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2015



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Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Since locating individuals at Orcccon is sometimes difficult, look for someone wearing a purple Strategicon vest or visit the Registration Desk.

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

Welcome

Strategicon welcomes you to Orcccon 2015. 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, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

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

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

Event Registration

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

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

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

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

Sponsored events will give some type of game or game expansion

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

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

2

A Guide to Orcon 2015 for Non-gamers

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

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

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

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

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

Enjoy the con!



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

Orcon 2015 Special Guests



Mike Brock

Mike Brock is the Pathfinder Society Global Organized Play Coordinator. Overseeing the massive Pathfinder Society Organized Play worldwide shared-world RPG campaign which is a constantly evolving mega-campaign played by tens of thousands of players across the globe. Mike will be doing a panel at Orcon, as well as run a PFS scenario for charity.

Patrick Nickell

Co-founder of Crash Games.

Crash Games represents a crash of rhinoceros, we move full speed towards our goals and are unstoppable. We are dedicated to providing the highest quality games that will provide opportunity for friends and family to create fun and lasting memories. The focus in our games is immersive gameplay and superior components. Our interest is to create games of all kinds. With all of us being diverse gamers we benefit from loving all sorts of games; from heavy strategy to press your luck to light party games. Council of Verona, Rise, Dead Drop, Paradise Fallen, and the Lost Dutchman are just some of the Crash Games you can try and demo at Orcon.



Book your special event now!

Mention Strategicon to get a great deal on Monday-Thursday events

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WIFI

The advertisement features a large black and white photograph of a mobile video game theater trailer parked in a lot. The trailer is decorated with game covers and the text 'MOBILE VIDEO GAME THEATER' and 'RollingVideoGames.com'. A white pickup truck is parked to the left of the trailer. The background shows a brick building and trees.

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

T = Traditional Card Games

Fri, Feb 13

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Noon	4	Gruff Mutated Monster Goats DEMO Demo		B	B
	2	King's Ransom Gaming 101 Demo		B	B
	2	Liar's Dice Small		A	B
	1	Looney Bin Event		A	B
	1	One More Roll! Sponsored		A	B
	2	Smash Up Small		E	B
	2	Splendor Event		A	B
	2	Survive: Escape From Atlantis Event		A	B
	4	Tile Pile DEMO Demo		B	B
	4	Exodus the Trading Card Game Demo		A	C
	4	Panini Dragonball Z TCG Tournament		E	C
	7	Yu-Gi-Oh! Game Demo (Xbox)		A	C
	2	Yu-Gi-Oh! Demo		A	C
	4	Dropzone Commander Dropzone Commander Demo		A	M
	2	Zombicide Zombicide 101		A	M
1 pm	1	Chaosmos #1 Event		A	B
	4	Contingency DEMO Demo		B	B
	4	Dune Event		A	B
	2	Munkin Qualifier #1 Sponsored		A	B
	2	Santiago Event		A	B
	2	Skip Bo Event		A	B
	1	The Scepter of Zavandor Gaming 101 Demo		B	B
	4	Upheaval DEMO Demo		B	B
	3	Lost Cities Small		A	B
	3	Yu-Gi-Oh! Lite Tournament		A	C
	3	GMT's Fields of Despair: France 1914-1918 Event *		A	W
2 pm	1	Hanabi Event		A	B
	2	Lord of the Rings Deck Building Small		E	B
	2	No Thanks! Small		A	B
	2	Perpetual Motion Machine Event		A	B
	1	Slash: Romance Without Boundaries Event		A	B
	3	The Scepter of Zavandor Small		E	B
	2	Tokaido Event		A	B
	1	Yahtzee Event		A	B
	4	Adventure Time: Card Wars	La Jolla	A	C
	4	Covalent Crisis-Planetary Probology Expansion		A	C
	1.5	Pathfinder Adventure Card Game Intro Game	La Jolla	A	C
	3	Star Trek Attack Wing: Resistance Is Futile OP-1: Dark Frontier		A	C
	6	5th Edition D&D Tomb of Horrors 5th Edition D&D	Plaza B	E	R
	4	6th edition Hero System Champions of the X-Men California Dreaming	Plaza D	A	R
	4	Adventurers League – D&D 5e DDEX1-4 Dues for the Dead (levels 1-4)		A	R
	4	Adventurers League – D&D 5e DDEX1-7 Drums in the Marsh (levels 1-4)		A	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza D	B	R
	4	Demon: The Descent How An Angel Dies	Plaza B	A	R
	2	Dungeons and Dragons 5th edition Adventuring 101	Plaza C	B	R
	4	Dungeon World (Hack) Dragon Hunters!	Plaza B	A	R
	4	Fate Core The Rule of Magic	San Lorenzo B	A	R
	4	GURPS Aspire "The Island"	Plaza D	A	R
	4	GURPS Monster Squad	Plaza D	A	R
	4	GURPS: Dungeon Fantasy The Treasure of Mordecai	Plaza D	A	R
	4	Lady Blackbird Old Mesilla	San Lorenzo F	A	R
	5	Pathfinder Society PFS 6-05 Slave Ships of Absalom	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-11 The Slave Master's Mirror	Los Angeles A	A	R
	5	Powered by the Apocalypse Apocalypse World	Plaza B	A	R
	4	Savage Worlds Star Frontiers Distress on Life Liner 928	Plaza C	A	R
3 pm	3	Bull Moose Small		E	B

Friday

Fri, Feb 13

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	Castle Panic Event		A	B
	4	DC Comics DBG DEMO Demo		B	B
	1	Francis Drake Gaming 101 Demo		B	B
	2	Kovas PLAYTEST Demo		B	B
	1	Memoir '44 Gaming 101 Demo		B	B
	1	Panic Station Gaming 101 Demo		B	B
	2	Saint Petersburg Small		E	B
	2	Spyrium Event		A	B
	1	Summoner Wars Gaming 101 Demo		B	B
	2	Thurn & Taxis Small		E	B
	3	Wealth of Nations Event		A	B
	3	Magic the Gathering: Mini Master		A	C
	4	Zombicide Zombicide!		A	M
4 pm	1	Argent: The Consortium Gaming 101 Demo		B	B
	1	Chaosmos #2 Event		A	B
	2	Francis Drake Event		A	B
	4	Gruff Mutated Monster Goats DEMO Demo		B	B
	2	Henchmen! PLAYTEST Demo		B	B
	2	Memoir '44 Tournament		E	B
	2	Panic Station Event		A	B
	3	Summoner Wars Small		E	B
	2	Yahtzee Free for All #1 Small		A	B
	1	Terra Mystica Gaming 101 Demo		B	B
	1	Zombicide Gaming 101 Demo		B	B
	2	Covalent Crisis		A	C
	1	Apocalypse New Mega-Apocalypse Rules Intro		A	M
	2	Dungeons and Dragons 5th Edition Adventuring 101	Plaza C	A	R
5 pm	1	18xx Gaming 101 Demo		B	B
	3	Argent: The Consortium Event		A	B
	2	Battlestar Galactica Gaming 101 Demo		B	B
	1	Concept Event		A	B
	2	Machi Koro Event		A	B
	3	Terra Mystica Qualifier #1 Event		E	B
	1	The Castles of Burgundy Gaming 101 Demo		B	B
	4	The King's Armory DEMO Demo *		B	B
	4	Tile Pile DEMO Demo		B	B
	4	Zombicide Event		A	B
	1.5	Pathfinder Adventure Card Game-1A Ghosts of the deep	La Jolla	A	C
	2.5	Whats your Yu-Gi-Oh! IQ?		A	C
	4	Dealer Room Opens Dealer Room Opens		A	G
	1	Warhammer Fantasy Storm of Magic & Legendary Rules Intro		A	M
	1	1775 Rebellion 101 Demo		A	W
6 pm	4	18xx Small		E	B
	1	Blood Bound Event		A	B
	2	California Gold Small		E	B
	3	Mansions of Madness Event		A	B
	2	Monopoly Deal #1 Small		A	B
	1	Settlers of Catan Gaming 101 Demo		B	B
	3	Shadows Over Camelot Event		A	B
	3	The Castles of Burgundy Qualifier #1 Event		E	B
	1	7 Wonders Expansions Gaming 101 Demo		B	B
	4	Exodus Trading Card Game Booster Draft Tournament *		A	C
	2	Magic: The Gathering - Secret Alliances (Pauper)		A	C
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	2	Dungeons and Dragons 5th edition Adventuring 101	Plaza C	A	R
	3	1775 Rebellion Tournament Tournament		E	W
7 pm	3	7 Wonders Expansions Tournament		E	B
	6	Battlestar Galactica Event		A	B
	4	Infamous: The Pirate Wars DEMO Demo		B	B
	2	Love Letter #1 Small		E	B
	2	Munchkin Qualifier #2 Sponsored		A	B
	1	Pandemic: The Cure Event		A	B
	4	Settlers of Catan National Qualifier Event		E	B
	3	Tide of Iron Small		A	B

Friday

Fri, Feb 13

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1	Power Grid Gaming 101 Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	3	Magic the Gathering Friday Night Magic		A	C
	2	Yu-Gi-Oh! Win-A-Mat		A	C
	2	Duel 2 Duel 2 *		A	G
	1	Meet & Greet Meet & Greet		A	G
	4	Flames of War Early War Battle		A	M
	4	Adventurers League — D&D 5e DDEX1-5 The Courting of Fire (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-8 Tales Trees Tell (levels 1-4)		A	R
	5	Artemis SBS - The Dreleart Incident		E	S
	2	Ca\$h 'n Gun\$ Live	Newport A	A	S
8 pm	1	Caverna: The Cave Farmers Gaming 101 Demo		B	B
	1	Chaosmos #3 Small		E	B
	1	Coup Small		E	B
	4	Gruff Mutated Monster Goats DEMO Demo		B	B
	2	Phase 10 #1 Small		A	B
	1	Pix Event		A	B
	2	Splendor Event		A	B
	4	Treasure Mountain DEMO Demo		B	B
	1	Mansions of Madness Gaming 101 Demo		B	B
	3	Power Grid World Tour: Italy Event		E	B
	1	Spyrium Gaming 101 Demo		B	B
	2	Boss Monster	La Jolla	A	C
	1.5	Pathfinder Adventure Card Game-1B The Lone Shark	La Jolla	A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	2	Flea Market Flea Market		A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	1	Warhammer 40K Arena of Death 40K		A	M
	4	6th edition Hero System Champions of the X-Men Burning Hellfire	Plaza D	A	R
	4	Blood & Honor Rumble in Ryoko Owari *	Plaza B	A	R
	4	Dark Project Dark: From the Shadows	Plaza D	A	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza B	A	R
	4	Dogs in the Vinyard A Town Called Faith	Plaza B	A	R
	4	Dread Continuity	Plaza C	A	R
	4	Fate Star Wars: The Dark Times	Plaza B	A	R
	4	GURPS Earth Alpha Supers	Plaza D	A	R
	4	GURPS GURPS: Call of Cthulhu/Noir "The Lights of Norwich"	Plaza D	A	R
	4	GURPS Zombies World of zombies	Plaza D	A	R
	3.25	Homebrood Dangers in the Dark	San Lorenzo B	B	R
	4	Itras By Welcome...to Nightvale	Plaza D	A	R
	4	Mage: The Awakening Terror of Kuzilak	Plaza D	A	R
	4	Pathfinder TPK 3.0 - Die Harder (Happy Jack's)	Plaza C	A	R
	5	Pathfinder Society PFS 6-05 Beacon Below	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-06 Hall of the Flesh Eaters	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-12 Scieons of the Sky Key Part 1	Los Angeles A	A	R
	4	Savage Worlds/Realms Of Cthulhu Summons of the Black Sun	Plaza D	E	R
	4	The Queen's Cavaliers The Life of a Cavalier	Plaza B	A	R
	4	World of Dew Death in Ryoko Owari *	Plaza B	A	R
	4	World of Our Desires (AW Hack for UA) The 1% of Weird	San Lorenzo F	B	R
	2	Dungeon Master Live!	Carmel	A	S
9 pm	1	Cypher Event		A	B
	2	Dixit Small		E	B
	2	Glory to Rome Small		E	B
	1	Hanabi Race #1 Event		A	B
	3	Mansions of Madness: A Cry for Help Event		A	B
	2	Spyrium Event		A	B
	2	Tragedy Looper First Steps Event		B	B
	1	Werewolf Gaming 101 Demo		B	B
	1	7 Wonders Gaming 101 Demo		B	B
	2	Caverna: The Cave Farmers Qualifier #1 Event		E	B
	0	Dealer Room Closes Dealer Room Closes		A	G
	2	Duel 2 Duel 2 *		A	G
	1	Warhammer Fantasy Arena of Death Fantasy		A	M
10 pm	2	7 Blunders Tournament		E	B

Friday

Fri, Feb 13

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	Euphrat & Tigris Small		E	B
	1	Meeples to the Mothership Event		A	B
	4	Tales of the Arabian Nights Event		A	B
	2	Uno #1 Small		E	B
	2	Werewolf #1 Event		A	B
	4	Zombicide Event		A	B
	3	Star Trek: Attack Wing- How to Play/ Casual Event		A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	2	Two Room and a Boom Two Room and a Boom		A	L
11 pm	2	Ginkopolis Small		E	B
	1	Idol Project Event		B	B
	3	Poker: Omaha Hi/Lo		A	T
	2	Duel 2 Duel 2 *		A	G

* = Play with the creator

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

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

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

T = Traditional Card Games

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	1	Sultans of Karaya Event		A	B
	5	Ultimate Werewolf Event		E	B
	3	Werewolf #2 Event		A	B
	4	Brass Small		E	B
3 am	3	Werewolf #3 Event		A	B
8 am	5	Pathfinder Society PFS 0-02: The Hydra's Fang Incident	Los Angeles A	A	R
	5	Pathfinder Society PFS 0-08 Slave Pits of Absalom	Los Angeles A	A	R
	5	Pathfinder Society PFS 0-28 Lyrics of Extinction	Los Angeles A	A	R
	5	Pathfinder Society PFS 5-99: The Paths We Choose	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-10 The Wounded Wisp	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-13 Of Kinn and Kraken	Los Angeles A	A	R
	10	Pathfinder Society PFS Mod Academy of Secrets	Los Angeles A	A	R
9 am	4	AFL-Andromeda Fight League DEMO Demo		B	B
	3	Blockade Runner Small		E	B
	5	Descent Journeys in the Dark 2nd Ed Event		A	B
	1	Fluxx Player's Choice Small		A	B
	1	Imperial Gaming 101 Demo		B	B
	4	Imperial Stars II DEMO Demo		B	B
	2	Ingenious Small		E	B
	2	Munchkin Zombies Sponsored		B	B
	4	Settlers of Catan National Qualifier Event		E	B
	4	Starship Awesome 3000 DEMO Demo		B	B
	2.5	Juggers of the Wasteland Card Game		A	C
	2	Play By Mail Duel 2		A	G
	5	Homebrew utilizing risk pieces RISK of civil war		A	M
	4	ODGW - Mein Zombie Mein Zombie - The Hoard		A	M
	12	Warhammer 40K Apocalypse Mega-Apocalypse Battle!		A	M
	4	Adventurers League — D&D 5e DDEN1 Hoard of the Dragon Queen (l. 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League — D&D 5e DDEX1-4 Dues for the Dead (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-5 The Courting of Fire (levels 1-4)		A	R
	4	Atomic Robo: The Roleplaying Game Operation Crossover	Plaza D	A	R
	4	Blood & Honor Rumble in Ryoko Owari *	Plaza B	A	R
	4	Danger Patrol Danger Patrol and the Sinister Sorcerers of Saturn	Plaza B	A	R
	4	D&D 5e Happy Jack's Presents: The Fellowship of the Bling	Plaza C	A	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza B	A	R
	4	DnD5E An Escort to Eldemy Happy Jack's	Plaza C	A	R
	5	Dungeons and Dragons 5th edition Kingdoms of the Southern Sands	Plaza D	A	R
	4	DungeonWorld (Freeport Setting) Hounds on a Scent	Plaza D	A	R
	4	FATE Accelerated Scum and Villainy	Plaza D	A	R
	4	Fate Core Thieves' World	San Lorenzo B	A	R

