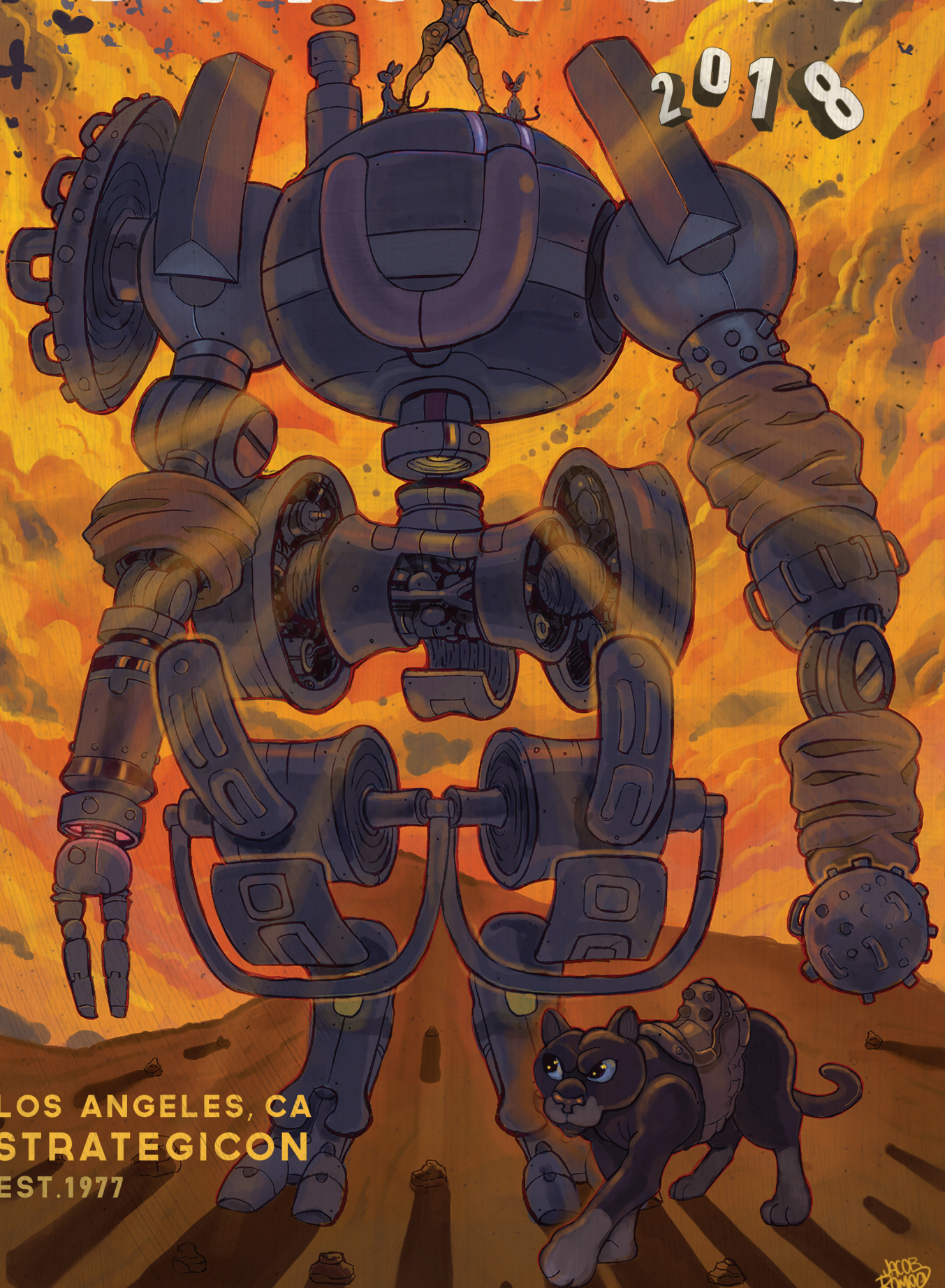


ORCCON

2018



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T-Shirts!

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Design 2 (all year)



Two different Convention Shirts
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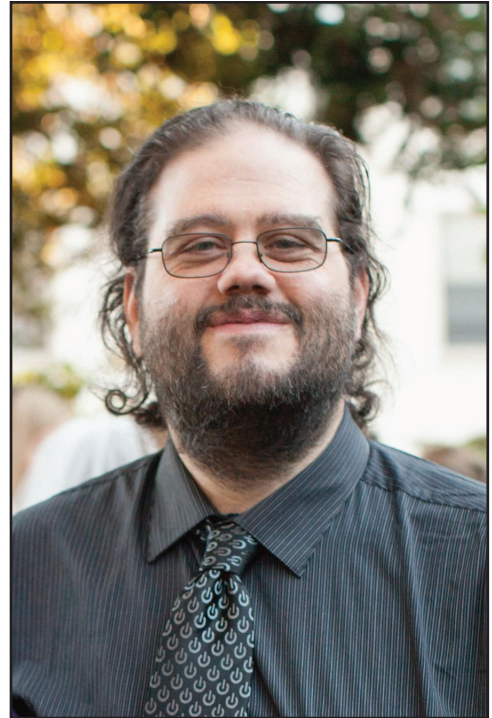
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Yo ho ho! Adventuring pro tip: try to avoid drinking anything with a skull on the bottle. (Many modern wineries don't seem to know about this rule.) Designed by the great jim pinto, then die-struck and kiln fired at 450 degrees in the fires of not-Mordor, our limited edition enamel lapel pins are a real crowd-pleaser. Just \$5 at the Strategicon booth in the dealer room!



In Memoriam



Ryan Davis (1970-2017) of Alta Dena had been attending Strategicon Conventions since the eighties; he was the type of GM whose knowledge seemed never-ending. He will be sorely missed by family and friends.



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Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	William Hillstrom
Role-Playing Games	Jim Sandoval Jon-Enee Merriex Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Mei Dean Francis
Seminars & Movie Room	Nick Chavez
Library	David Holt
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Eric Downing Michael J. Russell
Quartermasters	Topher Suarez Danielle Suarez

Welcome

Strategicon welcomes you to Orcccon 2018. Thank you for joining us.

Orcccon 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

Orcccon opens to the public at noon on Friday and closes at 6 pm on Monday. While events such as seminars and tournaments are scheduled, open gaming never closes.

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

You can register for participation in events on site by entering your name on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. 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 Orcon can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

The prizes for board games will be as follows:

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

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

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

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

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

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

2

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 Orcon 2018 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!

Orcon 2018 Special Guests

John Compton

John Compton (@Archaeotagh) began his career as a prolific organized play GM and is now the organized play lead developer at Paizo Inc., where he oversees the creative content of the Pathfinder Society Roleplaying Guild, Starfinder Society Roleplaying Guild, and Pathfinder Adventure Card Guild programs. Formerly an archaeologist and teacher, John is passionate about teaching roleplaying games to others, building fictional settings with rich histories, and writing archaeological context into chronologically ambiguous dungeons. In addition to his organized play contributions, he avidly writes and develops rules, content, adventures, campaign setting lore and more for the Pathfinder and Starfinder roleplaying games.



Jeff Siadek

Jeff Siadek has been a fixture of the L.A. convention scene since 1979. With Battlestations, Lifeboat, Worst Game Ever and Who Would Win?, he has made a career out of designing across a wide spectrum of gaming. Jeff's favorite part of going to conventions is playing games with people. He loves his games (obviously) as well as learning new games and old games. He continues to be baffled that people would read his bio all the way to the end.

Orcon 2018 Cover Artist

Jacob Romeo Lecuyer

... is a concept artist and illustrator currently running the Digital Art and Visual development department of Santa Fe University at Art and Design. He's inspired by sunsets, robots, and cats (duh! look at the cover!). He's illustrated for books, comics, animated shorts, and all manner of entertainment projects but he still hasn't done a board or card game (hint, hint). You can view his work at jacobromeo.com, and his outstanding webcomic Everyone Does Their Chores in Polyuna can be read at Polyuna.com.



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

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Fri, Feb 16

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.	
Noon	1	China Town	International B	B	A	B	
	2	Liar's Dice Small	International B	A	A	B	
	4	Sea of Nadia Demo	International B	B	F	B	
	1	Trickerion 101	International B	B	M	B	
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C	
	1	But Wait, There's More Event	Catalina A	A	A	P	
	2	D&D 5e CCC-SRCC01-01 Trouble in the Old City (lvl 1-4)		A	A	R	
	2	D&D 5e DDAL 7-3 A Day At the Races (lvl 1-4)		A	A	R	
	2	D&D 5e DDAL 7-6 Fester and Burn (lvl 5-10)		E	A	R	
	4	Axis & Allies Set up Event	Los Angeles C	A	A	W	
	4	Game of Thrones Small	Los Angeles C	A	A	W	
	1 pm	3	Chinatown Event	International B	A	A	B
		4	Eternal Kings Demo	International B	B	A	B
		1	EXO PLAYTEST Demo	International B	B	A	B
2		Ticket to Ride: India Small	International B	A	A	B	
3		Trickerion Small	International B	E	M	B	
1		Web Spinners Demo	International B	B	A	B	
2 pm	6	Pulp Alley Where's He Hiding?	International A	A	A	M	
	2	Elder Sign Expansions Event	International B	A	A	B	
	3	Lords of Hellas Event	International B	A	T	B	
	1	Madeira 101	International B	B	M	B	
	2	No Thanks! Small	International B	A	A	B	
	2	Renegade Games demos	La Jolla	A	A	C	
	2	Munchkin - Players' Choice	La Jolla	A	A	C	
	4	Arcadia Quest: Inferno Arcadia Quest: Inferno	International A	A	T	M	
	4	Blood Rage Blood Rage	International A	A	T	M	
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M	
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P	
	4	Cypher System Numenera	San Lorenzo D	A	A	R	
	4	D&D 5e CCC-SRCC01-02 Down the River of Snakes (lvl 1-4)		A	A	R	
	4	D&D 5e DDAL 7-4 A Walk in the Park (lvl 1-4)		A	A	R	
	4	D&D 5e DDAL 7-7 Rotting Roots (lvls 5-10)		E	A	R	
	4	D&D 5e DDAL 7-9 Unusal Opposition (lvl 11-16)		E	A	R	
	4	Fate Accelerated SpellJammer: That's no Moon	San Lorenzo A	A	T	R	
	4	In Nomine Human Dog Fight	San Lorenzo C	A	T	R	
	4	Iron Kingdoms (using Dunegon World ruleset) Western Immoren by Rail	San Lorenzo E	A	M	R	
	4	Masks (PbtA) Masks: A New Generation	Santa Monica A	A	A	R	
	5	Pathfinder RPG PFS 9-05 Call of the Copper Gate (lvl 3-7)	Los Angeles A	A	A	R	
	5	Pathfinder RPG PFS 9-07 Salvation of the Sages (lvl 7-11)	Los Angeles A	A	A	R	
	5	Pathfinder RPG PFS 9-10 Signs in Senghor (lvl 1-5)	Los Angeles A	A	A	R	
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R	
	4	Powered by the Apocalypse Bedlam Hall: Family Reunion	San Lorenzo A	A	T	R	
	4	Savage Rifts RIFT in the Jungle	Santa Monica C	A	T	R	
	4	Savage Worlds Herald: Lovecraft & Tesla	San Lorenzo A	A	T	R	
	4	Savage Worlds Who framed Jessica Rabbit?	San Lorenzo B	A	A	R	
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R	
	5	Starfinder RPG SFS 1-04 Cries From the Drift (lvl 1-4)	Los Angeles A	B	A	R	
	5	Starfinder RPG SFS 1-05 The First Mandate (lvl 1-4)	Los Angeles A	B	A	R	
	3	The Light RPG [PLAYTEST] One Final Day in Pompeii	Chair Boardroom	A	A	R	
	4	Variable Paragon University - Love, Actually	San Lorenzo F	A	A	R	
4	Wild Talents/O.R.E. Expedition to Terror Planet	San Lorenzo B	A	A	R		
3 pm	4	Madeira Event	International B	E	M	B	
	2	Overlords of Infamy Event	International B	A	M	B	
	1	Port Royal 101	International B	B	A	B	
	4	Decipher Lord of the Rings CCG	La Jolla	A	A	C	
4 pm	1	Catan 101	International B	B	F	B	

Friday

Fri, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Indie Dev Demo	International B	B	A	B
	1	Legacy: The Testament of Duke de Crecy 101	International B	B	T	B
	2	Port Royal Small	International B	E	A	B
	1	Ticket to Ride and Expansions 101	International B	B	A	B
	2	Yahtzee Free for All #1 Small	International B	A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	2	Rhino Hero Event	Catalina B	A	A	P
	4	Sails of Glory Small	Los Angeles C	A	A	W
5 pm	2	Battlestar Galactica 101	International B	B	A	B
	1	Codex 101	International B	B	A	B
	2	Monopoly Deal #1 Small	International B	A	A	B
	1	The Castles of Burgundy 101	International B	B	T	B
	1	The Looney Bin Event	International B	A	A	B
	3	The World Cup Game: 1930 Event	International B	A	A	B
	3	Ticket to Ride: Switzerland Tournament	International B	E	A	B
	1	Yu-Gi-Oh! Demo #1	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
	3	Steve Jackson's OGRE OGRE Wars	International A	A	A	M
6 pm	5	Catan Qualifier #1 Sponsored	International B	E	F	B
	2	Codex Sponsored	International B	A	A	B
	4	Forbidden Stars Small	International B	A	M	B
	4	Legacy: The Testament of Duke de Crecy Event	International B	A	T	B
	2	Love Letter #1 Small	International B	A	A	B
	1	Power Grid 101	International B	B	T	B
	5	The Castles of Burgundy Big	International B	E	T	B
	2	Win a Copy: Darkrock Ventures Event	International B	A	A	B
	3	Battle of Souls	La Jolla	A	A	C
	3	Star Wars Destiny Draft/Sealed	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	.2	Raffle Drawing!	Pacific	A	A	G
	4	Battletech: Alpha Strike Friday Night Alpha Strike	International A	A	A	M
	6	Flames of War V4 HMGS-PSW Presents "North Africa's Rumble!"	International A	A	A	M
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	4	Sturm Europa Event *	Los Angeles C	A	A	W
7 pm	1	1830 101	International B	B	T	B
	4	Battlestar Galactica Event	International B	A	A	B
	1	Cthulhu Wars 101	International B	B	T	B
	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	3	Power Grid World Tour: India Event	International B	E	A	B
	4	Robo Rally Small	International B	A	A	B
	1	Meet & Greet	1635	A	A	G
	0.5	Duel 2	International B	A	T	G
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	4	D&D 5e CCC-SRCC01-03 Altar of the Smoldering Eye (lvl 1-4)		A	A	R
	4	D&D 5e CCC-YLRA02-02 The Chill Orb of Twilight (lvl 11-16)		E	A	R
	4	D&D 5e DDAL00-02F The Definition of Heroism (lvl 17-20)		E	A	R
	4	D&D 5e DDAL 7-10 Fire, Ash, and Rain (lvls 11-16)		E	A	R
	4	D&D 5e DDAL 7-5 Whispers in the Dark (lvls 1-4)		A	A	R
	4	D&D 5e DDAL 7-8 Putting the Dead to Rest (lvls 5-10)		E	A	R
	6	Clash of Cultures Event	Los Angeles C	A	T	W
8 pm	4	1830: Railways & Robber Barons Small	International B	E	T	B
	1	Chimera Station 101	International B	B	A	B
	4	Cthulhu Wars: Earth Sponsored	International B	E	T	B
	2	Phase 10 #1 Small	International B	A	A	B
	1	Playtest Incoming Transmission with the Publisher Event *	International B	A	A	B
	2	Starship Awesome 3000 Demo	International B	B	A	B
	1	Xia: Embers of a Forsaken Star 101	International B	B	A	B
	4	M:tG Friday Night DRAFT	La Jolla	A	A	C
	4	Magic: The Gathering - Pauper Tourney	La Jolla	E	T	C
	2	Renegade Games demos	La Jolla	A	A	C
	4	Dwarves vs Orcs	International B	A	T	G
	2	Flea Market	International F	A	A	G
	.2	Raffle Drawing!	Pacific	A	A	G

Friday

Fri, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Ghost Court Ghost Court	3103	A	A	L
	4	Arcadia Quest: Modified Arcadia Quest: Modified	International A	A	T	M
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	4	Beyond the Gates of Antares Antares Open Gaming	International A	A	A	M
	1	Dreadball - Mantic Games Learn to play Dreadball 2nd Edition	International A	A	A	M
	4	Massive Darkness Massive Darkness	International A	A	T	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	A	M
	2	X-Wing Miniatures X-wing 101 (and practice) for kids	International A	A	K	M
	4	Zombicide Zombicide	International A	A	T	M
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	1	Concept Duel Event	Catalina B	A	A	P
	1	Ice Cream Empire Event	Newport B	A	A	P
	4	FATE Accelerated Epic Crossover - Superheroic Roleplay	San Lorenzo E	A	A	R
	4	GURPS (ASPIRE setting) A Call for Help	San Lorenzo F	A	T	R
	4	In a Wicked Age In a Wicked Age	Santa Monica A	A	T	R
	4	Iron Kingdoms (using Dungeon World ruleset) Five Fingers of Deceit	San Lorenzo D	A	M	R
	4	Legend of the 5 Rings 4th Edition CIT 01 - Lessons Never Forgotten (Lvl 1-2)		A	T	R
	5	Pathfinder RPG PFS 0-26 Lost at Bitter End (lvl 7-11)	Los Angeles A	E	A	R
	5	Pathfinder RPG PFS 2-25 You Only Die Twice (lvl 5-9)	Los Angeles A	E	A	R
	5	Pathfinder RPG PFS 9-08 Birthright Betrayed (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-09 Beyond the Halfflight Path (lvl 3-7)	Los Angeles A	A	A	R
	4	Powered by the Apocalypse Demigods: Are You A God?	San Lorenzo B	A	T	R
	4	PRISM KALEIDOSCOPE - Revenants: Saving Shiloh	San Lorenzo C	B	M	R
	4	RIFTS/Palladium Into The Rifts: Escape the Multiverse	Santa Monica C	A	A	R
	4	RIFTS/Palladium Into The Rifts: Escape the Multiverse	Santa Monica C	A	A	R
	4	Savage Rifts@ New Strawn: Kansas Shuffle	Santa Monica C	A	A	R
	4	Savage Worlds Bane of the Bayou	San Lorenzo D	A	M	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-06 A Night in Nightarch (lvl 3-6)	Los Angeles A	E	A	R
	5	Starfinder RPG SFS 1-07 The Solar Sortie (lvl 1-4)	Los Angeles A	B	A	R
	4	Synthicide RPG Will Kill For Food	San Lorenzo A	A	T	R
	4	Ten Candles Ten Candles	Santa Monica A	A	A	R
	3	** To Be Revealed ** Monkeyfun Studios presents... [Playtest]	Chair Boardroom	A	T	R
9 pm	2	Chimera Station Event	International B	E	A	B
	3	Race for the Galaxy Event	International B	A	A	B
	4	Xia: Embers of a Forsaken Star Small	International B	A	A	B
	0	Dealer Room Closes	Pacific	A	A	G
	0.5	Duel 2 *	International B	A	T	G
	2	MMORPG using miniatures Party Penguins : The Fellowship of the Ring *	International A	A	A	M
	1	Ice Cream Empire Event	Newport B	A	A	P
	1.5	Speakeasy Event	Catalina A	A	T	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	4	Ultimate Werewolf Event	Newport C	A	A	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
10 pm	3	7 Wonders Duel Small	International B	A	A	B
	2	Commies! Event	International B	A	A	B
	3	Dominion Expansions Event	International B	A	A	B
	2	Uno #1 Small	International B	A	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	2	Cthulu Wars Cthulu Wars Battle for World Domination!	International A	A	T	M
	3	Ultimate Werewolf Event	Catalina B	A	M	P
11 pm	0.5	Duel 2 *	International B	A	A	G
	1	Dragon Thrones Dragon Thrones: The High Ruler's Gems	3109	A	M	L

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	4	M:tG Rivals Re-Release: Sealed	La Jolla	A	A	C
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	2	Clay-O-Rama Clay-O-Rama Late Night Death Brawl!	International A	A	T	M
	3	Ultimate Werewolf Event	Catalina C	A	M	P
	4	Ultimate Werewolf Event	Catalina D	A	A	P
1 am	3	Ultimate Werewolf Event	Catalina B	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
9 am	3	Blue Moon City Small	International B	A	A	B
	4	Clans of Caledonia Event	International B	E	M	B
	1	Magic Realm 101	International B	B	M	B
	2	Munchkin Treasure Hunt Sponsored	International B	B	A	B
	2	Mysterium Event	International B	A	A	B
	5	The World Cup Game: 1958 Event	International B	A	A	B
	1	Ticket to Ride and Expansions 101	International B	B	A	B
	1	Battle of Souls - Learn and Play	La Jolla	A	T	C
	14	Duel 2 *	International B	A	A	G
	2	Knit and Crochet Lounge		A	A	G
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	8	Gepanzerte Faust "Is that a Tiger?" Cagny Village, June 18th, 1944	International A	A	T	M
	4	Savage Worlds Showdown Relic Worlds Showdown	International A	A	A	M
	9	Team Yankee (BattleFront) Team Yankee Invitational Tournament Day 1	International A	E	T	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	3.5	Cypher System Vurt	San Lorenzo D	A	M	R
	4	D&D 5e CCC-SFBAY 1-2 Old Enemies Arise (lvs 5-10)		E	A	R
	4	D&D 5e CCC-YLRA 2-3 The Empty School (lvs 1-4)		A	A	R
	4	D&D 5e DDAL 5-18 Eye of Xxiphu Part 1 (lvs 17-20)		E	A	R
	4	D&D 5e DDAL 7-11 A Lesson in Love (lvs 11-16)		E	A	R
	4	D&D 5e DDAL 7-6 Fester and Burn (lvl 5-10)		E	A	R
	4	Deadlands Reloaded (Savage Worlds) Stingaree: City by the Sundown Sea	San Lorenzo D	E	M	R
	4	Dungeon Fantasy RPG (GURPS) Threllhaven - The Hassle on the Coast	San Lorenzo B	A	T	R
	4	Dungeons & Dragons 5e Escape From Rel Astra	San Lorenzo C	A	T	R
	4	GURPS Project Aspire - Witchlight	San Lorenzo F	A	A	R
	4	Iron Kingdoms (using Dungeon World ruleset) From the Black	San Lorenzo D	A	M	R
	4	Jinkies (PbtA) Jinkies! The Museum of the Rockies Mystery	San Lorenzo E	A	A	R
	4	Legend of the 5 Rings 4th Edition CIT 00 - Festival of Coronation (Intro)		A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 02 - Distracted Sentries (Levels 1-2)		A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 03 - Legacy of My Ancestor (Lvl 1-2)		A	T	R
	4	Moment of Truth for Kids Adventures in Arkendale	Santa Monica A	A	F	R
	5	Pathfinder Adventure Card Game PFSACG 4-1 Chasing Yellow Sails (lvl 1)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 0-28 Lyrics of Extinction	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-05 Call of the Copper Gate (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R
	4	Powered by the Apocalypse Demigods: Are You A God?	San Lorenzo A	A	T	R
	4	Pugmire (D20) Pugmire-A Good Dog Bad	San Lorenzo E	A	A	R
	4	RIFTS/Palladium Into The Rifts: Escape the Multiverse Part 2	Santa Monica C	A	A	R
	4	Savage Rifts® The Splice Must Flow: Answering the Call pt 1	San Lorenzo E	A	A	R
	4	Savage Worlds Nuclear Knight School: Remedial Thaumaturgy 101	San Lorenzo B	A	T	R
	4	ShadowPunk-Modified Fate Accelerated Special Delivery	Chair Boardroom	A	T	R
	5	Shadowrun 5th Ed. Defraud the Fraud	San Lorenzo A	A	T	R
	4	Sharp Swords & Sinister Spells The Bard of the Frozen Woods	San Lorenzo A	A	T	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-05 The First Mandate (lvl 1-4)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-07 The Solar Sortie (lvl 1-4)	Los Angeles A	B	A	R
	4	Star Trek Adventures Shore Leave	San Lorenzo C	A	T	R
	4	Tales from the Loop Atomic City USA	San Lorenzo E	A	A	R
	4	Vampire the Requiem: 2nd Ed The Requiem Chronicles: The City of [...]	San Lorenzo B	A	T	R
	4	RPG Games on Demand	San Lorenzo F	A	A	R
	8	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	1	A Feast for Odin 101	International B	B	T	B
	2	Ascension Event	International B	A	A	B
	5	Catan Qualifier #2 Sponsored	International B	E	F	B
	7	Magic Realm Small	International B	E	M	B
	4	Sword & Sorcery Event	International B	A	A	B
	1	The Hare & the Tortoise Event	Family Area	A	K	B
	2	Uno #2 Small	International B	A	A	B

Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Warfighter: Modern Demo	International B	B	A	B
	2	Battle of Souls Demo	La Jolla	A	T	C
	4	Middle Earth CCG	La Jolla	A	A	C
	1	Pokemon Workshop #1	La Jolla	A	A	C
	8	Red Dragon Inn	La Jolla	A	T	C
	2	Red Dragon Inn #1	La Jolla	A	A	C
	3	Star Wars Destiny Standard/Infinite Tournament	La Jolla	A	A	C
	14	Dwarves vs Orcs *	International B	A	A	G
	7	Paint and Take Sponsored by Army Painter	International A	A	A	M
	6	Bolt Action 2nd Edition Bolt Action Tournament	International A	A	T	M
	8	Home Brew Rules Wavre, June 18, 1815	International A	A	T	M
	3	Knights of the 31th Century Knights of the 31th Century	International A	B	F	M
	6	Muskets and Tomahawks Muskets and Tomahawks Demo	International A	A	T	M
	4	Mythic Battles pantheon Mythic Battles Pantheon	International A	A	A	M
	4	Robotech Tactics Robotech Bootcamp	International A	A	T	M
	10	Warhammer 40K 40K Mega-Apocalypse	International A	A	A	M
	14	Warhammer 40K Orcon ITC Warhammer 40K Grand Tournament	Bel Air	E	T	M
	6	X-Wing 100 point X-Wing tournament	International A	A	A	M
	5	X-Wing Miniatures X-wing Kids Tournament	International A	A	K	M
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	4	Maria Small	Los Angeles C	A	A	W
11 am	3	A Feast for Odin Event	International B	E	T	B
	2	Captain Sonar Event	International B	A	A	B
	1	Hit the Throttle Event	Family Area	A	F	B
	2	Munchkin Cthulhu: Guest Artist Edition Sponsored	International B	E	F	B
	4	Power Grid Deluxe Small	International B	A	F	B
	4	Ticket to Ride Tournament	International B	E	A	B
	1	Titan 101	International B	B	T	B
	3	Ascension: Chronicle of the Godslayer #1	La Jolla	A	A	C
	1	M:tG101: Intro to Magic	La Jolla	A	A	C
	2	Pokemon #1	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #2	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	.2	Raffle Drawing!	Pacific	A	A	G
	1	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	2	Dreadball - Mantic Games Learn to play Dreadball 2nd Edition	International A	A	A	M
	7	Flames of War Ver3.0 Late War Operation Overcast 1945	International A	A	T	M
	13	Netepic Warhammer 40k Netepic Warhammer 40,000 Megabattle	International A	A	A	M
	4	The Genius Game Tournament	Catalina A	A	T	P
	2	Kid Friendly Movies #1	Carmel	A	A	S
Noon	1	1500: The New World Demo	International B	B	A	B
	3	Epic Roll Eclipse Demo	International B	B	A	B
	4	Faete: A Fairy Tale Board Game Demo	International B	A	T	B
	2	Phase 10 #2 Small	International B	A	A	B
	1	Play Fire of Eidolon with the Publisher Event *	International B	A	A	B
	1	Ticket to Ride: Rails & Sails 101	International B	B	T	B
	12	Titan Tournament	International B	E	T	B
	8	Cheapass Demo	La Jolla	A	A	C
	1	Tak	La Jolla	A	A	C
	12	Magic: the Gathering On Demand	La Jolla	A	A	C
	4	M:tG Rivals Re-Release: Sealed	La Jolla	A	A	C
	2	Red Dragon Inn #2	La Jolla	A	A	C
	1	Dragon's Hoard	La Jolla	A	A	C
	1	Knightmare Chess 101	La Jolla	A	A	C
	2	Munchkin Treasure Hunt!	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	A	C
	1	Strategicon Math Trade	Newport C	A	A	G
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	6	Malifaux Malifaux Demoes	International A	A	A	M
	1	Orbital Drop Event	Newport B	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	4	Midnight 45 Demo	Newport B	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	2	Super Smash Bros. 1v1 Wii U	Marina	A	A	V

Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	6	Rune Wars Event	Los Angeles C	A	T	W
	4	1775: Rebellion Small	Los Angeles C	A	A	W
	4	Sturm Europa Event	Los Angeles C	A	A	W
	11	Virgin Queen (Campaign Tournament) Big	Los Angeles C	E	A	W
1 pm	1	Barker's Row Event	International B	A	A	B
	4	Eternal Kings Demo	International B	B	A	B
	1	Goa: A New Expedition 101	International B	B	T	B
	4	Sea of Nadia Demo	International B	B	A	B
	1	Terraforming Mars 101	International B	B	A	B
	4	The World Cup Game: 1966 Event	International B	A	A	B
	3	Ticket to Ride: Pennsylvania Small	International B	A	A	B
	3	Ticket to Ride: Rails & Sails Tournament	International B	E	A	B
	3	Battle of Souls	La Jolla	A	A	C
	2	Tak	La Jolla	A	A	C
	3	M:tG Standard Constructed	La Jolla	A	A	C
	1	Planet Defenders	La Jolla	A	A	C
	1	Tile Chess 101	La Jolla	A	A	C
	4	Bolt Action 2nd Edition Big Trouble in the Back of Beyond	International A	A	A	M
	2	But Wait, There's More Live! Event	Catalina B	A	A	P
	1	Orbital Drop Event	Newport B	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	The Chameleon Event	Newport C	A	T	P
	2	How to Write For Games	Carmel	A	A	S
2 pm	1	Darkest Night 2nd Ed 101	International B	B	A	B
	4	Giant Killer Robots Invade Los Angeles Event	International B	A	A	B
	3	Goa: A New Expedition Small	International B	E	T	B
	2	Mars Attacks: The Dice Game Sponsored	International B	A	T	B
	1	Merchant of Venus 101	International B	B	A	B
	2	Monopoly Deal #2 Small	International B	A	A	B
	1	Murder at Blood Mansion Event	International B	A	F	B
	1	Playtest Incoming Transmission with the Publisher Event *	International B	A	A	B
	6	Terraforming Mars Qualifier Event	International B	E	T	B
	1	Warfighter: World War II Event	International B	A	A	B
	4	Middle Earth CCG	La Jolla	A	A	C
	2	Munchkin CCG PreRelease	La Jolla	A	A	C
	2	Red Dragon Inn #3	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	OGRE 6th Edition	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	.2	Raffle Drawing!	Pacific	A	A	G
	4	Starship Valkyrie BASIC Starship Valkyrie: Frontier	3103	A	T	L
	4	Car Wars - Homebrew Carmageddon 2018	International A	A	A	M
	6	Lion Rampant Hungry...Hungry Vikings!	International A	A	A	M
	4	Massive Darkness Massive Darkness	International A	A	T	M
	3	Warlord: Pike & Shotte HMGS-PSW Italian Wars Participation Game	International A	A	T	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	1	Orbital Drop Event	Newport B	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Schmovie Event	Newport C	A	T	P
	4	D&D 5e CCC-YLRA02-01 The Sly and the Avaricious (lvl5-10)		E	A	R
	4	D&D 5e CCC-YLRA02-04 The Wards in the Walls (lvlls 1-4)		A	A	R
	4	D&D 5e DDAL 5-18 Eye of Xxiphu Part 2 (lvls 17-20)		E	A	R
	4	D&D 5e DDAL 7-12 In Search of Secrets (lvls 11-16)		E	A	R
	4	D&D 5e DDAL 7-7 Rotting Roots (lvls 5-10)		E	A	R
	4	D&D 5e The Beast Below	San Lorenzo D	E	M	R
	4	Dungeon Crawl Classics Perils of the Sunken City	San Lorenzo E	A	A	R
	4.5	Eclipse Phase Mystery at Tawada Station	San Lorenzo A	A	T	R
	3	Goth as F**K Mini-rpg Goth as F**K	San Lorenzo E	A	T	R
	4	GURPS Blackout Era- The hunted	San Lorenzo B	A	T	R
	4	GURPS The Island	San Lorenzo F	A	T	R
	4	GURPS (Paragon University setting) Welcome to Fae-Con!	San Lorenzo F	A	A	R
	4	Jinkies (PbtA) Jinkies! The Vaudeville Caper	Santa Monica A	A	A	R
	4	Legend of the 5 Rings 4th Edition CIT 01 - Lessons Never Forgotten (Lvl 1-2)		A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 03 - Legacy of My Ancestor (Lvl 1-2)		A	T	R
	4	Mongoose Traveller 2nd Edition Ashes of Exodus	Santa Monica A	A	A	R
	5	Pathfinder Adventure Card Game PFSACG 4-1 Chasing Yellow Sails (lvl 1)	Los Angeles A	A	A	R

Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder RPG PFS 5-08 The Confirmation (lvl 1-2)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-04 The Unseen Inclusion (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-05 Call of the Copper Gate (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-06 The Shores of Heaven (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-07 Salvation of the Sages (lvl 7-11)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-09 Beyond the Halfflight Path (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-10 Signs in Senghor (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R
	4	Powered by the Apocalypse Demigods: Are You A God?	San Lorenzo B	A	T	R
	4	Powered by the Apocalypse The Happiest Apocalypse on Earth	San Lorenzo A	A	T	R
	8	Savage Rifts® Mexican Cargo Run: Rio Grande rendezvous Part 1	Santa Monica C	A	A	R
	4	Savage Worlds Bane of the Bayou	San Lorenzo C	A	M	R
	4	ShadowPunk-Modified Fate Accelerated Crackdown!	San Lorenzo E	A	T	R
	4	Sorcerer Dinner Party of the Damned	San Lorenzo C	A	M	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-04 Cries From the Drift (lvl 1-4)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-06 A Night in Nightarch (lvl 3-6)	Los Angeles A	E	A	R
	4	Star Trek Adventures RPG Storytime: Star Trek Adventures	San Lorenzo D	A	A	R
	4	Storyteller-CoD Eight Hours Till Daylight	San Lorenzo F	A	A	R
	4	Syntheticide RPG Will Kill For Food	San Lorenzo B	A	T	R
	4	The Name of the Game is Wrestling The Name of the Game is Wrestling *	Exec Boardroom	A	T	R
	4	The Sprawl - Touched The Sprawl - Touched	San Lorenzo D	A	A	R
	3	Threadbare RPG Threadbare RPG *	Chair Boardroom	A	A	R
	4	Traveller LBB The Wretched March of the Dame Arnathia: A Sword [...]	San Lorenzo A	A	T	R
	4	Trungeons & Dravellers Dwellers of the Forbidden City	San Lorenzo E	A	T	R
	4	RPG Games on Demand	San Lorenzo F	A	A	R
	4	Wild Talents/O.R.E. Expedition to Terror Planet	San Lorenzo F	A	A	R
3 pm	1	Agricola 101	International B	B	A	B
	1	Cat Lady Event	International B	A	A	B
	3	Darkest Night 2nd Ed Event	International B	A	A	B
	5	Merchant of Venus Tournament	International B	E	T	B
	1	New Salem: The Constable Expansion Event *	International B	A	A	B
	2	Project Elite Event	International B	A	M	B
	2	Yahtzee Free for All #2 Small	International B	A	A	B
	1	Button Men	La Jolla	A	A	C
	3	Magic: the Gathering Draft (Current Sets)	La Jolla	A	A	C
	1	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	4	Death From Above Death From Above *	International A	A	T	M
	1	Orbital Drop Event	Newport B	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Mysteres Event	Newport C	A	T	P
	1	Come Back to the RPG Table: a guide for the best of modern RPG's and [...]	Carmel	A	A	S
	2	Mario Kart 8 Team Race Wii U	Marina	A	F	V
4 pm	4	Agricola Tournament	International B	E	A	B
	2	Cthulhu Dice Sponsored	International B	A	A	B
	1	Mansions of Madness 101	International B	B	A	B
	1	Puerto Rico 101	International B	B	A	B
	1	Rise of the Zombies Demo	International B	B	A	B
	1	The Godfather: Corleone's Empire 101	International B	B	T	B
	1	Treasure Hogs Event	International B	B	F	B
	2	Button Men	La Jolla	A	A	C
	2	Magic: the Gathering Commander	La Jolla	A	A	C
	2	Red Dragon Inn #4	La Jolla	A	A	C
	4	Knightmare Tile Chess Tournament	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	1.5	Tournament Movie, Advance Screening	1635	A	A	G
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	3	Guild Ball Guild Ball	International A	A	A	M
	4	Invisible Enemy Invisible Enemy - Micromachines at War	International A	A	A	M
	0.75	Barker's Row Event	Catalina B	A	A	P
	1	Orbital Drop Event	Newport B	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	1	Self Branding In A Social Media World	Carmel	A	A	S
	6	Frederick Small	Los Angeles C	A	A	W

Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
5 pm	1	Kingsburg 101	International B	B	A	B
	2	Love Letter #2 Small	International B	A	A	B
	2	Mansions of Madness Event	International B	A	A	B
	4	Puerto Rico Tournament	International B	E	A	B
	4	Stadium: A Sport Odyssey Demo	International B	B	A	B
	1	T'zolkin: The Mayan Calendar 101	International B	B	A	B
	2	The Godfather: Corleone's Empire Event	International B	E	T	B
	1	Yu-Gi-Oh! Demo #3	La Jolla	A	A	C
	.2	Raffle Drawing!	Pacific	A	A	G
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	A	M
	6	Circus Maximus Circus Maximus	International A	A	A	M
	2	Civil Unrest Civil Unrest Play Open Play Test	International A	A	A	M
	4	Warhammer 40K 8th edition Warhammer 40K Demos	International A	A	A	M
	4	X-Wing Epic Ship Encounter	International A	A	A	M
	1	Orbital Drop Event	Newport B	A	T	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	0.75	New Salem: The Constable Expansion Event	Catalina B	A	A	P
	2	The Golden State Gaming Network Presents: Party Games!	Carmel	A	A	S
	2	Marvel Vs. Capcom Infinite #1 PS4	Marina	A	A	V
	6 pm	7	Fire and Fury: Supremacy 2020 Event	International B	A	A
4		Kingsburg Big	International B	E	A	B
1		Little Drop of Poison 101	International B	B	A	B
1		Runewars 101	International B	B	M	B
2		T'zolkin: The Mayan Calendar Small	International B	E	A	B
2		Ticket to Ride: UK Small	International B	A	A	B
2		Tyrants of the Underdark Event	International B	A	A	B
2		Win a Copy: Darkrock Ventures Event	International B	A	A	B
2		Write Knights Event	International B	A	T	B
2		Battle of Souls Tournament	La Jolla	B	T	C
2		Open Demos - Dice and Cards!	La Jolla	A	A	C
4		Dreadball 2.0 Dreadball 2.0 Ultimate	International A	A	T	M
1		GROWL - a card game about friendship, trust, and werewolves! Tournament	Newport B	A	F	P
1		Ninja (Playground Game) Event	Newport C	A	A	P
2		Escape Room In A Box Event	Newport D	A	A	P
4	SoCal Dewbacks Darkwatch Saber Exhibition 1 Event	Pasadena Gard	A	A	P	
1	Witchhunt	Catalina C	B	A	P	
4	C&C Napoleonic Intro & Epic Demo Event	Los Angeles C	A	A	W	
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	1	Ashes: Rise Of The Phoenixborn 101	International B	B	A	B
	2	Camel Up #1 Small	International B	A	A	B
	1	Little Drop of Poison Event	International B	A	A	B
	3	Power Grid World Tour: Brazil Event	International B	E	T	B
	4	Runewars Tournament	International B	E	M	B
	4	Sovereign Chess Sponsored	International B	A	A	B
	1	Xia: Embers of a Forsaken Star 101	International B	B	A	B
	3	Yu-Gi-Oh! Tournament	La Jolla	A	A	C
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	2	Witchhunt Event	Catalina C	A	A	P
	4	D&D 5e DDEP 7-2 Drums of the Dead (lvls 11-16)		E	A	R
	4	D&D 5e DDEP 7-2 Drums of the Dead (lvls 1-4)		A	A	R
	4	D&D 5e DDEP 7-2 Drums of the Dead (lvls 17-20)		E	A	R
	4	D&D 5e DDEP 7-2 Drums of the Dead (lvls 5-10)		E	A	R
	2	Dragonball FighterZ #1 PS4	Marina	A	A	V
8 pm	2	Ashes: Rise Of The Phoenixborn Sponsored	International B	A	A	B
	1	Eclipse 101	International B	B	T	B
	2	Elder Sign Gates of Arkham Event	International B	A	A	B
	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	2	Here They Come PLAYTEST Event	International B	B	A	B
	1	HeroQuest 101	International B	B	A	B
	4	Xia: Embers of a Forsaken Star Small	International B	A	A	B
	3	Yamatai Event	International B	A	A	B
	4	Magic: the Gathering Draft (Current Sets)	La Jolla	A	A	C
	4	Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	La Jolla	E	T	C
	2	Clank in Space	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	4	Juggernaut Juggernaut	3109	A	M	L

Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Sign Sign: A Game About Being Understood	3103	A	T	L
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	4	Massive Darkness Massive Darkness	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Whiskey Business! Event	Newport B	A	A	P
	10	AD&D 2nd ed High Level All Nighter	San Lorenzo D	E	M	R
	4	Cthulhu Dark Solar Particle Event	San Lorenzo C	A	M	R
	4	Dresden Fate Accelerated Murder and War	San Lorenzo B	A	T	R
	4	GURPS Project Aspire - Wishworld	San Lorenzo F	A	A	R
	4	GURPS (Traveller setting) Time to Leave?	San Lorenzo A	A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 04 - Crossing the [...] (Lvl 1-2)		A	T	R
	4	Paranoia A Hole in the Complex	Santa Monica A	A	A	R
	5	Pathfinder RPG SPECIAL EVENT PFS 9-00 Assault on Absalom (lvl 1-11)	Los Angeles A	A	A	R
	4	PRISM KALEIDOSCOPE - Revenants: Saving Shiloh	Chair Boardroom	A	A	R
	4	Shadowrun 5th Sprawl Wilds - Arrival	San Lorenzo B	A	T	R
	3	The Light RPG [PLAYTEST] Unauthorized Human Trials	San Lorenzo E	A	T	R
	2	Happy Jacks Podcast: Live from Orcon 2018	Carmel	A	M	S
	6	Battle for Armageddon Event	Los Angeles C	A	T	W
9 pm	2	Eclipse Expansions Small	International B	A	T	B
	1	EXO PLAYTEST Demo	International B	B	A	B
	6	HeroQuest Event	International B	A	A	B
	1	Splendor 101	International B	B	A	B
	1	Wits and Wagers Event	International B	A	A	B
	3	Star Wars Destiny Draft/Sealed	La Jolla	A	A	C
	1.5	Two Rooms and a Boom Event	Catalina A & B	A	T	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	4	Werewolf: Twilight Edition Event	Newport C	A	T	P
	1	Whiskey Business! Event	Newport B	A	A	P
	2	Injustice 2 #1 PS4	Marina	A	A	V
10 pm	2	Commies! Event	International B	A	A	B
	3	Splendor MEGA	International B	E	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	2	Co-operative Kingdom Death: Monster	International A	B	M	M
	3	Ultimate Werewolf Event	Newport B	A	A	P
	3	RPG Games on Demand (Late Night Edition)	San Lorenzo F	A	A	R
11 pm	1.5	Speakeasy Event	Catalina A	A	A	P

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Sun, Feb 18

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Ticket to Ride: First Journey Event	International B	A	A	B
	4	M:tG Rivals Re-Release: Sealed	La Jolla	A	A	C
	1	Magic: The Gathering - Late Night Casual Gathering	La Jolla	A	T	C
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
1 am	3	Ultimate Werewolf Event	Newport C	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
8 am	1	Battle of Souls - Learn and Play	La Jolla	A	T	C
9 am	3	Dream Factory Small	International B	A	A	B
	3	Formula D Small	International B	A	A	B
	2	Munchkin Wonderland Sponsored	International B	A	F	B
	4	Presidential Knife Flight Demo *	International B	B	T	B
	1	Stone Age 101	International B	B	A	B
	2	Duel 2 *	International B	A	A	G
	2	Clay-o-Rama Clay-o-Rama Extravaganza	International A	A	K	M
	10	Mr Lincoln's War New Hope Church May 25th 1864 ACW The Atlanta [...]	International A	A	T	M
	6	Team Yankee (BattleFront) Team Yankee Invitational Tournament Day 2	International A	A	A	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M

Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Zombicide Zombicide	International A	A	T	M
	4	Cthulhu Dark Operation Frieloch	San Lorenzo B	A	M	R
	4	D&D 5e CCC-SRCC01-01 Trouble in the Old City (lvl 1-4)		A	A	R
	4	D&D 5e CCC-YLRA02-02 The Chill Orb of Twilight (lvl 11-16)		E	A	R
	4	D&D 5e DDAL 6-3 Crypt of the Death Giants (levels 17-20)		E	A	R
	4	D&D 5e DDAL 7-8 Putting the Dead to Rest (lvls 5-10)		E	A	R
	4	Deadlands Reloaded (Savage Worlds) Stingaree: City by the Sundown Sea	San Lorenzo C	E	M	R
	4	GURPS Blackout Era- Assassins	San Lorenzo F	A	T	R
	4	GURPS (Paragon University setting) The Big Crush	San Lorenzo D	A	T	R
	4	In Nomine Big Game Hunting	San Lorenzo E	A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 00 - Festival of Coronation (Intro)		A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 05 - The Search Begins (Levels 1-2)		A	T	R
	4	My Little Pony: Tails of Equestria RPG Lost in the Woods-all ages	Santa Monica A	A	F	R
	5	Pathfinder Adventure Card Game PFSACG 4-2 Fanning the Flames (lvl 2)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 2-25 You Only Die Twice (lvl 5-9)	Los Angeles A	E	A	R
	5	Pathfinder RPG PFS 5-08 The Confirmation (lvl 1-2)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-07 Salvation of the Sages (lvl 7-11)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-09 Beyond the Halflight Path (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-10 Signs in Senghor (lvl 1-5)	Los Angeles A	A	A	R
	4	Powered by the Apocalypse Bedlam Hall: A Peculiar Holiday on the Nile	Chair Boardroom	A	T	R
	4	Pugmire Missing Kittens	Santa Monica A	A	F	R
	4	Savage Rifts® The Splice Must Flow: Answering the Call pt 2	Santa Monica C	A	A	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-04 Cries From the Drift (lvl 1-4)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-06 A Night in Nightarch (lvl 3-6)	Los Angeles A	E	A	R
	4	Tales from the Loop Arcade Generation	San Lorenzo A	A	A	R
	8	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	4	Eternal Kings Demo	International B	B	A	B
	5	Great Western Trails Small	International B	B	A	B
	1	Kingdom Builder 101	International B	B	A	B
	4	Middle-Earth Quest Event	International B	A	A	B
	4	Stone Age Big	International B	E	A	B
	3	Terraforming Mars Final Big	International B	E	A	B
	1	Tutti Frutti Event	Family Area	A	K	B
	2	Uno #3 Small	International B	A	A	B
	4	Middle Earth CCG	La Jolla	A	A	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	2	Red Dragon Inn #5	La Jolla	A	A	C
	2	Castellan - Play to Win!	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	A	C
	14	Dwarves vs Orcs *	International B	A	A	G
	7	Paint and Take Sponsored by Army Painter	International A	A	A	M
	8	Blood Bowl Noober Bowl IV	International A	A	A	M
	7	Club rules - Wargamerabbit Battle of Halle 1806 France vs. Prussia	International A	A	T	M
	8	Miniature Game Dust 1947	International A	A	A	M
	4	Mythic Battles pantheon Mythic Battles Pantheon	International A	A	A	M
	6	Signal Close Action! Ship v Ship in the Age of Sail	International A	A	T	M
	10	Warhammer 40K 40K Mega-Apocalypse	International A	A	A	M
	10	Warhammer 40K Orcon ITC Warhammer 40K Grand Tournament	Bel Air	E	T	M
	4	Warhammer 40K 8th edition Warhammer 40K Demos	International A	A	A	M
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	4	SoCal Dewbacks Darkwatch Invitational Exhibition 2 Event	Pasadena Gard	A	A	P
	8	Kriegsspiel Event	Los Angeles C	A	A	W
11 am	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	3	Kingdom Builder Tournament	International B	E	T	B
	1	Minecraft: Card Game? Event	Family Area	A	F	B
	2	Munchkin Nightmare Before Christmas (Lite) Sponsored	International B	B	A	B
	1	Red Dragon Inn 101	International B	B	A	B
	2	Robinson Crusoe: Adventures on the Cursed Island Event	International B	A	A	B
	1	Sentinels of the Multiverse 101	International B	B	A	B
	4	Sovereign Chess Sponsored	International B	B	A	B
	1	M:tG 101: Intro to Magic	La Jolla	A	A	C
	2	Pokemon #2	La Jolla	A	A	C

Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Yu-Gi-Oh! Demo #4	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	.2	Raffle Drawing!	Pacific	A	A	G
	1	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	6	Hail Caesar Tim Keennon Memorial Hail Caesar Tournament	International A	A	T	M
	2	Kid Friendly Movies #2	Carmel	A	A	S
Noon	1	Barker's Row Event	International B	A	A	B
	4	Center Stage Demo	International B	B	A	B
	3	Century: Spice Road Small	International B	A	A	B
	2	Phase 10 #3 Small	International B	A	A	B
	1	Play Fire of Eidolon with the Publisher Event *	International B	A	A	B
	3	Red Dragon Inn Tournament	International B	E	A	B
	2	Sentinels of the Multiverse Event	International B	A	A	B
	1	Talisman: Cataclysm 101	International B	B	T	B
	1	The Cards of Cthulhu Expansions Demo	International B	B	A	B
	8	Cheapass Demo	La Jolla	A	A	C
	1	Tak	La Jolla	A	A	C
	12	Magic: the Gathering On Demand	La Jolla	A	A	C
	2	M:tG Rivals Re-Release: Sealed	International B	A	A	C
	8	Red Dragon Inn	La Jolla	A	T	C
	2	Red Dragon Inn #6	La Jolla	A	A	C
	4	Star Wars Minis Sealed Booster Draft #1	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	4	Original Oh dear! We seem to have run out of time.	3109	A	A	L
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	5	Dreadball - Mantic Games Dreadball 2nd Edition Casual Tournament	International A	A	A	M
	4	Infinity Infinity Open Play/Demo	International A	A	A	M
	1.5	Prince AJ's Super Scavenger Hunt Tournament	Catalina A	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	1	Super Smash Bros. FFA Wii U	Marina	A	A	V
	4	Battle Cry Small	Los Angeles C	A	A	W
1 pm	1	Deception: Murder in Hong Kong 101	International B	B	A	B
	2	Fireball Island Event	International B	A	A	B
	1	New Salem: The Constable Expansion Event *	International B	A	A	B
	4	Sea of Nadia Demo	International B	B	A	B
	4	Talisman/Cataclysm Small	International B	E	T	B
	3	Ticket to Ride: Europe Tournament	International B	E	A	B
	3	Ascension: Chronicle of the Godslayer #2	La Jolla	A	A	C
	2	Battle of Souls Demo	La Jolla	A	T	C
	2	Tak	La Jolla	A	A	C
	3	M:tG Modern Constructed	La Jolla	A	A	C
	4	PLAYER AIDES (feat. Peak Oil, Dogs, New Bedford, Dream home)		A	T	G
	4	Richard the Lionheart Richard the Lionheart	International A	A	T	M
	2	Bars & Dice - Short Attention Span Gaming & Raffle!	Carmel	A	M	S
2 pm	1	Down In Flames Demo	International B	B	A	B
	1	Honshu Event	International B	A	T	B
	1	Istanbul 101	International B	B	A	B
	2	Manila Small	International B	A	A	B
	2	Monopoly Deal #3 Small	International B	A	A	B
	1	Munchkin Panic 101	International B	B	T	B
	6	Power Grid Big	International B	E	A	B
	4	Stadium: A Sport Odyssey Demo	International B	B	A	B
	5	The World Cup Game: Main Game Event	International B	A	A	B
	2	Win a Copy: Darkrock Ventures Event	International B	A	A	B
	2	Magic: the Gathering Commander	La Jolla	A	A	C
	4	Middle Earth CCG	La Jolla	A	A	C
	2	Red Dragon Inn #7	La Jolla	A	A	C
	4	Munchkin Tournament	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	.2	Raffle Drawing!	Pacific	A	A	G
	4	Winter Is Here Game of Thrones :	3103	A	T	L
	2	Painting Contest Judging	International A	A	A	M
	2	Dreadball - Mantic Games Learn to play Dreadball 2nd Edition	International A	A	A	M
	6	Lion Rampant Hungry...Hungry Vikings!	International A	A	A	M

Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Masmorra Masmorra	International A	A	T	M
	4	Massive Darkness Massive Darkness	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	3.5	Red Dragon Inn Event	Catalina A	A	T	P
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	4	7th Sea The Great Game, Part 2 *	San Lorenzo C	A	T	R
	4	Apocalypse Engine The Watch: Flowers in Shadow	San Lorenzo A	A	T	R
	4	Call of Cthulhu 5th Edition Call of Cthulhu - Fourteenth Hour	San Lorenzo E	A	A	R
	4	Cthulhu Dark Arkham 1692: The Doors Beyond Time	Chair Boardroom	A	M	R
	4	Dark Eras Vampire the Requiem: Second Edition Worlds End	San Lorenzo E	A	A	R
	4	D&D 5e CCC-SFBAY 1-2 Old Enemies Arise (lvls 5-10)		E	A	R
	4	D&D 5e CCC-SRCC01-02 Down the River of Snakes (lvl 1-4)		A	A	R
	4	D&D 5e DDAL 0-1 Window to the Past (lvl 17-20)		E	A	R
	4	D&D 5e DDAL 7-9 Unusal Opposition (lvl 11-16)		E	A	R
	4	Dungeon Crawl Classics Hole in the Sky	San Lorenzo B	A	A	R
	4	Dungeon Fantasy RPG (GURPS) Threllhaven - The Hassle on the Coast	San Lorenzo B	A	T	R
	2	Gruel Truck! Competitive Gruel Truck!	Santa Monica A	A	T	R
	4	GURPS GURPS Finals	San Lorenzo F	A	A	R
	4	GURPS The Island	San Lorenzo F	A	T	R
	4	Legend of the 5 Rings 4th Edition CIT - 06 Celestial Unrest (Levels 1-2)		A	T	R
	4	Paranoia Send In the Clones	San Lorenzo D	A	A	R
	5	Pathfinder Adventure Card Game PFSACG 4-2 Fanning the Flames (lvl 2)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 0-26 Lost at Bitter End (lvl 7-11)	Los Angeles A	E	A	R
	5	Pathfinder RPG PFS 9-05 Call of the Copper Gate (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-06 The Shores of Heaven (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-08 Birthright Betrayed (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-09 Beyond the Halfflight Path (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R
	8	Savage Rifts® Mexican Cargo Run: Rio Grande rendezvous Part 2	Santa Monica C	A	A	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-05 The First Mandate (lvl 1-4)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-07 The Solar Sortie (lvl 1-4)	Los Angeles A	B	A	R
	4	Synthicide RPG Will Kill For Food	San Lorenzo A	A	T	R
	4	The Burning Wheel The Gift	San Lorenzo A	A	T	R
	3	RPG Games on Demand (Kids edition!)	San Lorenzo F	A	F	R
3 pm	1	Acquire 101	International B	B	A	B
	2	Battle Arena Show Event	International B	A	M	B
	3	Catan Finals Sponsored	International B	E	F	B
	3	Istanbul Tournament	International B	E	A	B
	2	Munchkin Panic Sponsored	International B	E	T	B
	2	Yahtzee Free for All #3 Small	International B	A	A	B
	1	Brawl	La Jolla	A	A	C
	4	Magic: the Gathering Draft (Current Sets)	La Jolla	A	A	C
	4	PLAYER AIDES (feat. Rising 5, Migration, Garbage Day, Nehemiah & Ra)		A	A	G
	1.5	Tournament Movie, Advance Screening	1635	A	A	G
	1	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	1.5	Top 10 RPG's to try if you've only played D&D and Pathfinder	Carmel	A	A	S
	2	Mario Kart 8 Wii U	Marina	A	K	V
4 pm	1	1500: The New World Demo	International B	B	A	B
	4	Acquire: David Woolcott Memorial Tournament	International B	E	A	B
	3	Darkest Night 2d Ed Event	International B	A	A	B
	4	Icon Demo	International B	B	A	B
	1	Playtest Incoming Transmission with the Publisher Event *	International B	A	A	B
	4	Starship Awesome 3000 Event	International B	A	A	B
	1	Twilight Imperium 4th Ed 101	International B	B	A	B
	2	Brawl	La Jolla	A	A	C
	2	Magic: the Gathering Commander	La Jolla	A	A	C
	2	Red Dragon Inn #8	La Jolla	A	A	C
	.25	GRID GAME Raffle Drawing!	Pacific	A	A	G
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	0.75	Barker's Row Event	Catalina B	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	3	Heroes of Normandy/Shadow of Normandie Event	Los Angeles C	A	T	W
5 pm	2	Love Letter #3 Small	International B	A	A	B
	2	Pie Town Demo	International B	B	A	B
	1	The Lord of the Ice Garden 101	International B	B	T	B

