2 pm – Paranoia

GM: Ed Murphy

DAADN/552, debriefing, Room 28, THQ, HED Sector. Not late. Interesting educational. I need guards to see my expedition out of this ruin to NDA Sector. The Vultures are enjoying themselves too much, so I'll have to make do. sucesfully loaded CPU official :viral ../ patch v1.0093111. Do not restart you're PDC. Code implimented and virtual patrition alocation runnig above expected threshold quota.

Work is Hell – Sun 9 am – Unknown Armies

GM: Steve Ramirez

Welcome to every day of the rest of your life. You work at an insurance company: one of those 'too big to fail' places in Manhattan. It's summer in New York, the air conditioning died and things are getting hot unbelievably hot. It doesn't matter what button you push in the elevator... you're not leaving. An Unknown Armies game for seven cubicle dwellers. Red Stapler optional. Presented by the Dead Gamers Society.

Zombieland – Sat, Sun 2 pm – World of Darkness

GM: Timothy Johnston

It's Las Vegas and people are gambling, making money, losing, drinking and at one craps table a roller is hot! Over 80 rolls and all wins. The hot roller puts his arm back to roll when a blood curdling scream rips through the tables and silences everyone. The Dead now walk the earth and no one is safe from their cold clutch and need for flesh. Join and experience a set of zombies like no other.

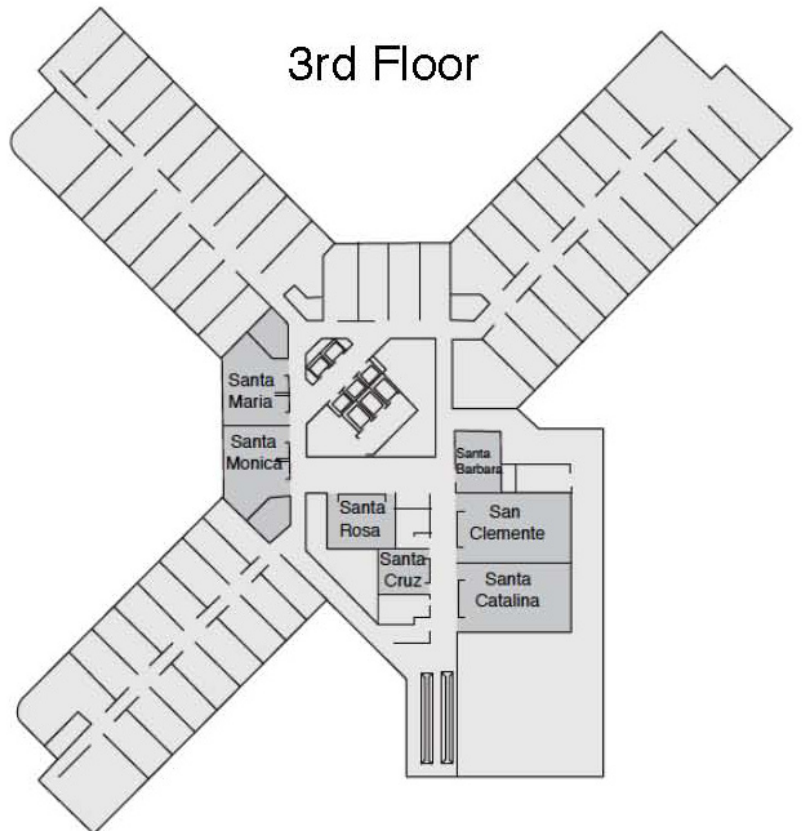
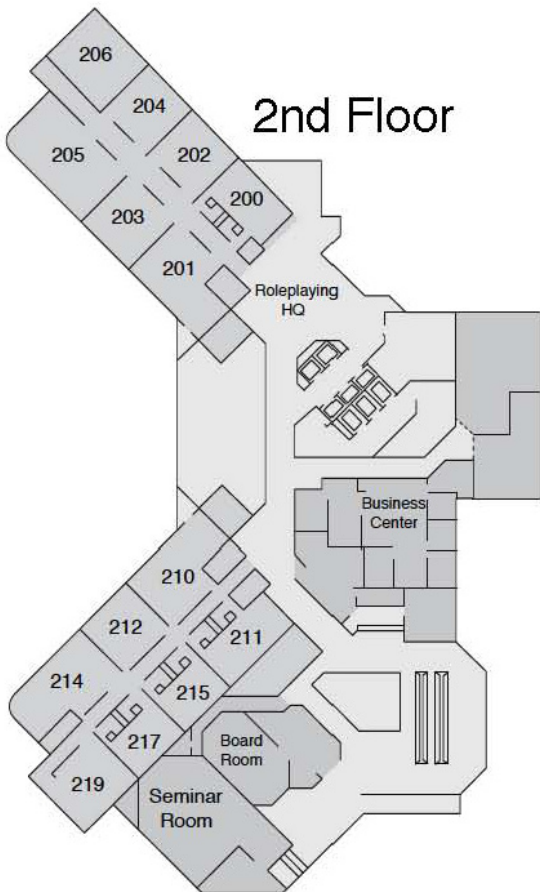
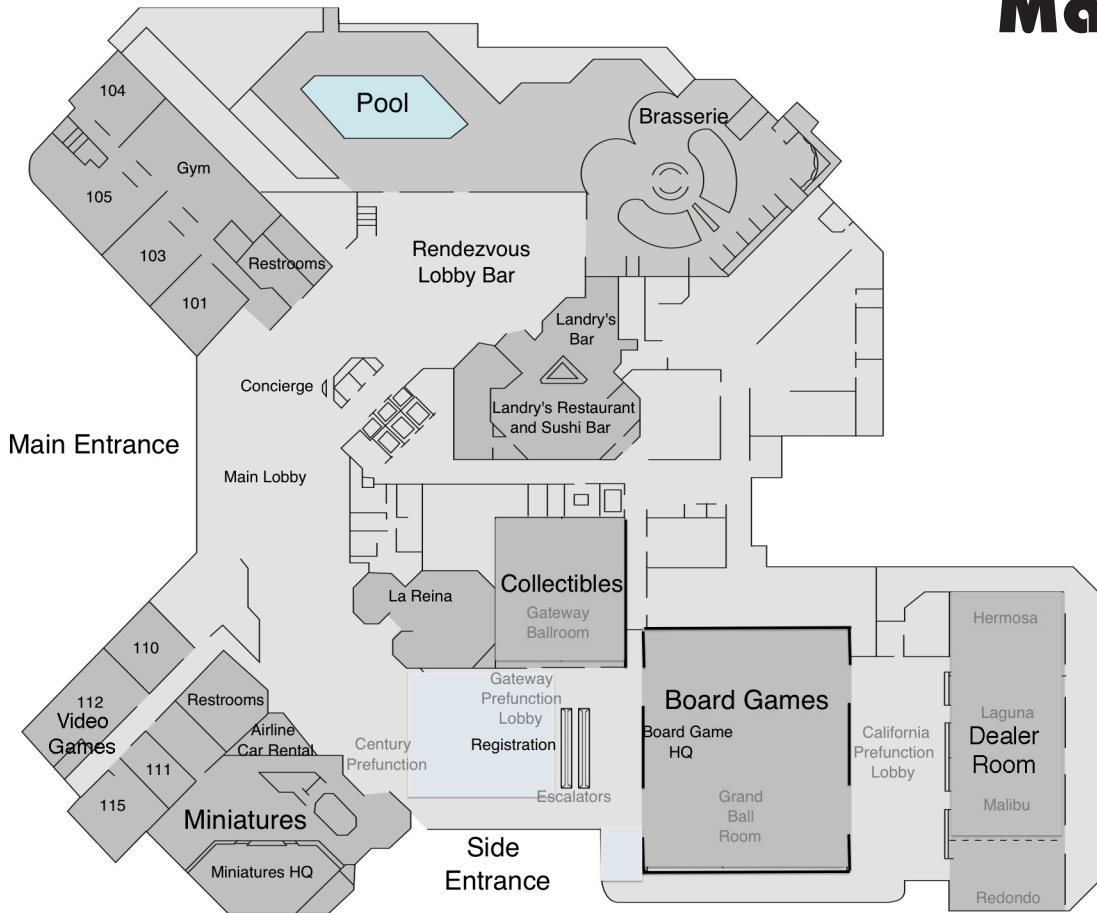
"Denn Die Todten Reiten Schnell" (For the Dead Travel Fast) –