Saturday

Saturday

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	GURPS Earth Alpha Supers	Plaza D	A	R
	4	GURPS GURPS: Call of Cthulhu/Noir "New Amsterdam"	Plaza D	A	R
	4	NWOD-GodMachine ruleset The Hunt	Plaza D	A	R
	4	Prime Time Adventures Prime Time Adventures	San Lorenzo F	A	R
	4	Savage Worlds Happy Jacks - PHREQUE SHOW	Plaza C	A	R
	4	Shadowrun — Missions CMP 2014-05: Company Men 1: Silence Is Golden		A	R
	4	Star Wars Fantasy Flight Star Wars: Edge of the Empire Beginner	Plaza B	B	R
	4	The Queen's Cavaliers The Life of a Cavalier	Plaza B	A	R
	4	Toon Happy Jack's RPG - Toy Box Battle	San Lorenzo A	A	R
	4	World of Dew Death in Ryoko Owari *	Plaza B	A	R
	8	Axis & Allies Tournament		A	W
	4	Sails of Glory Tournament Tournament		E	W
9:30 am	9	Dealer Room Opens Dealer Room Opens		A	G
10 am	5	18xx Small		E	B
	1	1989: Dawn of Freedom Gaming 101 Demo		B	B
	2	Be There Witches? PLAYTEST Demo		B	B
	4	Campaign Trail DEMO Demo		B	B
	1	Chaosmos #4 Event		A	B
	1	Coup Small		E	B
	4	Imperial Tournament		E	B
	3	Terra Mystica Qualifier #2 Event		E	B
	1	Thunderstone Advance Gaming 101 Demo		B	B
	1	Titan Gaming 101 Demo		B	B
	2	Uno #2 Small		A	B
	1	Core Worlds Gaming 101 Demo		B	B
	6	Columbia Games Demo Event	International	A	B
	4	Exodus the Trading Card Game Demo		A	C
	3	Magic: The Gathering 8-player pod Draft		A	C
	1	Pokemon Workshop		A	C
	1	Marvel Dice Masters: Avengers vs. X-Men— Demo		A	C
	3	Pirates Pocketmodel: "Saturday the 14th"		A	C
	3	Star Trek Attack Wing Special Event		A	C
	2	Yu-Gi-Oh! Demo		A	C
	2	Dwarves vs. Orcs*	La Jolla B	A	G
	6	Battleground (modified) WWII Secure the Bridges and get a Cookie		A	M
	7	Dropzone Commander Battles of New Eden		E	M
	4	Hail Caesar Proelium autem Orccon		A	M
	2	Machinas (Stock Car Racing Variant) Disney/Pixar's Cars: The Dinoco 400!		A	M
	2	Miniatures Robotech RPG Tactics Demo		A	M
	4	Pulp Alley Smash and Grab		A	M
	4	Showdown Relic Worlds Miniatures - Pirates vs. Dark Agents		A	M
	10	This is WAR! This is WAR! Demo *		A	M
	7	Various Paint and Take		A	M
	8	Warhammer 40k Warhammer 40k Apocalypse		E	M
	8	Warhammer Fantasy Warhammer Fantasy RTT		A	M
	2	Design 101	Carmel	A	S
	4	Liberty or Death: The American Insurrection Event *		A	W
	12	Virgin Queen (Campaign Tournament) Tournament		E	W
11 am	4	1989: Dawn of Freedom Event		A	B
	2	Black Market PLAYTEST Demo		A	B
	1	Cock & Bull: The American Pub Game #1 Event *		A	B
	2	Mars Attacks: The Dice Game Sponsored		B	B
	1	Revolution Gaming 101 Demo		B	B
	2	San Juan Small		E	B
	1	Seven Dragons: Dragon Connections Event		A	B
	3	Thunderstone Advance Small		E	B
	6	Titan Tournament		E	B
	1	Eclipse Gaming 101 Demo		B	B
	1	Russian Railroads Gaming 101 Demo		B	B
	2	Twilight Imperium 3rd Ed Gaming 101 Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	2	Pokemon		A	C
	3	Marvel Dice Masters: Avengers vs. X-Men— Tournament		E	C
	1.5	Pathfinder Adventure Card Game-Intro Game	La Jolla	A	C

Saturday

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Highlander TCG Los Angeles City Championship		E	C
	2	Duel 2 *		A	G
	6	Flea Market Flea Market		A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	6	DBA 3.0 DBA participation games		A	M
	8	Gepanzerte Faust North of Wadelincourt May 13 1940		A	M
	8	Legacy of Constantine Demo		A	W
Noon	2	Cavern of Gossamer PLAYTEST Demo		B	B
	8	Edipse Small		E	B
	2	Perpetual Motion Machine Event		E	B
	2	Phase 10 #2 Small		A	B
	4	Popular Front Event		A	B
	2	Revolution Small		A	B
	3	Russian Railroads Small		E	B
	4	Tile Pile DEMO Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Exodus The Trading Card Game "Orcon 2015" Tournament *		A	C
	8	Yu-Gi-Oh! Game Demo (Xbox)		A	C
	3	Yu-Gi-Oh! Lite Tournament		A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	4	Flashpoint 25mm Cy-Tech Flashpoint!		A	M
	2	Miniatures Robotech RPG Tactics—Battle on Macross City		E	M
	2	Design 102	Carmel	A	S
	1	PC, Playstation 3 Pinball Arcade Ongoing		E	V
	1	Wii U Super Smash Bros - Free for All		A	V
1 pm	1	Block 2 Block Gaming 101 Demo		B	B
	5	Eldritch Horror Expansions Event		A	B
	2	Kovas PLAYTEST Demo		B	B
	3	Railroad Tycoon Small		E	B
	2	Red Dragon Inn Event		A	B
	3	Seafarers of Catan Small		E	B
	4	Terrene Odyssey DEMO Demo		B	B
	3	Thurn & Taxis Small		E	B
	8	Twilight Imperium 3rd Ed Big		E	B
	4	Android: Netrunner		E	C
	3	Ascension: Chronicle of the Godslayer	La Jolla	A	C
	3	D&D Attack Wing - How to play		A	C
	1	Magic: The Gathering - Theros Challenge Trilogy		A	C
	4	Proelium - Beta tournament		A	C
	2	Duel 2 *		A	G
	6	Deadzone Deadzone Tournament		E	M
	6	Lord of the Rings Strategy Battle Game Bridge at Khazad Dum		A	M
	2	Machinas (Stock Car Racing Variant) Disney/Pixar's Cars: The Dinoco 400!		A	M
	0.5	D&D 5e Adventurers League Q&A *		A	R
	3	FOUR Tournament!	Newport A	A	S
2 pm	2	Arimaa Sponsored		A	B
	3	Block 2 Block Sponsored		B	B
	1	Chaosmos #5 Small		E	B
	1	Kingdom Builder Gaming 101 Demo		B	B
	2	Monopoly Deal #2 Small		E	B
	2	Munchkin Legends Sponsored		B	B
	3	The Castles of Burgundy Qualifier #2 Event		E	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Adventure Time: Card Wars	La Jolla	A	C
	2	My Little Pony		A	C
	2	Magic: The Gathering - Planechase (Pauper)		A	C
	1.5	Pathfinder Adventure Card Game-1C Brine Dragon Hunt	La Jolla	A	C
	3	Resistance Is Futile OP-2: Unimatrix Zero		A	C
	4	Highlander TCG California State Championship		E	C
	2	Bridge		A	T
	3	Hearts		A	T
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	4	Foam boffer and latex weapons Live action battle games		A	L

Saturday

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Starship Valkyrie 2.04 Starship Valkyrie		A	L
	3	Walkers Walkers		A	M
	4	Zombicide Zombicide		A	M
	6	5th Edition D&D Tomb of Horrors 5th Edition D&D	Plaza D	E	R
	4	6th edition Hero System Champions of the X-Men California Dreaming	Plaza B	A	R
	4	Adventurers League — D&D 5e DDEN1 Hoard of the Dragon Queen (l. 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League — D&D 5e DDEX1-6 The Scroll Thief (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-7 Drums in the Marsh (levels 1-4)		A	R
	5	Dark Project Dark: From the Shadows	Plaza D	A	R
	5	D&D-3.5 / Pathfinder - Land of Grayhawk Enigma in the Shadows ... (l. 8-10)	Plaza D	A	R
	4	D&D 5e Happy Jack's Presents: The Heroes of Tryggheim	Plaza C	A	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza B	A	R
	4	Dungeons and Dragons 5th Edition Hoard of the Dragon Queen	Plaza D	E	R
	4	Dungeon World The Black Crown of Weeping Wood	San Lorenzo B	A	R
	4	Dungeon World (Hack) Dragon Hunters!	Plaza D	A	R
	4	Fate Hana Academy	Plaza D	A	R
	4	FATE Accelerated Funkadelic Dance Off!	Plaza D	A	R
	4	GURPS 9 Realms: Showdown in Dead City	Plaza B	A	R
	4	GURPS Monster Squad	Plaza D	A	R
	4	GURPS Zombies World of zombies	Plaza D	A	R
	3	Homebrood Descent into Madness	Plaza B	B	R
	4	Moment of Truth A Brief Trip to Hayville Happy Jack's	Plaza C	A	R
	4	Nighty Knights! Nighty Knights! *	Plaza B	A	R
	4	Paranoia Troublebots	Plaza C	A	R
	5	Pathfinder Society PFS 1-34 Encounter at the Drowning Stones	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-02 The Silver Mount Collection	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-03 The Technic Siege	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-05 Slave Ships of Absalom	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-09 The Segrang Expedition	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-12 Scieons of the Sky Key Part 1	Los Angeles A	A	R
	5	Pathfinder Society PFS Intro 1: First Steps Part I: In Service to Lore	Los Angeles A	A	R
	4	Powered by the Apocalypse You Did It: An Unknown Armies Hack	Plaza D	A	R
	4	Shadowrun — Missions CMP 2014-06: Company Men 2: A Night's Work		A	R
	2.5	Spirit of 77 - (AW Hack) Spirit of 77 - Cruise Ship of the Damned	Plaza B	A	R
	5	Spirit of the Century The Most Dangerous Game	Plaza B	A	R
	4	Urban Shadows/Apocalypse World Stalking the City Fantastic	San Lorenzo F	A	R
	4	Vampire the Requiem Saturnalia Act I	Plaza D	A	R
	10	Artemis SBS - The Dreleart Incident		E	S
	1	Kickin' It: Crowdfund Your Game	Carmel	A	S
	1	PC Spleef Minecraft		A	V
	1	Battle Cry 101 Demo		A	W
3 pm	1	Cock & Bull: The American Pub Game #2 Event *		A	B
	1	Fleet Event		E	B
	2	Hoppers: Chinese Zombies Action Adventure Game PLAYTEST Demo		B	B
	2	Imperial Assault Event		A	B
	4	Infamous: The Pirate Wars DEMO Demo		A	B
	2	Kingdom Builder Tournament		E	B
	1	The Cards of Cthulhu Sponsored		A	B
	2	To Court The King Event		A	B
	1	Castles of Mad King Ludwig Gaming 101 Demo		B	B
	1	El Grande Gaming 101 Demo		B	B
	1	Stone Age Gaming 101 Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Magic: The Gathering Sealed Deck Tournament		A	C
	3	Yu-Gi-Oh! Win-A-Mat		A	C
	2	Duel 2 *		A	G
	5	Homebrew utilizing risk pieces RISK of civil war		A	M
	5	X-Wing X-Wing: 100 point tournament		A	M
	3	Battle Cry Tournament Tournament		E	W
4 pm	3	Castles of Mad King Ludwig Event		A	B
	2	Chupacabra: Survive the Night Event		A	B
	4	El Grande Tournament		E	B
	3	Grand Conquest Event		A	B

Saturday

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1	Kingsburg Gaming 101 Demo		B	B
	1	Mythotopia Gaming 101 Demo		B	B
	4	Smash-Up Expansions Small		E	B
	4	Stone Age Tournament		E	B
	4	Stones of Fate DEMO Demo		B	B
	2	Yahtzee Free for All #2 Small		A	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Exodus the Trading Card Game Demo		A	C
	3	Magic: The Gathering 8-player pod Draft		A	C
	3	Marvel Dice Masters: Avengers vs. X-Men— -Sealed		E	C
	4	Covalent Crisis-Planetary Probology Expansion		A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	1	The Show That Shall Not Be Named (Harry Potter Improv Comedy)	Carmel	A	S
	1	PC Mineraft MC: Iron Block Challenge		A	V
	1	Wii U Super Smash Bros - Kids Free for All		A	V
5 pm	4	Age of Empires III: The Age of Discovery Small		E	B
	2	Darkest Night Event *		A	B
	4	Heroes of the Colosseum DEMO Demo		B	B
	4	Kingsburg Big		E	B
	2	Mythotopia Event		A	B
	1	Qwirkle Event		A	B
	2	Tanto Cuore Small		E	B
	4	Tile Pile DEMO Demo		B	B
	4	Magic: The Gathering - Secret Alliances (Pauper)		A	C
	1.5	Pathfinder Adventure Card Game-1D Salvage Operations	La Jolla	A	C
	2	Duel 2 *		A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
6 pm	6	18xx Small		E	B
	5	Battlestar Galactica Expansions Event		E	B
	5	Descent Journeys in the Dark 1st Ed Event		A	B
	4	España 20 DEMO Demo		B	B
	1	Granada Gaming 101 Demo		B	B
	1	Hipster Dice Sponsored		A	B
	3	Little Red Riding Hood: Full Moon Rising PLAYTEST Demo		B	B
	2	Love Letter #2 Small		E	B
	1	Yahtzee Event		A	B
	1	Five Tribes Gaming 101 Demo		B	B
	2	Boss Monster	La Jolla	A	C
	1.5	Competitive Yu-Gi-Oh! Tournamet		A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	4	Battletech Battletech - Demo		A	M
	1	Current and Future of RPG Organized Play	Carmel	A	S
	4	PC League of Legends Shadow Isles 3v3		A	V
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
7 pm	2	Be There Witches? PLAYTEST Demo		B	B
	2	Dream Factory Small		E	B
	3	Five Tribes Event		A	B
	2	Granada Small		E	B
	4	Infamous: The Pirate Wars DEMO Demo		B	B
	2	Munchkin Pathfinder Deluxe Sponsored		B	B
	2	On the Underground Small		E	B
	1	Rough: The Card Game Gaming 101 Demo		B	B
	2	Terrene Odyssey Sponsored		E	B
	1	The Current Number of the Beast Event		A	B
	1	A Study in Emerald Gaming 101 Demo		B	B
	1.5	AFL-Andromeda Fight League Demo		E	C
	2	Whats your Yu-Gi-Oh! IQ?		A	C
	1	Hearts		A	T
	2	Duel 2 *		A	G
	4	Adventurers League — D&D 5e DDEN1 Hoard of the Dragon Queen (l. 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League — D&D 5e DDEX1-8 Tales Trees Tell (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-9 Outlaws of the Iron Route (l. 1-4)		A	R
	2	Ca\$h 'n Gun\$ Live	Newport A	A	S

Saturday

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.	
8 pm	1	Agricola Gaming 101 Demo		B	B	
	5	A Study in Emerald Tournament		E	B	
	1	Augustus Gaming 101 Demo		B	B	
	3	Cosmic Encounter Small		E	B	
	1	Movie Links PLAYTEST Demo		B	B	
	1	Rise of the Zombies Sponsored		A	B	
	2	Rough: The Card Game Sponsored		A	B	
	3	Sherlock Holmes Consulting Detective Event		A	B	
	4	Treasure Mountain DEMO Demo		B	B	
	4	Power Grid World Tour: UK & Ireland Event		E	B	
	4	Magic: The Gathering Keith Aldrich Pauper Highlander Tourney		E	C	
	1.5	Pathfinder Adventure Card Game- 1E Natures Wrath		La Jolla	A	C
	2	Dwarves vs. Orcs *		La Jolla B	A	G
	4	The King's Musketeers The King's Musketeers *			A	L
	6	Battle Fleet Gothic Battle Fleet Gothic			A	M
	4	Blood Bowl Blood Bowl			A	M
	4	TAC II (Modified TACFORCE) Modern Micro Armor - "Thunder Run"			A	M
	4	Warhammer 40K Warhammer 40K Ironman Tournament			A	M
	4	Warhammer Fantasy Warhammer Fantasy Ironman Tournament			A	M
	6	X-Wing Blockade run			A	M
	4	Decks vs Will The Steel Traveler of Urth		Plaza C	A	R
	4	Dread (the Jenga horror RPG) The Wreck of Aethelbald II		Plaza D	A	R
	4	Dungeon Crawl Classics DCC: Frozen in Time (0-level funnel)		Plaza B	A	R
	4	Fate Star Wars: The Dark Times		Plaza C	A	R
	4	Fate Core - Mecha vs. Kaiju The Kaiju vs. Mecha Power Hour		Plaza B	A	R
	4	Fiasco Viking Blood Saga		San Lorenzo F	A	R
	4	GURPS GURPS: Earth Alpha Supers		Plaza D	A	R
	4	GURPS GURPS: World of Zombies		Plaza D	A	R
	4	Nighty Knights! Nighty Knights! *		Plaza B	A	R
	4	Our Last Best Hope Our Last Best Hope		Plaza D	A	R
	5	Pathfinder Society PFS 6-00 Legacy of the Stonelords -		Los Angeles A	A	R
	5	Pathfinder Society PFS Mod We Be Goblins		Los Angeles A	A	R
	4	Powered by the Apocalypse You Did It: An Unknown Armies Hack		Plaza D	A	R
	4	Renegade Jennys and Boilerplate Jacks Bitter Deeds at Sweetwater ... *		Plaza C	A	R
	4	Savage Worlds Relic Worlds: Tales of the Black Lotus - Part 2		Plaza B	A	R
	3	Spirit of 77 - (AW Hack) Spirit of 77 - The Kaboom! Show		Plaza D	A	R
	4	Star Wars: Force and Destiny Temple of Nol-Rak		Plaza D	A	R
	4	The Quiet Year The Quiet Year		Plaza B	A	R
	4	The Sprawl The Jacobe Files		San Lorenzo B	A	R
	4	Vampire: The Masquerade V20 Blood Loss		Plaza D	A	R
	2	Improv w/ Split Decision		Carmel	A	S
	3	Happy Jacks RPG Podcast		Santa Monica C	A	S
	9 pm	4	108: One Nothing Everything DEMO Demo *		B	B
		4	AFL-Andromeda Fight League DEMO Demo		B	B
		6	Agricola Big		E	B
1		Augustus Event		A	B	
1		Dead Things Event		A	B	
1		Down in Flames: Aces High Sponsored		A	B	
2		Eminent Domain Small		E	B	
1		The Resistance #1 Event		A	B	
1		Tichu Gaming 101 Demo		B	B	
1		Werewolf Gaming 101 Demo		B	B	
1		Ticket to Ride Gaming 101 Demo		B	B	
2		Duel 2 *		A	G	
4		ASLSK Advanced Squad Leader Starter Kit #1 Event		B	W	
10 pm		2	Black Market PLAYTEST Demo		B	B
		3	Core Worlds Event		A	B
	1	Gem Rush Event *		A	B	
	2	La Boca Event		A	B	
	1	Nexus Ops Gaming 101 Demo		B	B	
	4	Tichu Qualifier Event		E	B	
	2	Uno Dare Event		A	B	
	2	Werewolf #4 Event		A	B	
	4	Werewolf: Twilight Edition Event		A	B	