Sunday

Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Ticket to Ride: Africa Small	International B	A	A	B
	6	Twilight Imperium: 4th Ed Tournament	International B	E	A	B
	2	Zombie Dice Sponsored	International B	A	A	B
	1	Pirates Sink & Keep "Jumanji: Welcome to the Ocean" *	La Jolla	A	K	C
	4	Star Wars Minis Sealed Booster Draft #2	La Jolla	A	A	C
	.2	Raffle Drawing!	Pacific	A	A	G
	0.75	New Salem: The Constable Expansion Event	Catalina B	A	A	P
	1	PST Improv presents Phoenix Down!	Carmel	A	A	S
	2	Marvel Vs. Capcom Infinite #2 PS4	Marina	A	A	V
6 pm	4	Agricapalooza Small	International B	A	A	B
	1	Fury of Dracula 2nd Ed 101	International B	B	A	B
	2	Here They Come PLAYTEST Demo	International B	B	A	B
	6	Star Wars Imperial Assault Event	International B	A	M	B
	3	The Lord of the Ice Garden Event	International B	E	T	B
	1	Viticulture 101	International B	B	A	B
	3	Star Wars Destiny Standard/Infinite Tournament	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	A	C
	6	Savage Worlds Monster Mash - Zombie Attack!	International A	A	T	M
	1	GROWL - teaching 101, Tournament with prizes! Tournament	Newport B	A	A	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	2	Escape Room In A Box Event	Newport D	A	A	P
	4	Sails of Glory, Frigates Event	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Camel Up #2 Small	International B	A	A	B
	2	Flipships Demo	International B	B	A	B
	3	Fury of Dracula 2nd Ed Event	International B	A	A	B
	3	Power Grid World Tour: Spain & Portugal Event	International B	E	T	B
	4	Rayguns and Rocketships 101	International B	B	A	B
	4	Viticulture Tournament	International B	E	A	B
	3	Yu-Gi-Oh! Tournament	La Jolla	A	A	C
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	4	D&D 5e CCC-SRCC01-03 Altar of the Smoldering Eye (lvl 1-4)		A	A	R
	4	D&D 5e CCC-YLRA02-01 The Sly and the Avaricious (lvl5-10)		E	A	R
	4	D&D 5e DDAL 0-3 Those Who Came Before (lvl 17-20)		E	A	R
	4	D&D 5e DDAL 7-10 Fire, Ash, and Rain (lvls 11-16)		E	A	R
	4	D&D 5e DDAL 7-3 A Day At the Races (lvl 1-4)		E	A	R
	4	D&D 5e DDAL 7-6 Fester and Burn (lvl 5-10)		E	A	R
	2	Secret Sith with Strategicon Staff!	Carmel	A	A	S
	2	Dragonball FighterZ #2 PS4	Marina	A	A	V
8 pm	1	Carcassonne 101	International B	B	A	B
	2	Chimera Station Event	International B	E	A	B
	3	Codenames: Partners Small	International B	E	T	B
	3	Eclipse: New Dawn for the Galaxy Small	International B	A	T	B
	1	EXO PLAYTEST Demo	International B	B	A	B
	4	Magic: the Gathering Draft (Current Sets)	La Jolla	A	A	C
	4	Long Live the King Long Live the King	3103	A	A	L
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	4	Massive Darkness Massive Darkness	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Whiskey Business! Event	Newport B	A	A	P
	4	Bluebeard's Bride Bluebeard's Bride	San Lorenzo B	A	M	R
	4	FATE Accelerated Epic Crossover - Superheroic Roleplay	San Lorenzo C	A	A	R
	4	Legend of the 5 Rings 4th Edition CIT 07 - A Breed Apart		A	T	R
	5	Pathfinder RPG PFS 9-04 The Unseen Inclusion (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-05 Call of the Copper Gate (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-06 The Shores of Heaven (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-07 Salvation of the Sages (lvl 7-11)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-09 Beyond the Halfflight Path (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-10 Signs in Senghor (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-04 Cries From the Drift (lvl 1-4)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-06 A Night in Nightarch (lvl 3-6)	Los Angeles A	E	A	R
	3	The Light RPG [PLAYTEST] In the Belly of the Beast	San Lorenzo D	A	A	R
9 pm	1	7 Wonders 101	International B	B	A	B

Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Carcassonne Tournament	International B	E	A	B
	3	Star Wars Destiny Draft/Sealed	La Jolla	A	A	C
	1	Deception: Murder in Hong Kong Event	Newport C	A	A	P
	1.5	Two Rooms and a Boom Event	Catalina A & B	A	T	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	1	Whiskey Business! Event	Newport B	A	A	P
	4	RIFTS/Palladium Into The Rifts: Escape the Multiverse Part 3	Santa Monica C	A	A	R
	2	Injustice 2 #2 PS4	Marina	A	A	V
10 pm	2	7 Blunders Small	International B	A	A	B
	2	Commies! Event	International B	A	A	B
	1	Thurn and Taxis 101	International B	B	A	B
	1	The Resistance: Avalon Event	Newport C	A	A	P
11 pm	3	Nexus Ops Small	International B	A	A	B
	3	Thurn and Taxis Small	International B	E	A	B
	1.5	Speakeasy Event	Catalina A	A	A	P

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Mon, Feb 19

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	4	M:tG Rivals Re-Release: Sealed	La Jolla	A	A	C
	3	Battlestations 2.0 Battlestations HUGE!	International B	A	A	M
	3	Ultimate Werewolf Event	Catalina C	A	M	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
9 am	3	7 Wonders MEGA	International B	E	A	B
	3	Power Grid World Tour: Australia Tournament	International B	E	T	B
	1	Battle of Souls - Learn and Play	La Jolla	A	T	C
	4	Massive Darkness Massive Darkness	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	4	D&D 5e CCC-YLRA 2-3 The Empty School (lvls 1-4)		A	A	R
	4	D&D 5e DDAL00-02F The Definition of Heroism (lvl 17-20)		E	A	R
	4	D&D 5e DDAL 7-4 A Walk in the Park (lvl 1-4)		A	A	R
	4	D&D 5e DDAL 7-7 Rotting Roots (lvls 5-10)		E	A	R
	4	Legend of the 5 Rings 4th Edition CIT 00 - Festival of Coronation (Intro)		A	T	R
	4	Legend of the 5 Rings 4th Edition CIT 08 - Halls of the Forgotten (Levels 1-2)		A	T	R
	5	Pathfinder RPG PFS 1-34 Encounter at the Drowning Stones (lvl 7-11)	Los Angeles A	E	A	R
	5	Pathfinder RPG PFS 9-04 The Unseen Inclusion (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-09 Beyond the Halfight Path (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-05 The First Mandate (lvl 1-4)	Los Angeles A	B	A	R
	4	Variable Monday Morning Madness	San Lorenzo A	A	A	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	1	Can't Stop Event	International B	A	F	B
	2	Commies! Event	International B	A	A	B
	4	Eternal Kings Demo	International B	B	A	B
	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	2	Uno #4 Small	International B	A	A	B
	4	Cypher System Numenera	San Lorenzo B	A	A	R
11 am	3	Auction	Carmel	A	A	G
	4	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
Noon	3	Planetborne Demo	International B	B	A	B
	4	Sea of Nadia Demo	International B	B	A	B
	.25	Grand Raffle Drawing! *	Dealers Room	A	A	G
	1	Ice Cream Empire Event	Newport B	A	A	P
1 pm	4	Vegas Showdown Event	International B	A	A	B
	1	Ice Cream Empire Event	Newport B	A	A	P
2 pm	1.5	The Last Banquet Event	Catalina A	A	A	P
	4	D&D 5e CCC-YLRA02-04 The Wards in the Walls (lvlls 1-4)		A	A	R
	4	D&D 5e DDAL 7-12 In Search of Secrets (lvls 11-16)		E	A	R

Monday

Monday

Mon, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D 5e DDAL 7-5 Whispers in the Dark (lvls 1-4)		A	A	R
	4	D&D 5e DDAL 7-8 Putting the Dead to Rest (lvls 5-10)		E	A	R
	4	Legend of the 5 Rings 4th Edition CIT 09 - Essence of Fire		A	T	R
	5	Pathfinder RPG PFS 9-05 Call of the Copper Gate (lvl 3-7)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-07 Salvation of the Sages (lvl 7-11)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-10 Signs in Senghor (lvl 1-5)	Los Angeles A	A	A	R
	5	Pathfinder RPG PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9)	Los Angeles A	A	A	R
	5	Starfinder RPG SFS 1-01 The Commencement (lvl 1-2)	Los Angeles A	B	A	R
	5	Starfinder RPG SFS 1-06 A Night in Nightarch (lvl 3-6)	Los Angeles A	E	A	R
	5	Starfinder RPG SFS 1-07 The Solar Sortie (lvl 1-4)	Los Angeles A	B	A	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event * = Play with the creator	International B	A	A	B

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

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

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Special Events and Seminars

Special Events and Seminars

Carmel, Newport B

Bars & Dice - Short Attention Span Gaming & Raffle! — Sun 1 pm
Specializing in games that can be played in an hour or less, we will host 3-4 games concurrently throughout the session. Actual game selection from our collection will be based on participant interest and game master's whim. You will get 1 raffle ticket for each 15min of game play. One additional raffle ticket per 15 min to the game winner(s)! Time spent learning a new game counts as game play.

Come Back to the RPG Table: a guide for the best of modern RPG's and indie games — Sat 3 pm

When is the last time you played an RPG? Was THACO still a thing? Was it 3.5 DnD? The gaming industry, like any other, has evolved and has new and exciting "technology". RPG's are expanding in ways that people never thought possible, with rules and settings that can fit almost any niche and play style preference. Come and see what's new and why you should sling dice once again in an RPG! Presented by Arizona Tabletop Game convention Crit Hit owner Emanuel James Miller.

Happy Jacks Podcast: Live from Orcon 2018 — Sat 8 pm

Join the Happy Jacks crew for a live recording (and possible streaming) of our show. Share your gaming experiences, ask questions, make demands.

How to Write For Games — Sat 1 pm

Featuring Paizo's Organized Play Lead Developer, John Compton, Author, Gabrielle Harbowy, and several other locals, this panel will explore tips and tricks for writing better games, and how to get started professionally. The event will include a raffle to play in an early access Starfinder RPG Adventure written and game mastered by John Compton! Refreshments will be provided on a first come first serve basis.

Kid Friendly Movies — Sat, Sun 11 am

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

General Events

Pacific Ballroom, Carmel, Executive Boardroom, Plaza Ballroom A, 1635

Auction — Mon 11 am

Our thrice-annual redistribution of games. One never knows what games they might find here – come see for yourself!

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

Dealer Room Closes —

Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

Duel 2 — Fri 7 pm, Sat, Sun 9 am

A turn-based game of gladiatorial combat. Create a team of warriors, outfit them, then fight them in the arena. Fights process every other hour on the odd hours.

Dwarves vs Orcs — Fri 8 pm, Sat, Sun 10 am

A turn-based game set in the Savage North. Mastermind a clan of dwarves or a tribe of orcs, explore the Savage North, build an army, and destroy the other side. Turns process every other hour on the even hours.

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

Our Bazaar of the Bizarre. Come clear out your closet or attempt to fill it back up.

PST Improv presents Phoenix Down! — Sun 5 pm

Unwaveringly witty troupe PST Improv comes to you from Redlands, CA with a bone tickling offering of off-the-cuff antics. Family friendly and definitely something you will not find anywhere else at the convention. 100% unscripted and 100% fun!

Secret Sith with Strategicon Staff! — Sun 7 pm

Come watch the Strategicon Staff play Secret Sith, a Star Wars reskin of the popular social deduction game Secret Hitler! Get to know the Administration, Department Heads and Staff of the Strategicon Conventions, and watch them attempt to figure out who's a loyalist...who's a Separatist...and who's the Sith!

Self Branding In A Social Media World — Sat 4 pm

The panel is a group of independent women who are building brands based off their own ideas. In all cases promoting themselves as the brand. Writer, Cosplayer, Fashionista, Vlogger. Sharing their experiences and stories of what made them take the leap and put themselves out there. This is an open Q&A session with your host, Billy Salazar.

The Golden State Gaming Network Presents: Party Games! — Sat 5 pm

Join us for an exciting two hours of multiple Party Games being moderated by our special panelists Sandra Rae-McGinty and John Yuan.

Top 10 RPG's to try if you've only played D&D and Pathfinder — Sun 3 pm

D&D and Pathfinder dominate the RPG world, but there are a host of hot indie games that YOU SHOULD BE PLAYING AS WELL. Come and check out the top 10 picks for RPG's you should be trying out as picked by Emanuel James Miller, owner of Arizona's Tabletop Convention- Crit Hit!

Grand Raffle Drawing! — Mon Noon

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

GRID GAME Raffle Drawing! — Sun 4 pm

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

Knit and Crochet Lounge — Sat 9 am

Interested in a little quiet time to craft and be around others who also play with yarn? Spend some time with those who also engage in the creation of items via needles and hooks and spend some time together, creating and sharing the awesome games we've played/will be playing!

Meet & Greet — Fri 7 pm

Come join our special guests John Compton and Jeff Siadek for a special Meet & Greet Event. (Room 1635)

General Events

PLAYER AIDES (Peak Oil, Dogs, New Bedford, Dream home) — Sun 1 pm

PLAYER AIDES (Rising 5, Migration, Garbage Day, Nehemiah & Ra) — Sun 3 pm

Whether you choose to learn a game or two from our menu or if you've just been hoping for a chance to play some of them at the convention, the GMs of PLAYER AIDES are happy to facilitate a great experience. We start new games as players show up, all throughout the 4-hour session

Raffle Drawing! — Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm
Raffle drawing at the Strategicon Booth in the Dealer's Room!
Three tickets will be pulled to win 15 Dealer Tokens each!

Board Games

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

Gaming 101

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

1500: The New World DEMO — Sat Noon, Sun 4 pm

Fun, fast paced, game where you are trying to conquer land in the New World and take land from your opposing players.

1830 101 — Fri 7 pm

1830: Railways & Robber Barons — Fri 8 pm

Players seek to make the most money by buying and selling stock in various share companies. The player with the most shares of a company operates it, developing its track network, buying trains and running them.

7 Blunders — Sun 10 pm

Unlike 7 Wonders, players attempt to score the least number of points. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player.

7 Wonders 101 — Sun 9 pm

7 Wonders Duel — Fri 10 pm

Each player starts with four wonder cards, and the construction of a wonder provides its owner with a special ability. Only seven wonders can be built, though, so one player will end up short.

7 Wonders MEGA — Mon 9 am

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

Acquire 101 — Sun 3 pm

Acquire: David Woolcott Memorial — Sun 4 pm

Place your tiles and create hotel chains. Buy stock in hotels and anticipate hotel mergers to make money. The player who has the most money at the end of the game wins! Greed is good!

A Feast for Odin — Sat 11 am

Delve into the world of Vikings and dabble in trading, hunting, raiding, pillaging, plundering, and raiding some more. Build houses, explore new worlds, and every round, have a feast in Odin's name.

A Feast for Odin 101 — Sat 10 am

Agricapalooza — Sun 6 pm

Not for the serious player, features any and all regular decks available + X Deck + Fairy Deck + Seasons postcard + public occ + roll one occ + semi random rounds.

Board Games

Strategicon Math Trade — Sat 12 pm

If you were part of the math trade, it will be in Newport C, Please line up in the far hallway.

Tournament Movie, Advance Screening — Sat 4 pm, Sun 3 pm

Tournament is a Little Big film about a group of nerdy friends that become an unlikely family. They gather for an epic trading card game in their local game shop. When a smart and beautiful outsider joins the group, friendships are tested and everything turns upside down. Screening for Orcccon attendees in room #1635. Snacks and soda during movie. Also meet some of the stars.

Agricola 101 — Sat 3 pm

Agricola — Sat 4 pm

Build the best farm you can by choosing the right occupations and improvements, expanding your family, planting crops and raising animals.

Ascension — Sat 10 am

The game takes place in Vigil, a world that has been protected for millennia by the Great Seal, keeping the realm free from divine influences.

Ashes: Rise Of The Phoenixborn 101 — Sat 7 pm

Ashes: Rise Of The Phoenixborn — Sat 8 pm

This event will run over three rounds. You may borrow a deck from the GM if you have never played before. You may bring your own deck, and GM will verify legality of the deck.

Barker's Row — Sat 1 pm, Sun Noon

Embodiment a carnival barker who is trying to fill up their 3D chipboard grandstands with "rube" meeples. Climb the strongman tower and play the most fantastic attractions to wow the crowd in this light strategy game.

Battle Arena Show — Sun 3 pm

Incorporates strategy and action of the MOBA (Multiplayer Online Battle Arena) video games. Two to six players organize themselves into two opposing teams, each with the goal of destroying the enemy's base in order to win the game.

Battlestar Galactica 101 — Fri 5 pm

Battlestar Galactica — Fri 7 pm

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

Blue Moon City — Sat 9 am

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

Camel Up — Sat, Sun 7 pm

Players bet on five racing camels in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course.

Board Games

Can't Stop — Mon 10 am

This classic from designer Sid Sackson is still rolling. It's the grandfather of all dice-rolling press-your-luck games. Send your 3 runners up the board using your dice rolls, but the further you push—when your runners can't move—the further you fall! Then you'll know why it's called....

Captain Sonar — Sat 11 am

Join a 4-person crew of a state of the art submarine and try to destroy an enemy sub whose crew is also trying to destroy you. Maps will be changed up each successive round.

Carcassonne 101 — Sun 8 pm

Carcassonne — Sun 9 pm

The classic, award winning tile-placement game.

Catan 101 — Fri 4 pm

Catan Qualifier — Fri 6 pm, Sat 10 am

Catan Finals — Sun 3 pm

Strategicon is hosting another Catan National Qualifier. There are two qualifying heats on Friday and Saturday with a \$10 entry fee for each event. Eight players from each qualifier will progress to the final rounds on Sunday.

Category 5 — Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points.

Cat Lady — Sat 3 pm

A new drafting game from AEG in which players draft toys, costumes, and of course cats! But make sure you draft enough food to feed them or you will lose points.

Center Stage DEMO — Sun Noon

Form the next big musical trio as a celebrity judge on the hit TV show, "Center Stage." Convince contestants to join your team or go to another. But remember -- you're on live TV, and whatever you do can make or break your team.

Century: Spice Road — Sun Noon

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

Chimera Station 101 — Fri 8 pm

Chimera Station — Fri 9 pm, Sun 8 pm

Let's build a space station using alien workers that can be fitted with new components for special abilities! A clever multi-strategy medium-weight game with a fun theme and endless possibilities.

Chinatown — Fri 1 pm

Negotiation. Acquire income properties. Most money wins.

China Town — Fri Noon

Clans of Caledonia — Sat 9 am

Players represent historic clans with unique abilities and compete to produce, trade and export agricultural goods and of course whisky!

Codenames: Partners — Sun 8 pm

This social-deduction game for partners pits players against rival spy networks. Bring your partner (or we will match you with one) and defeat multiple spy networks in under 3 hours!

Codex 101 — Fri 5 pm

Codex — Fri 6 pm

Plays like a traditional deck building game, but with elements of a 4X game, such as building up an economy, climbing tech tree paths, and deploying hero units with special abilities. Six factions in all, each with a different play style.

Commies! — Fri, Sat, Sun 10 pm, Mon 10 am

A 4-7 player social game that combines the secret card play of BSG, shifting alliances of Diplomacy, and the social interaction of Werewolf. Commies! is easy to learn and simultaneous play keeps the pace quick.

Cthulhu Dice — Sat 4 pm

Lets you drive your rivals mad very, very quickly. Rolling the eldritch die, destroy your opponents' sanity! Better yet, steal it. Lose all your marbles and you're mad. The last sane cultist wins . . . unless everyone goes mad together. Then Cthulhu wins!

Cthulhu Wars 101 — Fri 7 pm

Cthulhu Wars: Earth — Fri 8 pm

Cthulhu Wars on the Earth map. Players summon monsters and Great old Ones as they compete to control gates on the map. The winner is the player who's the greatest contributor to the destruction of the earth.

Darkest Night 2nd Ed 101 — Sat 2 pm

Darkest Night 2d Ed — Sat 3 pm, Sun 4 pm

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

Deception: Murder in Hong Kong 101 — Sun 1 pm

Dominion Expansions — Fri 10 pm

Everyone's favorite deck-building game, played as a single elimination tournament. Each table will be dealt a random set of cards and we'll be using all expansions, so familiarity with mechanics of all sets is recommended.

Down In Flames DEMO — Sun 2 pm

Easy to learn WWII dog fighting card flipping game.

Dream Factory — Sun 9 am

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

Eclipse 101 — Sat 8 pm

Eclipse Expansions — Sat 9 pm

With your interstellar civilization, explore new star systems, research technologies and build spaceships to defend and attack with. 101 will only use base game and Terran factions.

Eclipse: New Dawn for the Galaxy — Sun 8 pm

Places you in control of a vast interstellar civilization, competing for success with its rivals. Explore new star systems, research technologies, and build spaceships with which to wage war.

Elder Sign Expansions — Fri 2 pm

The dice gods are old and cranky and too terrible to comprehend.

Elder Sign Gates of Arkham — Sat 8 pm

Save the world from the coming Evil. All you need to do is face the challenges ahead of you. But the challenges keep growing and evil becomes stronger. This is the dice version a Arkham Horror. Save the world in half the time as the big brother game.

Epic Roll Eclipse DEMO — Sat Noon

Learn to play Epic Roll and Epic Roll: Eclipse the fun way - jump straight into a standard or team game, with the creators on hand to chat with players and answer questions. Players will receive a free promo card, with game-winners getting first pick of the bunch!

Board Games

Eternal Kings DEMO — Fri, Sat 1 pm, Sun, Mon 10 am
Chess meets Magic the Gathering. Set up your cards of 8 Pawns, 2 Rooks, 2 Knights, 2 Bishops, your Queen, and your King. There are 4 different factions, each with unique creatures, abilities, and beautiful artwork.

EXO PLAYTEST — Fri 1 pm, Sat 9 pm, Sun 8 pm
Two players compete to expand their colony on a wild, new planet in this deckbuilding, area-control game. Explore exotic lands, build mighty structures, develop an economy, fight for rare EXO crystals, and use heroic powers at key moments to gain victory. Will you be remembered?

Faete: A Fairy Tale Board Game DEMO — Sat Noon
Come play an early demo of Faete, a co-operative fairy tale board game of mystery and heroism in the face of fear. Players must travel through a randomly generated forest and face the trials of the mischievous, malicious fae that seek to test them. Can your team make it through?

Fire and Fury: Supremacy 2020 — Sat 6 pm
Combine Risk, Monopoly, Catan, and Poker Add a few nuclear warheads and shake vigorously. Serve Cold. Take control of a modern world superpower and try your hand at diplomacy, trade, peace or war. Can you do better than our current world leaders?

Fireball Island — Sun 1 pm
Try to steal the Jewel and make it off the Island, But at the same time, your opponents are rolling little red marbles at you trying to kill you. If you are a youngster or young at heart, this game is for you

Flipships DEMO — Sun 7 pm
A cooperative dexterity game in which players take on the roles of brave pilots defending their planet from an onslaught of firepower. Flip your ships to take out the encroaching enemies and to take down the powerful mother ship before it's too late.

Forbidden Stars — Fri 6 pm
Challenges you and up to three other players to take command of a mighty fighting force. Each faction offers unique armies and play styles, but your goal remains the same - to claim the key objectives selected for your faction.

Formula D — Sun 9 am
Strap in for a Formula-1 race around a famous track.

Fury of Dracula 2nd Ed 101 — Sun 6 pm
Fury of Dracula 2nd Ed — Sun 7 pm
Join the team of heroes in search of Dracula. This game combines the Mechanics of Scotland Yard with the Gothic world of Dracula. This is the 2nd edition which retains the use of dice for spirited combat

Galactic Explorer PLAYTEST — Fri 7 pm, Sat 8 pm, Sun 11 am, Mon 10 am
Customize your ship and then explore the galaxy with it. There are planets and Alien Artifacts to be found, Miners and Colonists to be transported and goods to be bought and sold in the Galactic Hub. And watch out for the Wormhole!

Giant Killer Robots Invade Los Angeles — Sat 2 pm
Strap in for the most epic smackdown this side of the megapocalypse! Gather your squad of Giant Killer Robots (GKR's), build your deck, and face your rivals in the ultimate fight for fame, fortune, and sweet salvage rights. Scheme, strategize and strong-arm your way to victory!

Goa: A New Expedition 101 — Sat 1 pm
Goa: A New Expedition — Sat 2 pm
At the end of the 15th century, European traders and adventurers ventured the Indian Ocean with one goal: acquire the spices of Southeast Asia! It is from this region that the players have staked their claim in their quest for fame, riches, and prosperity.

Great Western Trails — Sun 10 am
Cows! Trains! Indigenous peoples!
Here They Come PLAYTEST — Sat, 8 pm, Sun 6 pm
Intercept the hordes of monsters attacking the village by chaining your cards into combos that will let you weave between them, slice them apart, and escape again before their counterattack. Every turn is a new puzzle.

HeroQuest 101 — Sat 8 pm
HeroQuest — Sat 9 pm
Try out 1989s dungeon crawler classic as you can play as a Wizard, Elf, Dwarf, or Barbarian and see if you can defeat the evil wizard Zargon and his hoards of powerful monsters. Can you defeat the orc warlord Grak in this 6 quest campaign. Each quest takes about an hour to play.

Hit the Throttle — Sat 11 am
The player to get both their cars to the finish line first, wins. Each player is assigned two cars, but the dice limit which of the six cars you get to move. Fast and fun for the whole family.

Honshu — Sun 2 pm
With artwork channeling feudal Japan, Honshu presents some elegant, interesting choices. Over 12 rounds, players use cards & resources to bid & build. Careful what you bid! Your resources must be used to bid OR score, while the cards you bid may bounce back & not fit in anywhere.

Icon DEMO — Sun 4 pm
Luck equals opportunity plus preparedness, just like in the music business. Travel to different cities, gain opportunities, and earn fame. Use special musical gear to overtake your rivals. Everyone becomes a star, but only one is crowned an Icon.

Indie Dev DEMO — Fri 4 pm
You're an indie game developer, trying to complete your current game. Hire employees, improve your skills, work side projects to earn cash, or market your game to improve your chances of making a hit. Is your studio the best?

Istanbul 101 — Sun 2 pm
Istanbul — Sun 3 pm
There's hustle and bustle at Istanbul's grand bazaar as merchants rush through the narrow alleys in their attempt to be more successful than their competitors. Your goal? Be the first merchant to collect a certain number of rubies. Final may use expansions.

Kingdom Builder 101 — Sun 10 am
Kingdom Builder — Sun 11 am
Place your settlements to score the most gold.

Kingsburg 101 — Sat 5 pm
Kingsburg — Sat 6 pm
Roll the dice and influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a "battle".

Legacy: The Testament of Duke de Crecy 101 — Fri 4 pm
Legacy: The Testament of Duke de Crecy — Fri 6 pm
Build the ULTIMATE Legacy! Square off against other great households to decide who has the Ultimate Legacy. Build your epic 1700's family tree of diplomats, artists, nobles, and more to ensure the dominance of your Legacy spanning 4 generations of strategic decision making.

Board Games

Liar's Dice — Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die, unless half or more players already have a single die left.

Little Drop of Poison 101 — Sat 6 pm

Little Drop of Poison — Sat 7 pm

The rats and the weasels have always been at each other's throats. It isn't in their peasant natures to be overly aggressive. But what needs to be done can be done with a little drop of poison...

Lords of Hellas — Fri 2 pm

Play as 1 of 4 unique heroes, building up and leading an army, aiming to achieve victory in one of 4 ways. By controlling 2 lands, killing 3 monsters, controlling 5 temples, or controlling a god monument.

Love Letter — Fri 6 pm, Sat, Sun 5 pm

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

Madeira 101 — Fri 2 pm

Madeira — Fri 3 pm

Players work to find better fields for farming the right goods and for obtaining precious wood, essential for erecting new structures in the cities and for building ships. In turn, the ships are crucial for trading in foreign markets, as well as for taking part in new expeditions to discover other countries.

Magic Realm 101 — Sat 9 am

Magic Realm — Sat 10 am

Play as 1 of 16 unique characters and slay monsters, collect treasures and gold, learn spells, gain fame and notoriety, make allies and enemies, etc.

Manila — Sun 2 pm

You are wagering that your black market goods will make it to harbor. Risk it all and make a fortune or back the wrong boat and lose your shirt. And beware of Pirates.

Mansions of Madness 101 — Sat 4 pm

Mansions of Madness — Sat 5 pm

Horrorful monsters and spectral presences lurk in buildings near Arkham, Massachusetts. It's up to a handful of brave investigators to explore these cursed places and uncover the truth about the living nightmares within.

Mars Attacks: The Dice Game — Sat 2 pm

Lead your team of Martian invaders to conquer Earth. Destroy cities, get your picture taken in front of famous monuments, and be the Martian with the most Earthling kills! But watch out, because the Earthlings might nuke you!

Merchant of Venus 101 — Sat 2 pm

Merchant of Venus — Sat 3 pm

A fast pace race across the galaxy to deliver goods to many different civilizations and hopefully come across a relic or two to help with expand your enterprise.

Middle-Earth Quest — Sun 10 am

Takes place after Bilbo Baggins leaves the Shire, but before Frodo leaves Bag End. Thus, Middle Earth Quest will take place in a time of growing darkness.

Minecraft: Card Game? — Sun 11 am

Race to craft the needed points worth of tools first. Mine resource cards, craft tools, blast TNT and watch out for creepers.

Monopoly Deal — Fri 5 pm, Sat, Sun 2 pm

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

Munchkin Cthulhu: Guest Artist Edition — Sat 11 am

Munchkins now face their greatest challenge - Cthulhu, and it's never looked cuter! Will they survive? Will they retain their sanity? Will they . . . level up? This Guest Artist Edition Munchkin Cthulhu adorably lampoons Lovecraft's Mythos and the horror gaming that surrounds it.

Munchkin Nightmare Before Christmas (Lite) — Sun 11 am

It's a ghoulish new twist on the classic game of Munchkin! Arm yourself and charge into battle on Santa's Sleigh. Become a citizen of a holiday town and banish foes from Halloween Town once and for all! Includes Munchkin Christmas Lite

Munchkin Panic 101 — Sun 2 pm

Munchkin Panic — Sun 3 pm

The Munchkin Monsters have invaded the Castle Panic Towers and are on the rampage in this semi-cooperative game. If players work together to defeat the Monsters, they up their chances of survival. If players get too greedy, the Monsters will stomp the Castle to the ground!

Munchkin Treasure Hunt — Sat 9 am

The munchkins move around the board. Roll dice and use your Treasures to beat the monsters you find. When there are no more Treasures to win, whoever has the most gold in their hand wins the game!

Munchkin Wonderland — Sun 9 am

Transports players to the iconic world of Lewis Carroll's Wonderland novels. Move around the illustrated game board, beat characters with a roll of the dice and win Treasures. When the deck of Treasure cards runs out, whoever has the most loot wins!