Sun 8 pm – Vampire: the Requiem

GM: Joe Burgos

Presented by Dead Gamers Society: You are part of a unique cadre of Nomad Kindred: The Brides of Dracula. Astride your motorcycles you travel the perilous roads to take your charge safely to her destination. What secrets has this confessor uncovered? And why is this Elder so ready and willing to leave everything she has toiled to accomplish in the last century of her Requiem?

GameX 2013 Map



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table in the Dealer Room. Judging will take place at 4 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 between 1 and 4 pm on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
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.

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Wizkids
Zenescope
Z-Man Games

Shopping

Dealer Room

The Dealer Room is located past the board gaming area in the California 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 2013 Dealer Room Attendees

Backpack Traders
Blue Panther LLC
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Dr. Hogan-Berry's Extraordinary Emporium of Genre Jewelry
Existence Games

Fantization Miniatures
Game Ogre
General Nonsense Games
Hooks and Chains Adornments
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Pitus 3 Games
Play 5
Seth's Games and Anime
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Victory Point Games
Wargamma
Warehouse
Weekend Warrior

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 Seminar 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 Sheraton 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.

Sheraton 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. If you use valet parking, expect to pay full hotel rates, unless you have a room at the hotel.
8. No propping open fire exits and no hallway horseplay
9. 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!