Saturday

Sat, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	Poker: No Limit Hold'em		A	T
	2	Dwarves vs. Orcs *	La Jolla B	A	G
11 pm	4	Nexus Ops Small		E	B
	2	Duel 2 *		A	G

* = Play with the creator

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

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

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

T = Traditional Card Games

Sun, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	1	Slash: Romance Without Boundaries Event		A	B
	4	Ultimate Werewolf - Village of Exiles Event		E	B
	3	Werewolf #5 Event		A	B
	3	Colloseum Small		E	B
	1	Magic: The Gathering - Horde		E	C
3 am	3	Werewolf #6 Event		A	B
8 am	5	Pathfinder Society PFS 0-03 Murder on the Silken Caravan	Los Angeles A	A	R
	5	Pathfinder Society PFS 1-38 No Plunder, No Pay	Los Angeles A	A	R
	5	Pathfinder Society PFS 2-01 Before the Dawn Part 1	Los Angeles A	A	R
	5	Pathfinder Society PFS 5-08: The Confirmation	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-06 Hall of the Flesh Eaters	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-11 The Slave Master's Mirror	Los Angeles A	A	R
	10	Pathfinder Society PFS Mod Broken Chains	Los Angeles A	A	R
9 am	2	Bang! Small		E	B
	2	Blue Moon City Small		E	B
	1	Concordia Gaming 101 Demo		B	B
	1	Galaxy Trucker Gaming 101 Demo		B	B
	2	Micromanage PLAYTEST Demo		B	B
	2	Munchkin Apocalypse Sponsored		B	B
	3	Ticket to Ride Big		E	B
	2	Caverna: The Cave Farmers Qualifier #2 Event		E	B
	2	Duel 2 *		A	G
	4	ODGW - Mein Zombie Mein Zombie - The Hoard		A	M
	6	Signal Close Action! Clash in the Mediterranean		A	M
	12	Warhammer Fantasy Storm of Magic		A	M
	4	Adventurers League — D&D 5e DDEX1 Hoard of the Dragon Queen (l. 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League — D&D 5e DDEX1-6 The Scroll Thief (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-7 Drums in the Marsh (levels 1-4)		A	R
	4	Adventurers League — D&D 5e Hoard of the Dragon Queen (E. 6, P 1, l. 4-5)		E	R
	4	DarkAges:Vampire What Lurks Beneath The Stone	Plaza D	A	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza B	A	R
	4	Fate Core Carnivale du Malheur	San Lorenzo B	A	R
	4	Golden Sky Stories - Heart Warming Role Playing Crying in the Night	Plaza B	A	R
	4	GURPS GURPS: Project ASPIRE - "Love Knows No Bounds"	Plaza D	A	R
	4	GURPS Monster Squad	Plaza D	A	R
	3	Homebrood Hooves and Heroes	Plaza D	B	R
	4	The Quiet Year The Quiet Year	Plaza C	A	R
	4	The Quiet Year The Quiet Year	Plaza D	A	R
	4	Timemaster Timemaster: Red Ace High	Plaza C	A	R
	4	World of Our Desires (AW Hack for UA) The 1% of Weird	San Lorenzo F	B	R
9:30 am	9	Dealer Room Opens Dealer Room Opens		A	G
10 am	5	18xx Tournament		E	B
	4	Campaign Trail DEMO Demo		B	B
	1	Chaosmos #6 Event		A	B
	1	Clash of Culture Gaming 101 Demo		B	B
	3	Concordia Small		E	B
	3	Galaxy Trucker Small		E	B
	5	Middle Earth Quest Event		A	B
	1	Octopus' Garden Event		A	B

Sunday

Sunday

Sun, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	6	Terra Mystica Finals Big		E	B
	4	Exodus the Trading Card Game Demo		A	C
	3	Magic: The Gathering 8-player pod Draft		A	C
	1	Pokemon Workshop		A	C
	3	Tyranny of Dragons OP-1: The Price of Knowledge		A	C
	3	Head-2-Head Special Event: Player's Choice		A	C
	8	Yu-Gi-Oh! Game Demo (Xbox)		A	C
	2	Yu-Gi-Oh! Demo		A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	8	Battletech Battletech - Circle of Death		A	M
	6	Command Combat: Civil War - 1864 expansion Command Combat		A	M
	5	Homebrew utilizing risk pieces RISK of civil war		A	M
	6	Lion Rampant Lion Rampant!		B	M
	2	Machinas (Stock Car Racing Variant) Disney/Pixar's Cars: The Dinoco 400!		A	M
	2	Miniatures Robotech RPG Tactics Demo		A	M
	8	Mr. Lincoln's War (author is present.) Piedmont, VA		A	M
	6	Relic Knights Relic Knights Demo		A	M
	10	This is WAR! This is WAR! Demo *		A	M
	6	This War without an Enemy Raid on Lower Upton		A	M
	7	Various Paint and Take		A	M
	8	Warhamemr 40K Warhammer 40K RTT		A	M
	2	How To Pitch Your Game	Carmel	A	S
	4	Maria Tournament		A	W
11 am	6	Battlestar Galactica Event		E	B
	4	Clash of Culture Tournament		E	B
	1	Cock & Bull: The American Pub Game #3 Event *		A	B
	1	In the Year of the Dragon Gaming 101 Demo		B	B
	2	Seating At 6:00 PLAYTEST Demo		B	B
	1	The Adventurers Small		E	B
	5	Twilight Struggle Small		E	B
	1	Zombie Dice Event		A	B
	1	Castles of Mad King Ludwig Gaming 101 Demo		B	B
	1	Ticket to Ride: Team Asia Gaming 101 Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Anachronism TCG Los Angeles City Championship		A	C
	2	Imaginary Friends		A	C
	2	Pokemon #2		A	C
	3	Ascension: Chronicle of the Godslayer #2	La Jolla	A	C
	1.5	Pathfinder Adventure Card Game-Intro Game	La Jolla	A	C
	1.5	Pathfinder Adventure Card Game-Intro Game #B	La Jolla	A	C
	3	Magic the Gathering - Fan Set Playtest		E	C
	2	Duel 2 *		A	G
	6	Flea Market Flea Market		A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	6	Bolt Action World of Tanks Multi-player Mayhem Tournament		A	M
	2	Artemis SBS - KIDS Sessions (12 and Under)		B	S
Noon	3	Castles of Mad King Ludwig Event		A	B
	2	Cavern of Gossamer PLAYTEST Demo		B	B
	1	Hisss Event		A	B
	3	Lost Cities Small		A	B
	2	Merchant of Venus Gaming 101 Demo		B	B
	2	Phase 10 #3 Small		A	B
	4	Settlers of Catan National Finals Sponsored		E	B
	1	Talisman Gaming 101 Demo		B	B
	4	The Majority Complete Edition DEMO Demo		B	B
	4	Ticket to Ride: Team Asia Tournament		E	B
	1	Panamax Gaming 101 Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Exodus Trading Card Game Tournament *		A	C
	3	Herodlix		E	C
	4	Star Wars Minis "Warfare and Subterfuge"		A	C
	3	Yu-Gi-Oh! Lite Tournament		A	C
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	8	Circus Maximus Circus Maximus		A	M

Sunday

Sun, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Flashpoint 25mm Cy-Tech Flashpoint!		A	M
	2	Miniatures Robotech RPG Tactics—Battle on Macross City		E	M
	4	Palladium Robotech Palladium Robotech TTRPG	Plaza D	A	R
	2	Kid Friendly Movies #1	Carmel	A	S
	1	Wii U Super Smash Bros - Duels		A	V
1 pm	2	20th Century Small		E	B
	4	AFL-Andromeda Fight League DEMO Demo		B	B
	2	Breaking News PLAYTEST Demo		B	B
	2	Manila Small		E	B
	3	Panamax Event		A	B
	5	Power Grid Big		E	B
	6	Talisman Small		E	B
	2	Tragedy Looper First Steps Event		B	B
	4	Android: Netrunner		E	C
	4	Doomtown Reloaded TCG/LCG		A	C
	2	Duel 2 *		A	G
	8	Dreadball Dreadball OrcCorp. Cup		E	M
	2	Machinas (Stock Car Racing Variant) Disney/Pixar's Cars: The Dinoco 400!		A	M
	0.5	D&D 5e Adventurers League Q&A *		A	R
2 pm	1	Chaosmos #7 Small		E	B
	1	Eclipse Gaming 101 Demo		B	B
	2	Hoppers: Chinese Zombies Action Adventure Game PLAYTEST Demo		B	B
	4	Merchant of Venus Tournament		E	B
	2	Monopoly Deal #3 Small		A	B
	1	Seven Dragons: Basic Dragons Event		A	B
	2	Speculation Event		A	B
	4	Tenka: Shogun Edition DEMO Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Adventure Time: Card Wars	La Jolla	A	C
	2	My Little Pony #2		A	C
	3	Tyranny of Dragons OP-2: The Compass Of Lost Treasures		A	C
	1.5	Pathfinder Adventure Card Game- 1F The treasure of Gemma Redclaw	La Jolla	A	C
	3	Resistance Is Futile OP-3: Endame		A	C
	2	Cribbage		A	T
	3	Spades		A	T
	2	Dwarves vs. Orcs *	La Jolla B	A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	4	Starship Valkyrie Starship Valkyrie *		A	L
	3	Walkers Walkers		A	M
	2	Various Painting Contest Judging		A	M
	4	Zombicide Zombicide		A	M
	4	6th Edition Hero System Champion of the X-Men California Dreaming	Plaza B	A	R
	4	Adventurers League — D&D 5e DDEN1 Hoard of the Dragon Queen (I. 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League — D&D 5e DDEX1-8 Tales Trees Tell (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-9 Outlaws of the Iron Route (I. 1-4)		A	R
	4	Adventurers League — D&D 5e Hoard of the Dragon Queen (E 6, P 2, I. 4-5)		E	R
	4	Champions version 5 Marde Gras Zombie style	Plaza B	A	R
	4	Daredevils Daredevils: Daredevil Adventures	Plaza B	A	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza C	A	R
	4	Dungeons and Dragons 5th Edition Hoard of the Dragon Queen Episode 2	Plaza D	E	R
	4	Dungeon World (Hack) Dragon Hunters!	Plaza D	A	R
	4	Fantasy Hero - Hero System 6th ed. (Happy Jack's) Smallville	Plaza B	A	R
	4	Fate Hana Academy	Plaza B	A	R
	4	GURPS Earth Alpha Supers	Plaza D	A	R
	4	GURPS GURPS: Are You A Werewolf?	Plaza D	A	R
	4	Night's Black Agents/GUMSHOE Day of the Wehrwolf	Plaza D	A	R
	4	OVA Revised Star Wars: Droids of Liberty	San Lorenzo F	A	R
	4	Paranoia Reboot Playtest I Gun, You Gun, We All Gun For Cold Fun	Plaza C	B	R
	5	Pathfinder Society PFS 0-10: Blood at Drakard Manor	Los Angeles A	A	R
	5	Pathfinder Society PFS 0-17 Perils of Pirate Pact		A	R
	5	Pathfinder Society PFS 0-27 Our Lady of Silver	Los Angeles A	A	R
	5	Pathfinder Society PFS 2-02 Before the Dawn Part 2	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-10 The Wounded Wisp	Los Angeles A	A	R

Sunday

Sunday

Sun, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	5	Pathfinder Society PFS 6-12 Scieons of the Sky Key Part 1	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-13 Of Kinn and Kraken	Los Angeles A	A	R
	5	Powered by the Apocalypse Apocalypse World	Plaza D	A	R
	4	Shadowrun – Missions CMP 2014-07: Company Men 3: Run Out The Guns		A	R
	2.5	Spirit of 77 - (AW Hack) Spirit of 77 - Jurassic Parking Lot	Plaza D	A	R
	4	Star Wars Fantasy Flight The Clone Wars: No Prisoners	San Lorenzo B	A	R
	4	The Queen's Cavaliers The Life of a Cavalier	Plaza B	A	R
	10	Artemis SBS - The Dreleart Incident		E	S
	1	PC Spleef Minecraft		A	V
	3	Labyrinth: The War on Terror, 2001 - ? Small	Marina	A	W
	1	C&C Napoleonics 101 Demo		A	W
3 pm	1	Acquire Gaming 101 Demo		B	B
	4	Battles of Westeros Small		E	B
	1	Blokus Event		A	B
	1	Cock & Bull: The American Pub Game #4 Event *		A	B
	8	Eclipse Tournament		E	B
	2	For the Crown Small *		E	B
	4	Infamous: The Pirate Wars DEMO Demo		B	B
	1	Rise of the Zombies Sponsored		A	B
	4	Villainous Vikings DEMO Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Magic: The Gathering Sealed Deck Tournament #2		A	C
	2	Yu-Gi-Oh! Win-A-Mat		A	C
	2	Duel 2 *		A	G
	4	Warmachine/Hordes 2015 Great Titan Hunt		A	M
	2	Fun with P.S.T Improv	Carmel	A	S
	3	C&C Napoleonics Tournament Demo		E	W
4 pm	3	Acquire David Woolcott Memorial Tournament		E	B
	1	Empire Builder Potluck Gaming 101 Demo		B	B
	2	Family Business Small		A	B
	3	Hunt: The Unknown Quarry PLAYTEST Demo *		B	B
	1	Qwirkle Event		A	B
	1	Risk Express Event		A	B
	4	Stones of Fate DEMO Demo		B	B
	2	Yahtzee Free for All #3 Small		A	B
	2	Yspahan Small		E	B
	1	Dominion Gaming 101 Demo		B	B
	1	AFL-Andromeda Fight League Demo		A	C
	4	Exodus the Trading Card Game Demo		A	C
	3	Magic: The Gathering 8-player pod Draft		A	C
	2	Herodix "Battle Royale"		E	C
	2	Dwarves vs. Orcs*	La Jolla B	A	G
	5	Homebrew utilizing risk pieces RISK of civil war		A	M
	1	PC Minecraft MC: Iron Block Challenge		A	V
	1	Wii U Super Smash Bros - Adults Duels		A	V
	5	Friedrich Tournament		A	W
5 pm	4	AFL-Andromeda Fight League DEMO Demo		B	B
	2	Castle Panic Event		A	B
	4	DC Comics DBG DEMO Demo		B	B
	4	Dominion Expansions Big		E	B
	2	Down in Flames: Aces High Sponsored		A	B
	2	Dungeon Small		E	B
	5	Empire Builder Potluck Small		E	B
	1	Puerto Rico Gaming 101 Demo		B	B
	2	Quorsum Event		A	B
	1	Trans Europa Event		A	B
	1	Core Worlds Gaming 101 Demo		B	B
	1.5	AFL-Andromeda Fight League Tournament		E	C
	4	Star Wars Minis "The Battle of Hoth"		A	C
	1.5	Pathfinder Adventure Card Game- 2A Loves Labours Lost	La Jolla	A	C
	2	Competitive Yu-Gi-Oh! Tournamet		A	C
	2	Duel 2 *		A	G
	0.1	Raffle Drawing! Raffle Drawing!		A	G
	1	"Best Game Moment, Best Story" *	Carmel	A	S