Murder at Blood Mansion — Sat 2 pm

2-6 Players compete in solving a murder by using 76 Tarot sized Cards. You pick out of 9 suspects, each with their own special ability to either solve the crime or escape if they are the murderer.

Mysterium — Sat 9 am

A murder has taken place and the ghost of the victim is here to help you solve the case. The ghost gives you Dixit like cards which are visions. It is up to you to decipher the ghost's messages in order to solve the crime

New Salem: The Constable Expansion — Sat 3 pm, Sun 1 pm

Help the Constable figure out who the witches are and ensure they don't add too much Despair to the town. Collect sets of buildings and trigger Events using Hope at just the right time.

Nexus Ops — Sun 11 pm

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

No Thanks! — Fri 2 pm

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

Overlords of Infamy — Fri 3 pm

You take on the role of an Evil Overlord with a personal goal of making your subjects as miserable as possible, while other overlords are doing the same to their subjects.

Board Games

Phase 10 — Fri 8 pm, Sat, Sun Noon

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.

Pie Town DEMO — Sun 5 pm

A worker-dice placement game with hidden information. You need to manage your constantly changing workforce to harvest, bake, and sell pies while deducing other players' secret recipes! Now is your chance to become the best pie shop in town! Game plays in approximately an hour.

Planetborne DEMO — Mon Noon

You are the head of a galactic alliance charged with protecting the planets in your region from attack. Using a team of defenders, you must defeat your opposing player and keep your home world safe. Games typically last 30 minutes

Play Fire of Eidolon with the Publisher — Sat, Sun Noon

"Do you remember the 90's? We do. Come play the new board game that evokes everything you remember about Legend of Zelda, Final Fantasy, and more, in this fantastic Super-Nano co-operative dungeon crawling adventure from Magic Meeple Games! (Available at our booth!)

Playtest Incoming Transmission with the Publisher — Fri 8 pm, Sat 2 pm, Sun 4 pm

COMING SOON TO KICKSTARTER: Incoming Transmission is a co-operative deduction game. One or more players control an Astronaut stranded in a damaged space station with limited time left to survive. The other player is Mission Control who will be delivering instructions to the Astronaut...but the communications system is damaged and all messages are being received out of order! The Astronaut team must figure out which order to execute their five commands in order to save themselves

Port Royal 101 — Fri 3 pm

Port Royal — Fri 4 pm

A card game where you collect gold from ships to hire traders, sailors, mademoiselles, jesters, governors, admirals and also complete expeditions to get points and more gold. Press your luck and watch out for taxes and ships of the same color!

Power Grid 101 — Fri 6 pm

Power Grid — Sun 2 pm

The object of Power Grid is to supply the most cities with power. 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 Deluxe — Sat 11 am

The 10th anniversary deluxe edition of Power Grid comes with two new maps, new power plants, and new fuels. Although it is not compatible with the original game, strategy and game play is almost identical with the original Power Grid.

Power Grid World Tour: Australia — Mon 9 am

Australia does not have a single connected power network. Because of this, players may connect to any city for a connection cost that's generally higher than normal. This offers a completely new game element, even for experienced Power Grid players!

Power Grid World Tour: Brazil — Sat 7 pm

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

Power Grid World Tour: India — Fri 7 pm

PGWT has returned! Each day will be a new location from the growing collection of maps. Each event earns you points towards the prize at the end of the convention and the grand prize at the end of the year.

Power Grid World Tour: Spain & Portugal — Sun 7 pm

In Spain & Portugal, power production interests develop in two directions. Uranium will be much more important, but not at the beginning. Just when the uranium supplies increase rapidly, three large wind-power plants come onto the market. This clash of interests is intended!

Presidential Knife Fight DEMO — Sun 9 am

Celebrate Presidents Day Weekend as you Stab, Scheme, and Survive your way to Supremacy with the creator of Presidential Knife Fight! The first 43 American Presidents battle it out in this take-that style historical satire. No presidents were harmed in the making of this game.

Project Elite — Sat 3 pm

Project: ELITE is a co-operative, real-time, speed-dice, tactical, tower-defense-like game in which players roll dice with symbols as fast as they can allowing them to do various actions with their character on the game board.

Puerto Rico 101 — Sat 4 pm

Puerto Rico — Sat 5 pm

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

Race for the Galaxy — Fri 9 pm

In the card game Race for the Galaxy, players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments.

Rayguns and Rocketships 101 — Sun 7 pm

Red Dragon Inn 101 — Sun 11 am

Red Dragon Inn — Sun Noon

The Adventure is over now you and your fellow party members are set to unwind with a night of gambling, drinking, and general mayhem at the Red Dragon Inn! Who will manage to drink the rest of the party under the table?

Rise of the Zombies DEMO — Sat 4 pm

It's just you and any friends you can find to take on the Zombies in a timed game racing to get to the helicopter before you are overwhelmed.

Robinson Crusoe: Adventures on the Cursed Island — Sun 11 am

A cooperative game where players are shipwrecked and must survive ferocious animals, harsh weather, and food shortage. If that is not tough enough, they must also complete a group task within the scenario's given rounds. If you survive, you win!

Robo Rally — Fri 7 pm

A FRENZIED RACE FILLED WITH COMPUTER-DRIVEN CHAOS!!! Navigate your robot across the frantic factory floor with horrifying obstacles, like pits, lasers and, of course, all the other robots. Be the first to touch all the flags, in order, and you win it all: honor, glory, and respect.

Runewars 101 — Sat 6 pm

Runewars — Sat 7 pm

Runewars is an epic board game of conquest, adventure, and fantasy empires for two to four players. Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

Sea of Nadia DEMO — Fri Noon, Sat, Sun 1 pm, Mon Noon

Adventure about making your way to the most clever and rich Treasure hunter on the shores of the Sea of Nadia

Board Games

Sentinels of the Multiverse 101 — Sun 11 am

Sentinels of the Multiverse — Sun Noon

Sentinels of the Multiverse is a cooperative, fixed-deck card game with a comic book flavor. Each player plays as a unique hero, teaming up to take down one of a number of villains, and the battle takes place in one of a number of dynamic environments.

Sovereign Chess — Sat 7 pm, Sun 11 am

Two players battle to defeat their opponent by using pieces from ten neutral armies located around the board. Anyone who knows traditional chess will be able to learn Sovereign Chess in 5-10 minutes.

Splendor 101 — Sat 9 pm

Splendor MEGA — Sat 10 pm

A game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points.

Stadium: A Sport Odyssey DEMO — Sat 5 pm, Sun 2 pm

Coach the future in this ground breaking competitive TCG/board game based on American Football in a post-apocalyptic world. Go head to head using card stats, player abilities, momentum and the Stadium's environment itself to outscore your opponent before a play deck runs out.

Starship Awesome 3000 — Fri 8 pm, Sun 4 pm

A fast-paced tactical star-fighter combat board game inspired by 90s space-flight simulators. Each player is a pilot trying to maneuver the hazards of space, while configuring their ship for maximum combat effectiveness, to defeat dangerous drones and rogue pilots.

Star Wars Imperial Assault — Sun 6 pm

Play through a cinematic tale set in the Star Wars universe. One player commands the Galactic Empire and up to four other players become heroes of the Rebel Alliance.

Stone Age 101 — Sun 9 am

Stone Age — Sun 10 am

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

Sword & Sorcery — Sat 10 am

Each player controls one or more heroes – legendary characters brought back to life by powerful sorcery. By acquiring soul points during battles, the heroes' souls regenerate, restoring their legendary status with multiple powers, magic and soul weapons, and powerful artifacts.

T'zolkin: The Mayan Calendar 101 — Sat 5 pm

T'zolkin: The Mayan Calendar — Sat 6 pm

Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

Talisman: Cataclysm 101 — Sun Noon

Talisman/Cataclysm — Sun 1 pm

Fourth edition revised, or fourth edition (depending on availability) will be used. The Prophetess reduction in powers will be used. For the final round, Talisman/Cataclysm, and possible Expansions (depending on availability) will be included.

Terraforming Mars 101 — Sat 1 pm

Terraforming Mars Final — Sun 10 am

Terraforming Mars Qualifier — Sat 2 pm

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations initiate projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable.

The Cards of Cthulhu Expansions DEMO — Sun Noon

Fast paced 1-4 player struggle against the minions and horrors of the Cthulhian army with dice rolling and tactical spending being your only friends. The expansion includes Cult Personalities, new Investigators/Followers, new Items/Curses, and a new Investigation card set.

The Castles of Burgundy 101 — Fri 5 pm

The Castles of Burgundy — Fri 6 pm

Players assume the role of princes trying to build the greatest estates in the land by becoming more prosperous than their competitors. Over the course of five rounds, players collect points by trading, livestock farming, city building and scientific research.

The Godfather: Corleone's Empire 101 — Sat 4 pm

The Godfather: Corleone's Empire — Sat 5 pm

You play as competing mafia families who are vying for economic control of the organized crime networks of New York City, deploying your thugs, your don, your wife, and your heir on the board to shake down businesses and engage in area-control turf wars.

The Hare & the Tortoise — Sat 10 am

The tortoise accepted the hare's demand for a rematch, but this time there are three other racers, the wolf, the fox and the lamb. Bet on who will win, then try to make it happen.

The Looney Bin — Fri 5 pm

A fast action deduction game. The first player to heal all the patients in his ward wins.

The Lord of the Ice Garden 101 — Sun 5 pm

The Lord of the Ice Garden — Sun 6 pm

Play as 1 of 4 unique factions attempting to become the lord of the ice garden, the absolute ruler over a planet filled with magic and wonder.

The World Cup Game: 1930 — Fri 5 pm

The World Cup Game: 1958 — Sat 9 am

The World Cup Game: 1966 — Sat 1 pm

The World Cup Game: Main Game — Sun 2 pm

A "World Cup" series of FOUR games running at OrcCon 2018 with the main game (2002) running Sunday afternoon. All players will play cards to place tiles onto WC games being played at the same time (some their own).

Thurn and Taxis 101 — Sun 10 pm

Thurn and Taxis — Sun 11 pm

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

Ticket to Ride — Sat 11 am

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

Ticket to Ride and Expansions 101 — Fri 4 pm, Sat 9 am

Ticket to Ride: Africa — Sun 5 pm

Plan your routes and gain extra points using Terrain Cards.

Ticket to Ride: Europe — Sun 1 pm

Europe takes you on a new train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe.

Board Games

Ticket to Ride: First Journey — Sun Midnight

Join us for some easy late night fun with Ticket to Ride simplified for non-gamers and little people.

Ticket to Ride: India — Fri 1 pm

On this game board for 2-4 players, in addition to scoring points for claiming routes and completing tickets, a player can also score points in two other ways, longest continuous path of trains and connecting the cities on tickets with two distinct routes.

Ticket to Ride: Pennsylvania — Sat 1 pm

Uses stock certificates to increase your final score.

Ticket to Ride: Rails & Sails 101 — Sat Noon

Ticket to Ride: Rails & Sails — Sat 1 pm

Collect cards of both ships and rails. Build harbors when you have many connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects.

Ticket to Ride: Switzerland — Fri 5 pm

Unlike most other TtR games, discarded tickets are removed from the game instead of being returned to the ticket deck. Also, Locomotives can be used only to build tunnels.

Ticket to Ride: UK — Sat 6 pm

Develop your routes using acquired technologies.

Titan 101 — Sat 11 am

Titan — Sat Noon

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

Treasure Hogs — Sat 4 pm

A competitive, fast pace card game where players take on the role of an archaeologist and compete to become the ultimate treasure hog. Watch out! Every turn is filled with surprises! Thieves lurk in the shadows and your riches could be stolen at any moment!

Trickerion 101 — Fri Noon

Trickerion — Fri 1 pm

A competitive Euro-style strategy game set in a fictional city inspired by the late 19th century urban life and culture, where players take on the role of rival stage illusionists. Players strive to become the city's greatest Magician by acquiring the most Fame points.

Tutti Frutti — Sun 10 am

Collect as many matching tiles as possible before your options run out. The tiles have different fruits on either side, so, when you match a tile, the other side becomes your next match. Each game is no more than 10 minutes, so we will plan on multiple rounds.

Twilight Imperium 4th Ed 101 — Sun 4 pm

Twilight Imperium: 4th Ed — Sun 5 pm

A game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining.

Tyrants of the Underdark — Sat 6 pm

Control a Drow house and vie for domination. Players gain points by controlling sites, recruiting valuable minions, promoting minions to your inner circle, and assassinating troops, and whoever ends the game with the most points wins.

Uno — Fri 10 pm, Sat, Sun, Mon 10 am

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

Vegas Showdown — Mon 1 pm

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

Viticulture 101 — Sun 6 pm

Viticulture — Sun 7 pm

Create wine on your property and place workers during the various seasons of the year to ensure that you are producing grapes, making wine, expanding, and earning those delicious victory points.

Warfighter: Modern DEMO — Sat 10 am

Play as a Spec Ops soldier by yourself or in a squad, and outfit yourself with weapons, skills, equipment, and squadmates.

Warfighter: World War II — Sat 2 pm

Play as a soldier by yourself or in a squad, and outfit yourself with weapons, skills, equipment, and squadmates.

Web Spinners DEMO — Fri 1 pm

Take on the role of hungry spiders looking to capture pesky mosquitoes that have invaded your garden home. However, you'll have to be clever because you're not the only spider hoping to get a meal!

Win a Copy: Darkrock Ventures — Fri, Sat 6 pm, Sun 2 pm

Asteroid mining has never been more profitable, or dangerous! In this euro-style worker placement game from Magic Meeple Games. Your goal is to extract as much wealth from the Asteroid as possible by matching totals on dice whose values you can manipulate BEFORE rolling them! When the minerals have all been mined out, the game is over! (Win-A-Copy= \$5 Entry fee, winner gets a copy Darkrock Ventures)

Wits and Wagers — Sat 9 pm

A trivia game in which you don't have to know any trivia to win. Wits & Wagers is also a betting game. Players write down their answers and wager on who is right. The closest answer pays out according to the odds on the betting mat.

Write Knights — Sat 6 pm

Come test a game in which you play an adventuring knight in this Roll and Write Adventure

Xia: Embers of a Forsaken Star 101 — Fri 8 pm, Sat 7 pm

Xia: Embers of a Forsaken Star — Fri 9 pm, Sat 8 pm

Command a spaceship in a sandbox adventure by exploring a system, completing missions, battling opponents, navigating hazards, mining, salvaging, trading, sifting relics & more. Captains compete for titles, riches, and Fame. Are you a risk-taker, clever, or just lucky? Find out.

Yahtzee Free for All — Fri 4 pm, Sat, Sun 3 pm

A new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

Yamatai — Sat 8 pm

Take turns placing ships to either gain tokens or build temples, but be careful because ships placed on the board can be used by other players! A game of risk vs reward that will test your skills.

Zombie Dice — Sun 5 pm

Eat brains. Don't get shotgunned. You are a zombie. You want braaains. More brains than any of your zombie buddies. The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn! Includes expansions.

Annual Awards

Annual Awards

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

For 2017 the winners are:

Jack Butler Award: 1st - Darrell Stark
2nd - Eric Downing
3rd - Michael Swinson

Short Board Games: 1st - Darrell Stark
2nd - Eric Downing
3rd - Gilbert Quinonez

Medium Board Games: 1st - Darrell Stark
2nd - Kyle Greenwood
3rd - Eric Downing

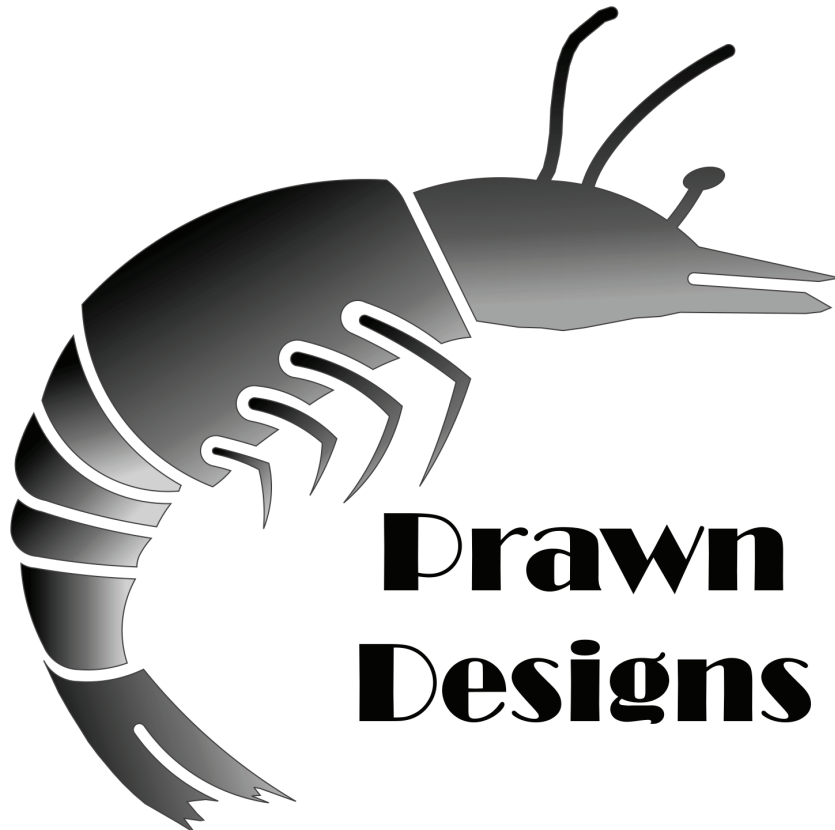
Long Board Games: 1st - Nathan Morelli
2nd - Christopher Mills
Eric Downing
Lisa Burola
Martin Deolden
Tracy Sangster

Collectible Games: 1st - Cameron Takahashi
Dave Intner

Video Games: 1st - Jason Bailey

Strategicon congratulates these fine gamers!

We retained the Jack Butler award and the Collectible(s) award; and simplified the board game award categories to have them based on game duration and number of players. Events are now included in all awards.



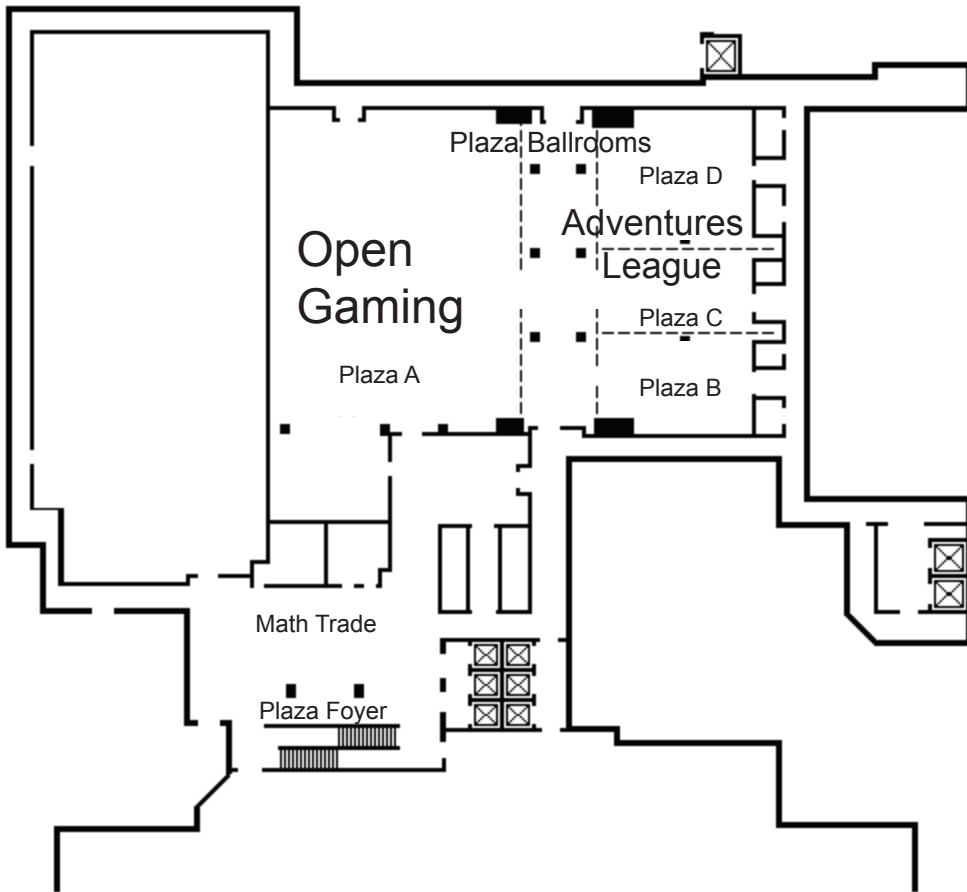
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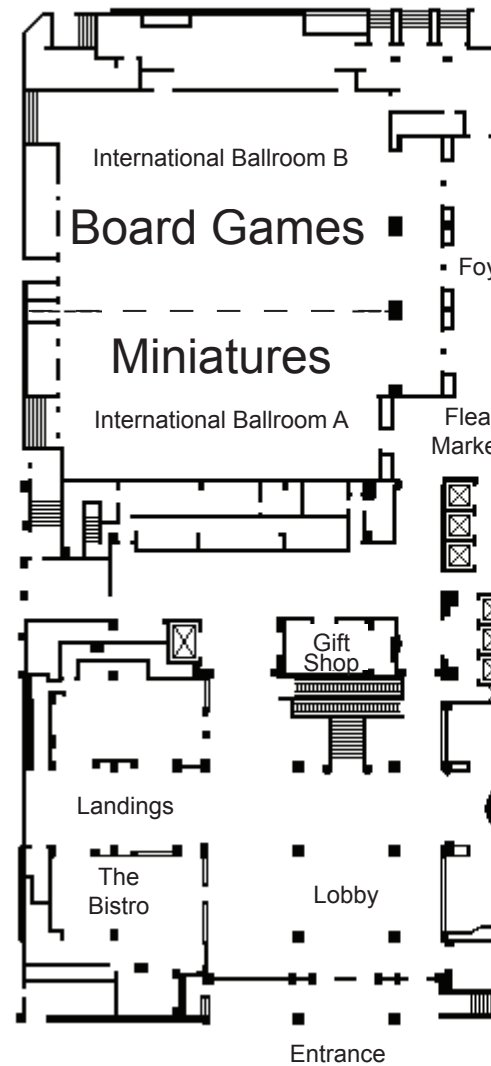
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Orecon 2018 Maps

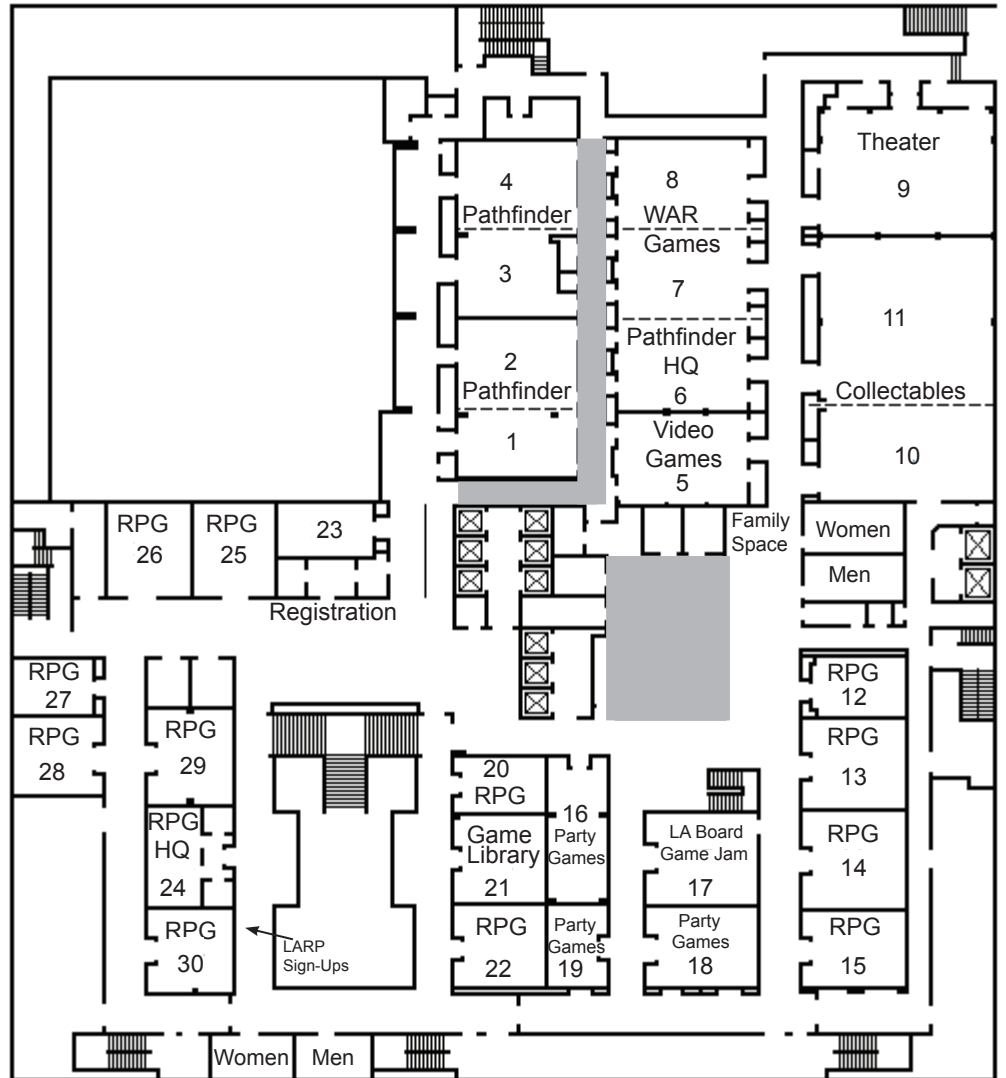
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

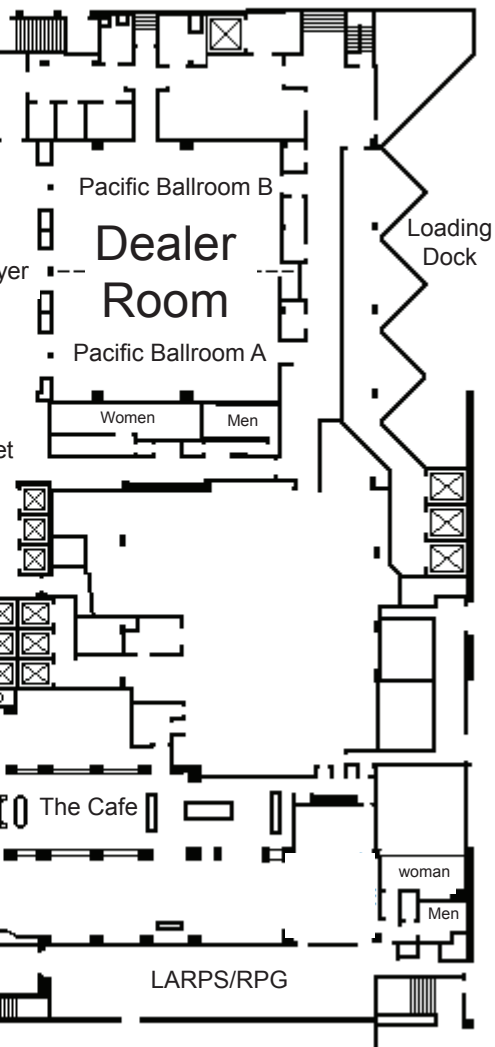


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



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

Family Games

Family Games

For Orcon 2018 we put together a selection of family-oriented games in several departments. This show there are over 25 sections – we hope something for everybody. Some of these events will be hosted in the Family Area while others will be hosted in the their departments designated space. Please check the schedule or with the respective department HQ!

Kids Only Events

Board Games: The Hare & the Tortoise, Tutti Frutti

Collectible Cards & Miniatures: Pirates Sink & Keep “Jumanji: Welcome to the Ocean”

Miniatures: Clay-o-Rama Extravaganza, X-wing 101 (and practice) for kids, X-wing Kids Tournament

Video Games: Mario Kart 8

Family Events

Board Games: Can't Stop, Catan 101, Catan Finals, Catan Qualifier (2), Hit the Throttle, Minecraft: Card Game?, Munchkin Cthulhu: Guest Artist Edition, Munchkin Wonderland, Murder at Blood Mansion, Power Grid Deluxe, Sea of Nadia DEMO, Treasure Hogs

Miniatures: Knights of the 31th Century

Party Games: GROWL

RPGs: Adventures in Arkendale, Lost in the Woods -all ages, Missing Kittens, RPG Games on Demand (Kids edition!)

Video Games: Mario Kart 8 Team Race

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

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

5+

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

6+

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

STRATEGICON SCHEDULE

Convention	Dates	Location
Gamex 2018	May 25-28	Hilton Los Angeles Airport
Gateway 2018	Aug 31 - Sep 3	Hilton Los Angeles Airport
Orcon 2019	Feb 15-18	Hilton Los Angeles Airport
Gamex 2019	May 24-27	Hilton Los Angeles Airport
Gateway 2019	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orcon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Hilton Los Angeles Airport
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport

Party Games

Party Games

Chairman's Boardroom, Malibu Gardens, Newport B & C, San Lorenzo E

Barker's Row — Sat, Sun 4 pm

Embodiment a carnival barker who is trying to fill up their 3D chipboard grandstands with "rube" meeples. Climb the strongman tower and play the most fantastic attractions to wow the crowd in this light strategy game for 2-4 players. Check it out before it hits stores in April!

But Wait, There's More — Fri Noon

Ever wonder what it was like to sell crazy products on TV? Get the late night infomercial experience with But Wait, There's More! No sales experience necessary. Join us as we laugh together to sell the hilariously un-sellable.