Orcon 2013 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1000 Blank White Cards	Mark Drach-Meinel	Katie Frank	
1830/1856/1870	Todd Van Der Pluym	Jonathan Flagg	Tim Fyffe
18Xx - Gaming 101	Stanley Tyler		
18Xx (Open)	Joe Gray	Ian Caballero	Peter Ettinger
18Xx (Short)	Todd Van Der Pluym	Joe Gray	Jonathan Flagg
18Xx Not In Stores	Todd Van Der Pluym	Allen Stancius	
20Th Century	David Mines	Andre Chautard	Patrick Foran
20Th Century	Magnificent Bastard	Thomas Acuna	Mark Davis
61 Minutes To Doomsday - Playtest	Jason Kennedy	Brian Kuwabara	Cortney Kennedy
61 Minutes To Doomsday - Playtest	Neil Poloso	Pete Kowalski	Eric Sewell
7 Wonders - Mega	Sean Harrington	Nat Chesy	Shea Jones
A Game Of Thrones - 2Nd Ed.	Darrell Stark	Peter An	Chris Tarn
Acquire - David Woolcott Memorial	Eric Downing	Ramon Vinluan	Jonner Purinton
Age Of Conan	Jon Wagner	Justin Clouter	
Age Of Empires Iii	Luke Hardman	Avery Callenback	Richard Potthoff
Agricola - Finals	Matt Kremer	Alan Wood	Winton Lemoine
Alien Frontiers	Nat Chesy	John Waltz	Adrienne Blu
Angry Birds	Mary Taylor	Christine Cipriano	Mia Cipriano
Arkham Horror	Eric Collins	Andreas Pluchar	Mike Fryer
Arkham Horror	Paul Luebbers	Cole Luebbers	
Article 27: The Un Security Council Game	William Forman	Rion Hanson	Daniel Hurlbut
Back To The Future: The Card Game	Nick Peay	Stanton Peay	Brittney Wegner
Battle Cry	Eric Downing	George Caceres	Rick Rodrick
Battlestar Galactica	Jackson Sauthoff, David Mikkelson, John Cruz		
Beauty Queen Death Match - Playtest	Eric Sewell	Sophie (Blood Queen) Sewell	Raul Putnam
Beauty Queen Death Match - Playtest	Kandis Peay	Terran Peay	
Blockade Runner	Rick Rodrick	James Kuro	Patrick Stevens
Blokus	Trevor Bender	Bryce Bender	Tracy Ashizawa
Bohnanza	Robert Patino	Victoria Anderson	Lana Berman
Brass	Eugene Hourany	Chris Green	David Wall
Brass	Travis Ball	Scott Samarel	Bruce Ballard
Briefcase	Rion Hanson	Chris Tarn	Luke Lucas
Carcassonne	Eric Downing	Jim Rasfeld, Rocco Garcia	
Carcassonne	Jay Spowart	Ramon Vinluan	Heather Spowart
Carcassonne	Robert Mccall	Ryan Higa	Bryce Bender
Cartagena	Bruce Schlickbernd	Jon Daneshgar	Darrell Stark
Category 5	Bill Gallagher	Robert Neff	Matt Schwartz
Caylus	Tom Finkle	Satori Snow	Robert Flores
Chicken Cha Cha Cha	Ciaran Hensel		
Classic Password	Alfonzo Smith, Chris Ngoori	Erick Vallejos, Zach Pitts	Ramon Vinluan, Nick Fascitelli
Clay-O-Rama	Sullivan Weibert	Nicole Kearney	Jason Kearney
Cock & Bull	Chris Hines		