Sunday

Sun, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.	
6 pm	1	10 Days in... Event		A	B	
	1	Alien Frontiers Gaming 101 Demo		B	B	
	3	Core Worlds Event		A	B	
	3	Little Red Riding Hood: Full Moon Rising PLAYTEST Demo		B	B	
	2	Love Letter #3 Small		E	B	
	2	Munchkin Finals Sponsored		A	B	
	4	Puerto Rico Tournament		E	B	
	3	Rail Baron Event		A	B	
	1	Hipster Dice Sponsored		A	B	
	2	Boss Monster		La Jolla	A	C
	2	Pirates Pocketmodel: Sink-N-Keep "My Frozen Valentine"			A	C
	2	Dwarves vs. Orcs *		La Jolla B	A	G
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G	
7 pm	6	1880: China Event		E	B	
	4	Alien Frontiers Tournament		E	B	
	2	Cinque Terre Small		E	B	
	2	Here They Come PLAYTEST Demo *		B	B	
	3	Monopoly Electronic Banking Event		A	B	
	1	Movie Links PLAYTEST Demo		B	B	
	2	Nanuk Event		B	B	
	3	Star Wars: Imperial Assault Event		A	B	
	1	Dominant Species Gaming 101 Demo		B	B	
	1	Mansions of Madness Gaming 101 Demo		B	B	
	2	Yu-Gi-Oh! Game show Enter the Shadow Realm!		A	C	
	4	Magic: The Gathering - Conspiracy (Draft)		E	C	
	2	Duel 2 *		A	G	
	4	Blood Bowl Blood Bowl		A	M	
	4	Adventurers League — D&D 5e DDEN1 Hoard of the Dragon Queen (l. 1-4)		A	R	
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R	
	4	Adventurers League — D&D 5e DDEX1-4 Dues for the Dead (levels 1-4)		A	R	
	4	Adventurers League — D&D 5e DDEX1-5 The Courting of Fire (levels 1-4)		A	R	
	4	Adventurers League — D&D 5e Hoard of the Dragon Queen (E 7, l. 5-6)		E	R	
	4	Shadowrun — Missions CMP 2014-08: Company Men 4: Demolition Run		A	R	
2	Ca\$h 'n Gun\$ Live		Newport A	A	S	
2	Feedback Forum		Carmel	A	S	
4	Sails of Glory Tournament #2 Tournament			E	W	
8 pm	1	Cargo Noir Gaming 101 Demo		B	B	
	4	Castles of Burgundy Finals Big		E	B	
	4	Dominant Species Tournament		E	B	
	3	Mansions of Madness: The Dunwich Horror Event		A	B	
	1	Race for the Galaxy Gaming 101 Demo		B	B	
	4	Spy Guys DEMO Demo		B	B	
	4	Treasure Mountain DEMO Demo		B	B	
	2	Uno #3 Small		A	B	
	1	AquaSphere Gaming 101 Demo		B	B	
	4	Caverna: The Cave Farmers Finals Big		E	B	
	4	Power Grid World Tour: Northern Europe Event		E	B	
	1.5	Pathfinder Adventure Card Game- 2B Yo Ho Grindy Lo's		La Jolla	A	C
	2	Dwarves vs. Orcs *		La Jolla B	A	G
	4	Old Japan LARP The City of Lies *		San Lorenzo F	B	L
	2	Clay-O-Rama Claydonia			B	M
	4	Warhammer 40K Warhammer 40K Ironman Tournament			A	M
	4	Warhammer Fantasy Warhammer Fantasy Ironman Tournament			A	M
	4	Zombicide Zombicide			A	M
	4	Call of Cthulhu The Sect of Ra		San Lorenzo B	A	R
	4	Champions version 5 Marde Gras Zombie Style		Plaza D	A	R
	4	Decks vs Will The Steel Traveler of Urth		Plaza C	A	R
	4	Fate Core - Mecha vs. Kaiju The Kaiju vs. Mecha Power Hour		Plaza D	A	R
	4	Fiasco Flight 1180		Plaza B	A	R
	4	GURPS GURPS: FINALS		Plaza D	A	R
	4	nWoD: Hunter: The Vigil 2e All The Damn Vampires		Plaza D	A	R
	5	Pathfinder Society PFS 4-13 Fortress of the Nail		Los Angeles A	A	R
	5	Pathfinder Society PFS 4-15 The Cyphermage Delemma		Los Angeles A	A	R
5	Pathfinder Society PFS 6-04 Beacon Below		Los Angeles A	A	R	

Sunday

Sun, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	5	Pathfinder Society PFS 6-07 Valley of Veiled Flame	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-09 By Way of Bloodcove	Los Angeles A	A	R
	5	Pathfinder Society PFS Mod Master of the Fallen Fortress	Los Angeles A	A	R
	5	Powered by the Apocalypse Urban Shadows	Plaza B	A	R
	4	Powered by the Apocalypse You Did It: An Unknown Armies Hack	Plaza B	A	R
	4	Psi World Psi World: The Bently Latent and Trouble in Trent	Plaza C	A	R
	4	Renegade Jennys and Boilerplate Jacks All Sky Routes Lead to Clipper Hill	Plaza C	A	R
	3	Spirit of 77 - (AW Hack) Spirit of 77 - Women's Prison of the Apes	Plaza B	A	R
9 pm	2	AquaSphere Event		A	B
	2	Cargo Noir Small		E	B
	2	Darkest Night Event *		A	B
	3	In the Year of the Dragon Small		E	B
	1	Last Night on Earth Gaming 101 Demo		B	B
	4	Race for the Galaxy 2 player Big		E	B
	1	The Resistance #2 Event		A	B
	1	TV Links PLAYTEST Demo		B	B
	1	Werewolf Gaming 101 Demo		B	B
	2	Duel 2 *		A	G
	1	Comic Book Live!	Carmel	A	S
10 pm	2	Cards Against Humanity Small		A	B
	2	Last Night on Earth Event		A	B
	4	Tichu Finals Tournament		E	B
	2	Tongiaki Event		A	B
	2	Werewolf #7 Event		A	B
	1	Magic: The Gathering - Live Draft (Draft)		A	C
11 pm	2	Duel 2 *		A	G

* = Play with the creator

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

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

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

T = Traditional Card Games

Mon, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	5	Ultimate Werewolf: Players Choice Event		E	B
	3	Werewolf #8 Event		A	B
	4	Ticket to Ride: Europe Tournament		E	B
3 am	4	Werewolf #9 Event		A	B
8 am	5	Pathfinder Society PFS 6-08 The Segang Expedition	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-09 By Way of Bloodcove	Los Angeles A	A	R
9 am	7	18xx Small		E	B
	2	7 Wonders MEGA Special		E	B
	4	Action Card Descent DEMO Demo		B	B
	1	Finca Event		A	B
	1	Sequence Event		A	B
	4	Zombicide Zombicide		A	M
	4	Adventurers League — D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League — D&D 5e DDEX1-8 Tales Trees Tell (levels 1-4)		A	R
	4	Adventurers League — D&D 5e DDEX1-9 Outlaws of the Iron Route (levels 1-4)		A	R
	4	Adventurers League — D&D 5e Hoard of the Dragon Queen (Ep. 8, Part 1) (levels 6-7)		E	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza D	A	R
	4	Golden Sky Stories - Heart Warming Role Playing At the Fox's Shrine	Plaza C	A	R
	4	GURPS: Dungeon Fantasy The Treasure of Mordecai	Plaza B	A	R
	4	Legends of the Five Rings, Heroes of Rokugan SoB46 Unrestful Dreams		A	R
	3	Bobby Lee, 3rd Edition Demo		A	W
9:30 am	5	Dealer Room Opens Dealer Room Opens		A	G
10 am	4	Gruff Mutated Monster Goats DEMO Demo		B	B
	1	Saint Petersburg Gaming 101 Demo		B	B
	2	Space Alert Event		A	B
	2	Power Grid World Tour: France Event		E	B
	2	Revolution Small		E	B
	3	Magic: The Gathering Mini-Master Tournament #2		A	C

Monday

Mon, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	5	Yu-Gi-Oh! Game Demo (Xbox)		A	C
	2	Yu-Gi-Oh! Demo		A	C
	5	Napoleonic Wars (2nd Edition) Event		B	W
11 am	3	Attika Small		E	B
	2	Bruges Event		A	B
	2	Saint Petersburg Small		E	B
	2	Uno #4 Small		A	B
	4	Auction Auction		A	G
Noon	1	Innovation Event		A	B
	1	Royal Turf Event		A	B
	2	Yu-Gi-Oh! Lite Tournament		A	C
	0.1	Raffle Drawing! Raffle Drawing!		A	G
1 pm	1	Hanabi Race #2 Event		A	B
	2	Nuclear War Event		A	B
	1	The Current Number of the Beast Event		A	B
	4	Vegas Showdown Event		A	B
	0.5	D&D 5e Adventurers League Q&A *		A	R
2 pm	1	FITS Event		A	B
	4	Adventurers League – D&D 5e DDEX1-10 Tyranny in Phlan (levels 5-10)		E	R
	4	Adventurers League – D&D 5e DDEX1-7 Drums in the Marsh (levels 1-4)		A	R
	4	Adventurers League – D&D 5e Hoard of the Dragon Queen (Ep 8, Part 2) (levels 6-7)		E	R
	4	Decks vs Will The Steel Traveler of Urth	Plaza D	A	R
	4	Legends of the Five Rings, Heroes of Rokugan SoB09 Fire and Water		A	R
	5	Pathfinder Society PFS 6-01 Trial by Machine	Los Angeles A	A	R
	5	Pathfinder Society PFS 6-07 Valley of Veiled Flame	Los Angeles A	A	R
2:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
3 pm	2	Category 5 Event		A	B

* = Play with the creator
 Experience: A = Any, B = Beginner, E = Experienced
 Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,
 M = Miniatures, V = Video Games, R = RPGs, S = Seminars, W = War Games
 T = Traditional Card Games



Seminars and Special Events

Special Events and Seminars

Carmel, Newport C, Santa Monica C

Artemis SBS - KIDS Sessions (12 and Under) – Sun 11 am
Kid's day (12 & under) - req. parent present to play. The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Orcon. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. **PRIOR SELF TRAINING REQUIRED!** 5 Slots, unless a child volunteers to be Captain.

Artemis SBS - The Dreleart Incident – Fri 7 pm, Sat, Sun 2 pm
The coop, real-time spaceship bridge simulator, Artemis, returns to Orcon. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 minute scripted sessions! **PRIOR SELF TRAINING REQUIRED!** NOTE: No Children under 13.

"Best Game Moment, Best Story" – Sun 5 pm
What's the most excited, fun, or memorable moment you've had in a game? What's the best you've had with a story? Novelist/Gamer Ken Hughes leads an exploration of gaming, fiction, and the key points they have in common.

Ca\$h 'n Gun\$ Live – Fri, Sat, Sun 7 pm
In Ca\$h 'n Gun\$ Live, 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.

Comic Book Live! – Sun 9 pm
Comic Book Live! is an unscripted Cosplay Comedy show that brings comic books, video games and graphic novels to life onstage and performs in Hollywood and at Cons across the Galaxy! This show is completely improvised and performed in full costume. Free comic books are given away at every show!

Current and Future of RPG Organized Play – Sat 6 pm
Special Guest Mike Brock, Paizo Publishing will be joining Robyn Nixon, PFS Venture Captain, LA Grand Lodge, Art Severance, West Coast DnD Adventures West Coast coordinator (WOTC), and Mickey Tan, former RPGA LA Council, in discussing the current state of RPG Organized play and its future direction.

Design 101 – Sat 10 am
Join Frank Zazanis (Designer of King's Ransom) for a Q and A session about game design, their process, art direction, and much more.

Design 102 – Sat Noon
Designers and Retailers, you need to stand out from the crowd and get noticed. If you want to entice people into playing, demoing, or publishing your masterpiece. Game Designer and Corporate Trainer Frank Zazanis (designer of King's Ransom by Victory Point Games and Author of the soon to be released book Pitch Slap Your Audience) will teach you how to take your Pitch from "Ehh..." to "Awesome!"

Dungeon Master Live! – Fri 8 pm
Embark on the Ultimate Improv Adventure! Audience volunteers go on an epic journey in this hilarious stage show!

Feedback Forum – Sun 7 pm
Comments? Complaints? Suggestions? Here's your chance to let us know how we're doing.

FOUR Tournament! – Sat 1 pm
Try this beautiful and bizarre brand new party game from March Forth Games: FOUR! In FOUR you and a partner will pursue victory through innovative secrecy and uncanny intuition in an attempt outsmart your enemies with the use of powerful and zany characters like pirates, pandas, tyrants, princesses, and of course ninjas! Join in on the weekend long tournament with free entry for action-packed fun!

Fun with P.S.T Improv – Sun 3 pm
Formally known as Sha'Dynasty, P.S.T Improv has been bringing a fresh take on comedy sketch Improv. Combining music and a strange outlook on life, P.S.T has been making a funny impact in their hometown and the I.E. Voted the best comedy show on The I.E weekly 2014.

Happy Jacks RPG Podcast – Sat 8 pm
Join the hosts of Happy Jacks RPG Podcast for a live recording.

How To Pitch Your Game – Sun 10 am
Join Frank Zazanis, Author of the upcoming book for small business owners "Pitch Slap Your Audience" for a talk about pitching your game to consumers and pitching your game to a publisher. Frank will teach his patented method S.L.A.P. to design and tighten your pitch to make it Clear, Memorable, and most importantly Unique.

Improv w/ Split Decision – Sat 8 pm
Split Decision combines standard improv games with their own unique games, such as Mexican Melodrama, Rubik's Revenge, and Clue. In addition, they put their own spins on other standard games (like Hecklers). They perform every Friday night at 10:30 PM at LA Connection in Sherman Oaks, and have even appeared at the Wizard World Comic Convention.

Kickin' It: Crowdfund Your Game – Sat 2 pm
Tabletop games, both board and RPG, are vastly popular on Kickstarter and other crowd-funding sites. What makes a Kickstarter succeed and what makes it fail? How can you avoid the most common pitfalls when backing a Kickstarter project or creating your own? Hear from Caoimhe Ora Snow, creator of The Queen's Cavaliers and Wandering Monsters High School crowd-funded RPGs.

Kid Friendly Movies #1 – Sun Noon
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

The Show That Shall Not Be Named (Harry Potter Improv Comedy) – Sat 4 pm
Wizards, muggles, and inanimate objects performing an improvised story based on the world of Harry Potter and your suggestions. Based out of Los Angeles, "The Show That Shall Not Be Named" is a gang of talented improvisers who are huge fans of JK Rowlings books about "The Boy Who Lived" and all the creatures and wizards that live in that world.

General Events

General Events

Pacific Ballroom, Carmel

Auction – Mon 11 am

Come buy or sell games of all sorts at our thrice annual end-of-con auction. Always informative, chock full of bargains, and entertaining in its own special way. The perfect way to close out the con

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

Dealer Room Closes

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

Dealer Room Closes

Duel 2 – Fri 7 pm, 9 pm, 11 pm, Sat, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm, 11 pm, Sun 1 pm, 3 pm, 5 pm, 7 pm
Ever wish for the days of Rome? Try this fun, turn-based gladiatorial combat game. Create your warriors, outfit them, then fight them in the arena! Turns every two hours on the odd hours. Takes minutes to do a turn and you can join anytime in La Jolla B.

Dwarves vs. Orcs – Fri 8 pm, 10 pm, Sat, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm

War has come to the Savage North of the Forgotten Realms! Rule a clan of Dwarves or tribe of Orcs in this strategic turn based multiplayer game. Build, conquer, and destroy the enemy! Turns are every two hours on even hours. Takes minutes to do a turn and you can join anytime at the RSI tables in La Jolla B

Open Gaming

Plaza Ballroom A

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

Traditional Card Games

Plaza Ballroom A, International Ballroom

Bridge – Sat 2 pm

Return of the Dummy Hand! Calling all Bridge players! Come and meet other Bridge enthusiasts and get a few games in.

Cribbage – Sun 2 pm

15 two, 15 four and there ain't no more! Cribbage returns to Strategicon with a simple, fun get together to play some cribbage! Come and join us for 2 or 3 player (depending on turnout) games and test your math skills!

Hearts – Sat 2 pm

Beware the Queen of Spades! Come and play some Hearts. We will determine the rotation of play based on number of players who participate.

Hearts – Sat 7 pm

Traditional hearts game with 2 of clubs lead

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

Strategicon's Bazaar of the Bizarre. Expanded and in a new location this year – downstairs in the lower lobby.

Meet & Greet – Fri 7 pm

Come meet our special guests Mike Brock, Patrick Nickell and our guests John Wick and Ben Woerner.

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

Raffle drawing in the Dealer's Room for 3 tickets worth 15 Dealer Tokens each! Come to the Strategicon Booth in the back of the Dealer's Room to turn in your tickets and see if you have won!

Raffle Drawing! – Mon Noon

Raffle drawing in the Dealer's Room for 6 tickets worth 25 Dealer Tokens each! Come to the Strategicon Booth in the back of the Dealer's Room to turn in your tickets and see if you have won! This is the last drawing for Orcon!

Poker: No Limit Hold'em – Sat 10 pm

Texas Hold'em consists of two cards (hole cards) being dealt face down to each player and then five community cards being placed face-up by the dealer: a series of three ("the flop") then an additional single card ("the turn" or "fourth") and another additional card ("the river" or "fifth street") with players having the option to check, bet, raise or fold after each deal.

Poker: Omaha Hi/Lo – Fri 11 pm

Omaha poker is a game in which the player is dealt 4 cards. Your high hand or low hand must use exactly 2 cards from hand and 3 cards from the board to make your best hand. A qualifying low hand must use 5 cards lower than a 9 straights and flushes don't count against you.

Spades – Sun 2 pm

To sandbag or not to sandbag, that is the question... Come and get your Spades on! Partner rotation will be determined on site depending on how many players participate.

Board Games

Board Games

International Ballroom, San Lorenzo A

108: One | Nothing | Everything DEMO – Sat 9 pm

A number puzzle similar to “Sudoku” but designed for 2-4 players. In the beginning the players are creating the puzzle, which slowly evolves into solving it. The randomness of two 10-sided dice make strategic thinking and problem solving skills a must in this game.

10 Days in... – Sun 6 pm

Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The first traveler to make correct connections for a 10 Day journey wins the game.