But Wait, There's More Live! — Sat 1 pm

Players work with their team to pitch wacky products for fun and profit in But Wait, There's More! Now bigger and crazier, whether you're selling a flaming guitar or participating in our live studio audience, you'll find yourself laughing along with the infomercial experience.

Ca\$h 'n Gun\$ Live — Fri, Sat, Sat 7 pm

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

Concept Duel — Fri 8 pm

Play Concept like never before... On teams!!!!

Deception: Murder in Hong Kong — Sun 9 pm

Players find themselves in a scenario of intrigue and murder, deduction and deception. One player is the murderer, secretly choosing their weapon and the evidence they leave behind. Another is the forensic scientist who holds the key to convicting the criminal but is only able to express their knowledge through analysis of the scene. The rest are investigators, interpreting the clues to solve the crime and the killer is among them.

Escape Room In A Box — Fri 7 pm, 9 pm, Sat, Sun 10 am, Noon, 4 pm, 6 pm

The super secret second installment in the popular Escape Room In A Box series. Solve puzzles, crack codes, find hidden clues, and work cooperatively to escape. Please note, you will need to sign an NDA to play.

GROWL — Sat 6 pm

A card game about friendship, trust, and werewolves. 4-7 players all claim to be innocent villagers, but one of you is Wolf Zero, the original werewolf that intends on turning the whole town wolfy.... GROWL is a bit like Werewolf/Mafia, but 15 minutes, and no moderator!

GROWL - teaching 101, Tournament with prizes! — Fri 2 pm, 6 pm, 8 pm, Sat 10 am, Noon, 4 pm, Sun 10 am, 2 pm, 6 pm

Who can you trust? 4-7 players all claim to be innocent villagers, but one of you is Wolf Zero, the original werewolf that intends on turning the whole town wolfy.... Easy to learn and plays in only 10-15 minutes. \$100 in prizes/dealer dollars each day for top 3 on leaderboard.

Ice Cream Empire — Fri 8 pm, 9 pm, Mon Noon, 1 pm

Be one of the first people to play test Ice Cream Empire before our Kickstarter campaign in March! This is a great new game where you buy and sell ice cream and then use your profits to build an empire of ice cream shops across the country! Build your business one scoop at a time

Midnight 45 — Sat Noon

A car combat racing game for 3 people

Mysteres — Sat 3 pm

In this challenging, thinky word game, one player gives clues in 9 different categories to a secret word without being too obvious or too obscure. Fans of Dixit and Codenames should give this a try!

New Salem: The Constable Expansion — Sat, Sun 5 pm

Help the Constable figure out who the witches are and ensure they don't add too much Despair to the town. Collect sets of buildings and trigger Events using Hope at just the right time. Play with the game designer and get a sneak peek at this expansion before it is released!

Ninja (Playground Game) — Sat, Sun 6 pm

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

Orbital Drop — Sat Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm

Unique duel deck-building game based off the gritty sci-fi novel "The Rats" that is expected to release early this summer. Pick a faction, a hero, and your soldiers, to take into battle. This game is still in the prototype stage but don't be worried it's still a good time.

Prince AJ's Super Scavenger Hunt — Sun Noon

The Prince wishes to celebrate with a proper feast. Gather the proper ingredients in the proper amounts for a proper royal meal. Design the best meal to win his prized Dealer Tokens.

*Bring a friend because this is not your grandpa's scavenger hunt. It's Super!

Red Dragon Inn — Sun 2 pm

Be the adventurous hero party after a long quest. Drink your cares away and gamble some money. Just don't pass out or lose all your money or your out of the tavern.

Rhino Hero — Fri 4 pm

Use your skill and dexterity to build a high rise building of cards. Just be careful not to be the one that makes it fall. A quick game for anyone to enjoy.

Schmovie — Sat 2 pm

Think you're punny? Use your wits to come up with the most hilarious titles for ridiculous movie premises and win the most Schmovie statuettes. Laugh-out-loud fun!

SoCal Dewbacks Darkwatch Invitational Exhibition 2 — Sat 6 pm, Sun 10 am

Come see and experience a hard hitting Exhibition event of full contact custom saber dueling action!

Speakeasy — Fri 9 pm, Sat, Sun 11 pm

A social deduction game for 10-30 people, similar to Two Rooms and a Boom or The Resistance. The game happens continuously at the speed of your strategy. Who in this pub is a friend, Who is a foe. Or is it whom? Is 'whom' a secret code? Better buy them a drink and find out...

Stupid Users: BETA — Sat Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm

Beta isn't your typical card game. It's a fast paced, trash talking, turn on a dime, IT vs Zombies, army building card game where you steal or loot anything to win. Visit: StupidUsersBETA.com to learn more and read the comic!

The Chameleon — Sat 1 pm

It's like Codenames meets Spyfall: Everyone knows the secret word except for the chameleon, and players have to give a clue to the secret word without giving it away, while the chameleon tries to blend in without being caught. Great fun for party and word game fans!

Party Games

The Genius Game — Sat 11 am

15 players will compete in a series of games that will challenge their skills in strategy, logic, and negotiation. After each game players will be eliminated until only 1 remains and is crowned, The Genius. PRIZES for the top finishers: Board games AND dealer dollars!

The Last Banquet — Mon 2 pm

A social deduction game for up to 25. Each player is a guest at the feast and needs to help his faction reach its goal and ensure that this will truly be the king's last banquet.

The Resistance: Avalon — Sun 10 pm

Pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain, a promise of prosperity and honor, yet hidden among his brave warriors are Mordred's unscrupulous minions. These forces of evil are few in number but have knowledge of each other and remain hidden from all but one of Arthur's servants. Merlin alone knows the agents of evil, but he must speak of this only in riddles.

Two Rooms and a Boom — Sat, Sun 9 pm

A game for 10-25, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President, then BOOM! Ages 13+

Collectibles

La Jolla

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

GM: George Carceres

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

Battle of Souls — Fri 6 pm, Sat 1 pm

Battle of Souls - Demo — Sat 10 am, Sun 1 pm

Battle of Souls - Learn and Play — Sat 9 am, Sun 8 am, Mon 9 am

Battle of Souls - Tournament — Sat 6 pm

GM: William Brevard

Living Card Game where players can battle each other using ancient warriors. With a unique life point and deployment system Battle of Souls is an exciting game as well as very easy to learn.

Brawl — Sun 3 pm, 4 pm

GM: Diane Grotjohn

Six fighters. Sixty seconds. One incredible real-time smack down. A fighting card game where the object is to play the most "Hits" on your side of the table before the game ends.

Button Men — Sat 3 pm, 4 pm

GM: Diane Grotjohn

Welcome to Fight City, a city full of intrigue, organized crime, and criminals who like to beat people up. Choose a fighter, roll the dice listed on the card, and capture your opponent's dice. Your score is determined by the size of the dice you capture and keep.

Castellan - Play to Win! — Sun 10 am

Players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. Learn to play, and then play to win. The winner of this game goes home with their own copy of Castellan! (Ages 10+)

Ultimate Werewolf — Fri 9 pm, 10 pm

Sat Midnight, 1 am, 3 am, 9 pm, 10 pm

Sun Midnight, 1 am, 3 am, 9 pm

Mon Midnight, 3 am

Come join us for a fun game of intrigue and murder. Try to snuff out the Werewolves, least you get eaten. Unless you happen to be one yourself. Then you just have to make sure to eat all the villagers before they find you.

Werewolf: Twilight Edition — Sat 9 pm

Same Werewolf game, but with a third team. Bella, Edward and Jacob are a third team. Edward is killing additional villagers as the lone Vampire, but with a twist - it's a Cupid lovers love triangle. Jacob wakes up with the Wolves, but he is really a member of team Bella. Join us for this epic version of Werewolf.

Whiskey Business! — Sat, Sun 8 pm, 9 pm

Be the first to play test the newest game from UNCORKED! Games - Whiskey Business! Roll the whiskey stones (dice) to create 4 kinds of whiskey in the collective distillery. The one who collects the most whiskey barrels in their cellar without being three sheets to the wind wins!

Witchhunt — Sat 6 pm, 7 pm

In this no-elimination social deduction game, you're either a villager or you're a witch. If you "die" you become an "angel" or a "demon", affecting the fates of the remaining villagers! Every player also has a special power that can help their team achieve victory!

Cheapass Demo — Sat, Sun Noon

GM: Diane Grotjohn

Open Demos running all day for any of the various Cheapass games. Tak, Brawl, Button Men and more are available anytime to try and play. Come see that great games don't require a high price tag!

Chez Geek - Spring Break! — Fri, Sat 10 pm

Take your quest for Slack on the road - - the geeks are going on Spring Break! In addition to new cards that celebrate the ups and downs of travel you also get to change the rules with our brand-new, giant Event cards! Chez Geek House Party Edition with the two latest expansions.

Clank in Space — Sat 8 pm

GM: Renegade Heroes - Karla Freeman

The evil Lord Eradikus has all but conquered the galaxy, and is now on a victory lap across the sector in his flagship, Eradikus Prime. You and your fellow thieves have challenged each other to sneak aboard his ship, hack your way into its command module, and steal from him.

Decipher Lord of the Rings CCG — Fri 3 pm

GM: Larry Page

Relive the glory days of the LotR film trilogy with Decipher's LotR CCG! This is a very tense tactical CCG - I will bring ready decks from Fellowship, Towers, and King Block, so feel free to use these decks or bring your own! If enough attend, we'll open up Fellowship boosters!

Dragon's Hoard — Sat Noon

GM: Renegade Heroes - Karla Freeman

Each player plays a dragon hunting for treasure. Collect chromatic sheep from the farmer's fields and use them to acquire marvelous treasures, but watch out! Other players will send angry mobs and wizards your way to stop you. Defend yourself and battle your way to riches.

Collectibles

Knightmare Chess 101 — Sat Noon

Knightmare Tile Chess Tournament — Sat 4 pm

Do you have Knightmare Chess tamed? Is Tile Chess a piece of cake? Are you ready to put them together, and show the other players what you're made of? Are you ready for a frighteningly challenging game of chess with no borders? 2 hours qualifier, 2 hours final.

Magic: the Gathering Commander — Sat 4 pm, Sun 2 pm, 4 pm

GM: Phil DeLuca

Phil DeLuca and his Commanderin' podcast want to bring the Commander format to Strategicon. Uses rules that have been developed through the community. Come join in and see the appeal of the Commander format.

Magic: the Gathering Draft (Current Sets) — Sat, Sun 3 pm, 8 pm

GM: Frank Zazanis/Dae Kim

Drafting with 2 Rivals and 1 Ixalan packs. Promos and Prizing provided! \$15 entry fee

Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney — Sat 8 pm

GM: Michael Arsellon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Decks must be all commons. Limit of 1 copy of any card other than basic lands. Decks must contain exactly 100 cards. No side boards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Late Night Casual Gathering — Sun Midnight

GM: Michael Arsellon

Are you a Planeswalker? Discuss, trade, and play the world's original trading card game without the pressures of being in a competitive tournament.

Magic: the Gathering On Demand — Sat, Sun Noon

GM: Frank Zazanis/Dae Kim

1v1 Sealed! First to 3 wins Rivals of Ixalan Booster Pack! \$20 Entry fee

Magic: The Gathering - Pauper Tourney — Fri 8 pm

GM: Michael Arsellon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck with all commons. Your deck must contain a minimum of 60 cards. No side boards. Swiss rounds. Prizes including the Golden Binky for the winner.

Middle Earth CCG — Sat, Sun 10 am, 2 pm

GM: Larry Page

You are one of 5 Wizards in Middle-Earth vying to lead the Free Peoples against the forces of Mordor! Compete for allies, army factions, treasures, and influence by leading your company back and forth across Middle Earth. You can use our preconstructed decks, or bring your own!

M:tG101: Intro to Magic — Sat, Sun 11 am

GM: Frank Zazanis

Learn the basics to play! Welcome decks are provided.

M:tG Friday Night DRAFT — Fri 8 pm

GM: Frank Zazanis

Friday Night DRAFT, sanctioned event. \$15 Entry with 2 Rivals and 1 Ixalan packs. Promos and prizes available.

M:tG Modern Constructed — Sun 1 pm

GM: Frank Zazanis

Constructed Swiss with Modern legal cards

M:tG Rivals Re-Release: Sealed — Sat, Sun Midnight, Noon, Mon Midnight

GM: Dae Kim/Frank Zazanis

Re-Release event of Rivals. Sealed format, \$20 entry with 4 Rivals and 2 Ixalan packs. Promos and prizes available.

M:tG Standard Constructed — Sat 1 pm

GM: Frank Zazanis

Constructed Swiss with Standard legal cards

Munchkin CCG PreRelease — Sat 2 pm

Play the Munchkin Collectible Card Game, where only the best cheaters will win. This starter is a mano-a-mano bout between the Dwarf Cleric and the Elf Thief. The box includes cards, dice, and is ready to play out of the box.

Munchkin - Players' Choice — Fri 2 pm, 4 pm, Sat 2 pm, 8 pm, Sun 10 am, Noon

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

Munchkin Tournament — Sun 2 pm

This is the convention Munchkin qualifier and tournament. All of the Munchkin fun of backstabbing friends and stealing stuff, and a chance to win loot to boot! Official tournament rules will apply. Experience is recommended, but all are welcome. 2 hours qualifier, 2 hours final.

Munchkin Treasure Hunt! — Sat Noon

GM: Steve Jackson Games MIB

Family Event! A fun boardgame for up to six players, ages 6 and up - now everyone in the family can be a Munchkin! If there are enough players, a second game will be offered - Munchkin Wonderland! Win by collecting the loot...and take home some loot of your own! (IN FAMILY AREA)

OGRE 6th Edition — Sat 2 pm

GM: Steve Jackson Games MIB

Ogre is a desperate contest between a super-intelligent, bloodthirsty AI-controlled tank, & squads of infantry, armor, and artillery fighting to stop its advance. You can be the Ogre and ruthlessly steamroll the humans in your way, or play the defenders, defeating it at any cost

Open Demos - Dice and Cards! — Fri Noon, 4 pm, 6 pm, Sat 4 pm, 6 pm, Sun Noon, 2 pm, 6 pm

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

Pirates Sink & Keep "Jumanji: Welcome to the Ocean" — Sun 5 pm

GM: Victor Bugg

Kids Event. The Eastwind and Westwind Pirates are recruiting brave captains to sail for them and bring either the Eastwind team or Westwind team the gold and glory. Prizes for everyone.

Planet Defenders — Sat 1 pm

GM: Renegade Heroes - Karla Freeman

Millions of robots have been discarded over the years. Discarded robots litter the galaxy and have become a problem for man-kind. Luckily the Planet Defenders protect us and gather up these old robots before they become a real danger to our planets throughout the galaxy!

Pokemon — Sat, Sun 11 am

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

Pokemon Workshop — Sat, Sun 10 am

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

Collectibles

Red Dragon Inn — Sat, Sun 10 am, Noon, 2 pm, 4 pm

GM: Erik Wintz/Laura Butler

You and your friends are a party of heroic fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend an evening drinking, gambling, and roughhousing.

Renegade Games demos — Fri 2 pm, 8 pm

GM: Renegade Heroes - Karla Freeman

Play some of the hottest new games from Renegade, and some oldies too! Planet Defenders, Dragon's Hoard, and Pie Town are the newest, while Lanterns, Lotus, and Fuse are fun favorites. Come see what else we have to offer!

Revolution! — Sat Noon, Sun 10 am

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory, collect more gold, blackmail, and force. It's a game of bluff, counter-bluff, and surprise.

Star Wars Destiny Draft/Sealed — Fri 6 pm, Sat, Sun 9 pm

GM: John Borders

Bring your own: Rivals Draft Deck, Card Sleeves, and Health/Shield/Resource Tokens. This will be either a Draft(6 packs) or Sealed Event(9 packs)(voted on by players). \$23/\$32 Entry

Star Wars Destiny Standard/Infinite Tournament — Sat 10 am, Sun 6 pm

GM: John Borders

\$5 Entry - All current product and sets are legal. 3 or 4 rounds of Swiss depending on player count. Prizes to the top 1/3.

Star Wars Minis Sealed Booster Draft — Sun Noon, 5 pm

GM: Mel Campbell

Star Wars Miniatures sealed booster draft tourney. Each participant will receive 2 full sets of 30 cards from the last 2 SWM sets and the 2, 6 card mini sets, "Rogue One" and "Heroes on Both Sides", along with 2 sealed booster sheets, to make a 150pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Tak — Sat, Sun Noon 1 pm

GM: Diane Grotjohn

Tak is an abstract strategy game in a similar style to Chess or Go. . Even though the game of Tak plays like an ancient classic, it's actually a brand new game with an enthusiastic and growing community.

Tile Chess 101 — Sat 1 pm

Tile Chess is chess without boundaries. All you need are the tiles. Each tile represents a chess piece, and as you place the tiles, you create the board. You can play Tile Chess just about anywhere, and it supports up to four players!

Yu-Gi-Oh! Demo — Fri 5 pm, Sat 11 am, 5 pm, Sun 11 am

Come and learn how to play Yu-Gi-Oh! the popular trading card game based off the hit TV series. Participants will receive a demo pack of cards to start their very own Yu-Gi-Oh! Duel! Training lasts 15 minutes.

Yu-Gi-Oh! Lite Tournament — Sat, Sun 2 pm

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or similar deck of your own. Lite tournament for any level of play.

Yu-Gi-Oh! Tournament — Sat, Sun 7 pm

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or you can join with a deck of your own. Competitive tournament for a higher level of play!

Video Games

Marina

Dragonball FighterZ — Sat, Sun 7 pm

Some of your favorite heroes and villains from Dragonball history come together for the first time in a generation! With the game featuring intense battles between teams of three characters, it can be hard trying to decide who to use.

Injustice 2 — Sat, Sun 9 pm

The titanic battles in Injustice keep getting bigger and better! With three new Character Packs now available with characters from DC, Mortal Kombat, and even guest characters like Hellboy and the TMNT, it's almost a whole new game. 1v1, best 2 out of 3, double elimination.

Mario Kart 8 — Sun 3 pm

Race with some of the best-known Nintendo characters, and race to become the King of Karting. Choose your character, vehicle, etc. and race against up to three others on various different tracks.

Mario Kart 8 Team Race — Sat 3 pm

Pick a partner and race against another team. Number of races and rounds are determined by the number of teams present at start of event. Typically two rounds with three races in each.

Marvel Vs. Capcom Infinite — Sat, Sun 5 pm

One of the greatest fighting game franchises returns with a bang! When the characters from the different universes of Marvel and Capcom are slammed together, you know some awesome fights will come from it. Tournament will be 1-on-1, best 2 out of 3, and double elimination.

Super Smash Bros. 1v1 — Sat Noon

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Head-to-Head, Double Elimination rules. Additional rules explained at the tournament.

Super Smash Bros. FFA — Sun Noon

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Brawl against up to 7 other players, and come out on top. Additional rules explained at the tournament.

Open Gaming

Plaza Ballroom A

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

LARPs

LARPs

Bel Air, Catalina, 3103

Dragon Thrones: The High Ruler's Gems — Fri 11 pm — Dragon Thrones

GM: Kevin Pearl

Dragon Thrones: The High Ruler's Gems is an engaging social deduction, interactive game experience for 7-10 players of any level. You are a member of an esteemed Royal House. Your High Ruler has become a bit of a tyrant and now is testing whether the royal circle will remain loyal or will betray Him/Her through the ultimate test. As a player you will have the option to stay loyal, or betray your House (by stealing gems), or even accept an intriguing role that plays both sides in the game for the throne! Costumes Encouraged.

Game of Thrones : — Sun 2 pm — Winter Is Here

GM: Nicco Wargon

The Night King's forces are on the march. No corner of the seven kingdoms is safe. You, the remaining leaders of Westeros, have put aside your differences to fight this common foe. You will deploy your forces, negotiate whose armies will guard which territories and attempt to hold back the tide of darkness. But will betrayal deliver you all to doom? Season Eight is in your hands.

Ghost Court — Fri 8 pm — Ghost Court

GM: Robert Prag

What you are about to witness is real. The participants are not actors. They are the living people and ghosts who have already either filed suit or been served a summons to appear in municipal court. Both parties in the suit have agreed to dismiss their court cases and have their disputes settled here, in our forum: Ghost Court. This is Bully Pulpit Games' Ghost Court by Jason Morningstar.

Juggernaut — Sat 8 pm — Juggernaut

GM: Ryan McMullan

It is July third, 1950. The Korean War is eight days old. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. And you have invented a computer that can see the future. JUGGERNAUT is a live-action game by Jason Morningstar about free will for 4-6 players that plays like a creepy Twilight Zone episode.

Miniatures

International Ballroom A

100 point X-Wing tournament — Sat 10 am — X-Wing

GM: Colin Dimok, Claude Lecesne

100 point tournament, 3 rounds 1 hr games

40K Mega-Apocalypse — Sat, Sun 10 am — Warhammer 40K

Come decide the fate of worlds in the new 8th edition of Warhammer 40K. Rules tweaked slightly for epic games, bring a force of up to 350 power. Loaner armies available, join anytime, beginners welcome!

Antares Open Gaming — Fri 8 pm — Beyond the Gates of Antares

GM: Justin Rodriguez

Join us for 750 point battles of Antares. Feel free to bring your armies and join us for hours of fun to kick off the convention.

Long Live the King — Sun 8 pm — Long Live the King

GM: Matt Chapman

The king is dead... Finally! Through a skillful combination of live-action intrigue and strategic use of resources, you might become the next ruler of the land. Long Live the King is a dynamic game that marries the diabolical treachery and scheming of the best strategic board and card games with the pomp and circumstance of the most elaborate live-action games. Optional Costume suggestion: Medieval Courtiers

Oh Dear! We Seem to Have Run Out of Time. — Sun Noon — Original

GM: Ross Cheung

Once upon a time in the future, mankind has finally mastered the art of time travel. A new era of peace, love, harmony, and glory to mankind has... unfortunately not arrived, as the world is about to end. This LARP consists of a meeting in the Royal Society of Time-Travelling Ladies and Gentlemen (RSOTTLAG) that will discern which members are behind the paradox that has doomed the universe. The twist is that, of course, ALL of the time-travelers are responsible for some paradox or another.

Sign: A Game About Being Understood — Sat 8 pm — Sign

GM: Ian ChristianScher

Nicaragua in the 1970s had no form of sign language. In 1977, 50 deaf children from across the country were brought together to a school in Managua where something remarkable happened: they created their own language. These children built the foundation of modern Nicaraguan Sign Language, giving voice to the Deaf across an entire country. We will experience part of their journey. Together we will share the frustration and loneliness of not having a language as we develop the tools necessary to express ourselves.

Starship Valkyrie: Frontier — Sat 2 pm — Starship Valkyrie Basic

GM: Christian Brown

Science Fiction, cooperative parlor LARP. There is a mix of action, problem-solving and role-playing. Mature cooperation is a prerequisite for success. Mission: Your task force is being sent to the Frontier on routine patrol. Rumors of a rebellion on the Frontier are outlandish and unfounded. Right?

Arcadia Quest: Inferno — Fri 2 pm, 8 pm — Arcadia Quest: Inferno

GM: Daniel Alvarez/Gary Manzano

Both a standalone game, and an expansion to the smash hit Arcadia Quest. In this 2-4 player board game, players lead Guilds of intrepid Heroes down into Inferno on an epic campaign to thwart the Underlord's evil schemes and save the city of Arcadia. But only one guild will be victorious, so players must battle against each other as well as the demonic forces!

Battle of Halle 1806 France vs. Prussia — Sun 10 am — Club

rules - Wargamerabbit

GM: Michael Verity

A French corps led by Marshal Bernadotte against the Prussian Reserve led by Eugene Frederick Henry, Duke of Württemberg. French defeated their opponents across the river Saale, forcing Prussians to retreat generally northeast toward Dessau after suffering heavy losses. That was history, but as gamers the outcome could be different.

Miniatures

Miniatures

Battlestations HUGE! —

Fri 4 pm, 8 pm

Sat, Sun Midnight, 11 am, Noon, 3 pm, 4 pm, 8 pm

Mon Midnight

Battlestations 2.0

GM: Jeff Siadek, Dennis Lien, Mario Acuña, Thomas Barry
Work with your fellow crewmates to help save the galaxy! All people welcome! No experience necessary!

Big Trouble in the Back of Beyond — Sat 1 pm — Bolt Action 2nd Edition

GM: Mark Stanley, Theron

Central Asia, 1920! A Chinese Warlord convoy is making a dash towards the township of Urga with important information and reinforcements when it is ambushed by the Mad Baron Ungern Von Sternberg's ferocious gang of cutthroats. Join the attacking force and try and stop the convoy, or repel the attackers as you race for safety, or you can sally forth with the city guard and help your Chinese comrades. Using Bolt Action 2 rules. 3-5 players, all miniatures provided. Beginners welcome.

Bloodborne: The Card Game — Sat 9 am, 5 pm, 8 pm, Sun 8 pm — Bloodborne: The Card Game

GM: James Freeman/Benjamin Peck

Designed by Eric M. Lang and based on Sony Entertainment and FromSoftware's hit video game Bloodborne for the PlayStation 4. In it, several Hunters will enter the Chalice Dungeon, but only one will be able to escape the victor. Round after round you'll face off against brutal creatures bent on destroying you.

Blood Rage — Fri 2 pm — Blood Rage

GM: Gary Manzano

Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

Bolt Action Tournament — Sat 10 am — Bolt Action 2nd Edition

GM: Frank Vassallo, Robert Courtney

Bolt Action Tournament: 3 round, 750 point tournament. Standard army compositions.

Carmageddon 2018 — Sat 2 pm — Car Wars - Homebrew

GM: Robert Hagmaier

The Southern California Autodueling Brotherhood (SCAB) is pleased to announce Carmageddon 2018, the inaugural event of the 2018 season. Eight lucky drivers will outfit their cars with guns before entering the arena for a spectacular battle royale. Get your tickets today! A few driver slots remain available. The winner will receive 20 annual ration cards and \$50,000. Losers will receive a \$500 burial allowance.

Circus Maximus — Sat 5 pm — Circus Maximus

GM: Jaime Vann

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

Civil Unrest Play Open Play Test — Sat 5 pm — Civil Unrest

GM: Christopher Lovell

Come play test Civil unrest before it hits kickstarter. We are looking for your input. Civil Unrest is a two player board game in which players control rioters or law enforcement in an alternative modern day fantasy world.

Clay-o-Rama Extravaganza — Sun 9 am — Clay-o-Rama

GM: Patrick Sewell

There have been free-for-alls, team battles, power-ups, and squished gladiators galore! Come see what happens this Con. Everyone will build their own warrior out of Play-Doh and after being given stats and a special ability such as Poke, Drop or Bowl you will battle it out with all the other Claydonians. Most fun you can have at the con that doesn't involve chariots...unless you make one!

Clay-O-Rama Late Night Death Brawl! — Sat Midnight — Clay-O-Rama

GM: Adam Hicks

Attention all gladiators! The gods of Claydonia have summoned you to fight for the cruel entertainment! Create a fighter out of play doh and prepare to duel to the claydeath!

Cthulu Wars Battle for World Domination! — Fri 10 pm — Cthulu Wars

GM: Adam Hicks

Have ever played a Mythos game and wondered what it would be like to actually BE Cthulu or Hastur? Here's your chance with a game of world domination where you play one of the factions belonging to a an Old One. Will you generate the most doom and conquer our fallen world? Come find out!

Death From Above — Sat 3 pm — Death From Above

GM: David Dunn

Pilot your squadrons over enemy ships and blow past their CAP, (Combat Air Patrol), and get that carrier! Everything provided.

Dreadball 2.0 Ultimate — Sat 6 pm — Dreadball 2.0

GM: William Stilwell

Bring your 1,200 MC team built using the new exhibition play team construction rules to compete in this multi-player arena of death. If you don't have the new rules yet, we can go over the changes before the game and help you construct your team. Loaner teams available. Contact me at whsjr3@hotmail.com with questions.

Dreadball 2nd Edition Casual Tournament — Sun Noon —

Dreadball - Mantic Games

GM: Richard Matney

A fast and fun tactical miniatures sports board game, written by Jake Thornton and created by Mantic Games. Two coaches compete for victory with teams of beautiful miniatures, on a highly stylised and finely detailed sci-fi pitch. The game is easy to learn yet tactical, with carefully orchestrated plays and counter attacks hinging on positioning and the mercy of the dice gods.

Dust 1947 — Sun 10 am — Miniature Game

GM: Braden Farr

A game of Small Unit Warfare in an alternate history 1947. Come join us for the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you're so inclined. Beginners Welcome, all materials provided, join any time!

Epic Ship Encounter — Sat 5 pm — X-Wing

GM: Colin Dimok, Claude Leceane

2 Round (for sanity sake) epic ship tournament. Players' fleets MUST have one epic ships in them and be less than 200 points. Winner of the game is the one who destroys the epic ship by the end of a round. In case of both ships being destroyed in the same round, standard tie breakers will be used. Games will be 1 1/2 hours long.

Miniatures

Friday Night Alpha Strike — Fri 6 pm — Battletech: Alpha Strike
GM: Paul Schipitsch

Using latest Standard rules (v2.3.1). All materials provided or bring TWO mechs that meet the following conditions...Points - 60 points maximum, Rules - Introductory, Era - pre-Clan Invasion, Size - Nothing under 45 Tons will be allowed

Guild Ball — Sat 4 pm — Guild Ball

GM: Dan Pineda

A tabletop medieval football wargame. Playing the role of the team coach, you will take control of a Guild Ball football (soccer) team and with a combination of tactics and strategy attempt to outscore your opponent. Win points by scoring goals or knocking out the opposing team's players.