Cock & Bull	Dalin Chann		
Cock & Bull	Dalin Chann		
Cock & Bull	John Spence		
Cock & Bull	Kelly Slizza	Sophie (Blood Queen) Sewell	
Cock & Bull	Kelly Slizza		
Cock & Bull	Kyle Lucas		
Cock & Bull	Melvin Fitzgerald	Jeff Cornelius	
Cock & Bull	Melvin Fitzgerald	John Spence	
Cock & Bull	Nancy Nesbitt		
Cock & Bull	Patrick Dickson		
Cock & Bull	Steve Packard		
Cock & Bull	Tyler Weipert		
Concentration	Robert Larson	Matt Schwartz	Erick Vallejos
Crazy Creatures Of Dr. Gloom - Demo/Play To Win	Yoshi Takahashi	Kaela Sarsoza	Stephanie Sarsoza
Cthulu Dice	Renee Hammer	Patrick Dickson	Tim Handley
Darkest Night	Elizabeth Brown	Peter Handfield	William Forman
Darkest Night	Leonard Lopez, Brian Kuwabara, Courtney Kennedy, Jason Kennedy, Brady Lang		
Destined Hero	Ian Fraser	Lumin Sperling	Blaed Deuel
Destined Hero	Thomas Acuna	Jeremy Lennert	
Dixit	Mats Ecklund	Tiffany Carter	Mike Fryer
Dog	David Mikkelson, Barbara Mikkelson	Eric Downing, Eugenia Kaplun	Lana Berman, David Arnott
Dominant Species	Michael Rooney	Gary Gray	Patrick Thompson
Dominant Species	Travis Baluyot	Aaron Epstein	Fc (Chris) Brandt
Dominion	Chris Green	Matt Schwartz	Ben Jones
Dominion - Expansions	Tracy Sangster	Renee Hammer	Alasdair Burton
Downfall - Playtest	Daniel Hurlbut	Joshua Kocur	Rion Hanson
Dr. Shark	Harper Alvarado	Sophie (Blood Queen) Sewell	Tanner Slizza
Dream Factory	Stephanie Bennett	Ehren Evans	Darrell Stark
Dungeon Lords	Benjamin Leach	Luke Hardman	Drew Murray
Dweebies	Tanner Slizza	Kaela Sarsoza	Greyson Baptist
Eclipse	Ozgun Tumer	Don Collins	Robert Rohm
Eclipse	Tracy Sangster	Jon Dalesandry	Kevin Masaryk
Empire Builder - Potluck	Paul Bonday	Peter Ettinger	William Beyermann
Euphrat & Tigris	Bruce Schlickbernd	Darrell Stark	Renee Rose-Perry
Eye Guess	Erick Vallejos	Aidan Rooney	Nathaniel Thompson
Fantasy Chess	Romel Benito	Ezra Behnen	Randy Ripley
Farmageddon	Robert Mccall	Bill Persaud	Aimee Fitzgerald
Flame War	Matt Martin	Tim Handley	Frank Yuan
Flash Point: Fire Rescue	Jeremy Lennert	Jeff Cornelius	Emily Alvarado
Flick Your Chip	Tamala Takahashi	Benjamin Ziek	
Fly, You Fools Playtest	Rachel Hart	Alasdair Burton	David Sutoyo
Fly, You Fools Playtest	Renee Gallo	Ta-Te Wu	

Fly, You Fools Playtest	Tamala Takahashi		
Fly, You Fools Playtest	Teresa Carnes	Rob Escalante	Colt Carnes
For The Crown	Alex Georges	Klaus Scharpf	Jessica Callenbeck
For The Crown	Ellie Moscati	Patrick Ridge	Alan Emrich
Fortress America	Walter Wichowski	Ben Tobin	Leonard Lopez
Fortress America (2Nd Edition)	Mark Muskrath	Keith Jenkins	James Kuro
Galaxy Trucker	Benjamin Leach	Daniel Hurlbut	Brian Alvarado
Game Show Play-Along: Double Dare	Nathaniel Thompson, Aidan Rooney	William Forman, Rion Hanson	Michael Rooney, Sam Thompson
Game Show Play-Along: Press Your Luck	Dawn Parness	Andre Chautard	Phil Scopes
Game Show Play-Along: Scrabble	Tim Connolly	William Hammon	Ramon Vinluan
Game Show Play-Along: The \$25,000 Pyramid	William Hammon	Ramon Vinluan	Don Tsuchiyama
Game Show Play-Along: The Price Is Right	William Hammon	Linda Jeffries	
Ghost Party	Cameron Takahashi	Kaela Sarsoza, Megan Takahashi	Conan Erikson
Ghost Stories	Raul Putnam	Ronald Bermudes	
Ginkgopolis	Edward Williams	Roger Casem	Miles Utterback
Ginkgopolis	Mark Shocklee	Aaron Cappocchi	Edward Mcglynn
Glory Of The Three Kingdoms Demo	Darrell Stark		
Guillotine	Renee Rose-Perry	Andrew Leigh	Ken Hughes
Hawaii	Ehren Evans	Samantha Waterhouse	Bridget Acuna
Hearts #1	Dan O'farrell	Jenn Van Persaud	Bill Persaud
Hearts #2	Jenn Van Persaud	Patrick Legras	Dan O'farrell
Hop Hop Hooray!	Kaela Sarsoza, Conan Erikson	Greyson Baptist, Finn Slizza	Tanner Slizza, Ken Erikson
Illuminati	Ethan Musulin	Anna Peay	Guy Yamato
In The Year Of The Dragon	Darrell Stark	Stephanie Gill	Aaron Parness
Incan Gold	Tim Connolly	Renee Gallo	Jackson Sauthoff
Ingenious	Darrell Stark	Nate Lucas	Kyle Greenwood
Ivanhoe	Bill Persaud	George Caceres	Angharad Caceres
Keyflower With Guest Of Honor Richard Breese	Bruce Schlickbernd	Richard Breese	Alex Haley
Killer Bunnies And The Conquest Of The Magic Carrot	Sam Thompson	Aidan Rooney	Harper Alvarado
King Of Tokyo	Nam Tran	David Sutoyo	Mark Lucas
King Of Tokyo	Robert Iacopino	Nathan Demoura	Jodie Sewell
Kingdom Builder	Eric Darmstaedter	Ben Jones	Ramon Vinluan
Kingdom Builder - Gaming 101	Shaun Ito	Tommy Lepore	Shea Jones
Kingdom Of Solomon	Samantha Waterhouse	Mark Shocklee	Edgar Contreras
Kingsburg	Eric Downing	Jessamine Campbell	Jeff Judziewicz
Liar's Dice	Martin Padilla	Matt Schwartz	Robert Neff
Little Devils - Demo/Play To Win Event	Bob West	Megan Takahashi	Dawn Parness
Looney Bin	Nam Tran	Bree Zimmerman	Sean Growley
Loopin' Louie	Jeff Moore	Patrick Dickson	
Loopin' Louie	Tanner Slizza	Sophie (Blood Queen) Sewell	Kira Erikson
Lords Of Waterdeep	David Cohen	John Clair	Seth Jaffee
Lords Of Waterdeep	Sven Mynn	Marieke Hensel	Matt Schwartz
Lost Cities	Stephen Stewart	Lana Berman	