1880: China – Sun 7 pm

An 18xx game set in China. As usual, players are railroad capitalists and operate in a stock market: turn order for companies not changing with the evolving stock prices: it is set along with the par price when a player opens a company. A player-manipulated ratio of stock rounds and operation rounds.

18xx Gaming 101 – Fri 5 pm

18xx – Sat, Sun 10 am

Any 18xx game taking five hours or less can be played.

18xx – Mon 9 am

Any published 18xx game can be played.

18xx – Sat 6 pm

Any 18xx game taking six hours or less can be played. Default game: 1870

18xx – Fri 6 pm

Any 18xx game that can be played in four hours or less can be played. Default game is 1846.

1989: Dawn of Freedom Gaming 101 – Sat 10 am

1989: Dawn of Freedom – Sat 11 am

After a long twilight struggle, the fall of Communism in Eastern Europe might be at hand. Play as either a communist trying to maintain control of these nations or as a democrat trying to topple power.

20th Century – Sun 1 pm

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

7 Blunders – Fri 10 pm

Are you bad at 7 Wonders? Then this might be your game! 7 Blunders is like 7 Wonders, only you are purposely trying to get the lowest score. It's harder to do then you think.

7 Wonders Expansions Gaming 101 – Fri 6 pm

7 Wonders Expansions – Fri 7 pm

Are you tired of vanilla 7 Wonders? Come burn your brain at this special event. We will be playing with the Leaders and Cities expansions in the first round and add both Babel expansions in later rounds.

7 Wonders Gaming 101 – Fri 9 pm

7 Wonders MEGA – Mon 9 am

Lasts three ages. In each age, players receive seven cards, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed, collecting resources or interacting with other players in various ways.

Acquire Gaming 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. He or she who has the Most Money at the end of the game wins!

Action Card Descent DEMO – Mon 9 am

Play a never before seen, custom deck building and tactical miniatures game hybrid in a high fantasy universe. Become the powerful Overlord with clever tricks and mighty minions or fight on the side of the team of heroes as five players take up arms in asymmetrical combat. Craft your unique character from over 1000 specialized class, race, and tactics cards and take on the dungeon that awaits.

AFL-Andromeda Fight League DEMO – Sat 9 am, 9 pm, Sun 1 pm, 5 pm

The game combines elements of a collectable card game with character cards and modifier cards, but is played on a changeable board, thus creating a tactical element. It is a 2 player game and each round lasts from 12-20 minutes.

Age of Empires III: The Age of Discovery – Sat 5 pm

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

Agricola Gaming 101 – Sat 8 pm

Agricola – Sat 9 pm

A list will be provided at the table with standard banned cards and other information about the pre-game draft.

Alien Frontiers Gaming 101 – Sun 6 pm

Alien Frontiers – Sun 7 pm

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

AquaSphere Gaming 101 – Sun 8 pm

AquaSphere – Sun 9 pm

Do research, collect crystals and stop the octopods from overrunning your undersea research station in Stefan Feld's latest game.

Argent: The Consortium Gaming 101 – Fri 4 pm

Argent: The Consortium – Fri 5 pm

The Chancellor of Argent University has announced his surprise retirement. A secret Consortium of the best and brightest has been called to decide on who will be the next Chancellor. You'll play one of these potential candidates.

Arimaa – Sat 2 pm

A chess-like abstract strategy that is designed to be easy for humans to learn but very difficult for computers. You can learn in 10 minutes, but the strategy is surprisingly deep - many players think it's a superior game to chess and it often appeals to Go players.

Board Games

A Study in Emerald Gaming 101 – Sat 7 pm

A Study in Emerald – Sat 8 pm

A game dripping with theme, the premise is Cthulhu took over the world 700 years ago. In the late 1800's two factions vie to either throw off the outworlder yoke or keep them in power. While there is hidden role/team aspect to the game, the unique end game mechanics means that only one player wins.

Attika – Mon 11 am

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

Augustus Gaming 101 – Sat 8 pm

Augustus – Sat 9 pm

Gamer Bingo! Vie with your fellow players to complete "objective" cards for special powers and ultimately for victory points. Each card has 2-6 symbols which you must collect to complete the card. These symbols are drawn one at a time from a bag, with all players gaining the benefit equally, but interestingly, the bag contains more of some symbols than others.

Bang! – Sun 9 am

The card game Bang! recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal. So shoot it out and have fun.

Battles of Westeros – Sun 3 pm

Played over one of several included scenarios, called battles. Each of these has a battle plan that dictates the formation of the map (called the battlefield), starting positions of each House's units, starting resources, special rules, and victory conditions for the game session. A battle is played over several rounds, with each round consisting of alternating player turns.

Battlestar Galactica Gaming 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm, Sun 11 am

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

Battlestar Galactica Expansions – Sat 6 pm

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

Be There Witches? PLAYTEST – Sat 10 am, 7 pm

Players are villagers of Wenham, Massachusetts. Each player has their own set of goals, their innermost spirit. Wenham is in anxious anticipation of Reverend Abram Hale who will interview and investigate the villagers. A social/deduction card game.

Black Market PLAYTEST – Sat 11 am, 10 pm

It's tough being the baddest on the block. So many other mob bosses competing for your hard earned turf. But you have a plan to clinch that top dog spot for good. All you've gotta do is make an international name for yourself. Bad news is, you might have to work with some of those aforementioned other bosses to do it.

Block 2 Block Gaming 101 – Sat 1 pm

Block 2 Block – Sat 2 pm

Do you have what it takes to reach the top of the block? Players play two rounds of four player Block 2 Block. Winners proceed to the next round, with the final match being head to head. Prizes provided by The Blocks Project for the top two players as well as a community good sportsmanship award.

Blockade Runner – Sat 9 am

Players take on the roles of entrepreneurs attempting to make the most money by shipping cargo in and out of the South during the American Civil War. The crux of the play hinges upon whether to bring in vital war goods, which reduce the intensity of the growing blockade, or more profitable black market goods.

Blokus – Sun 3 pm

Get your kids started on abstract strategy games using tetris style pieces. Try to get all your pieces on the board. Any adults that show up are welcome to play, just not at the kids games.

Blood Bound – Fri 6 pm

Players assume the roles of members of two clans – the brutal, animalistic warriors of the Clan of the Beast and the graceful, deadly members of the Clan of the Rose – and (with an odd number of players) the human inquisition. Disguised by a secret identity, they try to kidnap the Elder of the opposing clan or give their lives for the benefit of their own Elder.

Blue Moon City – Sun 9 am

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

Brass – Sat Midnight

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

Breaking News PLAYTEST – Sun 1 pm

Join the Media Mogul Hall of Fame by growing a Media Empire founded by the likes of Pulitzer, Hearst or Turner to today's Digital Media giants. Using media resource trees and capturing that Breaking News scoop through worker placements.

Bruges – Mon 11 am

In Belgium during the 15th Century, the first stock market opens and Europe is looking at the wealthy and influential city of Bruges. Your objective will be to gather influence with the local merchants, bureaucrats, nobles, and other rulers, to gain prestige, reputation, and power.

Bull Moose – Fri 3 pm

A presidential election game based on the 1912 election, wherein the election is represented by a straightforward, card driven, geographically based game where the winners of each state are decided by lot. The winning of the election and victory condition criteria is loosely based on the popular vote and not on how the electoral college actually functions.

California Gold – Fri 6 pm

An historic simulation of orange grove production where you represent a co-op for helping orange ranchers receive support and best prices for their crops. Players collect cards that represent orange ranches. Buildings, like packing houses and nurseries, create infrastructures, while railroad contracts and advertising increase profits. Working conditions, weather and politics compound challenges.

Campaign Trail DEMO – Sat, Sun 10 am

A strategy board game in which players pit their campaign skills against one another as they vie for the Presidency of the United States. Engage in grass roots campaigning, advertise, debate, and so much more! But be sure to avoid revealing those skeletons you have buried in your closet. The candidate who best connects with the public on key issues will win the presidency!

Board Games

Cards Against Humanity – Sun 10 pm

Involves a judge choosing a black question or fill-in-the-blank card. Each player holds a hand of ten cards at the beginning of each round, and each player contributes card(s) to the judge anonymously. The judge determines which card(s) are funniest in the context of the question or fill-in-the-blank card.

Cargo Noir Gaming 101 – Sun 8 pm

Cargo Noir – Sun 9 pm

Players represent “families” that traffic in smuggled goods in a 1950s noir setting. Each turn, you’ll set sail to various ports where cargo is known to get “lost” for the right price and you’ll make an offer for the goods on display. If another family then offers more in that port, you’ll need to up your bid or take your money and slink away to look for goods elsewhere.

Castle Panic – Fri 3 pm, Sun 5 pm

Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest, at the edges of the board. Players trade cards, hit and slay monsters, and plan strategies together to keep their castle towers intact. The players either win or lose together.

Castles of Burgundy Finals – Sun 8 pm

To participate you must have qualified in one of the two qualifier events that was held on Friday or Saturday. A semifinals and final round will be played.

Castles of Mad King Ludwig Gaming 101 – Sat 3 pm, Sun 11 am

Castles of Mad King Ludwig – Sat 4 pm, Sun Noon

A tile-laying game where players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria... one room at a time. You see, the King loves castles, having built Neuschwanstein (the castle that inspired the Disney theme park castles) and others, but now he’s commissioned you to build the biggest, best castle ever – subject, of course, to his ever-changing whims.

Category 5 – Mon 3 pm

To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows. All cards are bad. Don’t take cards! The winner is the player with the fewest points once someone reaches 74 points.

Caverna: The Cave Farmers Finals – Sun 8 pm

To play you must have qualified in one of the previous events.

Caverna: The Cave Farmers Gaming 101 – Fri 8 pm

Caverna: The Cave Farmers Qualifier – Fri 9 pm, Sun 9 am

This is a complete redesign of Agricola that substitutes the card decks from the former game with buildings while adding the ability to purchase weapons and send your farmers on quests to gain further resources. This is a one round event with game winners qualifying for the finals on Sunday night.

Cavern of Gossamer PLAYTEST – Sat, Sun Noon

A 2 to 4-player micro game based on a chapter in Journey to the West. Players are characters in the novel and divided in two teams: Disciple and Demon. The goal of Disciples is to find and rescue their master then continue their journey to the west. The goal of Demons is to slay the master in Cavern of Gossamer. Come play test. On Kickstarter in Summer 2015

Chaosmos – Fri 1 pm, 4 pm, 8 pm, Sat, Sun 10 am, 2 pm,

A hidden-information strategy board game in which 2-4 players explore planets looking for the Ovoid, a card of singular importance. The universe is collapsing and all the alien races are scrambling to locate the Ovoid before it’s too late.

Chupacabra: Survive the Night – Sat 4 pm

Can you survive the night? Chupacabra Die Night falls, and the bloodsucking Chupacabra stalks its prey. Its red eyes mean doom... Divide up the 24 glow-in-the dark dice. When you roll a Chupacabra, you can take dice from your opponents – but they can do the same to you. Claim all the dice, and be the only one to survive the night!

Cinque Terre – Sun 7 pm

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

Clash of Culture Gaming 101 – Sun 10 am

Clash of Culture – Sun 11 am

Empire building game that focuses on 12 cultural categories (and 3 forms of government) with 4 advances per category. Cities grow with 5 distinct city pieces.

Cock & Bull: The American Pub Game – Sat, Sun 11 am, 3 pm

A battle over territory and a race to the finish happen simultaneously in this fast paced two player dice game. Players can rocket ahead or fall behind repeatedly, not knowing if they will win or lose until the last second. This old school favorite is very popular with kids!

Colloseum – Sun Midnight

Each player is a Roman impresario producing great spectacles in his or her arena in the hopes of attracting the most spectators. Players earn wealth and glory for each event run, using it to create ever more ambitious events. They will need to improve their arenas, find the best performers, lure the Emperor and his nobles, and wisely manage assets to be named the Grand Impresario.

Concept – Fri 5 pm

A Charades-like party game.

Concordia Gaming 101 – Sun 9 am

Concordia – Sun 10 am

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

Contingency DEMO – Fri 1 pm

Core Worlds Gaming 101 – Sat 10 am, Sun 5 pm

Core Worlds – Sat 10 pm, Sun 6 pm

The ancient Galactic Realm, ruled from the Core Worlds of the galaxy, is waning. Now, the barbaric kingdoms that lie beyond the galactic frontier are amassing their strength, choosing this pivotal moment to strike at the heart of the fading republic, establishing new empires built upon the ashes of decaying civilizations.

Cosmic Encounter – Sat 8 pm

Build a galactic empire... In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy.

Board Games

Coup – Fri 8 pm, Sat 10 am

You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive...

Cypher – Fri 9 pm

Players take on the role of factions that are gathering characters from all spheres of influence – from corporate overseers to street level hackers – in order to dominate Cypher and seize control of the nexus. The player with the most influence at the end of the game wins!

Darkest Night – Sat 5 pm, Sun 9 pm

In this cooperative game, play as one of the last heroes in a kingdom broken under the shadow of an evil necromancer. Battle undead, scrounge for supplies, and hide from the necromancer long enough to unearth the holy relics you'll need to defeat him. Each hero has a unique ability deck that guides their advancement throughout the game.

DC Comics DBG DEMO – Fri 3 pm, Sun 5 pm

Come learn how to play the DC Comics Deck-Building Game by Cryptozoic Entertainment. Participants will receive a promo card for the game while supplies last.

Dead Things – Sat 9 pm

A simple and challenging zombie game.

Descent Journeys in the Dark 1st Ed – Sat 6 pm

A game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to 4 players will choose characters with a wide assortment of skills and abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters.

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

A board game in which one player takes on the role of the treacherous overlord, and up to 4 other players take on the roles of heroes. Heroes embark on a quest and venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot.

Dixit – Fri 9 pm

Beautifully surreal card art, simple rules, and a little creativity combine to make the only party game worthy of the Spiel des Jahres.

Dominant Species Gaming 101 – Sun 7 pm

Dominant Species – Sun 8 pm

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

Dominion Gaming 101 – Sun 4 pm

Dominion Expansions – Sun 5 pm

In the tournament nearly every card from the base set and all the expansions have been placed in a Kingdom set. Each Kingdom set will be played by groups of randomly selected players until all the Kingdom sets have been exhausted. Each player earns 1 point for each opponent they have outscored at the end of their game. The top scoring players will compete in the final game.

Down in Flames: Aces High – Sat 9 pm, Sun 5 pm

Down In Flames places each player in the cockpit of a fighter as they enter combat against other aircraft. By playing cards, you gain advantageous positions on your targets, fire your guns, and send them down in flames! The game is based on a unique action-reaction card mechanic. This makes for exciting card play back and forth between players

Dream Factory – Sat 7 pm

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

Dune – Fri 1 pm

Six players compete against one another in Avalon Hill's classic 1979 title. The event will play with advanced rules and no expansions.

Dungeon – Sun 5 pm

Similar to Dungeons & Dragons, but simplified & transformed into a board game. Players explore a dungeon divided into levels of increasing difficulty, fighting monsters for valuable treasure. As players venture deeper into the dungeon, monsters become more difficult & the treasure more valuable. The winner is the first player to bring a certain amount of treasure back to the Dungeon's entrance.

Eclipse Gaming 101 – Sat 11 am, Sun 2 pm

Eclipse – Sat Noon

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

Eclipse – Sun 3 pm

Explore and conquer the galaxy in 9 turns. First round will only use human races, while finals may use alien species, including Rise of the Ancients expansion.

Eldritch Horror Expansions – Sat 1 pm

A cooperative game of terror and adventure in which one to eight players take the roles of globetrotting investigators working to solve mysteries, gather clues, and protect the world from an Ancient One – that is, an elder being intent on destroying our world. Each Ancient One comes with its own unique decks of Mystery and Research cards, which draw you deeper into the lore surrounding each loathsome creature.

El Grande Gaming 101 – Sat 3 pm

El Grande – Sat 4 pm

Players manage turn order by managing a set of ranked caballero cards over the course of the game. Higher value cards choose actions earlier and likely bring more pieces on the board, but supply fewer caballeros for future use.

Eminent Domain – Sat 9 pm

A civilization-building game in which your civilization's abilities are based on a deck of Role cards. Survey the galaxy to expand your civilization – will you colonize nearby planets, or take them over by force? Harvest resources for trade, and do research to improve your technology. Build the best civilization and win the game!

Empire Builder Potluck Gaming 101 – Sun 4 pm

Empire Builder Potluck – Sun 5 pm

Crayon rail games of track building and good delivery using Empire Builder system. Any of the Mayfair Rail games may be used. Empire Builder will be default.

Board Games

España 20 DEMO – Sat 6 pm

Covers key battles fought over control of the Iberian Peninsula. Arapiles 20: Victory requires careful planning, precise maneuvers, and exact timing to take advantage of the opportunities offered by unexpected events. Bailen 20: One side struggles to coordinate the actions of their large, untrained army, while the other decides whether to try and hold or withdraw back to Madrid.

Euphrat & Tigris – Fri 10 pm

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

Family Business – Sun 4 pm

Takes mob warfare to a new level of backstabbing, revenge, and general bloodthirstiness. Every player controls a "family" and plays various cards to off other players' family members. In a game with this little structure, it's possible for everyone to gang up on one unlucky soul, or for the damage to be fairly evenly spread. Either way, the last family standing is victorious.