HMGS-PSW Italian Wars Participation Game — Sat 2 pm —

Warlord: Pike & Shotte

GM: Andrew Gledhill

Big blocks of pikemen, 20 squadrons of cavalry, flags fluttering over head as cannons roar. All that's needed are commanders who can roll high, or low, as appropriate.

HMGS-PSW Presents "North Africa's Rumble!" — Fri 6 pm —

Flames of War V4

GM: Adam Hammer

Multi-Player, demo style game where Patton's Fighting First takes on Rommel's Das Afrika Korps. All miniatures will be provided and beginners are welcome.

Hungry...Hungry Vikings! — Sat, Sun 2 pm — Lion Rampant

GM: Larry Stehle

A storm kept your raiders out at sea longer than expected, so all that is left is dry fish and moldy bread. So instead of raiding for gold or silver, you want FOOD! Anything! The problem is the villagers won't just let you just come and take it. So play the Vikings to get a cow, pigs, maybe even vegetables! Be the Saxon villagers and defend your larder from the very hungry and cranky Vikings! Everything is provided!

Infinity Open Play/Demo — Sun Noon — Infinity

GM: Wesely Conklin

New to infinity or just want to play a few games we will have tables and terrain, for new or interested players we will have demo and break down the basics of this cool cyber punk skirmish game

Invisible Enemy - Micromachines at War — Sat 4 pm — Invisible Enemy

GM: Jim Burbeck

Invisible Enemy takes players into the miniaturized battlefields of the future. Miniatures are MGVs (Miniature Ground Vehicles) that are twenty times actual size. Players choose their own main weapons and fight it out on a battlefield of rock and gravel obstacles, explosive and oil residue traps and dead insects. The rules are available on-line for free at eylau.com.

"Is that a Tiger?" Cagny Village, June 18th, 1944 — Sat 9 am —

Gepanzerte Faust

GM: Stephen Phenow

As part of the Battle of Caen's Operation Goodwood, A British Infantry regiment (supported by a Second armored Battalion Irish Gds Tank Company) encounters a depleted Tiger II company of the 501st Heavy Tank Battalion supporting German infantry Kompanies at Cagny Village. Can the plucky British Shermans prevail? All Equipment supplied. 5-6 players. Any skill level. Play with the Author!

Kingdom Death: Monster — Sat 10 pm — Co-operative

GM: Reid Barkell

A fully cooperative tabletop hobby game experience. Set in a unique nightmarish world devoid of most natural resources, you control a settlement at the dawn of its existence. Fight monsters, craft weapons and gear, and develop your settlement to ensure your survival from generation to generation. Aimed at new players: this 101 is the tutorial "prologue". Space extremely limited, 18+ only.

Knights of the 31th Century — Sat 10 am — Knights of the 31th Century

GM: tom black

The universe is one of near-constant warfare and feudal political intrigue, where noble houses vie for dominance through out the known worlds. Come join the battle for honor and glory running a full troop of 3 lances comprising of huge walking behemoths. These behemoths are passed down within a knighted family from generation to generation. The behemoths reign supreme on the thirty-first century battlefield.

Learn to play Dreadball 2nd Edition — Sun 2 pm — Dreadball - Mantic Games

GM: Richard Matney

Dreadball 2nd Edition! DreadBall - The Futuristic Sports Game is a fast and fun tactical miniatures sports board game, created by Mantic Games. Two coaches compete for victory with teams of beautiful miniatures, on a highly stylised and finely detailed sci-fi pitch. The game is easy to learn yet tactical, with carefully orchestrated plays and counter attacks hinging on positioning and the mercy of the dice gods.

Learn to play Dreadball 2nd Edition — Fri 8 pm, Sat 11 am —

Dreadball - Mantic Games

GM: Richard Matney

Come learn to play. This is a fast paced and fun, tactical, futuristic, Sci-fi, sports game. Two coaches compete for victory with teams of beautiful miniatures, on a highly stylised and finely detailed sci-fi pitch. The game is easy to learn yet tactical, with carefully orchestrated plays and counter attacks hinging on positioning and the mercy of the dice gods.

Malifaux Demoes — Sat Noon — Malifaux

GM: Joshua Gill

If you have been interested in Malifaux then stop on by and experience it first hand. The demos include 5 scenarios that will take you step by step through every mechanic of the game. Each scenario will take about 20 minutes and you can play as many or as few as you wish.

Masmorra — Sun 2 pm — Masmorra

GM: Daniel Alvarez

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

Massive Darkness — Fri 8 pm, Sat, Sun 2 pm, 8 pm, Mon 9 am — Massive Darkness

GM: Kimberly Mumford/Daniel Alvarez/James Freeman

You'll join forces with the other players to enter the underground lair of the Darkness. You'll work together, jumping from shadow to light, engaging the enemy when the moment is right. The minions of the Darkness can be anything from orcs, to goblin warriors, to giant spiders.

Miniatures

Monster Mash - Zombie Attack! — Sun 6 pm — Savage Worlds

GM: Robert Furginson

Tired of power-gaming with players who know the numbers so well that ROLE-playing is just a stagnant concept? Well it's time to suck it up and play a character you know inside and out It's time to play YOU! No super powers, no aliens or magic just you and a rather large number of zombies who want your body. Using Savage Worlds you find yourself smack in the middle of a zombie takeover you need to stop or else....

Muskets and Tomahawks Demo — Sat 10 am — Muskets and Tomahawks

GM: Donald Tseng and Eric Duran

Come to the New World, form your war party, and wreck havoc with a musket or the steely end of a bayonet. An excellent system capturing the fog of war and differentiating conduct between European and native warriors. Volleys of fun!

Mythic Battles Pantheon — Sat, Sun 10 am — Mythic Battles Pantheon

GM: nathan nanning

Control one of the Greek gods and a team of monsters, heroes, and soldiers from Greek mythology then battle for the right to be the new ruler of Olympus.

Netepic Warhammer 40,000 Megabattle — Sat 11 am — Netepic Warhammer 40k

GM: Peter C

Epic warfare in the grim darkness of the far future using the Netepic Gold rules system. Netepic Gold is the 5th edition of a fan supported update of the classic 2nd Edition of Epic Warhammer 40k. It's like 40k Apocalypse but with smaller miniatures.

New Hope Church May 25th 1864 ACW The Atlanta Campaign —

Sun 9 am — Mr Lincoln's War

GM: Stephen Phenow

Two divisions of Federals attacked the best division in the Army of Tennessee - Cleburne's- who fought them to a stand-off. Federals remember advancing to the attack through the dripping woods as advancing "into the mouth of hell." All Equipment supplied. Basic wargaming knowledge required.

Noober Bowl IV — Sun 10 am — Blood Bowl

GM: Paul Villar

1000 TV roster teams of Legend and Death Zone one and two teams are allowed After each round 3 random players on your team will be granted a skill roll. Injuries and deaths do not carry forward.

OGRE Wars — Fri 5 pm — Steve Jackson's OGRE

GM: Steve Nanning

OGRE's in a Gladiatorial Combat setting Last surviving war machine wins. All materials provided

Operation Overcast 1945 — Sat 11 am — Flames of War Ver3.0 Late War

GM: Daniel Verity

May 1945. WWII has ended. Allies seek the advanced German technology and scientific minds behind advanced weapons. American and Soviet JIOA / NKVD teams arrive in southern Germany, in no mans land between the pending occupying powers, to find valuable technology and brains behind the development. This is a three way scenario of likely LW American / Soviet weaponry and die hard SS Germans.

Orcon ITC Warhammer 40K Grand Tournament — Sat, Sun 10 am — Warhammer 40K

GM: John Paiva

2000 point armies and standard ITC rules will be used. 3 games on Saturday and 2 games on Sunday will be played using ITC Scenarios. There is no additional cost for tournament entry other than Convention Badge. Bring 2 copies of your army list.

Paint and Take - Sponsored by Army Painter — Sat, Sun 10 am

GM: Sarah ChristianScher

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

Painting Contest Judging — Sun 2 pm

GM: Victor Bugg

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

Party Penguins : The Fellowship of the Ring — Fri 9 pm —

MMORPG using tabletop miniatures

GM: Victor Bugg

A rpg/miniature game of exploration and treasure-hunting in caverns filled with dangerous and unfriendly monsters in a quest to recover the One Ring and take it the well of Doom to destroy it. Purchase a party penguin mini from the booth of same name with your gear and class based on which one chosen. What you see is what you get. Raffle prize and take-home treasure (swag) if the party succeeds.

Relic Worlds Showdown — Sat 9 am — Savage Worlds Showdown

GM: Jeff McArthur

Find the treasure and kill your enemies in this "Indiana Jones in space" sort of adventure and miniatures battle. Players take the role of either space pirates or a corporate army as they face off on a large volcano board. This is a new expansion to the Savage Worlds Showdown rules. Free copies will be given to the players. You can see more about this at www.relicworlds.com

Richard the Lionheart — Sun 1 pm — Richard the Lionheart

GM: Jackie Chao

The Crusades have summoned King Richard the Lionheart to war in the Middle East. Back home in England, John Lackland is trying to consolidate his power, recruiting the Sheriff of Nottingham to his side. Opposing them is Robin Hood and his band of Merry Men. What will be left of Richard's Kingdom when the Crusades are over?

Robotech Bootcamp — Sat 10 am — Robotech Tactics

GM: David Dunn

Learn how to run your Mecha compitantly, and Graduate from the UEDF Boot Camp, and go kick some Zentrati butt! Everything provided.

Ship v Ship in the Age of Sail — Sun 10 am — Signal Close Action!

GM: Robert Boyens Jesse Boyens

Command a ship in the age of sail, from either the infant United States or the venerable Great Britain

Miniatures

Team Yankee Invitational Tournament — Sat, Sun 9 am — Team Yankee (BattleFront)

GM: Troy Hill

Day 1 (Rounds 1, 2, & 3) and Day 2 (Rounds 4 & 5) of the Team Yankee Invitational Tournament. Two day, five round tourney. 70pts day 1, 85 pts day 2.

The Godfather: Corleone's Empire — Fri 8 pm, Sat, Sun 9 am — The Godfather: Corleone's Empire

GM: Benjamin Peck/Daniel Alvarez/Jackie Chao

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

Tim Keennon Memorial Hail Caesar Tournament — Sun 11 am — Hail Caesar

GM: Mark Nicholson

250 points, 3 units per division (not 4) armies. Loaner armies available. Prizes. Join us for a good time and remembering a friend who left us too soon. Army list from Late Antiquity to Early Medieval and Biblical & Classical books.

Warhammer 40K Demos — Sat 5 pm, Sun 10 am — Warhammer 40K 8th edition

Come learn to play the newest iteration of the long running master of Sci-Fi miniatures games. All Materials Provided, join any time!

Wavre, June 18, 1815 — Sat 10 am — Home Brew Rules

GM: Robert Boyens Jesse Boyens

Napoleon needs more troops at Waterloo - can the French under Marshal Grouchy prevent the Prussians under Blucher from coming in behind Napoleon's troops and arrive in time to turn the tide? Or will the River Dye prove too much of an obstacle?

Where's He Hiding? — Fri 1 pm — Pulp Alley

GM: Tom Pliska

This will be the basic "Smash and Grab" scenario for Pulp Alley. Pulp Alley is a great, easy to learn skirmish type game, with a lot of Role-Play elements. Feel free to bring your own league, but I'll provide everything necessary to play. Limited to 4 players per game.

X-wing 101 (and practice) for kids — Fri 8 pm — X-Wing Miniatures

GM: Patrick Sewell

Always walking by and seeing the cool star wars space battles? Come learn how to play! All materials provided. Attendance at this 101 will also allow you to play in the tournament Saturday if you are new to the game, with ships to borrow. This is also a great time to come test your 100 pt list before the tournament.

X-wing Kids Tournament — Sat 10 am — X-Wing Miniatures

GM: Patrick Sewell

100 pt lists. Ages 16 and under. Ships are available to borrow if you want to play and don't have the ships yet. Must know how to play, or have attended the X-wing 101. If you are bringing your own list, please show up at least 15 minutes early to verify the point count.

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

GM: Omari Paki/Steven Alvarez/Jaqueb Smith

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

Zombicide: Black Plague — Fri, Sat 2 pm — Zombicide: Black Plague

GM: Jeff Acton

A standalone cooperative board game for 1 to 6 players that brings the relentless zombie-killing action of Zombicide into a brand new fantasy setting, featuring different Survivors from all walks of medieval life and even some fantasy races like dwarves and elves!

War Games

Los Angeles B & C

1775: Rebellion — Sat Noon

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

Axis & Allies — Sat, Sun 9 am

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

Axis & Allies Set up — Fri Noon

Axis & Allies set up and pre-game smack talk.

Battle Cry — Sun Noon

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

Battle for Armageddon — Sat 8 pm

Battle for Armageddon is a two-player war that simulates the whole of the Armageddon campaign. One player takes command of the massive ork invasion force and the other of the valiant imperial defenders. This a board and chit game.

C&C Napoleonics Intro & Epic Demo — Sat 6 pm

Command Napoleon's French and Prussian, Russian and Austrian forces in a series of battles - All with Richard Borg's easy to learn and use card driven wargame system. Demo of basic game and epic game. Demo last 15 minutes or can play longer

Clash of Cultures — Fri 7 pm

Players must explore their surroundings, build large cities, research advances and conquer those who stand in the way.

Frederick — Sat 4 pm

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

War Games

Game of Thrones — Fri Noon

3-6 players. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

Heroes of Normandy/ Shadows of Normandie — Sun 4 pm

Heroes of Normandie is a chit and board squad level wargame focusing on Heroes in the vein of classic Hollywood war movies.

Kriegsspiel — Sun 10 am

Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with blocks to represent units. Easy to learn and simple to play understanding of Napoleonic tactics a plus. Con scenario is American Civil War, operational level

Maria — Sat 10 am

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

Napoleonic Wars, 2nd Edition — Mon 11 am

The Napoleonic Wars, 1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history.

Roleplaying

Plaza Ballrooms B-D, Los Angeles A , Newport, San Lorenzo

RPG Games on Demand

Games on Demand is a new model being implemented by the RPG department. This model of short format 2 hour games has been popular at conventions like Origins and Gen Con. GM's will have a variety of games ready to go on a first come first serve basis. Once a table is full the game starts. Do you have a couple of hours to kill in between events? Come on over to the 2nd floor in San Lorenzo F and try something completely out of the ordinary at Strategicon. Saturday and Sunday from 9 am to whenever the GM's want to stop.

A Call for Help — Fri 8 pm — GURPS (ASPIRE setting)

GM: Ron Shaw

(Scoring for Tournament Eligibility) Although A.S.P.I.R.E. has fallen from grace in the law enforcement community, it still has some friends there. Now those friends are calling for help as an outbreak of stalking cases, home invasions, kidnappings and murders with no explanation have hit the all over the world.

Adventures in Arkendale — Sat 9 am — Moment of Truth for Kids

GM: Stuart Venable

The King of Arkendale has a problem, and he needs a band of brave adventurers to solve it.

A Hole in the Complex — Sat 8 pm — Paranoia

GM: Ed Murphy

Greeting, Citizens. Congratulations on your promotion to Red security clearance. This is evidence of The Computer's faith and trust in you. Please report to CDO Sector HPD+MC Department of Troubleshooter Housing for your new Red security clearance housing assignment. Afterwards, proceed directly to your new quarters and await further orders. Stay alert! Trust no one! Keep your laser handy!

Arcade Generation — Sun 9 am — Tales from the Loop

GM: CADave Hoover

The year is 1984 and it's the last week of summer vacation. You and your friends attend Boulder City Middle School in the Nevada desert. Typical 80s kids on adventures, except you live in a world where science has brought about robots and all kinds of advanced (but still classified) tech.

Rune Wars — Sat Noon

Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

Sails of Glory — Fri 4 pm

Sails of Glory, Frigates — Sun 6 pm

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

Sturm Europa — Fri 6 pm, Sat Noon

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

Virgin Queen (Campaign Tournament) — Sat Noon

The full 7-turn 1559 scenario. Minimum of 3 players. Scheduled for 11 hours, this being an entirely Saturday tournament, with scheduled breaks. Winner receives 50 dealer dollars (in each game). All other participants receive 10 dealer dollars.

Arkham 1692: The Doors Beyond Time — Sun 2 pm — Cthulhu Dark

GM: Jesse Burneko

In a time of fear and zealotry, the Ingham family are executed for witchcraft. Afterwards, those who gave evidence against them are found dead. As the Investigators dig deeper, they discover a long and dark history of vengeance.

Ashes of Exodus — Sat 2 pm — Mongoose Traveller 2nd Edition

GM: Stuart Venable

The party are operatives for the Exodus Foundation. Mankind has been struggling to get to the stars for centuries: first with generation ships, then with rudimentary FTL spaceflight. Conflicts between the original generation ship colonists and the FTL newcomers are common. This time it's getting ugly.

Atomic City USA — Sat 9 am — Tales from the Loop

GM: Bill Carter

Solve a Stranger Things style mystery as you play teenagers in the mid-1980s growing up in the totally normal town in New Mexico where everyone works on weapons of mass destruction.

Bane of the Bayou — Fri 8 pm, Sat 2 pm — Savage Worlds

GM: Jacob Quintero

It turns out that monsters are real. All the things from myth, legend, and B-movies are out there, waiting in the shadows. Officially secret, some of them are evil, and some are just hungry. On the other side are the people who kill monsters for a living. Monster Hunter International is the premier eradication company in the business. And now you are their newest recruit.

RPGs

Bedlam Hall: A Peculiar Holiday on the Nile — Sun 9 am —

Powered by the Apocalypse

GM: Louis Garcia

When the Blackwood family leaves Bedlam Hall for a holiday, it is the house staff that usually suffers as they continue to serve the family. This year, the Blackwood's are on tour of Egypt, traveling on steamer ship along the Nile River. But the strange happenings that befall the Blackwood family always follow them, even in the shadow of ancient Egypt.

Bedlam Hall: Family Reunion — Fri 2 pm — Powered by the Apocalypse

GM: Christopher Grey

What dreadful misfortune must the household staff of the Blackwood family endure when a historic family reunion is scheduled to descend upon Bedlam Hall? What cursed suffering must they struggle through to ignore the strange? Prepare with tea, fresh linens, and a butcher knife (for protection of course), as you serve the Blackwoods in this depressing roleplaying game about horrible people from Monkeyfun Studios.

Big Game Hunting — Sun 9 am — In Nomine

GM: Sarah Hicks

Players will find themselves in a mostly utopian, post-revelations Los Angeles. The setting will be in the old Los Angeles Zoo. The players will be angels fighting against demons who wish to use the old zoo as a hunting grounds for big game hunters. If they players are successful, they will also create a tether for the Archangel Jordi.

Blackout Era- Assassins — Sun 9 am — GURPS

GM: James Freeman

In A world where technology failed and humanity is trying to get back on it's feet, your team is working with various communities trying to unite them against those who would oppose peace. We have found the outpost of one of the bands of raiders and our team was selected to assassinate the leader of the raiders, The only problem is he is in his fortified base, If we fail it will start an all out war in the region.

Blackout Era- The hunted — Sat 2 pm — GURPS

GM: James Freeman

In A world where technology failed and humanity is trying to get back on it's feet, your team is working with various communities trying to unite them against those who would oppose peace. But what do you do when someone is hunting the teams that go out to save those in need?

Bluebeard's Bride — Sun 8 pm — Bluebeard's Bride

GM: Jesse Burneko

An investigatory horror tabletop roleplaying game. In this game you explore Bluebeard's home as the Bride, creating your own beautifully tragic version of the dark fairy tale. Investigate rooms, discover the truth of what happened, experience the nightmarish phantasmagoria of this broken place, and decide whether or not you are a faithful or disloyal bride.

Call of Cthulhu - Fourteenth Hour — Sun 2 pm — Call of Cthulhu 5th Edition

GM: Michale Shupe

The Investigators find themselves in a strange version of reality with 28 hour days. They need to find the reason they are here and return to their own world before time runs out - forever!

CCC-SFBAY 1-2 Old Enemies Arise (lvls 5-10) — Sat 9 am, Sun 2 pm — D&D 5e

The alliance between Thay and Mulmaster is stronger than ever, and this does not sit well with some of the neighboring countries in fact, it appears that one of them is attacking caravans leaving Mulmaster and heading towards Thay. You have been asked by the Cloaks to investigate the attacks, discover who is behind them, and stop them if you can.

CCC-SRCC01-01 Trouble in the Old City (lvl 1-4) — Fri Noon, Sun 9 am — D&D 5e

The town of Ylraphon on the border of the Flooded Forest has been targeted by the yuan-ti. One of them has uncovered an ancient ritual to change the people of the area called the Old City into their servants. Can the adventurers stop the yuan-ti in time? The whole of the Moonsea may be at risk if they fail.

CCC-SRCC01-02 Down the River of Snakes (lvl 1-4) — Fri, Sun 2 pm — D&D 5e

The yuan-ti have a demented scheme to bring the most vulnerable denizens of the small town of Ylraphon under their sway. Can the adventurers traverse the Flooded Forest, one of the most dangerous areas of wilderness in all Faerûn, in time to stop the machinations of the serpent god's fanatical priest?

CCC-SRCC01-03 Altar of the Smoldering Eye (lvl 1-4) — Fri, Sun 7 pm — D&D 5e

A fanatical priest nears completion of an ancient ritual that will transform the residents of Ylraphon's Old City into yuan-ti. It has been revealed that he hides in a ruined temple in the Flooded Forest. The sands of time quickly slip away....

CCC-YLRA02-01 The Sly and the Avaricious (lvls 5-10) — Sat 2 pm, Sun 7 pm — D&D 5e

Impostors have been discovered! Trouble has infiltrated Ylraphon's elite houses, and you've been summoned to deal with the problem. Such problems are hardly ever simple to deal with, of course, and a much greater threat is soon exposed. Sharp claws, chittering teeth, and wicked blades scurry in hidden tunnels under Ylraphon. And a darker presence dwelling in the shadows reaches its fingers out, grasping for the strings that run the frontier town.

CCC-YLRA02-02 The Chill Orb of Twilight (lvl 11-16) — Fri 7 pm, Sun 9 am — D&D 5e

Lorem ipsum dolor sit amet

CCC-YLRA02-04 The Wards in the Walls (lvllls 1-4) — Sat, Mon 2 pm — D&D 5e

CCC-YLRA 2-3 The Empty School (lvls 1-4) — Sat, Mon 9 am — D&D 5e

The aristocratic Mulmasterite wizard Salvar Brix lavished his wealth on building Brixmarsh, a school of magic in the backwater port of Ylraphon—but barely any students have enrolled, and hidden treachery threatens to shut the place down. Hired to disguise yourselves as students and investigate, can you save what some are already calling "Brix's Folly?"

CIT 00 - Festival of Coronation (Intro) — Sat, Sun, Mon 9 am — Legend of the 5 Rings 4th Edition

A new Emperor is crowned and an Empire Rejoices.

CIT 01 - Lessons Never Forgotten (Levels 1-2) — Fri 8 pm, Sat 2 pm — Legend of the 5 Rings 4th Edition

"The three greatest enemies of the Mantis are soil erosion, customs inspectors, and the Phoenix. In that order." ~Yoritomo Yoshiro.

CIT 02 - Distracted Sentries (Levels 1-2) — Sat 9 am — Legend of the 5 Rings 4th Edition

Many gather to venerate the ascension of a hero to the Celestial Heavens, but what walks in the shadows while other eyes are turned upward?

CIT 03 - Legacy of My Ancestor (Levels 1-2) — Sat 9 am, 2 pm — Legend of the 5 Rings 4th Edition

A chance meeting offers you the chance to address an old wrong in an older bloodline. Will your help lead the last survivors to a path of redemption or to ruin?

RPGs

CIT 04 - Crossing the Forbidden Sea (Levels 1-2) — Sat 8 pm — Legend of the 5 Rings 4th Edition

By the order of the Emperor, all Clans must send some of their own to experience what he has seen. Getting there? A trick in and of itself.

CIT 05 - The Search Begins (Levels 1-2) — Sun 9 am — Legend of the 5 Rings 4th Edition

The gaze of Natsu-togumara sits upon many who travel outside of Rokugan. Is this a blessing or a curse?

CIT - 06 Celestial Unrest (Levels 1-2) — Sun 2 pm — Legend of the 5 Rings 4th Edition

A hotter-than-typical summer heat has put the city of Balishnimpur on the edge of a knife. Just one push in the wrong direction....

CIT 07 - A Breed Apart — Sun 8 pm — Legend of the 5 Rings 4th Edition

The Gaijin that have inhabited Balishnimpur have taken a variety of stances when it comes to the Rokugani. Some of them may have taken it a step too far...

CIT 08 - Halls of the Forgotten (Levels 1-2) — Mon 9 am — Legend of the 5 Rings 4th Edition

Unknown enemies and ancient wards stand between a few samurai and a great treasure.

CIT 09 - Essence of Fire — Mon 2 pm — Legend of the 5 Rings 4th Ed. What is worth sacrificing in the pursuit of power?

Competitive Gruel Truck! — Sun 2 pm — Gruel Truck! That weird game about food trucks in Middle Earth.

Crackdown! — Sat 2 pm — ShadowPunk-Modified Fate Accelerated

GM: Seth Halbeisen

Well this is just great! The Polies and the Radicals have a tiff and the Corps lockdown the whole dang town! Now we're stuck in the middle of some bloming biohazard with no exit rout. Time to call in all th efavors and either fix it, or find a wy out of it.

DDAL00-02F The Definition of Heroism (lvl 17-20) — Fri 7 pm, Mon 9 am — D&D 5e

Myth Drannor lies under a layer of debris that is a quarter mile thick. But there are secrets in the chaos, and some of those secrets yearn to be made known once more. Within the rubble of Thultanthar and Myth Drannor can be heard Ethereal voices- but of what they speak, no sane mind has yet to report.

DDAL 0-1 Window to the Past (lvl 17-20) — Sun 2 pm — D&D 5e

When a Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers.

DDAL 0-3 Those Who Came Before (lvl 17-20) — Sun 7 pm — D&D 5e

All of the scribes in Candlekeep are reporting eerie dreams, dreams in which the flying citadels of Ancient Netheril remain aloft among the clouds, with the modern skylines of Neverwinter and Waterdeep far below. These hazy visions all end the same way: with tremendous calamity as those fortresses smash down upon the defenseless metropolises. What aid can be enlisted when such doom is on the horizon?

DDAL 5-18 Eye of Xxiphu Part 1 (lvls 17-20) — Sat 9 am

DDAL 5-18 Eye of Xxiphu Part 2 (lvls 17-20) — Sat 2 pm D&D 5e

Baron Bajram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal.

DDAL 6-3 Crypt of the Death Giants (levels 17-20) — Sun 9 am — D&D 5e

A magical storm builds over the Anauroch desert bringing portents of death and destruction to Faerûn. Giants imbued with power of death itself threaten to permanently destroy the giant Ordning and small folk in their wake. Can you stop these unnatural giants and those that seek to control them? Ties to Against the Giants from Tales from the Yawning Portal.

DDAL 7-10 Fire, Ash, and Rain (lvls 11-16) — Fri, Sun 7 pm — D&D 5e

Within the jungles of Chult lay a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still lay a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful?

DDAL 7-11 A Lesson in Love (lvls 11-16) — Sat 9 am — D&D 5e

An old elf has wandered into the city from the jungle prattling on about his long-lost daughter to anyone whose ear he can bend. Though most in Port Nyanzaru dismiss him as mad, he speaks the truth. Can you find and save his daughter?

DDAL 7-12 In Search of Secrets (lvls 11-16) — Sat, Mon 2 pm — D&D 5e

The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. Within the jungles, a number of cities fell into ruin during the Year of Blue Fire. Both the merchant princes and factions believe that they likely contain knowledge that would prove invaluable in the battles to come. Grab your guide and get looking

DDAL 7-3 A Day At the Races (lvl 1-4) — Fri Noon, Sun 7 pm — D&D 5e

The Merchant Princes have a treat in store for everyone! A new team-based event has been added to the roster and the factions are throwing their hats into the ring. Climb aboard and saddle up! Part 1 of The Jungle Has Fangs Trilogy.

DDAL 7-4 A Walk in the Park (lvl 1-4) — Fri 2 pm, Mon 9 am — D&D 5e

A mysterious clue has led you outside of the safety of the city's walls and into the jungle beyond. You have been asked to venture into the jungle and seek out the wisdom of some of the native humanoids in the area—perhaps they will be able to shed some light on the situation and provide some insight on who is behind it all. Part 2 of The Jungle Has Fangs Trilogy.

DDAL 7-5 Whispers in the Dark (lvls 1-4) — Fri 7 pm, Mon 2 pm — D&D 5e

The temple lay just ahead, and within the answers to a great many questions about the recent goings on in Port Nyanzaru. The journey here has been long and arduous and hopefully soon at an end. Leave your trepidations at the door there's exploring to be done! Part 3 of The Jungle Has Fangs Trilogy.

DDAL 7-6 Fester and Burn (lvl 5-10) — Fri Noon, Sat 9 am, Sun 7 pm — D&D 5e

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part 1 of The Rot from Within Trilogy.

DDAL 7-7 Rotting Roots (lvls 5-10) — Fri, Sat 2 pm, Mon 9 am — D&D 5e

The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part 2 of The Rot from Within Trilogy.

RPGs

DDAL 7-8 Putting the Dead to Rest (lvls 5-10) — Fri 7 pm, Sun 9 am, Mon 2 pm — D&D 5e

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part 3 of The Rot from Within Trilogy.

DDAL 7-9 Unusal Opposition (lvl 11-16) — Fri, Sun 2 pm — D&D 5e

The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuant-i in Chult's humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult!