Mage Knight: The Board Game	Benjamin Leach	Jason Liou	Mario Fernandez Jr
Magic Labyrinth	Cambria Baptist	Greyson Baptist	Kaela Sarsoza
Mansions Of Madness: The Fall Of House Lynch	Lindsay Slocum	Gabby Slocum	Keith Hammons
Mansions Of Madness: The Yellow Sign	Robert Rohm	Gary Okuma	Donald Vermeulen
Merchant Of Venus	J.C. Kern	James Thomas	William Forman
Mice And Mystics	Cortney Kennedy	Rachel Hart	Jason Kennedy
Mines Of The Sacred Dragon Demo	David Sutoyo	Zephen Specht	Mallory Hinks
Mines Of The Sacred Dragon Demo	Tamala Takahashi		
Monopoly Deal	Nick Chavez	Lea Vical	Max Mosquera
Monopoly Deal	Shaun Bernard	Bob Lamarre	Mason Stewart
Munchkin	Nick Chavez	Sarah Jenkins	Jenn Van Persaud
Navegador	Jonathan Flagg	Todd Van Der Pluym	Chris Venuti
Nexus Ops	Eric Downing	Darrell Stark	Kyle Greenwood
Nexus Ops - Gaming 101	Brian Kumanchik	Cynthia Kumanchik	John Melino
Nightfall	Anthony Marquez	David Crossley	Jason Liou
No Thanks	Jeff Becker	Jaye R.	Robert Neff
Oh Hell	Dan O'farrell	Scott Samarel	Ronald Fraigon
Penny Arcade: Gamers Vs. Evil	Matt Hyra	Renee Hammer	Patrick Dickson
Penny-Arcade: Gamers Vs. Evil	Martin Padilla	Tim Connolly	Sean Growley
Phase 10	Jaye R.	Mary Taylor	Nancy Pilonieta
Phase 10	Shaun Bernard	Nate Taylor	Elizabeth Kearney
Pillars Of The Earth	Eric Downing	Darrell Stark	Brad Parker
Pizza, Games And Zombies Present: The Gauntlet	Alek Ornaf	Ian Fraser, Anna Peay, Renee Rose-Perry	
Pizza, Games And Zombies Present: The Gauntlet	Alex Georges	Angelo Chiriaco	Ian Fraser
Pizza, Games And Zombies Present: The Gauntlet	Renee Rose-Perry	Ian Fraser	Kyle Greenwood
Podville Transit Corporation - Playtest	Randall Bart	Cherie Belkin	Pamela Mines
Poker: 7 Card Stud	Winton Lemoine	Tarynne Fraigon	Shea Jones
Poker: No Limit Texas Holdem	Shea Jones	Winton Lemoine	Solomon Chang
Poker: Omaha Hi/Lo Split	Jim Rasfeld	Elisa Vomocil	Daniel Eppolito
Power Grid	Kyle Greenwood	Chris Johnson	Randall Bart
Puerto Rico	Travis Ball	Alfonso Weilbach	Ian Caballero
Puzzle Strike	Travis Baluyot	Martin Padilla	
Ra	Andreas Pluchar	Sierra Julander	Aaron Parness
Race For The Galaxy	Elisa Vomocil	Jeff Becker	
Race For The Galaxy - Gaming 101	David Cohen		
Race For The Galaxy 2-Player	Jeff Becker	Gwyndolyn Burgess	David Zevin
Rasputin - Playtest	Charles Parks	Patrick Thompson	Joanne Michiuye
Rasputin - Playtest	Katie Frank	Walter Wichowski	Mark Drach-Meinel
Rattus	Robert Mccall	Robert Patino	Katie Prouty
Reef Enounter With Guest Of Honor Richard Breese	Bruce Padget	Ehren Evans	Brad Parker
Revolution	Eric Downing	Luke Lucas	Kyle Lucas
Revolution	Eric Downing	Nicholas Butler	Andre Chautard
Revolution	Kyle Lucas		
Rex: Final Days Of An Empire	Eric Downing	Ted Blegen	
Runewars	Jose Rodriguez	Edgar Contreras	Marty Watrous
Saboteur	Jim Lucas	Nam Tran	Jaye R.