Finca – Mon 9 am

Players try to grow and deliver the fruits of Mallorca (such as oranges, lemons, almonds, grapes etc.) by means of moving workers on a traditional windmill. Object of the game is to distribute your crop as effectively as possible in order to deliver faster than your opponents.

FITS – Mon 2 pm

Essentially a multi-player tetris. Each player has an inclined board on which they place different polyominoes. Cards are drawn from a pile to tell the players which piece to take. The pieces may be rotated and reversed before they slide down, but unlike Tetris cannot be slid horizontally once dropped. Scoring is based on quantity and configuration of squares left uncovered.

Five Tribes Gaming 101 – Sat 6 pm

Five Tribes – Sat 7 pm

Here, in a unique twist on the now-standard "worker placement" genre, the game begins with the meeples already in place – and players must cleverly maneuver them over the villages, markets, oases, and sacred places tiles that make up Naqala.

Fleet – Sat 3 pm

Ridback Bay is teeming with sea life. A remote, timeless bay side village is now being inundated by entrepreneurs awaiting the influx of the world's greatest fisherman to harvest this plentiful bounty. The docks and warehouses are being revitalized, and now it is time to begin the real adventure. Go build your Fleet and become master of the high seas!

Fluxx Player's Choice – Sat 9 am

The main rule in this game is that the rules are constantly changing. Accomplish the Goal and you win, but not if the Goal changes first. Many different themed games (Star Fluxx, Monster Fluxx, Oz Fluxx, etc.), all of which play basically the same.

For the Crown – Sun 3 pm

This brain-burning strategy game combines the tactical maneuvering of Chess with a deck-building system used to recruit your units and perform special actions. Train an army, balance your economic and military needs, and capture the enemy sovereign to claim the crown!

Francis Drake Gaming 101 – Fri 3 pm

Francis Drake – Fri 4 pm

A race to see who can set sail & reach the Spanish Main first. Many tough decisions must be made before each voyage: How many crew members, guns & trade goods be needed? Get ready for the voyage of a lifetime!

Galaxy Trucker Gaming 101 – Sun 9 am

Galaxy Trucker – Sun 10 am

Prove you're the best Trucker in the galaxy as you race your opponents to build the best ship possible out of a communal scrapyards and brave the dangers of space travel. Expansions available for the finals upon group vote, with at least a Class 1 expansion ship for variety.

Gem Rush – Sat 10 pm

Grab a pick and dig a hole in this light set collection game. Combine your gems to forge new rooms in the mine, each with a unique ability to help you collect more gems.

Ginkopolis – Fri 11 pm

Players use tiles to build cities to best economic advantage.

Glory to Rome – Fri 9 pm

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

Granada Gaming 101 – Sat 6 pm

Granada – Sat 7 pm

Advanced Alhambra. Play is the same: buy a building tile, take money or remodel. If you buy a tile for the exact amount, you can take another action, same as in Alhambra. The differences: new building types, building values are dynamic, two-sided tiles, and moats instead of walls.

Grand Conquest – Sat 4 pm

Grand Conquest takes the Conquest game to a whole new level, adding Castles with Drawbridges, Camels, Catapults, and Siege Engines. It also introduces movement in the fields between the standard playing positions. Additionally, new units can be built by paying moves.

Gruff Mutated Monster Goats DEMO – Fri Noon, 4 pm, 8 pm, Mon 10 am

Crush anything that stands in your way with your custom team of mutated monster goats. A brand new LCG that will twist the way you think about tactical card games.

Hanabi – Fri 2 pm

A cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order. Not a race, play slow or fast... you want to score as close to 30 points as possible (multi-colors are their own firework). Communication between players is essential, like asking other players what they know when giving clues!!

Hanabi Race – Fri 9 pm, Mon 1 pm

Race rules: Please come with a team of 3-5 players. 15 minutes to score as close to 30 points as possible (multi-colors are their own firework). Excessive communication between players will result in a lower score.

Henchmen! PLAYTEST – Fri 4 pm

The world's most nefarious and diabolical super-villain has been captured and imprisoned by meddling heroes. As loyal henchmen, it's your job to orchestrate an escape!

Board Games

Here They Come PLAYTEST — Sun 7 pm

Defend the village against waves of monsters in this cooperative game. Your cards will let you move and attack in different patterns on the grid. String them into combos to take down the monsters and escape to safety. Use your trophies to buy new cards and customize your strategy.

Heroes of the Colosseum DEMO — Sat 5 pm

Players fight in the arenas of Rome as gladiators then race the Circus Maximus as a charioteer. Here's a sneak peak of the upcoming game from Lock n Load Publishing.

Hipster Dice — Sat, Sun 6 pm

Hipster Dice Based on the underground German phenomenon, Nichteinechteswürfelspiel, and updated with vintage rules, Hipster Dice is poised to be the perfect game to play while you're waiting in line at the second-hand clothes store. Play it before it's cool.

Hiss — Sun Noon

Get the most snake parts. But there are only so many heads and tails and you can only claim snakes that have a head, a tail, and at least one body part.

Hoppers: Chinese Zombies Action Adventure Game PLAYTEST — Sat 3 pm, Sun 2 pm

A 3- to 9-player action/dexterity party game for all ages. In the game, players are guardians of the realm and each has a sacred stone that gives them power to travel into the Mystic Forest of Hoppers. Beware, one of the players might be holding the Hopper Stone, a servant of darkness, waiting for the night to pass and release forsaken souls. Back the Kickstarter in Spring 2015.

Hunt: The Unknown Quarry PLAYTEST — Sun 4 pm

You are a bounty hunter, racing to collect the bounty on a monster that has been marauding the countryside...or you are the monster, disguised as a hunter so you can pick the others off one by one. Search for clues, collect equipment, and catch your quarry before it catches you.

Idol Project — Fri 11 pm

Players take the role of the head of an entertainment company. To form a competitive music group, you'll need to hire new talented idols! When any player has formed a group good enough to hold a concert at the Big Dome, the game ends and the player with the most victory points wins. We will use the 5 point variant for scoring the Big Dome. Expect Japanese text with English player guides.

Imperial Gaming 101 — Sat 9 am

Imperial — Sat 10 am

This is a game of international investments. At the outbreak of WWI, nations build factories, armies, and fleets and raise money through taxation. Players are international investors who take control of the European governments through skillful investing. These governments change hands in the course of the game.

Imperial Assault — Sat 3 pm

In the campaign game, Imperial Assault invites you to play through a cinematic tale set in the Star Wars universe. One player commands the seemingly limitless armies of the Galactic Empire, threatening to extinguish the flame of the Rebellion forever. Up to four other players become heroes of the Rebel Alliance, engaging in covert operations to undermine the Empire's schemes.

Imperial Stars II DEMO — Sat 9 am

Two empires are brought into conflict over dwindling resources and the last few uncolonized planets in their sector. With their frontiers colliding and diplomacy failing, it is time for captains and crews to carry the fate of empires to the stars and find their destiny. Experience a game of space exploration and conquest, and discover that there are many paths to dominating your corner of space!

Infamous: The Pirate Wars DEMO — Fri 7 pm, Sat 3 pm, 7 pm, Sun 3 pm

You are a pirate on the hunt for loot and infamy! Capture ships for their value in gold, fight broadside and forge alliances, survive hurricanes and mutiny, embark on campaigns to expand your fortune, and seek to become the most infamous pirate in this exciting card and dice game inspired by the Golden Age of Piracy.

Ingenious — Sat 9 am

A classic abstract color-matching game.

Innovation — Mon Noon

Each player builds a civilization based on various technologies, ideas, and cultural advancements, all represented by cards. Each of these cards has a unique power which will allow further advancement, point scoring, or even attacking other civilizations. Be careful though, as other civilizations may be able to benefit from your ideas as well!

In the Year of the Dragon Gaming 101 — Sun 11 am

In the Year of the Dragon — Sun 9 pm

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

Kingdom Builder Gaming 101 — Sat 2 pm

Kingdom Builder — Sat 3 pm

Kingdom Builder using only base game boards for the first round then all expansions for second and third rounds if necessary. Each game will have random boards selected from the available pool.

Kingsburg Gaming 101 — Sat 4 pm

Kingsburg — Sat 5 pm

Roll your dice to influence the King's Advisers and collect resources. Use the resources to expand your village and get victory points, but also prepare to fight off monsters at the end of every year that might cost you victory points. After 5 years, whoever has the most points wins!

King's Ransom Gaming 101 — Fri Noon

A two-player strategy card game pitting royal rivals against each other. Using the basic mechanics of Chess, there's an additional layer of strategy due to each card entering play hidden from the opposing player's view. If you can set traps and lure your opponent into making mistakes, you might be able to snatch their King and ransom him for control of the kingdom!

Kovas PLAYTEST — Fri 3 pm, Sat 1 pm

Two to four players take the roles of commanders vying for control over a medieval battlefield, utilizing stealth, bluffing, and combat tactics. Each player takes turns moving under the guise of darkness, capturing enemy armies and towns. The first player to capture an opponent's King or a majority of an opponent's forces wins the game.

Board Games

La Boca – Sat 10 pm

In Teams of two that sit across from one another, players try to create skylines on challenge cards – but the players can see the completed image only from their point of view, so they must consult with one another constantly to make sure each colored block ends up in the right location while racing against the timer. This is a giant version of the board game.

Last Night on Earth Gaming 101 – Sun 9 pm

Last Night on Earth – Sun 10 pm

Humans vs. Zombies

Liar's Dice – Fri Noon

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

Little Red Riding Hood: Full Moon Rising PLAYTEST – Sat, Sun 6 pm

A 4 to 10-player secret identity game based on Little Red Riding Hood's village. The game is played in turn order and in each turn an event is revealed such as Full Moon, Bit Mark, Council, etc. The goal of humans is to find werewolves and kill them before players become ghosts. Come play test and back the Kickstarter in Fall 2015.

Looney Bin – Fri Noon

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

Lord of the Rings Deck Building – Fri 2 pm

Take the role of one of the iconic heroes from The Lord of the Rings. Each hero comes with a special power unique to that character. Start a basic ten-card deck. Power is the currency you will use to buy stronger cards to add to your deck.

Lost Cities – Fri 1 pm, Sun Noon

Easy to learn two-player card game with archaeological exploration for the theme. Play 3 hands and add up your total score. Sunday is a multi-round single elimination tournament.

Love Letter – Fri 7 pm, Sat Sun 6 pm

A game of risk, deduction, and luck for 2-4 players. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. From a deck with only sixteen cards, each player starts with only one card in hand one card is removed from play.

Machi Koro – Fri 5 pm

Welcome to the city of Machi Koro. You've just been elected Mayor. Congrats! Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery and a single die.

Manila – Sun 1 pm

Invest your resources in black market smuggling in the port of Manila. You could make it big or lose it all. While the players speculate about success and failure, the ultimate fate of the ships will be determined by the dice.

Mansions of Madness – Fri 6 pm

Players take on the roles of investigators, searching for answers while struggling to survive with their minds intact. Do you dare enter the Mansions of Madness?

Mansions of Madness Gaming 101 – Fri 8 pm, Sun 7 pm

Mansions of Madness: A Cry for Help – Fri 9 pm

Mansions of Madness: The Dunwich Horror – Sun 8 pm

Mars Attacks: The Dice Game – Sat 11 am

Destroy the humans! Take their cities! Conquer Earth! In Mars Attacks: The Dice Game, 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!

Meeples to the Mothership – Fri 10 pm

Yep, this is the one. The Meeples came down to planet X for a good time, but it looks like planet X is exploding. Now it's Meeple mayhem as each player uses their retrievers to bring their Meeples back to the Mothership!

Memoir '44 Gaming 101 – Fri 3 pm

Memoir '44 – Fri 4 pm

An historical boardgame where players recreate some of the most famous historic battles of World War II. Commanders deploy troops through Command and Tactic cards, applying the unique skills of the infantry, paratrooper, tank, artillery, and even resistance fighters units - to their greatest strength.

Merchant of Venus Gaming 101 – Sun Noon

Merchant of Venus – Sun 2 pm

Discover planets and deliver trade goods to earn money.

Micromanage PLAYTEST – Sun 9 am

Micromanage is a corporate-themed, social card game for 2-6 players. Players act as middle managers, hiring employees to maximize productivity and completing goals to earn Gold Stars. The player with the most Gold Stars at the end of the game wins!

Middle Earth Quest – Sun 10 am

Middle-Earth Quest is a game of adventure and conflict set in the time leading up to the creation of the Fellowship. One player will adopt the mantle of Sauron and do his best to spread his evil influence across the lands. Up to three players become heroes and will do their best to foil Sauron's foul plots and rally the peoples of Middle-Earth to their side.

Monopoly Deal – Fri 6 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! 2008 edition.

Monopoly Electronic Banking – Sun 7 pm

Wheel and deal your way to a fortune even faster using debit cards instead of cash. It's a new way to play the family classic that's been brought up-to-date with higher property values and locations based on your favorite landmarks.

Movie Links PLAYTEST – Sat 8 pm, Sun 7 pm

Movie Links is a rollicking party game that casual moviegoers and hardcore film buffs alike can enjoy! Compete with other players to be the first to lay down all of your cards in a criss-crossing network of partly factual and partly subjective connections between well-known movies. Guaranteed to inspire lively, hilarious debates!

Munchkin Apocalypse – Sun 9 am

In Munchkin Apocalypse, every possible natural (and unnatural) disaster has happened or will happen during the game. You are a rugged survivor in a world full of people – so kill them and take their stuff! And what's with all these seals running around? Don't they know the world's about to end? You should really keep an eye on that seventh one in particular.

Board Games

Munchkin Finals – Sun 6 pm

This is the Finals for the Munchkin tournament.

Munchkin Legends – Sat 2 pm

Raid the world of myth and legend! Crush every foe you meet. Back stab your friends and steal their stuff. Grab the treasure and run. Munchkin Legends is the Munchkin card game about legendary adventure with none of that stupid role playing stuff. Defeat mythic monsters and grab fabled magic items! Start by slaughtering the Heebie-Jeebies and work your way up to the Kraken.

Munchkin Pathfinder Deluxe – Sat 7 pm

The award-winning game of killing monsters and taking their stuff meets the award-winning universe of the Pathfinder Roleplaying Game! Arm yourself with the T-Bone Stake and the Armor of Insults. You'll need them to defeat Lamashtu, the Mother of Monsters and more. But first you'll have to fight your way through all those goblins, and kill them and take their stuff.

Munchkin Qualifier – Fri 1 pm, 7 pm

Qualifiers for the Munchkin Tournament. The winner of each of these games plays in the finals with prizes directly from Steve Jackson Games! You may play in more than one, but once you've won your seat by winning a game, no munchkining to win an empty seat!

Munchkin Zombies – Sat 9 am

Kill the Living! Eat their Brains! Braaiiins! You are zombies, kicking down doors and eating brains. The "monsters" you're attacking are people, some helpless and some hazardous, with a few rogue zombies thrown in.

Mythotopia Gaming 101 – Sat 4 pm

Mythotopia – Sat 5 pm

A deck-building game set in a medieval fantasy world based on the mechanisms in A Few Acres of Snow with players customizing their personal decks by drafting cards and expanding into provinces. Each province has its own unique card and occupying it adds that card to your deck. Utilize military, food, and clay to expand or upgrade your empire. The player with the most points wins.

Nanuk – Sun 7 pm

Winter is coming. All the hunters boasted of their prowess, but you boasted the loudest. Now you have to deliver... In Nanuk, each player bids for how long he can stay on the trail and how much he will bring home, until one hunter refuses to raise the bid. Then the hunt begins. Will the hunt leader make good on his boast, or will the doomers be right?

Nexus Ops Gaming 101 – Sat 10 pm

Nexus Ops – Sat 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 are compensated with Energize cards. Players can also obtain Energize cards by controlling the Monolith, a raised structure in the center of the grid.

No Thanks! – Fri 2 pm

The rules are simple. Each turn, players have two options: play one of their chips to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Three rounds played per game/table.

Nuclear War – Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons... Only one prize to the winner (no other prizes as no one else survives) ... if all die THEN NO PRIZES GIVEN OUT!

Octopus' Garden – Sun 10 am

Be the octopus to create the most beautiful garden.

One More Roll! – Fri Noon

Various short dice games from Steve Jackson Games. All with the premise - Do I take what I have or do I go for One More Roll?

On the Underground – Sat 7 pm

A game based on the London underground (subway). Some strategy. Some luck. Some tactics. The passenger will visit most of London. Who's lines will he take?

Panamax Gaming 101 – Sun Noon

Panamax – Sun 1 pm

Run the most successful shipping company in the Panama Canal.

Pandemic: The Cure – Fri 7 pm

A dice-based version of the popular Pandemic board game. As in the board game, four diseases threaten the world and it's up to your team to save humanity. You and your team must keep the world's hotspots in check before they break out of control, while researching cures to the four plagues

Panic Station Gaming 101 – Fri 3 pm

Panic Station – Fri 4 pm

A paranoia-driven semi-cooperative game in which one player, The Host, secretly becomes infected and attempts to infect the rest of the players before they can complete their mission to find and destroy the hidden alien parasite hive.