DDEP 7-2 Drums of the Dead (lvls 1-4) — Sat 7 pm — D&D 5e

DDEP 7-2 Drums of the Dead (lvls 5-10) — Sat 7 pm — D&D 5e

DDEP 7-2 Drums of the Dead (lvls 11-16) — Sat 7 pm — D&D 5e

DDEP 7-2 Drums of the Dead (lvls 17-20) — Sat 7 pm — D&D 5e

A ritual to destroy Chult's undead has backfired, unleashing an undead plague that is spread from bites and scratches. Volo has identified the components needed to concoct an antidote, but needs your help to scour the jungle for rare ingredients. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.

Defraud the Fraud — Sat 9 am — Shadowrun 5th Ed.

GM: bryan smith

He swindled millions and now its time to get even! Characters provided, bring D6's. You can create and bring your own characters as well.

Demigods: Are You A God? — Fri 8 pm, Sat 9 am, 2 pm —

Powered by the Apocalypse

GM: Jason Mills

Demigods is a modern day, magical realism setting wherein all of the gods are real, from every belief system around the world. You play as one of the half-mortal children of the gods, getting pushed around by the powers that be to keep The Fates happy, earn Epic Rewards, and heck, maybe even just be able to grab a coffee without harpies jumping on your head.

Dinner Party of the Damned — Sat 2 pm — Sorcerer

GM: Jesse Burneko

An RPG that focuses on characters who summon and bind demons for power. A cop with a possessed partner. An exorcist with a shameful past. A journalist on the trail of human traffickers. An art dealer with the Midas touch. All have been invited to a dinner party hosted by a man with a reputation for both occult dealings and deviant delights. Redemption and damnation are on the menu.

Dwellers of the Forbidden City — Sat 2 pm — Trungeons & Dravellers

GM: Mike Olson

Somewhere in the heart of the steaming jungle lies the answer to the whispered tales of a magnificent city and foul, horrid rituals. There you might find riches and wonders — or death! Is your party brave enough to face the terrors of... the Forbidden City? This hack of two classic game systems combines D&D-ish characters doing D&D-ish things with Classic Traveller mechanics. We'll make characters at the table!

Eight Hours Till Daylight — Sat 2 pm — Storyteller-CoD

GM: michael cantin

A group of friends out on a road trip in 1977 break down in a small seemingly abandoned mountain town. But they are not alone. Someone is watching. Waiting. His hands wringing in anticipation of the kill.... Who will survive till daylight?

Epic Crossover - Superheroic Roleplay — Fri, Sun 8 pm — FATE Accelerated

GM: Michale Shupe

All the Heroes, all the Villains, one world. This includes time for on the spot character creation. A world where JLA/Avengers never ended... a merged Marvel/DC universe with any modern comic book character allowed, or make your own original character!

Escape From Rel Astra — Sat 9 am — Dungeons & Dragons 5e

GM: Philip Martinez

The year is CY 580. The North Kingdom is beginning to unravel. You have refugee' d to the grand old city of Rel Astra. Little do you know that Rel Astra is beginning to feel the influence of The North Kingdom. Can you get out of Rel Astra alive? Everything will be provided. Just bring your imagination.

Expedition to Terror Planet — Fri, Sat 2 pm — Wild Talents/O.R.E.

GM: Kurt Hanna

In the backwater reaches of the galaxy, the primitive inhabitants of a little-known, much-rumored planet have apparently developed the technology to reach other planets, possibly the first sign of inter-stellar capability. Your ship has been dispatched to investigate.

Five Fingers of Deceit — Fri 8 pm — Iron Kingdoms (using

Dungeon World ruleset)

GM: Sam Carter

Everything was copacetic. A day of celebration, of fun, of free booze! But then some bastard went and stole from the Boss.. and on this, the day of his daughter's wedding! So now you're out here, hunting down some poor sod (oh, what they're going to do to 'im..), instead of enjoying the festivities. What rotten luck. Dungeon World rules, with some Iron Kingdoms additions.

From the Black — Sat 9 am — Iron Kingdoms (Dungeon World)

GM: Sam Carter

Yes, the great nation of Cygnar is beset upon all sides by conflict, or the looming threat of war, but this little eastern town on the boarder was supposed to be an exception. A place where you could get a little peace and quiet. Now the Black River is disgorging all kinds of trouble! What's a weary adventurer to do? Dungeon World rules, with some Iron Kingdoms additions.

Goth as FK** — Sat 2 pm — Goth as F**K Mini-rpg

GM: Terry Kasabian

Hey now. Hey now now. Are you goth-er than everyone else at the club? Then prove it with this mini-rpg provided by Monkeyfun Studios. Costumes and eye-liner are greatly encouraged, music will be played. White on white, translucent black capes...

GURPS Finals — Sun 2 pm — GURPS

GM: Gary Gandara

GURPS Finals, Invite only. Finalist names will be posted by 1pm.

Herald: Lovecraft & Tesla — Fri 2 pm — Savage Worlds

GM: Alexander Lepera

Join Lovecraft, Tesla and others from the Mythos Resistance as they save the world from unnatural threats. These are the days of dangerous new technology, cults, talismans, kidnappings, mafia-controlled moonshine, transatlantic plane disappearances, and terrifying breakthroughs in the fields of quantum physics and astronomy. Science meets Fiction in the Roaring Twenties.

High Level All Nighter — Sat 8 pm — AD&D 2nd ed

GM: Mike Grant

A very high level and intense game, it requires focus and has gone all night many times. We like to keep the pace fast and only stop for scheduled breaks. Great swag as this is a cooperative competition. A rescue mission with possible side goals. Bring a 3 million xp character or run a pregen. Story packets will be passed out justbefore game time.

RPGs

Hole in the Sky — Sun 2 pm — Dungeon Crawl Classics

GM: Thom Denick

A level 0 adventure, come roll up a set of commoners and see if they can survive an impossible rescue mission from the prison of your nightmares. No prior RPG experience required.

Human Dog Fight — Fri 2 pm — In Nomine

GM: Sarah Hicks

The players will find themselves in a post-revelations Los Angeles, where most is utopian. All players will play angels with varying degrees of angelic behavior. They will need to find, beat, and send back to hell the demons in charge of an underground human "dog" fighting ring., where the local homeless are being forced to fight and live caged up like fighting dogs.

In a Wicked Age — Fri 8 pm — In a Wicked Age

GM: James Ritter

In this wicked age... ..Gods, demons and mortals contend with one another for power... ..Law and civilization are new, and no one is their master... ..A simple midwife can set in motion the downfall of tyrants and great empires... ..Your birth is not yours to choose, but your fate is what you make it.

In the Belly of the Beast — Sun 8 pm — The Light RPG [PLAYTEST]

GM: Mikal Saltveit

The end of the world happened. And then, it just kept on happening. You struggle to survive in the guts of Nazu, the world-eater, scavenging the remains of the mighty empires that slowly move through the belly of the beast. CHARACTERS PROVIDED. Cthulu-esque.

Into The Rifts: Escape the Multiverse — Fri 8 pm

Into The Rifts: Escape the Multiverse Part 2 — Sat 9 am

Into The Rifts: Escape the Multiverse Part 3 — Sun 9 pm

RIFTS/Palladium

GM: Troy Tieuel

Play as a Robotech Pilot, Pacific Rim Gladiator, Giant Godzilla Spawn, Jedi Knight, Magic Wielding Warrior or a blending of all of them against the most ruthless villains known! Don't hesitate all of the known realities are counting on your action!

Jinkies! The Museum of the Rockies Mystery — Sat 9 am —

Jinkies (PbtA)

GM: Tobias Strauss

D-d-d-dinosaur ghosts? Zoinks, this mystery is scary! There are ghosts at the historic Museum of the Rockies. So go get your talking dog and your stylish bell bottoms because its all up to you meddling teenagers!

Jinkies! The Vaudeville Caper — Sat 2 pm — Jinkies (PbtA)

GM: Tobias Strauss

An old theater. A phantom. And all you get is a talking dog. Do you have what it takes to solve the mystery of the Stuart Theater? Grab your ascot and stop hiding in that love testing machine, because there's a mystery to solve!

KALEIDOSCOPE - Revenants: Saving Shiloh — Fri, Sat 8 pm — PRISM

GM: Dorian Richard

Science and nature have merged to transform and redefine us. Mutants, genetically engineered races and mechs with human consciousness are challenging the very definition of humanity. Now the barrier between the living and the dead is eroding, redefining even what it means to be alive. Try to save a child and what is left of your humanity.

Lost in the Woods -all ages — Sun 9 am — My Little Pony: Tails of Equestria RPG

GM: Oscar Simmons

The ponies sit down and share a story of becoming lost in the woods. Everypony recalls the action, drama and magic of friendship together. A storytelling game for people of all ages. Game components required will be provided.

Masks: A New Generation — Fri 2 pm — Masks (PbtA)

GM: Jason JiB Tryon

Heroes are nothing new in Halcyon City. The Sentinel, the Hoplite, Madame Mystery, but they're all yesterday's news. You're the new generation of supers. What will you be? Can you find your own path and make your own identity? Oh and save the world all without missing 3rd period French? Masks A New Generation is a PbtA game of teenage supers finding their way and forging their own identity.

Mexican Cargo Run: Rio Grande rendezvous Part 1 — Sat 2 pm

Mexican Cargo Run: Rio Grande rendezvous Part 2 — Sun 2 pm

Savage Rifts®

GM: Cameron Cleveland

Fantasy, Sci-Fi, post-Apocalypse. Pre-approved player made characters are welcome. Pregen pcs provided. The continuous adventures of a cargo convoy run to Mexico & the party will be split into two convoy missions. Two Gm's will be running this event. Music & sound board provided. This is a role play tournament. Players will vote the best roleplay(not roll-play).

Missing Kittens — Sun 9 am — Pugmire

GM: Richard Warren

For the last two months, kittens have gone missing in Riverwall, but the police dogs have done little to investigate. Then, the Dogs in Blue arrested a moggie named Shadow Jack, when he accosted Purissa Doberman, proprietor of Exquisite Consignments, and accused her of kidnapping and keeping his daughter Liz prisoner. While most dismissed Shadow Jack's story as mad ravings, his story might hold some clues to the other disappearances.

Monday Morning Madness — Mon 9 am — Variable

GM: Michale Shupe

I will run any event in any system I've run previously this convention if you're mad enough to be here Monday Morning. Call of Cthulhu, GURPS, or Fate Accelerated

Monkeyfun Studios presents... [Playtest] — Fri 8 pm — ** To Be Revealed **

GM: David Kizzia

It's Friday night, time for a secret game playtest from your friends at Monkeyfun Studios (home of Spirit of 77 and Bedlam Hall). Characters will be provided, no experience necessary.

Murder and War — Sat 8 pm — Dresden Fate Accelerated

GM: Richard Warren

In Seattle, the destruction of the Red Court upset the delicate balance of power in the city, opening the way for the Fomor to invade. After years of fighting, an unlikely alliance of Fey, the Black Talon Corporation (run by the dragon Corvinus), and Native American spirits (represented by the Duwamish shaman Sokanon) joined to push the Fomor back into the sea. An uneasy peace has since settled over the city—but the murder of Dutchess Araliesse's handmaid, Mishandrell, using a spirit-bound flint dagger

Mystery at Tawada Station — Sat 2 pm — Eclipse Phase

GM: Charles Evans

You and your crew are making a slight to detour to deliver a package. What could possibly go wrong?

New Strawn: Kansas Shuffle — Fri 8 pm — Savage Rifts®

GM: Cameron Cleveland

Savage Rifts® Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pregens no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character roleplay (not roll-play) for the session.

RPGs

Nuclear Knight School: Remedial Thaumaturgy 101 — Sat 9 am — Savage Worlds

GM: Kurt Potts

Nuclear Knight School takes place in an alternate 1980s America where magic is real and thoroughly mundane. Four students struggle to work together when strange things start happening at the El Camino Community College of Magic and Technology. Playtest this new setting with it's creator.

Numenera — Fri 2 pm, Mon 10 am — Cypher System

GM: Matt Chapman

Depending on player interest & experience, scenario to be chosen from: Skein of the Blackbone Bride, Shadewalker, Escape from the Jade Colossus, Vortex, Weird Discoveries, or the Core book

One Final Day in Pompeii — Fri 2 pm — The Light RPG

[PLAYTEST]

GM: Mikal Saltveit

A patrician, a soldier, a gladiator, a slave, and a soothsayer. In the bustling city of Pompeii, none of them have ever met before. But on one eventful day, their fates become intertwined with that of strangers. CHARACTERS PROVIDED.

Operation Frieloch — Sun 9 am — Cthulhu Dark

GM: Sam Carter

Can't say as you see what interest the Allies have in this tiny town. Its miles from the real fighting, but picturesque. Still, you have your orders: scout the town and report back. Under no circumstances are you to enter the town borders. But the enemy is here, and your squad was driven into hiding on the outskirts. Now things are starting to get weird... A WWII adventure for Cthulhu Dark.

Paragon University - Love, Actually — Fri 2 pm — Variable

GM: Michale Shupe

Set in the same universe as Project: ASPIRE, young people deal with being supernatural in a world still awakening to the fact they exist. Pregens provided or bring your own (guidelines provided at the game), Part of the GURPS Tournament - Play twice by Sunday Morning to qualify!

Perils of the Sunken City — Sat 2 pm — Dungeon Crawl Classics

GM: Thom Denick

Welcome to Mustertown! You and your fellow 0 level adventurers have formed a Free Company to explore the ruins of the Sunken City. Can you find and retrieve a Bright Prize, or will you succumb to one of the many terrors of the fallen city? Absolutely no RPG experience required. Characters will be generated at beginning of session.

PFS 0-26 Lost at Bitter End (lvl 7-11) — Fri 8 pm, Sun 2 pm — Pathfinder RPG

Pathfinder RPG

When a fellow Pathfinder and Priest of Nethys disappears, the Society sends you to uncover her whereabouts. Will you solve the mystery of Bitter End or find yourself lost forever in the Mana Wastes?

PFS 0-28 Lyrics of Extinction — Sat 9 am — Pathfinder RPG

The fabled ruined city of Dokeran has been found and it's your job as a Pathfinder to explore it and discover how it fell. However, you quickly find that the ruined city has a dark secret—one you might not survive.

PFS 1-34 Encounter at the Drowning Stones (lvl 7-11) — Mon 9 am — Pathfinder RPG

Rumors of murder and chaos surround the rock formations called the Drowning Stones. The Society sends you there after the location is discovered by the Aspis Consortium. It's up to you to insure that they don't get their hands on the source of its power.

PFS 2-25 You Only Die Twice (lvl 5-9) — Fri 8 pm, Sun 9 am — Pathfinder RPG

The Society sends you into the undead-ruled nation of Geb for an undercover mission. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones?

PFS 5-08 The Confirmation (lvl 1-2) — Sat 2 pm, Sun 9 am — Pathfinder RPG

This is a replayable adventure designed to help introduce players to the Pathfinder Society. The Confirmation is the final test almost all Pathfinders must undergo to become a full-fledged Pathfinder agents. Are you ready for yours?

PFS 9-04 The Unseen Inclusion (lvl 1-5) — Sat 2 pm, Sun 8 pm, Mon 9 am — Pathfinder RPG

Merab has grown steadily over the past decade, and recently, workers accidentally unsealed a haunted ruin, out of which screamed a terrifying apparition. The Society has sent you to investigate. Will you survive the ruins?

PFS 9-05 Call of the Copper Gate (lvl 3-7) — Fri 2 pm, Sat 9 am, 2 pm, Sun 2 pm, 8 pm, Mon 2 pm — Pathfinder RPG

Alarms blare throughout the Grand Lodge as chaos reigns in one of the vaults below. You must venture into the vaults to put a stop to the mysterious incident. Can you follow this disruption's trail and prevent the horrors from pouring into Golarion?

PFS 9-06 The Shores of Heaven (lvl 1-5) — Sat 2 pm, Sun 2 pm, 8 pm — Pathfinder RPG

The Society needs you to head into the libraries of Heaven to uncover a powerful healing ritual for an accursed Pathfinder. Can you navigating the customs and laws of Heaven and purge the demonic forces without raising the ire of Heaven's inhabitants?

PFS 9-07 Salvation of the Sages (lvl 7-11) — Fri, Sat 2 pm, Sun 9 am, 8 pm, Mon 2 pm — Pathfinder RPG

This is the capstone adventure for the Scarab Sages faction. The entire order gathers where the Jeweled Sages truly began in order to confront their hidden past, purge an ancient evil that has haunted them, and define the future of the Scarab Sages.

PFS 9-08 Birthright Betrayed (lvl 1-5) — Fri 8 pm, Sun 2 pm — Pathfinder RPG

Taldor has not always welcomed the Society's inquiring minds. However, the Society has secured a small group of Pathfinders an opportunity to study a museum's relics in exchange for information on the local earl's indiscretions.

PFS 9-09 Beyond the Halfnight Path (lvl 3-7) — Fri 8 pm, Sat 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am — Pathfinder RPG

This is a re-playable adventure designed to help introduce players to the Pathfinder Society. The caverns beneath Kaer Maga are home to a host of dangers. Can you navigate the factions of Kaer Maga to access and strike at the heart of a lurking threat?

PFS 9-10 Signs in Senghor (lvl 1-5) — Fri, Sat 2 pm, Sun 9 am, 8 pm, Mon 2 pm — Pathfinder RPG

It is taboo to speak of the accursed ruin of Boali, let alone to set foot in its rubble. Yet rumors have reached the Society that the Aspis Consortium has sent agents to search the forbidden city. Can you bring the Consortium's true motives to light?

PFS 9-11 The Jarlsblood Witch Saga (lvl 5-9) — Fri 2 pm, Sat 9 am, 2 pm, Sun 2 pm, 8 pm, Mon 9 am, 2 pm — Pathfinder RPG

A member of Taldor's Ulfen Guard and has contacted the Society to make a deal: exonerate his defamed ancestor in exchange for intelligence that could shape Taldor's future. It's up to you to embark into the frozen lands to solve an ancient murder mystery.

RPGs

PFSACG 4-1 Chasing Yellow Sails (lvl 1) — Sat 9 am, 2 pm — Pathfinder Adventure Card Game

Yellow Harbor teems with life as every ship crawls with merchants loading and unloading their wares. With barely more than a name, it'll be difficult to find one prisoner in a sea of slaves. Players play through adventures A and B during this slot.

PFSACG 4-2 Fanning the Flames (lvl 2) — Sun 9 am, 2 pm — Pathfinder Adventure Card Game

You trudge through the undercity again, through foul and pungent sewers. Finally, you reach the smugglers' hideout, where you are predictably ambushed. It's going to be one of those days. Players play through adventures A and B during this slot.

Project Aspire - Wishworld — Sat 8 pm — GURPS

GM: Michale Shupe

Join this ongoing campaign, part of the GURPS tournament, play one of our many premade characters or bring your own. Project ASPIRE stands for Agency for Supernatural and Paranormal Investigation, Research, and Exploration. The team finds themselves in a place known as Wishworld, where anything is possible. But there are foes here trying to undo ASPIRE's reality! Find them and save reality!

Project Aspire - Witchlight — Sat 9 am — GURPS

GM: Michale Shupe

Join this long ongoing campaign with any of the many pre-made characters or bring your own - Project ASPIRE Stands for - Agency for Supernatural and Paranormal Investigation, Research, and Exploration. Strange lights have been sighted overhead in many major cities, of magical origin, in unusual patterns. Trace the origin and find out what they mean!

Pugmire-A Good Dog Bad — Sat 9 am — Pugmire (D20)

GM: michael cantin

In the world of Pugmire, Dogs have inherited a land after Man, where they seek to find their histories, and somehow-themselves, along the way. All good Dogs know to follow the code of Man. But what truly makes a Dog good? What makes a Dog bad? ... and what happens when they no longer know the difference?

RIFT in the Jungle — Fri 2 pm — Savage RIFTS

GM: Oscar Simmons

Heroes of the Tomorrow Legion have uncovered a Coalition operation to capture DBee's imbued with psychic energy. Having freed one group from Coalition prisons, the heroes must journey out to find and stop a sinister plot. An adventure for all levels of experience. Characters and game materials will be provided. Players should bring themselves, imagination, and a desire to have fun.

RPG Games on Demand — Sat 9 am, 2 pm — various

RPG Games on Demand (Late Night Ed.) — Sat 10 pm — various

GM: various (Tomer Gurantz)

Want to play or run indie press RPGs and story games? Didn't get into the game you wanted? Open yourself up to the fates! Come play RPG Games on Demand with us. We will pitch games at 15 minutes after start time.

RPG Games on Demand (Kids edition!) — Sun 2 pm — various

GM: various (Tomer Gurantz)

This is the kids and teens editions of RPG Games on Demand. We will play family-friendly role playing games (examples may include D&D, Dungeon World, Hero Kids, Golden Sky Stories, Gobbles and Goblins, The Quiet Year, and more) We will pitch games at 15 minutes after start time. Adults may be invited to join, but kids are prioritized.

RPG Storytime: Star Trek Adventures — Sat 2 pm — Star Trek Adventures

GM: Jeff McArthur

Space... the final frontier. These are the voyages of the Starship... you decide the name. This will be a game of Star Trek Adventures using some slight rules changes. The crew will investigate a dangerous anomaly in Kzinti space near the Klingon border. The story that results from this game will be made into a video to be played on RPG Storytime on Youtube, and will become part of the ongoing campaign series.

Send In the Clones — Sun 2 pm — Paranoia

GM: Ed Murphy

"I regret that I have but six clones to lose for my friend, The Computer. I have strayed from the path of right! I am grateful The Computer has given me a chance to make amends, in some small way, for my traitorous, evil, Commie-inspired acts." (To all concerned citizens: do not worry! Teela-O-MLY is not really dead. This has been a dramatic re-enactment of a true incident. Names have been changed to protect classified information sources.)

SFS 1-01 The Commencement (lvl 1-2) — Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm — Starfinder RPG

This is a replayable adventure designed to help introduce players to the Starfinder Society. The Commencement is the final test almost all Starfinders must undergo to become a full-fledged Starfinder agents. Are you ready for yours?

SFS 1-04 Cries From the Drift (lvl 1-4) — Fri, Sat 2 pm, Sun 9 am, 8 pm — Starfinder RPG

A missing Starfinder ship's distress signal would have gone unnoticed were it not for a passerby detecting it and selling the information to the Society. You are to travel to the starship and reach the bridge in order to piece together the tragic story.

SFS 1-05 The First Mandate (lvl 1-4) — Fri 2 pm, Sat 9 am, Sun 2 pm, Mon 9 am — Starfinder RPG

You attend a gathering to socialize with several visiting dignitaries, each instrumental in the Society's survival following the Scoured Stars Incident. Nothing is as it seems, though, when a plot against the First Seeker is uncovered!

SFS 1-06 A Night in Nightarch (lvl 3-6) — Fri 8 pm, Sat 2 pm, Sun 9 am, 8 pm, Mon 2 pm — Starfinder RPG

A routine business deal goes awry when a spiteful drow noble seizes a shipment of weapons destined for the Society. Granted 24-hours of diplomatic immunity, you must prove that the Society is not an organization to trifle with.

SFS 1-07 The Solar Sortie (lvl 1-4) — Fri 8 pm, Sat 9 am, Sun, Mon 2 pm — Starfinder RPG

Sent to a corporate space station, you must earn favor with the hedonist son of a corporate CEO to gain access to the confidential files Historia-7 needs. However, you get stuck in the middle when his shady associations emerge.

Shore Leave — Sat 9 am — Star Trek Adventures

GM: Richard Warren

While exploring deep in the Beta Quadrant, past the edge of Federation Space, an accident forces the USS Curiosity to seek repairs at Amok Ghorrin, a space station and port of call for a rag-tag collection of traders, smugglers, and pirates.

Solar Particle Event — Sat 8 pm — Cthulhu Dark

GM: Sam Carter

A massive proton storm has disabled your ship. If that wasn't bad enough, it is becoming clear that something else isn't right here... not right at all. A space adventure for Cthulhu Dark.

RPGs

Special Delivery — Sat 9 am — ShadowPunk-Modified Fate Accelerated

GM: Seth Halbeisen

It was a simple sounding job, deliver a package to a specific person, but now either everyone wants it, or no one does. Everyone you don't like wants it, and neither the Smith or the Target wants anything to do with it. And what's worse, you just can't seem to get rid of it!

SPECIAL EVENT PFS 9-00 Assault on Absalom (lvl 1-11) — Sat 8 pm — Pathfinder RPG

This is a multi-table event where every table works together to advance the story. Absalom has stood against the greatest armies, yet 2 extraordinary forces have allied against the city. The Society and its factions unite to aid Absalom in its hour of need!

SpellJammer: That's No Moon — Fri 2 pm — Fate Accelerated

GM: Chris Czerniak

An asteroid hurtles through space making the Elven Armada nervous and your crew happens to be the closest to it. The crew needs to investigate what it is and why the elves are so concerned.

Sprawl Wilds - Arrival — Sat 8 pm — Shadowrun 5th

GM: William Reges

Are you willing to help out an ex-Lone Star Officer? The pay is good. If you're good.

Stingaree: City by the Sundown Sea — Sat, Sun 9 am —

Deadlands Reloaded (Savage Worlds)

GM: Michael M. Kelly

1881. The city of San Diego has risen from the very depths of the Pacific in the wake of Great Flood of California. Land developers and fortune-seekers flock to the growing new city, rife with new opportunity. But not everything that rises from the sea is friendly to mankind.

Ten Candles — Fri 8 pm — Ten Candles

GM: Tomer Gurantz

A tragic horror game with no survivors, a game about what happens in the dark, and about those who try to survive within it. A game about being pushed to the brink of madness and despair, searching for hope in a hopeless world, and trying to do something meaningful with your final hours left. (Game will be played in the dark with LED candles)

The Bard of the Frozen Woods — Sat 9 am — Sharp Swords & Sinister Spells

GM: Crit Hit Jim Miller

The Eternal Grove is a place that is as beautiful as it is peaceful, each tree is a marker for child's grave. When the voices start and call to you to the land of the dead, what evil will be uncovered? Sharp Swords & Sinister Spells is a rules light OSR system of swords and sorcery. Think The Black Hack mashed with Dungeon Crawl Classics.

The Beast Below — Sat 2 pm — D&D 5th Edition

GM: Joe Pearce

A terrible Beast is stalking the merchants of the town of Barrowash. Can a band of novice adventurers uncover the forces responsible and stop the monster's rampage? And how does all this connect to the odd ruins below the town? And finally, what is the proper attire for an informal gala... featuring treachery?! This is an adventure for 1st to 2nd level characters. Pre-generated PCs will be available.

The Big Crush — Sun 9 am — GURPS (Paragon University setting)

GM: Ron Shaw

(Scoring for Tournament Eligibility) Tensions are high all over Paragon U. Emotions are close to the surface, hidden crushes become crushing-ly real. The statistics, biology and psychology departments are all at a loss to explain this drastic level of Spring Fever. Can anyone stop this before people get hurt?

The Gift — Sun 2 pm — The Burning Wheel

GM: James Ritter

The Elven Prince and his people have come to the Dwarves in delegation to congratulate the young prince on his coronation and to reopen long dormant relations. How splendid the Dwarven hold is. The Prince sits proudly on his throne, flanked by his advisors. The Elves arrive in all their grandeur and splendor their mellifluous voices, their radiant halos, their sumptuous clothing...

The Great Game, Part 2 — Sun 2 pm — 7th Sea

GM: John Wick

The Great Game began with the Calliberi Letters and continues with this adventure in Montaigne! A stranger approaches the Heroes about protecting a Montaigne noble, but not everything is as it seems. Can the Heroes thwart FOUR assassins? Swashbuckling and sorcery in the fantastic world of 7th Sea!

The Happiest Apocalypse on Earth — Sat 2 pm — Powered by the Apocalypse

GM: Christopher Grey

There's something odd the world's favorite children's theme park. Beneath the surface of innocence and wonder is something much darker. What forces are at play deep beneath the surface of the park and will you go mad discovering them? Lower your head and watch your step as you enter a satirical horror story and join the game's creator in unraveling the mysterious world of Mouse Park.

The Island — Sat, Sun 2 pm — GURPS

GM: 'Vickichu (☁️🌊)☞—☆·

'You wake up on a bizarre island, with little to no memory of how you got there and who you were. You're trying to figure out a way to leave but a mysterious fog blocks you from leaving when you reach the further parts of the sea. Horrific creatures lurk in the shadows and when night falls they hunt for flesh and blood. Will you survive this perilous island or will you fall into an eternal slumber?

The Name of the Game is Wrestling — Sat 2 pm — The Name of the Game is Wrestling

GM: John Wick

Dynastic feuds, heroes and villains, backstabbing, villainous plots and chairshots! A professional wrestling live event where players take the roles of wrestlers, managers and announcers! You don't need to know ANYTHING about professional wrestling to play. Standard live rules: no touching, but lots of shouting and chanting!

The Requiem Chronicles: The City of Blinding Lights — Sat 9 am —

Vampire the Requiem: Second Edition

GM: Louis Garcia

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

The Splice Must Flow: Answering the Call pt 1 — Sat 9 am

The Splice Must Flow: Answering the Call pt 2 — Sun 9 am

Savage Rifts®

GM: James Diefenderfer

Fantasy, Sci-Fi, post-Apocalypse. Pre-approved player made characters are welcome. Pregen pcs provided. House Taan has received a request to assist New Lazlo in their efforts fighting against the minion war. But before they can meet up with their distant allies, they must brave the perils of The Vampire Kingdoms®. This is a role play tournament. Players will vote the best roleplay(not roll-play).