Samurai Battles	Michael Brockelhurst	Randy Ripley	
Scepter Of Zavador	Scott Samarel	Jonathan Flagg	Mike Randle
Scrabble	Renee Rose-Perry	Rommel Dizon	Rob Escalante
Seasons	Randall Bart	Mallory Hinks	Renee Hammer
Seasons	Sing Tang	Rick Baptist	Patrick Thompson
Settlers Of America: Trails To Rails	Marieke Hensel	Jaye R.	Michael Cheng
Settlers Of Catan: Nacc Finals	David Zevin	Ben Jones	Howard Chiang
Shogun/Samurai Swords/Ikusa	Maximilian Krochman	Bruce Ballard	Alex Georges
Shogun/Wallenstein	John Clair	Seth Jaffee	Richard Potthoff
Shootin' Ladders	Bill Persaud	Jared Bender	Jenn Van Persaud
Sid Meier's Civilization	Richard Jankowski	Chris Buskirk	Brian Larson
Skip Bo	Mary Taylor	Krysta Fryer	Nick Peay
Small World	Chris Green	Erich Sforza	Harper Alvarado
Small World Invaded!	Shannon Sullivan	Eric Sewell	Nick Cascone
Sol	Robert Iacopino	Jon Daneshgar	Dave Mines
Sovereign Chess	Jonathan Murray	Amalique Acuna	David Vander Laan, Thomas Acuna
Spades	Dan O'farrell, Martin Padilla	Kandis Peay, Terran Peay	
Spotcha!	Tanner Slizza	Megan Takahashi	Finn Slizza
St. Petersburg	Ian Caballero	Todd Van Der Pluym	Alasdair Burton
Star Trek Scene-It?	Alex Slizza	Kelly Slizza	Tim Connolly
Starship Command	Donovan Farmer	Alex Georges	Ian Fraser
Stone Age	Elisa Vomocil	Bruce Schlickbernd	Jeff Becker
Stones Of Fate	Jason Kennedy		
Stones Of Fate	Michael Arsollon		
Stones Of Fate	Robert Mccall	David Mines	
Stones Of Fate	Thomas Acuna	Richard Coan	
Stones Of Fate	Thomas Acuna	Andre Chautard	
Storage Wars: The Game	Travis Schario	Matt Martin	Derak Morrell
Super Star Munchkin	Kevin Cowalski	Eric Feay	Raul Putnam
Taj Mahal	Andre Chautard	Robert Mccall	Ivan Demoura
Talisman	Alasdair Burton	Emily Alvarado	Jon Brown
Tanto Cuore	Michael Cheng	Martin Padilla	Stephanie Bryant
The Adventurers	Nancy Nesbitt	Brian Larson	Diego Sewell
The Battle Of Red Cliffs Demo	Jamie Vann	Ronald Bermudes	David Sutoyo
The Battle Of Red Cliffs Demo	Nancy Pilonieta	Sabrina Rosetti	Michael Arsollon
The Battle Of Red Cliffs Demo	Tom Finkle		
The Castles Of Burgundy	Satori Snow		Kirk Udvardi
The Hanging Gardens	Ivan Demoura	Stephanie Gill	Andre Chautard
Thunderstone Advance	Jessica Callenbeck	Avery Callenback	James Thomas
Tichu - Finals	Steve Isaak, Erich Sforza	Jeff Becker, Elisa Vomocil	Dmitry Pornoy, Scott Chesnutt
Ticket To Ride	Tamara Cope	Rob Mcdiarmid	Robert Patino
Ticket To Ride Card Game			Ramon Vinluan
Ticket To Ride Card Game - Gaming 101			Lea Vical
Ticket To Ride: Europe	Brad Thomas	Joey Vigil	Shalene Weibert