Perpetual Motion Machine – Fri 2 pm, Sat Noon

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

Phase 10 – Fri 8 pm, Sat Sun Noon

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

Pix – Fri 8 pm

It's like Pictionary, but you only have 21 pixels on a 9x9 board, and you do better by using fewer pixels. Test your 8-bit artistry!

Popular Front – Sat Noon

Compete for military and political victory. Players must be concerned about the position of their forces on the board, but the composition of a player's hand will affect their success in combat more often than not. Plays with 2, 4, or 6 players split into two teams. Players each have an identical 20-card deck that results in the use of your cards being more important than the luck of the draw.

Power Grid Gaming 101 – Fri 7 pm

Power Grid – Sun 1 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 World Tour: France – Mon 10 am

Power Grid World Tour: Italy – Fri 8 pm

Power Grid World Tour: Northern Europe – Sun 8 pm

Power Grid World Tour: UK & Ireland – Sat 8 pm

In 2015 Strategicon will be presenting the Power Grid World Tour. Each convention will have four events, using both sides of two of the expansion maps. Players earn points for each game they play based on the number of players. Please make sure to bring the maps if you own them.

Board Games

Puerto Rico Gaming 101 – Sun 5 pm

Puerto Rico – Sun 6 pm

Puerto Rico is a German-style board game designed by Andreas Seyfarth. Players assume the roles of colonial governors on the island of Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings.

Quorsum – Sun 5 pm

The race home. You must plan your move, roll the dice - a combination of moving your pawn and flipping the tiles to ease your way and make it difficult for your opponent. Strategy and a bit of luck in this tense, fast-playing game.

Qwirkle – Sat 5 pm, Sun 4 pm

The abstract matching block game. Play blocks that match with symbols or colors. The longer the chain, the more points scored.

Race for the Galaxy Gaming 101 – Sun 8 pm

Race for the Galaxy 2 player – Sun 9 pm

Played round robin, double elimination. Where possible the default is all possible expansions, with goals, no takeovers.

Rail Baron – Sun 6 pm

Players move trains along historical USA railroad lines and collect delivery payoffs. They compete to purchase the railroads in order to assemble a network that gives access to important map destinations while simultaneously trying to prevent their opponents from doing so.

Railroad Tycoon – Sat 1 pm

Place track tiles and deliver goods to your cities.

Red Dragon Inn – Sat 1 pm

The dungeon has been explored and the monsters defeated. Now its time to relax at the Red Dragon Inn with your fellow party members for a night of gambling, drinking, and bar fights. Who will be the last member standing?

Revolution Gaming 101 – Sat 11 am

Revolution – Sat Noon, Mon 10 am

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! It's a game of bluff, counter-bluff, and surprise!

Rise of the Zombies – Sat 8 pm, Sun 3 pm

You are a survivor in the zombie apocalypse with one chance to live: The rescue helicopter. You and the other survivors must move through locations, helping each other by sharing items, and battling zombies to reach the helicopter before time runs out and it takes off!

Risk Express – Sun 4 pm

Command troops, load and fire cannons, control the world ... all with the roll of a die! This fast paced battlefield of a game combines Yahtzee and world domination into a beautiful combination of dice and destiny.

Rough: The Card Game Gaming 101 – Sat 7 pm

Rough: The Card Game – Sat 8 pm

Some games are tough, some are torture, some are easy, but this game is Rough. This game strives to take the game play dynamics everyone is used to and turn them on their head. A fast paced game where people are sometimes eliminated from the game before they even get to play a card. Winner of the Event gets a full retail copy of the game!

Royal Turf – Mon Noon

A lively Reiner Knizia game of horse racing where players bet on several of seven horses to try to gain the most money by the end of the game. Each player determines which horse will move and how far. Promote your own horse or stumble your opponents horse

Russian Railroads Gaming 101 – Sat 11 am

Russian Railroads – Sat Noon

Expand the Russian rail system from Kiev to Vladivostok. In Russian Railroads, players compete in an exciting race to build the largest and most advanced railway network. In order to do so, the players appoint their workers to various important tasks.

Saint Petersburg Gaming 101 – Mon 10 am

Saint Petersburg – Fri 3 pm, Mon 11 am

Classic eurogame of workers, buildings, and nobles. New edition that includes markets may be used.

San Juan – Sat 11 am

Players who like Puerto Rico may enjoy San Juan, a simplified card version of the game. Players choose roles to build buildings, produce and sell goods, and other ways to draw cards. The cards are your buildings as well as what you spend to build them.

Santiago – Fri 1 pm

This game will test your skills of negotiation.

Seafarers of Catan – Sat 1 pm

Come and discover the freedom of having boats as well as roads. But, beware of the pirate.

Seating At 6 PLAYTEST – Sun 11 am

A game about telling the best stories as passengers on a cruise ship as you relate to fellow guests in the ship's dining room. Score points through conversational interchange in which preselected words are spoken. It's a quick moving simple to learn game where imagination takes the lead!

Sequence – Mon 9 am

Play a card from your hand, place a chip on a corresponding space on the game board. When you have 5 in a row, it's a Sequence. Learn to block your opponents, remove their chips. Watch out for Jacks, they're wild! With a little strategy and a little luck, you're a winner!

Settlers of Catan Gaming 101 – Fri 6 pm

Settlers of Catan National Finals – Sun Noon

Finals for the top 16 players from the qualifying rounds.

Settlers of Catan National Qualifier – Fri 7 pm, Sat 9 am

This is one of two qualifying rounds for the finals on Sunday. This qualifier will consist of 2 rounds. The top 8 from each qualifying round will advance to the finals on Sunday where they will compete for a slot in the national tournament held at Gen Con. An entry fee is required and swag will be given to all participants. Let's kill some sheep! I mean *trade* :)

Seven Dragons: Basic Dragons – Sun 2 pm

For ages 5-6. Dragons and goals, but no action cards.

Seven Dragons: Dragon Connections – Sat 11 am

Designed for ages 3-4. Kids only play with the basic dragon cards and learn the placement rules.

Shadows Over Camelot – Fri 6 pm

Fight the siege waged against Camelot! Join the knights of the Round Table in an epic battle between good and evil. fight the Saxons or duel the black knight in a joust, but whatever you do be wary ... there is a traitor in your midst!

Sherlock Holmes Consulting Detective – Sat 8 pm

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

Skip Bo – Fri 1 pm

Each player is dealt a stockpile of 30 cards. The winner will be whoever manages to empty their stockpile first.

Board Games

Slash: Romance Without Boundaries – Fri 2 pm, Sun Midnight
Slash is a hilarious party game in the vein of Cards Against Humanity in which players compete to create the best romantic pairing from a hand of cards featuring famous figures (real and fictional) from pop culture, history, and literature.

Smash Up – Fri Noon

Smash-Up Expansions – Sat 4 pm

A “Shufflebuilding game.” In Smash Up, players take two factions and combine their decks into a force to be reckoned with!

Space Alert – Mon 10 am

Space Alert is a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of the galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship.

Speculation – Sun 2 pm

In Speculation, players buy and sell shares of stock, trying to have the most money at the end of the game. The value of the stocks change each turn. How they change are determined partly by random events and partly by cards each player plays during each turn

Splendor – Fri Noon, 8 pm

As a wealthy Renaissance merchant, acquire mines and transportation, hire artisans and woo the nobility. Create the most fantastic jewelry to become the best-known merchant of them all!

Spy Guys DEMO – Sun 8 pm

A deceptively simple hand-and-tableau game of deduction and “take that!” where each player is a spy trying to be the first to collect a set of four cards needed to complete their mission and escape! Since not everyone needs the same cards, players will discover fascinating moments of cooperation and conflict.

Spyrium Gaming 101 – Fri 8 pm

Spyrium – Fri 3 pm, 9 pm

Players build factories, needing workers to manage the production of a commodity previously unknown to us called “Spyrium.” The circular nature of the game is flexible as each player can decide for himself when to move out of the placement phase and into the activation phase.

Starship Awesome 3000 DEMO – Sat 9 am

Tactical starfighter combat on a board, inspired by LucasArts 1990s space sim video games.

Star Wars: Imperial Assault – Sun 7 pm

Puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star over Yavin 4. Pits the limitless troops and resources of the Galactic Empire against a crack team of elite Rebel operatives.

Stone Age Gaming 101 – Sat 3 pm

Stone Age – Sat 4 pm

Players live in this time just as our ancestors did. They collect wood, break stone and wash their gold from the river. They trade freely, expand their village and so achieve new levels of civilization. With a balance of luck and planning, the players compete for food in this pre-historic time.

Stones of Fate DEMO – Sat, Sun 4 pm

You hold in your hands the Stones of Fate. Before you, hidden from your view, are the cards that will determine your destiny. Armed with your skill, memory, and a bit of luck, you move your stones and trigger powers in the cards, bringing fortune to yourself or tragedy to others.

Sultans of Karaya – Sat Midnight

Will feel familiar to fans of Werewolf in that players each have a secret role and (most of them) belong to one of two teams, Loyalists or Rebels. Each team has a specific way to win the game. However a player’s role may change (possibly many times), so players must find a way to be on the winning team when the game is over.

Summoner Wars Gaming 101 – Fri 3 pm

Summoner Wars – Fri 4 pm

A fast-playing, action-packed 2-4 player card game. Players take on the role of Summoners: powerful beings who harness the power of mysterious Summoning Stones to lead their race to conquest on the war-torn planet of Itharia.

Survive: Escape From Atlantis – Fri Noon

Players pick a color and place their meeples on tiles located on the board. Each meeple has a point value hidden underneath them. Players use strategy to move their meeples from the center island to the shores to gain that many points, but watch out, other players will try to sabotage you, and sea serpents, whales and sharks are all over the board trying to prevent you from reaching safety. To top it all off, the island is slowly falling into the ocean!

Tales of the Arabian Nights – Fri 10 pm

You are the hero or heroine in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan! Travel the land seeking your own destiny and fortune. Will you be the first to fulfill your destiny? The next Tale is yours to tell! And just like the sultan, you’ll want to stay up late to see what happens next to your hero.

Talisman Gaming 101 – Sun Noon

Talisman – Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round (3 hrs.) the City, Highland, Firelands, and new Woodland Expansion may be used (agreement of the table). Please bring your own game. We cannot continue to furnish games. The library games are missing pieces.

Tanto Cuore – Sat 5 pm

Tanto Cuore is a deck building card game. The players take the roles of “masters of the house,” employ a lot of cute maids, and are served by them while slowly filling out their house (card deck). But take care. The maids can become sick, or get bad habits! The player who has the best collection of maids and therefore the most victory points is the perfect master and winner of the game!

Tenka: Shogun Edition DEMO – Sun 2 pm

You will work to fill your Court with all of the tools necessary to rule Japan’s various provinces. Power can come from winning over Priests, lesser Lords, and Knights, or you can push for bringing Japan’s unique aspects to your side. No matter the direction you choose, you’ll be racing against time to restore order before Chaos breaks out.

Terra Mystica Finals – Sun 10 am

To participate in this event you need to have qualified in one of the events on Friday or Saturday. 2 games will be played to determine a winner.

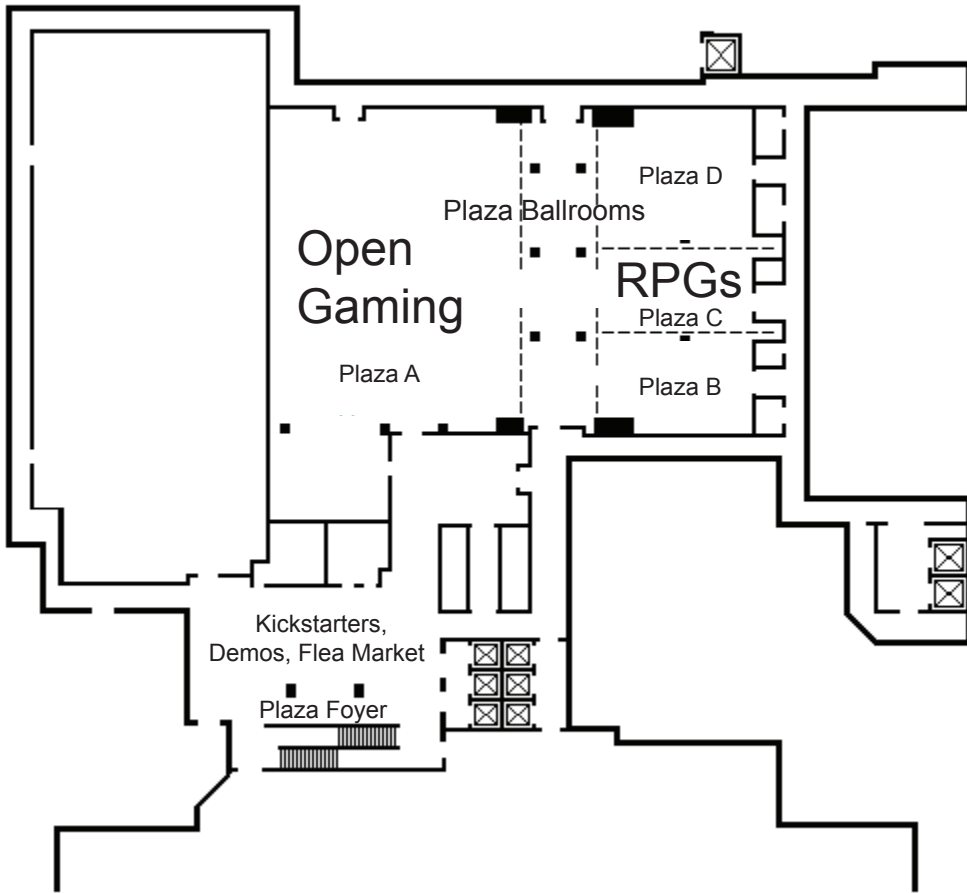
Terra Mystica Gaming 101 – Fri 4 pm

Terra Mystica Qualifier #1 – Fri 5 pm, Sat 10 am

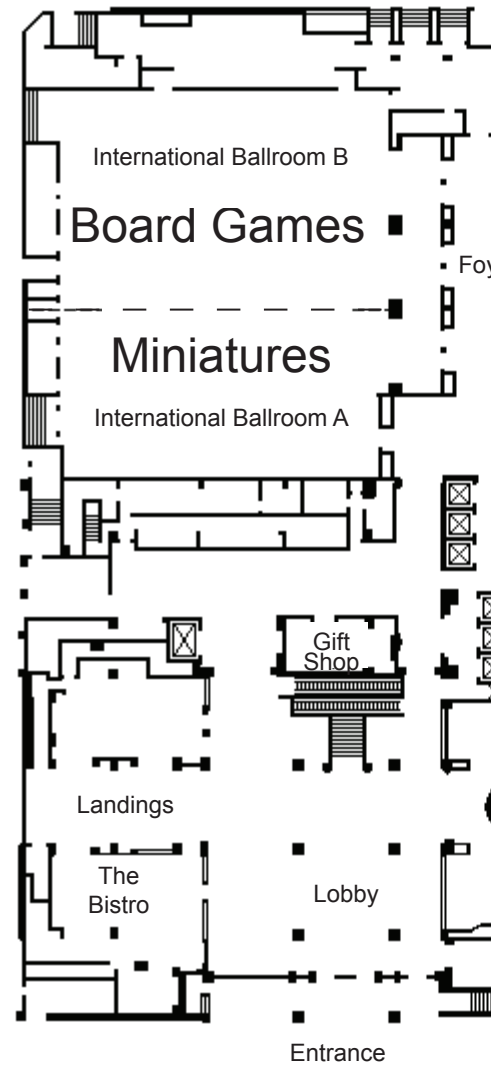
This is one of two qualifiers to get into Sunday’s Finals. One game will be played with the winners advancing (there may be alternates).