The Sprawl - Touched — Sat 2 pm — The Sprawl - Touched

GM: Jason JiB Tryon

Elves with cyber tech, trolls with augmented strength, and to make matters worse, the Corps own everything, and yes that means you too. Can you get the job, get it done, and manage to get paid without getting sold down the road by the very people that hired you? The Sprawl is a PbtA game of far future cyber tech missions in the glittering neon of the Sprawl. Touched is a Shadowrun setting for the Sprawl.

The Watch: Flowers in Shadow — Sun 2 pm — Apocalypse Engine

GM: Chris Czerniak

The Shadow is an enemy that is able to enter the minds of its opponents twisting them into unnatural foes. It is able to easily influence the minds of men, and turned a great deal of the clan's soldiers against itself. With most of its fighting force crippled the clans joined together and enlisted women who are able to resist The Shadow's hold. These women have been recruited, trained and form "The Watch".

The Wretched March of the Dame Arnathia: A Sword World

Adventure — Sat 2 pm — Traveller LBB

GM: Dimitri Del Castillo

A missing Lightning class cruiser was spotted by beltlers near Mjolnir setting off a race to loot her. But Arnathia is no ordinary hulk. Formerly the Imperial Ship - Vermillion Stance, Arnathia was captured by the Zhodani in the 4th Frontier War and repurposed. Imperial prisoners held captive aboard her told of fantastic technology in the bowels of the ship. A local Adventuring firm dispatched at once to investigate.

Threadbare RPG — Sat 2 pm — Threadbare RPG

GM: Stephanie Bryant

Play a broken toy in a broken world in this fun, creative, low-combat game of breaking stuff, fixing stuff, and making friends! Powered by the apocalypse

Threllhaven - The Hassle on the Coast — Sun 2 pm — Dungeon

Fantasy RPG (Powered by GURPS)

GM: Jessie D. Foster

Your aide has been requested by Archon Devona of the Twelve Hands of Harken. She assembled your team to quest into Stonewood Forest to the Skypoint Tower. Travelers have reported strange behavior from the locals, hinting at a possible lycanthropy outbreak. Bring your own DFRPG Character or use one of the many provided

Threllhaven - The Hassle on the Coast — Sat 9 am — Dungeon

Fantasy RPG (Powered by GURPS)

GM: Jessie D. Foster

The Central Church has commissioned you to go to Hobbleton, a nearby fishing village. They've reported undead creatures attacking their boats and haunting sounds coming from the abandoned lighthouse across the shoals. Bring your own DFRPG Characters or use one of the many provided.

Time to Leave? — Sat 8 pm — GURPS (Traveller setting)

GM: Gary Mack

(Scoring for Tournament Eligibility) Well... the planetary coup did not go as planned. The commanding General has ordered you all to hold the line while he takes the last available shuttle to... as he says... get reinforcements. Your band of mercenaries cannot cash out their pay if they all die. What do you do now?

Unauthorized Human Trials — Sat 8 pm — The Light RPG [PLAYTEST]

GM: Mikal Saltveit

After escaping the lab, you find yourself teaming up with government agents. During a sting operation, you discover evidence that GENCORP is planning to activate a device capable of mutating every human north of Antarctica. CHARACTERS PROVIDED.

Vurt — Sat 9 am — Cypher System

GM: Alexander Lepera

In the Manchester, England of the future, players square off in brutal gang fights, elude high-tech cops in pursuits through narrow streets, face insect-drone warfare, thought-stealing, genetic mutations, implant cybernetics, black market drugs, DNA-shifting mathemagick, Shadow-tech, and illegal dream feathers. Sci-Fi meets Fantasy in epic battles with mythological monsters and gods crossing over from the Vurt world.

Welcome to Fae-Con! — Sat 2 pm — GURPS (Paragon University setting)

GM: Gary Mack

(Scoring for Tournament Eligibility) As a part of your Fae Studies course at Paragon U. you have elected to take the extra credit field trip to Fae-Con 2018. The honey and wine are flowing, vendors are trying to out-shout presentations and tribal displays, the posted schedule is outdated and full of typos, they are missing badges for some of your group, what else could go wrong?

Western Immoren by Rail — Fri 2 pm — Iron Kingdoms (using Dunegon World ruleset)

GM: Sam Carter

Sure, the pay is good. But the doubts are creeping in now that you have accepted the job. Why aren't the Cygnaran military types guarding this train shipment themselves? What's in those cargo cars? And exactly why *is* the pay so darn good? Still... a few more hours and you'll have enough to keep you livin' high for a month, so what could go wrong now? Dungeon World rules, with some Iron Kingdoms additions.

Who framed Jessica Rabbit? — Fri 2 pm — Savage Worlds

GM: Katie Potts

It's been 5 years since Roger Rabbit cleared his name, now Jessica has found herself in hot water. Can your crack team of private detectives clear her name and find the truth before this dame gets dipped?

Will Kill For Food — Fri 8 pm — Synthicide RPG

GM: Dustin DePenning

Mankind clings to civilization on the rim of the Milky Way - the rest of the Galaxy is a war-torn ruin. You are a sharper, a free agent performing criminal missions across the galaxy. Can you navigate a tense standoff between a gang, mega-corp, and a tech cult? Play Synthicide: a cyberpunk system with streamlined roleplay and tactical grid combat.

Will Kill For Food — Sat, Sun 2 pm — Synthicide RPG

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Worlds End — Sun 2 pm — Dark Eras Vampire the Requiem:

Second Edition

GM: Louis Garcia

Constantinople was already in decline when the Black Plague came, bringing the once mighty city to it's knees. Yet, the kindred position and scheme while the city falls apart around them. The end of the world is nigh and the kindred of Constantinople can not see beyond their own domain. Pity ... will the kindred ever learn?

Miniatures Painting Contest

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

Categories

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

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

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

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

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

* Strategikids: For contestants 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
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Shopping

Dealer Room

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

Hours:

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

Individuals found selling wares at Orcon 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.

Orcon 2018 Dealer Room Vendors:

2Hour Wargames	Cantrip Candles
Arcknight	Cobblestone Games
Biplane Games	Crazy Bob's Dream Emporium
Bits & Pips	Crystal Fortress
Blue Panther	Dan Verssen Games

Dice Envy
Drunken Meeple
Fantization Miniatures
Fire & Dice
Frog Knight Games
Gamer Concepts
Gamecraft Miniatures
John Wick Presents
Kickback Gaming
Magic Meeple Games
Merchant Green Leather Works
Modest Games
Monkeyfun Studios
Noble Dwarf
Obscure Reference Games
Party Penguins

Reality Simulations Inc.
Reverend Dee's Apothicary &
Game Emporium
Seth's Games & Anime
Snake Eyes Designs
Spellbinders
Stonehouse Miniatures
Strategicon Market
Tableflip Games
The Blackstone Owl
The Board of Games
The Table of Time & Space
The Warehouse
Tiny Shiny Squids
Tournament, the Movie
Weekend Warrior

The Grid Game!

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

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

Flea Market

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

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables (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 cash only and delivery on payment.

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items

the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to 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 \$2.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
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. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
9. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

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

Convention Rules

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

who does!

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

Convention Policy: Bonding

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

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

Hilton Hotel Rules

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

Gateway 2017 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1846	Bill Gallagher	Jonathan Flagg	Peter Vanettinger
7 Blunders	Joman Diec	Matt Schwartz	Adam Diprofo
7 Wonders MEGA	T.J. Wallace	Kyle Greenwood	Nick Chavez
Abyss	Derek Ren	Adam French	Matt Martinez
Acquire: David Woolcott Memorial Tournament	Eric Downing	Dr. Pramod Iyer	Jonner Purinton
Advanced Civilization	Timothy Oates	Alfonso Weilbach	Alex Vayhinger
Agricapalooza	Timothy Oates		Mike Munson
Agricola	Mike Munson	Winton Lemoine	Lumin Sperling
Agricola Revised Ed	Lisa King	Lumin Sperling	Ramon Vinluan
Aquarius	Jezi Bieber	Lauren Davis	Chris Davis
Ashes: Rise of The Phoenixborn	Benjamin Peck	Rachel Pieper Decker	Michael Gurrola
Battlestar Galactica	Edward Tu	Jeremy Langdon	John Spence
Blue Moon City	Darrell Stark	Dwight Stone	Mara Kenyon
Builders of Blankenburg	J P Francoisse	Roger Lo	Alexandra Schultz
Camel Cup #1	Margarita De Cozar Moreno	Geoffrey Greer	Brandon Muller
Camel Cup #2	Aidan Rooney	Susie Lee	Tom Lebaron
Carcassonne	Darrell Stark	Robert Larson, Eric Downing	Andreas Pluchar
Castles of Burgundy	T.J. Wallace	Mark Nadeski	Gilbert Quinonez
Catan	Mike Munson	Fulvio Paganelli	Lumin Sperling
Category 5	Richard Potthoff	Lisa Burola	Gilbert Quinonez
Caverna: The Cave Farmers	Ian Caballero, Tracy Sangster		
Century: Spice Road	Darrell Stark	David Mines	Michael Sarsoza
Chaosmos	Alex Packard		
Chaosmos	Sven Geier	Malaclypse	
Clash of Cultures	Frank Madrid	Mason Stewart	
Cock & Bull... It's all about the Monkey!	Brian Rush	Diego Sewell	Sophie Norman
Colony	Eric Downing	Rami Silverman	Roger Ritchie
Concordia	Stephen Bowen	Ozgun Tumer	Andrew Thorne
DC Deck Building Game	Dennis Baranowski	Caleb Gomez	Jeremy Estrella
Dogs of War	Zachary Pitts	Alexis Letner	Jonathan Zev
Dominant Species	Benjamin Ou	Matthew Gaffney	Evan Craft
Dream Factory	Tracy Ashizawa	Andre Chautard	Michael Swinson
Dream Home	Blair Johnson	Tanya Aldrich	Sarah Kuivenhoven, Brooke Seltveit
Evolution	Jonathan Zev	Karen Haugland	Valerie Lake
Forbidden Stars	Thomas Diendorf	Ec Bond	Adam French
Formula-D	Rich Pizann	Sue Dekany	Kurt Hanna
Galaxy Trucker	Dwight Stone	Jodie Sewell	Luke Hardman
Game of Thrones 2d Ed	Mike Summers	Stephen Bowen	Peter An
Ghost Blitz	Jeremy Estrella	Keith Aldrich	Keira Estrella
Glory to Rome	Nathan Morelli	Yvonne Romero	David Cohen
Goa: A New Expedition	Edward Ong	Kyle Greenwood	Jason Marshall
Great Western Trails	Nathan Morelli	Martin Bowers	Eddie H, Edward Ong
Istanbul	Matt Black	Christopher Buckley	Stephen Bowen
Johari	Jason Marshall	Linda Jeffries	David Koontz
Kanban: Automotive Revolution	Thom Denick	Mark Parsons	Bill Harris
Kingdom Builder	Brian Dickson	Rick Lepore	Eric Downing
Kingsburg	Mark Parsons	Jay Spowart	Alasdair Burton
Legendary Encounters: Alien	Christopher Alexander	Karen Haugland	Dwight Stone
Liar's Dice	Michelle Olson	Dwight Stone	Lisa Burola
Lords of Waterdeep	Tracy Sangster	Kyle Greenwood	T.J. Wallace
Love Letter #1	Noah Gerkin	Scott Samarel	Walter Wichowski
Love Letter #2	Nathaniel Taylor	Brian Rush	Darrell Stark
Love Letter #3	Ann (Duongchai) Brown	Chris Brown	David Brown
Machi Koro	Christopher Buckley	David Parayre	Stephen Bowen
Manila	Michael Swinson	David Koontz	Linda Jeffries
Merchant of Venus	Bruce Nelson	James Thomas	Jim Cowan
Metropolis	Frank Madrid	Gregory Bailey	Darrell Stark
Modern Art	Rick Senki	Michael Swinson	Devlyn Davis
Monopoly Deal #1	Brandon Muller	David Parayre	Michelle Olson
Monopoly Deal #2	Vincent Fryer	Lea Vicerá	Rick Lepore
Monopoly Deal #3	Nancy Sprute	Eric Downing	Matthew Bretado
My First Stone Age	Rush Brinkley	Ulric	Xander Koontz
Nexus Ops	Darrell Stark	Atticus Gifford	Eric Downing
No Thanks!	Randall Machuca	Karen Star	Jamie Bussio
Oracle of Delphi	Chris Buskirk	David Mines	

Outpost	Todd Van Der Pluym	Jim Cowan	James Thomas
Overlords of Infamy	Carrie Olson	Erick Olson	Luis Diaz
Overlords of Infamy	Heather Kelley	Anna Mokrai	David Parayre
Phase 10 #1	Brian Cannon	Cameo Baranowski	Paul Slavich
Phase 10 #2	Michelle Paradis-Sorensen	Cameo Baranowski	Toni Johnson
Phase 10 #3	Lindy Brody	Judy Ann Blake	
Pirates Cove	Michael Swinson, Eric Cheng	Carissa Cheng, Alex Ho	
Port Royal	Brian Dickson	Mike Solan	Toni Johnson
Power Grid	Matt Black	Christopher Buckley	Alfonso Weilbach, Adam French
Power Grid World Tour: Benelux	Lisa Burola	Bruce Schlickbernd	Christopher Mills
Power Grid: The Card Game	Todd Van Der Pluym	Jack Watson	Paul Michalski
Puerto Rico	Darrell Stark	Ozgun Tumer	Thomas Amundsen
Qwixx Deluxe	Lisa Burola	Matt Schwartz	Michelle Paradis-Sorensen
Race for the Galaxy 2-player	Joman Diec	Joseph Espinoza	John Oh
Red Dragon Inn	Cameron Takahashi	Sarai Gonzales-Hicks	Robert Moon
Roll Through the Ages: The Bronze Age	Eric Downing	Darrell Stark	Michael Swinson
RuneWars	Sean Merklin	Rami Frankl	Thomas Diendorf
Sagrada	Randall Machuca	Christine Marciniak	Luis Diaz
Saint Petersburg	Eric Downing	Todd Van Der Pluym	Karen Star
San Juan 2d Ed	Reid Barkell	Eric Downing	Brandon Muller
Scythe	Mark Parsons	Gregory Bailey	Martin Deolden
Sheriff of Nottingham	Madeline Barnicle	Eric Gadai	Sod-Erdene Gadal
Smash Up	David Parayre	Yan Yan	Adam French
Splendor MEGA	Steven Estrella	Sean Growley	Jaye R
Stone Age	Bruce Schlickbernd	Gilbert Quinonez	Jamal Green
T'zolk'in: The Mayan Calendar	Bradley Clarke	Michael Courtois	Susan Fintland
Talisman Cataclysm	Solomon Chang	Vicente Martinez	Leonard Lopez
Terraforming Mars	Gregory Bailey	Kyle Greenwood	Milan Hannon
The Downfall of Pompeii	Brian Rush	Heather Kelley	Gregory Huber
The Hare & the Tortoise	Jeremy Estrella, James Aldritch	Jared Kami	Kira Estrella, Xander Koontz
The Lord of the Ice Garden	Patrick Ho	Joe Landolph	Jonathan Zev
Thurn and Taxis	Gerald Delker	Scott Samarel	Gilbert Quinonez
Ticket to Ride First Journey	Joseph Brown	Xander Koontz	
Ticket to Ride: Europe	Courtney Holland	Jaye R	Kyle Greenwood
Ticket to Ride: India	Jay Spowart	Nancy Sprute	Jim Lucas
Ticket to Ride: Pennsylvania	Fulvio Paganelli	Benjamin Lesel	Pearl Brinkley
Ticket to Ride: Rails and Sails	Jim Lucas	Bill Harris	Brandon Muller
Ticket to Ride: Switzerland	Sarah Vandekamp	Winton Lemoine	Ozgun Tumer
Ticket to Ride: Team Asia	Madeline Barnicle, Christine Marciniak	Drewkitty ~..~, Ozgun Tumer	
Ticket to Ride: USA 1910	Paul Michalski	Rocco Garcia	Michelle Estrella
Tickets to Ride	Lumin Sperling	Gilbert Quinonez	Drew Brody
Titan	Eric Downing	Eric Gerber	Emanuel Volakis
Trickerion: Legends of Illusion	Nathan Morelli	Michael Stratford	Brittney Stratford
Tutti Frutti	Xander Koontz	Stella Freelin	Travis Barksdale
Twilight Imperium 3rd Ed	Martin Deolden	Mac Clay	Sage Garver
Uno #1	Mary Taylor	Lewis Day	Judy Ann Blake
Uno #2	Robert Lamarre	Char Senki	Matthew Bretado
Uno #3	Robert Lamarre	Caleb Gomez	Jaye R
Uno #4	Michelle Olson	Mary Taylor	Karin Yospe
Viticulture	Showvick Kalra	Marisa Kantor	Ec Bond
Wits & Wagers	Michael Swinson	Bill Gallagher	Scott Martin
Wizard	Adam Diproffio	Jonathan Zev	Steven Ross
Xia: Embers of a Forsaken Star	Frank Madrid	Bret O'Connor	Patrick Ho
Yahtzee Free for All #1	Nathaniel Taylor	Matt Schwartz	Ramon Vinluan
Yahtzee Free for All #2	Paul Slavich	Michelle Paradis-Sorensen	Jonathan S. Nowak
Yahtzee Free for All #3	Mark Lucas	Kristy Haffner	Samantha Waterhouse
Zombie Dice	Michelle Paradis-Sorensen	Elizabeth Brown	Xander Koontz
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Ascension: Chronicle of the Godslayer #1	Dennis Baranowski	Rami Silverman	Melissa Weiss
Ascension: Chronicle of the Godslayer #2	Rami Silverman	Melissa Weiss	Adrian Espinoza
Castellan - Play to Win!	William Valenzuela	Cameron Gandara	Michelle Upshaw
Chez Geek - Spring Break!	Richard David	Jesse Martinez	Randall Machuca
Chez Geek - Spring Break!	Sarah Mendez		
Clank! Tournament	Michael Murphy	Brian Dickson	Dread Pirate Kwim
Dice Masters Rainbow Draft	Dave Intner	Johnnie Lieske	Rich Pizann
Exodus "Eclipse" Tournament	Charles Watson	Marcelo Figueroa	Jon Brown
Exodus Booster Draft Tournament	Charles Watson	Josh Everman	
Exodus Booster Draft Tournament	Sheldon Moreley	Benjamin Ziegert	Bex Pie
Exodus Gateway 2017 Championship	Josh Everman	Charles Watson	Marcus Walker
Friday Night DRAFT: Current Sets	Isaac Intner	Santiago Munoz	Cameron Takahashi
Magic DRAFT: Current Sets	Cameron Takahashi	Sam Kim	Henry Friedman

Magic DRAFT: Current Sets	Brian Williams	Charlie Brandt	Jacob Kuskin
Magic SEALED Tournament: Current Sets	Patrick Carino	Theo Cynghiser	Jefferson Cannon
Magic SEALED Tournament: Current Sets	Jesse Feldman	Isaac Intner	Devin Fisher
Magic SEALED Tournament: Current Sets	Angela Chandler	Daniel Lee	
Magic: The Gathering - Keith Aldrich	Michael Arsollon	Tanya Aldrich	Melissa Weiss
Pauper Highlander Tourney			
Magic: The Gathering - Pauper Tourney	Frank Zazanis	Cameron Takahashi	Michael Arsollon
Munchkin - Players' Choice	Nicholas Butler	Sean Rich	Perrin Weiss
Munchkin - Players' Choice	Andrew Mendez	Sarah Mendez	Elliot Belty
Munchkin - Players' Choice	Hugo Minott	Garrison Finley	Nicholas Butler
Munchkin - Players' Choice	Tom Lebaron	Nicholas Butler	Doug Ecks
Munchkin - Players' Choice	Jacob Kuskin	Bex Pie	
Munchkin - Players' Choice	Morgan Doan		
Munchkin Cthulhu Guest Artist Edition	Patrick Dickson	Jefferson Cannon	Brian Williams
Munchkin Tournament	Dennis Wilkins	Chris Brown	Allen Eckhouse
Munchkin Treasure Hunt!	Elizabeth Brown	Chris Brown	Xander Koontz
OGRE 6th Edition	Ron Artigues	Victor Suess	Raul Morales
Pirates Sink & Keep:Godzilla vs Candy Land	Benjamin, Keith, Rush, Xander		
Pokemon #1	Breck Lebaron	Matthew Lee, Elliott Lee	
Revolution!	Adam Diprofio	Morgan Doan	
Revolution!	Drew Brody		
Revolution!	Julia Chung		
Revolution!	Drew Brody		
Star Wars Destiny BOOSTER DRAFT	Neil Perrine	Patrick Sewell	Jimmy Crowell
Star Wars Destiny Cube Draft	Alexander Nobles	Ryan Scholz	Larry Page
Star Wars Destiny Modified Swiss	Alex Vayhinger	Jimmy Crowell	Jonathan Gutierrez
Star Wars Destiny Standard Constructed	Alex Vayhinger	Jason Dauer	Carter Doan
Star Wars Destiny Standard Constructed	Ryan Nuqui	Carter Doan	Alex Vayhinger
Star Wars Miniatures: Constructed Epic Duo's	Jeremy Branzuela	James Branzuela	Kyle Trujillo
Star Wars Miniatures: Sealed Virtual Booster Draft	James Branzuela	Jeremy Branzuela	Kyle Trujillo
Tak: A Beautiful Beginners Tournament	Eric Warner	Frank Zazanis	Steve 3 Ehrensperger
Tak: A Beautiful Tournament	Valerie Lake	Kenny Johnson	
Yu-Gi-Oh! Lite Tournament	Kris Lee	Griffin Geller	Ryan Jellison
Yu-Gi-Oh! Lite Tournament	Matt Cuneo	Marcelo Figueroa	Jacob Kuskin
Yu-Gi-Oh! Tournament	Damian Rodriguez		
Yu-Gi-Oh! Tournament	Griffin Geller		
General Events	1st Place	2nd Place	3rd Place
Naming of the Sprue	Mara Kenyon, Yvonne Romero, Joseph Espinoza, David Mohajer		
Strategicon Football League - 2017	Clifford Bennett	Jessamine Stewart Augustine	
LARPs	1st Place	2nd Place	3rd Place
Starship Valkyrie (Per Supv Ryan McMullen)	Matthew Patterson	Bowen Huang	Stan Cascone
Miniatures	1st Place	2nd Place	3rd Place
Blood Bowl: N00ber Bowl III	Wes Conklin	Eric Warner	Paul Villar
Circus Maximus	Sullivan Weibert	Erick Olson	Carrie Olson
Epic Ship Encounter	Tom Lebaron	Naseem Zubi	William Fretze
Speed painting	Marisa Kantor	Bret Nelson	Mark Delatorre
Star Wars Armada	M H	Greg Mazovrek	Frank Vassallo
The 3rd Annual Hildebrand Open Tournament	Kyle Timberlake	Matthew Ragland	Anthony Roche
Warhammer 40K ITC Rogue Trader Tournament	Tom Malone	Vincent Weibert	Adam Solis
X-Wing Kids Tournament	Isaiah Brody	Milo Rose	Lindy Brody
X-Wing: 100 point tournament	Commander Malone	Drew Brody	M H
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Jim Sandoval		
Fantasy Large	Zack Tscharanyan		
Fantasy Single	Brenda Ho	Nancy Sprute	Zack Tscharanyan
Fantasy Unit	Andrew Gledhill		
Historical Single	Brenda Ho		
Open	Wes Conklin	Thom Denick	Jesse Boyens
Sci Fi Large	Vincent Weibert	Zack Tscharanyan	Isaiah Brody
Sci Fi Single	Jim Sandoval	Paul Thomsen	Wes Conklin
Sci Fi Unit	Tom Lebaron		
Strategikids	Sullivan Weibert	Tyler Sherman	Isaiah Brody
Party Games	1st Place	2nd Place	3rd Place
The Genius Game	Ben Ritter	Adam Diprofio	Jesse Feldman

RPGs	1st Place	2nd Place	3rd Place
GURPS Final	Scott York	Kris Freeman	Gary Gandara
Pinnacle/Palladium - RIFTS tournament	Joel David Reed	Ryan Bell	Gabrielle Aviles
Pinnacle/Palladium - RIFTS tournament	Joel David Reed	Jason Bozarth	John Lang
Pinnacle/Palladium - RIFTS tournament	Andrew Berk	Joel David Reed	
Total Party Kill Tournament	Chris Buckley, Ben Lesel, Yan Yan, David Arvizo		
Video Games	1st Place	2nd Place	3rd Place
Hearthstone	Clavin Lee	Peter An	Tevin Bishop
Injustice 2 #1	Youssef Zubi	Jason Duvall	Nathan Yospe
Injustice 2 #2	Nathan Yospe	Jason Bailey	Jason Duvall
Iron Block Challenge	Char Senki	Emily Millegan	Tristan Brooks
Mario Kart 8	Jeremy Estrella	Aidan Brooks	Jordan O'Kelley
Mario Kart 8 Team Race	Jason Bailey	Tristan Brooks	
Overwatch	Carter Doan, Nolan Powelson	Matthew Rebeles, Zoki Armstrong	Aj Armstrong
Super Smash Bros	The Collector	Tyler W.	Leo Ventimilia
War Games	1st Place	2nd Place	3rd Place
1775 Rebellion Tournament	Walter Wichowski	Hani Zubi	
Axis & Allies	Dale Conklin, Peter Kitinski	Luke Hardman, Pablo Hernandez	
Battle Cry Tournament	Christopher Ramirez	Bruce Ballard	
Game of Thrones	Nicholas Werner	Ramil Villegas	Mike Tan
Maria	Johnny Sung	Ron Artigues	
Sails of Glory Tournament	Bruce Schlickbernd	Harry Berry	
Sails of Glory, Frigates	Rick Lepore	Andrew Nicholas	George Nickols
Virgin Queen (Campaign Tournament) #1	Anthony Stenzel	Marshall Neal	Kurt Stenzel



Hotel Food Policy

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

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

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

In Memoriam

Eric Nyquist

To summarize a person's life in such a brief space is to perform a gross injustice to their memory, but to not acknowledge their passing would be far worse.

Eric Carl Nyquist (1964 to 2017) was a former owner of this convention organization and a primary reason why this organization now runs these shows. He was the person that served as the intermediary between this group and the former owners. Once we took over he ran logistics for several years. He helped with all the dirty work that was required to get a show like this back on its feet.

Eric had been involved with these shows since the late 1980s. He played everything from war games to RPGs to miniatures to video games to even the occasional LARP. Long-term campaigns were his forte – he always had the patience to plan months in advance and was not afraid to try unconventional strategies. And he wasn't bad at fantasy football either.

He was almost never at a loss for words and was most eloquent when he wanted to be. Gracious to a fault. His absence will leave a void – not the least of which will be at our auctions where he was seemingly always in the front row enjoying the spectacle. We might have to save a seat for him.



A Word (or two) from the Con Man

Football Season is Over!

Must be convention season. Hey look, it's Orcon 2018. Glad you could make it! Hopefully you found parking nearby and got a room if you wanted one.

The NBA All-Star game is in town this weekend. Hence all the hotel space between the airport and downtown L.A. is sold out. It was telling that the hotel was willing to forgive/relieve us of any rooms we didn't sell in our block. All zero of them.

Broken records

Yeah, I sound like one, but we blew past our former record of pre reg's a couple of days before pre reg actually closed. I'm writing this earlier than usual and I already know barring a parking fiasco this will be the largest show we've ever run. How big? Don't know – we'll see.

At least the computer didn't blow up before this show

But it tried. Seems like every Orcon I get some computer weirdness. While the machine was doing fine, had a brief power outage at my house while putting the con book together. Just glad I've got a good UPS.

Suddenly, you were gone

After losing Tim Keennon before last show I didn't think it could get much worse. Sadly I was wrong. Eric Nyquist was a long-time personal friend, gaming buddy, drinking buddy, and even one of my groomsmen. We went back 30 years. Played a lot of GURPS, Diplomacy and even ASL over that time. He was an incredible writer when he wanted to be. We even had similar unusual musical tastes (for a hint at them – see the shirt he's wearing in the picture above), so we could even agree on radio stations when on the road.

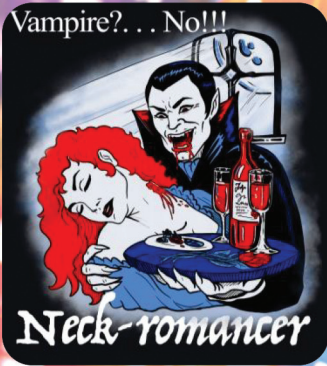
He was adept at resuming a conversation that may not have been touched in over a decade like it was only yesterday. Sadly, we won't get to finish a couple of those.

He would have been tickled pink over a sports car now heading for Mars. He talked about pulling off such a stunt back in the 1980s. I always attributed it to one too many viewings of the movie Heavy Metal, but apparently he was on to something.

Skool! And thank you very much, good sir. You will be sorely missed.

<https://igg.me/at/rpgleague>

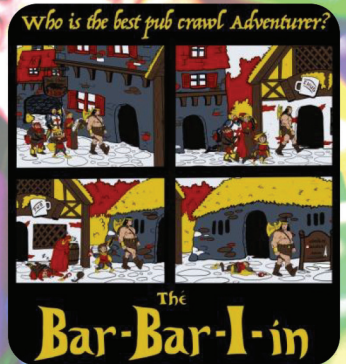
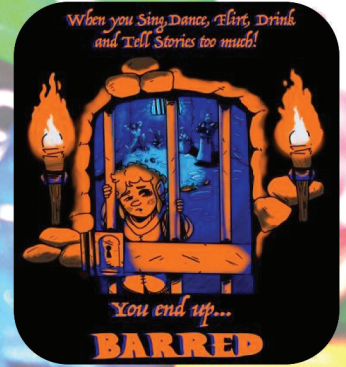
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