Ticket To Ride: Team Asia	J P Francoisse, Brandon Muller	Peter Ettinger, Scott Samarel	
Ticket To Ride: Us	Jodie Sewell	Lumin Sperling	Eric Millegan
Ticket To Ride: Usa 1910	Brian Symington	Renee Rose-Perry	Victoria Anderson
Tide Of Iron	Keith Jenkins	Marty Watrous	
Titan	Cory Ryken	Richard Potthoff	William Beyermann
Transamerica	Leah Peay	Mason Stewart	Robert Neff
Transamerica	Ramon Vinluan	Tracy Ashizawa	Robert Larson
Troyes	Aaron Parness	Tracy Sangster	Larry Buckel
Twilight Imperium 3Rd Ed.	Moses Wilks	Jeff Carlson	Nick Peck
Twilight Imperium 3Rd Ed.	Robert Masson	Jon Wagner	Justin Clouter
Twilight Struggle	Rick Lepore	Roderick Lee	Adam Steed
Tzolk'in: The Mayan Calendar	Bruce Schlickbernd	Jennifer Bishop	Barbara Mikkelson
Tzolk'in: The Mayan Calendar	Steve Cuneo	Dan Whitley	Bill Gallagher
Uno	Bruce Nelson	Alex Decker	Nate Taylor
Uno	Danielle Pressler	Erin Chavez	Krysta Fryer
Uno	Jaye R.	Krysta Fryer	Nate Taylor
Uno	Laura Fitzgerald	Patrick Legras	Martin Padilla
Uno Attack!	Bob Lamarre	Bruce Nelson	Mike Fryer
Vegas Showdown - Gaming 101	Lisa Burola	Sean Growley	
Village	Scott Samarel	Peter Ettinger	Matt Hyra
Viva Topo!	Cambria Baptist	Greyson Baptist	Kaela Sarsoza
Werewolf	Brian Alvarado	Potato Pie	
Werewolf	Cameron Gandara	Rose Sauthoff	
Werewolf	Cameron Haley	Emily Yang	Andrew Prieto
Werewolf	Richard Jankowski	Charissa Mitchell	Rose Sauthoff
Werewolf	Ryan Higa	Carter Feld	Crazy Bob
Werewolf	Benjamin Mitchell	Kandis Peay	Sarah Jenkins
Wind In Their Sails - Playtest	Chuck Collins		
Wiz-War	Darrell Stark	Sven Mynn	Zachary Pitts
X-Men: Under Siege	Chris Venuti	Rich Pizor	Bob West
Yahtzee Free For All	Jaye R.	Bob Lamarre	Nate Taylor
Yahtzee Free For All	Michael Wolfe	Lea Viceral	Lana Berman
Yspahan	Renee Hammer	Walter Wichowski	Stephanie Bennett
Zero	Tim Connolly	Sean Growley	Linda Jeffries
Zooloretto Mini	Cambria Baptist	Greyson Baptist	Kaela Sarsoza
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Android: Netrunner	Isaac Severi	Bryan Hilburn	John Echeverria
Ascension: Chronicle Of The Godslayer	Michael Hetman	Chuck Watson	Linda Jeffries
Ascension: Chronicle Of The Godslayer #2	Linda Jeffries	Melissa Weiss	Bharath Murthy
Dragon Dice "Build-Your-Own Army" Tournament	Cliff Broadway	Anthony Barrett	David Ziegert
Dragon Dice "Casual Draft" Tournament	Raul Hernandez	Diane Grotjohn	Albert Alvarado
Food Fight	Cliff Bennett	Jon Brown	Edgar Contreras
Freidrich			
Highlander Tcg Seacover Gathering	John Paiva	Geoff Colman	Victor Bugg
Highlander Tcg Seacover Gathering #2	Victor Bugg	John Paiva	Geoff Colman
Kingdom Hearts "G.I. Joep: Retaliation"	Joep Hensel	Ciaran Hensel	Bob Lamarre

Locke & Key	Darrell Stark	Michael Arsollou	
M:Tg Afternoon Draft	Michael Hetman	M.B.	Shane Sauby
M:Tg Friday Night Magic	Steven Wood	Xandor Kinzle	Sean Thompson
M:Tg Gatecrash Draft	Steven Wood	Chris Schoenthal	Stanley Cascone
M:Tg Gatecrash Sealed	Steven Wood	Mike Bowen	Cliff Bennett
M:Tg Pauper Tournament	Jonathan Murray	Chuck Watson	
Pirates Pocketmodel "Sigmund & The Sea Monsters"	Nicole Kearney	Jon Brown	Jonathan Murray, Elizabeth Kearney
Pirates Pocketmodel "Survivor: Orkcon"	Jonathan Murray	Jason Youngdale	Diego Sewell
Pirates Pocketmodel "Are You A Werewolf?"	Jonathan Murray	Jon Brown	
Pirates: Sink-N-Keep -First Place Team Of 2 Only- 10 Each	Diego Sewell, Chuck Watson, Brian Caceres		
Pokemon	Dillon Reyes	Elizabeth Kearney	Jason Kearney
Quarriors	Justin Dent	Bailey Saathoff	
Quarriors #2	Linda Jefferies	Martin Padilla	Ted Blegu
Star Wars Minis "Galactic Heroes"	Mel Campbell	Connor Mowatt	Kyle Trujillo
Star Wars Minis "Rescue The Princess"	Kyle Trujillo	Conner Mowatt	Melaine Campbell
Star Wars: X-Wing	Joey Vigil	Scott Zumwalt	Donavan Shickley
Star Wars: X-Wing #2	Thomas Farr	Rich Pizor	Sean Thompson
Star Wars: X-Wing #3	Zachary Van Dekamp	Diego Sewell	Eric Sewell
Star Wars: X-Wing #4	Randy Ripley	Jason Bennett	Diego Sewell
Vtes Constructed Tournament - Jann Berger's "A" Is For Alacrity	Aaron Clark	David Tatu	Matt Wedge
Vtes Constructed Tournament - Jann Berger's "B" Is For Blur	Matt Wedge	Brandon Haas	Darby Keeney
Vtes Constructed Tournament - Jann Berger's "C" Is For Coma	Dennis Lien	Matt Wedge	Mike Courtois
Warlord Ccg 4Ex Singles	Chris Sohoenthal	Rich Carter	John Leber
Yugioh!	Bailey Saathoff		Joep Hensel
Yugioh! #2	Robbie Charboneau	Logan Langewisch	Garrett Langewisch
Yugioh! #3	Edgar Contreras	Bailey Saathoff	
Miniatures	1st Place	2nd Place	3rd Place
"The Sherrif Is Near"	Hedley Lamarr	Sheriff Bart	
Circus Maximus	James White	Robyn Orfitelli	David Holt
Flames Of War Tournament	Bill Stilwell	Frank Yuan	Donal Tzeng
Great Titan Hunt	Frank Vassallo	Claude Lecesne	William Fretze
Maifuax Gaining Ground	Mario Martino	Eric Gadal	Mark Nichols Jr.
Warhammer 40K Slaughter In Space	Joshua Dearth	Bill Mattson	Robert Canales
Webster Open Wab 2.0 Tournament	Ilan Mitchell-Smith	Tony Rodgers	
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Gerald Miller		
Fantasy Large	Michael Brockelhurst	Patrick Foran	Mario Martino
Fantasy Single	Shawn Hendrix	Shawn Hendrix	David Welch
Fantasy Unit	Mario Martino	Shawn Hendrix	Everett Beck
Historical Large	Shawn Hendrix		
Historical Single	Mario Martino	Shawn Hendrix	
Historical Unit	Shawn Hendrix	Nicholas Scharpf	
Open	Shawn Hendrix	Mario Martino	Everett Beck

Sci Fi Large	Gerald Miller	Tom Garcia	Keith Jenkins
Sci Fi Single	Shawn Hendrix	Keith Jenkins	
Sci Fi Unit	Shawn Hendrix	Everett Beck	Keith Jenkins
Strategikids	Cain Stilwell		
Video & Computer Games	1st Place	2nd Place	3rd Place
Halo 4 Ffa	Reilly Hughes	James Freeman	Bailey Saathoff
League Of Legends: Shadow Isles	Sam Udvardi, Jackson Sauthoff, Nick Peay		
Minecraft: Iron Block Challenge (Pc)	Kelly Mai	Bailey Saathoff	Connor Jones
Ultimate Marvel Vs Capcom 3	Anthony Marquez	Aj Harris	Archer Emrich

A Word (or two) from the Con Man

Are we there yet?

Each convention develops its own personality well in advance of the show itself. Things that happen “behind the scenes” can make each show, erm, well, different. This one was certainly no exception – add in some personnel changes and the ownership “change” and the convention move and it got to be a real interesting beast.

The Show Must Go On

Often times the temptation to do things by the numbers, to just get it “done”, is overwhelming. But at the end of the day we all have to live with the results. So it’s never an option to cut corners. Some tough decisions must be made, but at the end of the day it must be for the greater good.

It’s not always easy. Those of us who run the shows are passionate about them. Given how little we’re paid, we’re probably certifiable.

But I don’t think we could live with ourselves if it weren’t the case. We care.

Dedication

I’d like to dedicate this show to all of the people that help support us in any way, be it emotional, physical or financial. We couldn’t do what we do, have the fun that we have, without them. To be able to enjoy the company of our fellow gamers even once a year is a privilege – something we should not take for granted.

I know I sure don’t. Thank you all.

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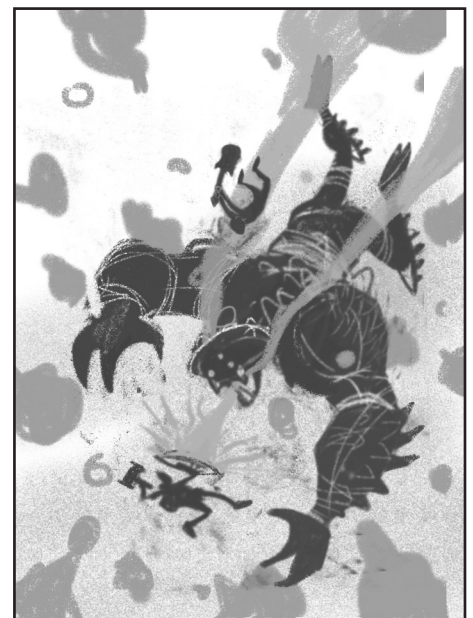
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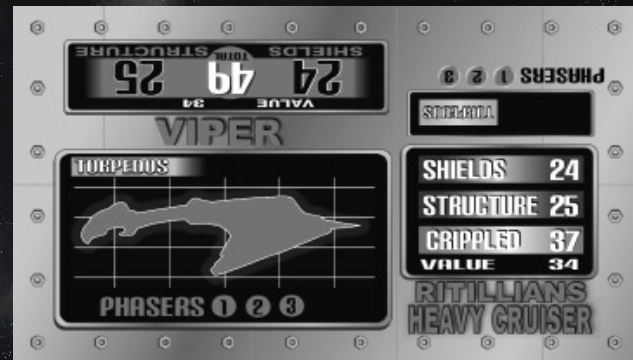
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