Orecon 2015 Maps

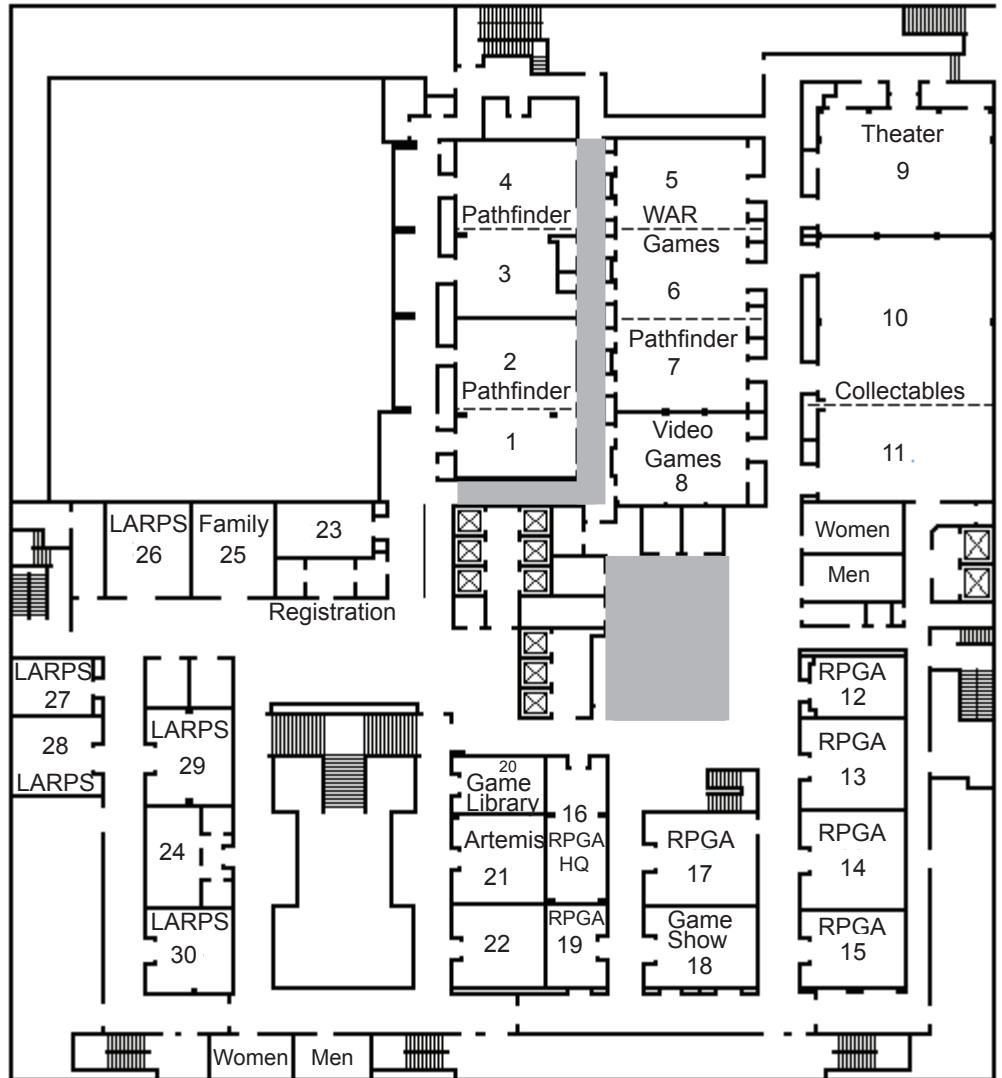
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

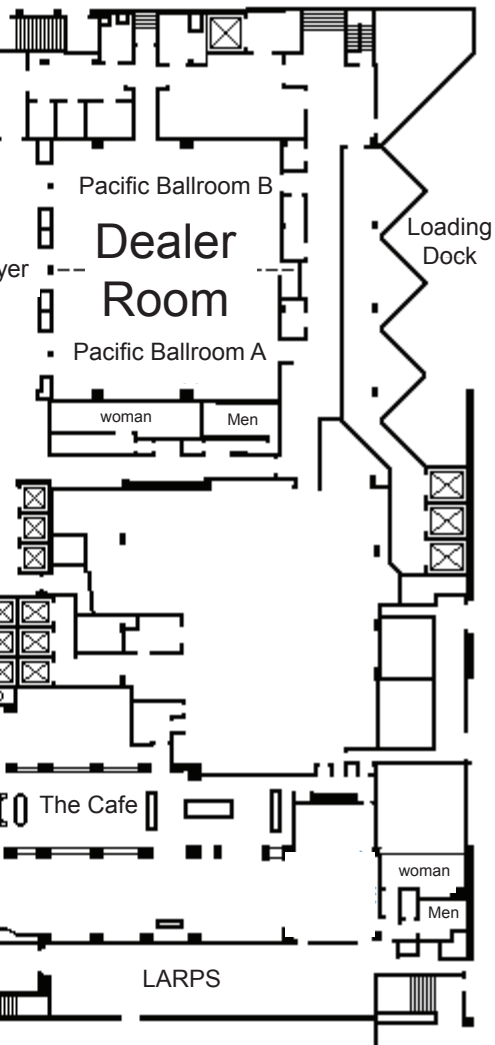


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 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



Board Games

Terrene Odyssey DEMO – Sat 1 pm

Terrene Odyssey – Sat 7 pm

A competitive 1v1 or 2v2 battle card game based on the battle systems of JRPGs. Recruit your party of adventures and face off against another party. Last party standing wins. Come play in a 1v1 single elimination tournament using provided pre-constructed decks.

The Adventurers – Sun 11 am

Run run run!!! As fast as you can ... or you could stay for some gold and get squashed by a boulder, boiled in lava, thrown off a waterfall, smashed by moving walls, or plummet into an abyss! The only thing that will kill you in this fast paced adventure is your own greed! So choose, will you stay for some gold or leave with your life?

The Cards of Cthulhu – Sat 3 pm

The Cards of Cthulhu is a cooperative card game that pits you against the forces of The Great Cthulhu and other Elder Gods. You will protect our world from the enveloping insanity that threatens to consume us all!! It doesn't matter if you are a rookie investigator or devoted your life to fighting the Great Cthulhu. Each game ends with you saving the world or dooming us to eternal torment.

The Castles of Burgundy Gaming 101 – Fri 5 pm

Castles of Burgundy Finals – Sun 8 pm

The Castles of Burgundy Qualifier – Fri 6 pm, Sat 2 pm

Qualifier for the Finals on Sunday. There will be exactly 1 game with the winner from each table qualifying for Sunday's Finals. Seating and setup will be random.

The Current Number of the Beast – Sat 7 pm, Mon 1 pm

A fun, fast-paced dice manipulation game. Players must use a combination of cunning and skill to be the first to get their dice to match the number on the current "Beast" card in play.

The King's Armory DEMO – Fri 5 pm

Play the world's first and only Tower Defense Board Game!

The Majority Complete Edition DEMO – Sun Noon

The Majority is a card game by a popular Japanese game designer Muneyuki Yokouchi. Two different games are available, The Majority and The Majority 2. The Majority is a 3-4 players game where players will be drafting and playing cards to form stronger political factions. The Majority 2 is a 2 players game which plays similar to The Majority but with special card abilities. Games take about 10-15 minutes for rules and 30-45 minutes of game play.

The Resistance – Sat, Sun 9 pm

In secret, players are either Resistance Operatives or Imperial Spies. The Operatives win if they can successfully carry out a certain number of missions, while the Spies win if they can covertly stop the Operatives.

The Scepter of Zavandor Gaming 101 – Fri 1 pm

The Scepter of Zavandor – Fri 2 pm

Building and bidding game based on Middle Earth

Thunderstone Advance Gaming 101 – Sat 10 am

Thunderstone Advance – Sat 11 am

In the Thunderstone line of deck-building games, you build a party of heroes to defeat the dreaded Thunderstone Bearers in their dungeons or in the wilderness. As the game progresses, you gain powerful weaponry and level into new and mighty hero classes. Your goal is to claim the best cards and survive to take the Thunderstone.

Thurn & Taxis – Fri 3 pm, Sat 1 pm

Draw cards and play the best postal route in old Germany.

Tichu Finals – Sun 10 pm

This is the final round of the Tichu tournament that starts on Saturday evening. Players will be the qualifiers from the early round. No player substitutions allowed. Not playing with the same partner as in the qualifying round is grounds for disqualification.

Tichu Gaming 101 – Sat 9 pm

Tichu Qualifier – Sat 10 pm

A partnership game. Players may pick partners before the event. Unmatched players are welcome if there are other unmatched players. Matched partners will play other matched. For 16 or fewer participants, this will be modified Swiss, so everyone can play two games. Because this is a two night event for qualifiers, please be prepared to play both nights *with the same partner*.

Ticket to Ride Gaming 101 – Sat 9 pm

Ticket to Ride – Sun 9 am

A critically acclaimed award winning gateway game that is a staple in any game library. Players assume the role of competing rail companies in the early days of America and earn points by building railway routes and by connecting cities.

Ticket to Ride: Europe – Mon Midnight

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.

Ticket to Ride: Team Asia – Sun Noon

Embark on an incredible adventure in Alan R. Moon's Team Asia map as you and a partner compete against other teams on a 25,000 kilometer ride from Kabul to Beijing, through the steppes of Mongolia and the Gobi desert up to the Yellow River!

Ticket to Ride: Team Asia Gaming 101 – Sun 11 am

Tide of Iron – Fri 7 pm

A game of World War II tactical conflict for two to four players. The components in this base game allow players to simulate the dramatic struggle that took place between American and German forces in Northern Europe during the years 1944 and 1945.

Tile Pile DEMO – Fri, Sat Noon, 5 pm

Get ready to exercise your fingers and your mind. Tile Pile is a Memory / Dexterity game in which players must locate lettered tiles in order to complete words and score points. Simple rules and quick gameplay make this game a fun learning tool for children and excellent party game for adults.

Titan Gaming 101 – Sat 10 am

Titan – Sat 11 am

This tournament will have a 6-player final - played until there is only one left alive. Can *you* be that 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 advancing to the final.

To Court The King – Sat 3 pm

In this game, the players are petitioners at the royal court, trying to gain the King's favor. To do so, they must first gain the help of the servants and petty officials at the court, who can then help them gain access to the nobility, who, in turn, can help to reach the king.

Tokaido – Fri 2 pm

In Tokaido, each player is a traveler crossing the "East Sea Road," one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places, but at the end of the day, when everyone has arrived at the end of the road you'll have to be the most initiated traveler.

Board Games

Tongiaki – Sun 10 pm

Be a Polynesian sailing out to discover and settle new islands. All you need are boats and a direction to sail.

Tragedy Looper First Steps – Fri 9 pm, Sun 1 pm

You and two other Protagonists must prevent certain tragedies from happening in a time loop. A Mastermind will try to facilitate those tragedies while the Protagonists have to find out what patterns are hidden, what plots are at work, and what roles the characters are hiding. Each failure sends you back in time to the beginning of the loop. Fail too often, and you'll arrive at a Bad End.

Trans Europa – Sun 5 pm

Europe needs its railroads. Cooperate to build the rail network, but don't forget your goal is to connect your five cities before someone else connects theirs.

Treasure Mountain DEMO – Fri, Sat, Sun 8 pm

Your dwarf clan spends all day in the mines digging up the gems. What will you do with all these gems? Just be careful to sharpen your axes for defense against the Orcish hordes. Players will control a band of dwarves and compete while mining for gems and collecting gold.

TV Links PLAYTEST – Sun 9 pm

A rollicking party game that casual TV viewers and hardcore TV buffs alike can enjoy! Compete with other players to be the first to lay down all of your cards in a criss-crossing network of partly factual and partly subjective connections between well-known TV shows.

Twilight Imperium 3rd Ed Gaming 101 – Sat 11 am

Twilight Imperium 3rd Ed – Sat 1 pm

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

Twilight Struggle – Sun 11 am

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

Ultimate Werewolf – Sat Midnight

Great games, great players, something different every time.

Ultimate Werewolf: Players Choice – Mon Midnight

I'll run whatever type of werewolf game the majority convinces me to run.

Ultimate Werewolf - Village of Exiles – Sun Midnight

Two villages with different role sets playing simultaneously. Every day they send someone to the other village. Something new every time. New roles, powers, abilities...who knows.

Uno – Fri 10 pm, Sat 10 am, Sun 8 pm, Mon 11 am

Play cards and match the color, number or power. Empty your hand and win!

Uno Dare – Sat 10 pm

The familiar fun race to yell UNO! comes with wild, new choices! While playing the color and numbers matching game, you're faced with a decision: draw extra cards or take a dare! Dare cards come in 3 categories: Family, Show-Off and Daredevil, with 16 dares on each card. For Adults Only!

Upheaval DEMO – Fri 1 pm

Roaming about the castle you will seek to set village life in your favor. Not by dominating it, but by shaping the 4 primary attributes that hold medieval culture together: Gather, Govern, Profit, and Rule.

Vegas Showdown – Mon 1 pm

Build your own hotel/casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The player who builds the most famous hotel/casino wins the game.

Villainous Vikings DEMO – Sun 3 pm

For 3 to 5 players, this is a rousing game of Viking exploration and conquest. Confronted by constant Raid or Trade dilemmas, the decisions will take you to the highest seat in Asgard next to Odin.

Wealth of Nations – Fri 3 pm

Players take on the role of a national leader. Your goal is to take your nation from humble beginnings to the status of a world economic superpower. You achieve this by building Industries. As you build new Industries and earn more money, you acquire Victory Points.

Werewolf Gaming 101 – Fri, Sat, Sun 9 pm

Werewolf – Fri 10 pm, Sat, Sun Midnight, 3 am, 10 pm, Mon Midnight, 3 am

Requires observation, some deduction, a lot of bald-faced lying or bluffing. By night, werewolves kill off villagers - By day, angry villagers kill suspected werewolves! Who'll prevail: The werewolves? The villagers? Only time will tell. While fun to watch, Werewolf is even more fun to play!

Werewolf: Twilight Edition – Sat 10 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.

Yahtzee – Fri 2 pm, Sat 6 pm

The classic dice rolling game. Try to score the highest!

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

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

Yspahan – Sun 4 pm

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

Zombicide Gaming 101 – Fri 4 pm

Zombicide – Fri 5 pm, 10 pm

Get ready for season 2 of killing zombies with your fellow survivors. Co-op game where teamwork is the key to victory.

Zombie Dice – Sun 11 am

Eat brains. Don't get shotgunned. You are a zombie. You want braaaains. More brains than any of your zombie buddies. Zombie Dice is fun for any zombie fan (or the whole zombie family). The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn!

Collectibles

Collectibles

La Jolla

Adventure Time: Card Wars — Fri, Sat, Sun 2 pm

GM: Golden State Gaming Network

Based on the original Adventure Time episode featuring "Card Wars," where Jake begs Finn to play his favorite trading card game. Eventually, Finn and Jake battle against each other to decide who will be the Dweeb and who will be the Cool Guy

AFL-Andromeda Fight League Demo — Fri 7 pm, Sat, Sun 11 am, Noon, 2 pm, 3 pm, 4 pm, Sat 7 pm,

GM: Tony Massaro

The game combines elements of a collectable card game with character cards and modifier cards, but is played on a changeable board, thus creating a tactical element. It is a 2 player game and each round lasts from 12-20 minutes.

AFL-Andromeda Fight League Tournament — Sun 5 pm

GM: Tony Massaro

The game combines elements of a collectable card game with character cards and modifier cards, but is played on a changeable board, thus creating a tactical element. It is a 2 player game and each round lasts from 12-20 minutes. We will provide all materials! First prize will include a copy of the game!

Anachronism TCG Los Angeles City Championship — Sun 11 am

GM: Geoff Colman

Anachronism is back at Strategicon! Prize support is TBA, Culture Shock format. Build a stable of 5 warriors, each support card must match that warrior's culture. You may use warriors from different cultures but their support cards MUST match the warrior's culture.

Android: Netrunner — Sat, Sun 1 pm

GM: Patrick Thompson

Android: Netrunner is an asymmetrical Living Card Game for two players. Set in the cyberpunk future of Android and Infiltration, the game pits a megacorporation and its massive resources against the subversive talents of lone runners.

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

GM: Brandon Weiss

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

Boss Monster — Fri 8 pm, Sat, Sun 6 pm

GM: Golden State Gaming Network

The retro-inspired dungeon-building card game from indie publisher Brotherwise Games, is now available in game stores across North America! Designed for 2-4 players, Boss Monster is packed with nostalgic references to 8-bit video games, dungeon-crawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a side-scrolling dungeon

Competitive Yu-Gi-Oh! Tournament — Sat 6 pm, Sun 5 pm

GM: Marcus Walker

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!

Covalent Crisis — Fri 4 pm

GM: Gerrod Garcia

A fast paced dice game. On your long trip back home from a mission in space, you've encountered a hostile planet, your ship is damaged, and has been infested by an alien fungus! It's up to you to gather 4 common elements to create essential compounds needed to make your necessary repairs and escape! You only have 20 minutes before all of your systems fail and all is lost!

Covalent Crisis-Planetary Probology Exp. — Fri 2 pm, Sat 4 pm

GM: Steven Wineke

Survive in space with only your scientific knowledge! Test play a future expansion to Axenic Game's dice game "Covalent Crisis". Explore nearby solar systems, undertake deadly missions, and discover new worlds with a build a tile based map!

D&D Attack Wing - How to play — Sat 1 pm

GM: Timothy Adams

D&D Attack Wing is a Dungeons & Dragons tactical flight and ground combat miniatures game, featuring pre-painted dragons, siege weaponry, and troops from the Dungeons & Dragons Forgotten Realms® universe. Utilizing the FlightPath™ maneuver system, command your army in epic aerial and ground combat & customize your army with spells, equipment, weapons, special abilities and more!

Doomtown Reloaded TCG/LCG — Sun 1 pm

GM: Geoff Colman

Doomtown has been Reloaded. Welcome back this classic card game in its new LCG format from AEG. Casual get together, no prize support.

Exodus The Trading Card Game "Orcon 2015" Tournament — Sat Noon

GM: Jake Medina, Lexi Medina

Prize support includes cash/dealer dollars, ribbons, "Champion" playmats, sealed boosters, promo cards, oversized art cards, Limited Edition cards, signed/autographed cards, Uncut sheets and more!

Exodus the Trading Card Game Demo — Fri Noon, Sat, Sun 10 am, 4 pm

GM: Jake Medina, Lexi Medina

Come try Exodus with the its creators. Game play is very simple Draw phase, Energy phase, Creature phase, and Attack phase. Throughout the game, players can also play Symmetry cards that slightly bend the rules of the four phases to give a temporary advantage. When a player loses 10 Life Points, they are out of the game. Demos take about 15 min and run all day.

Exodus Trading Card Game Booster Draft Tournament — Fri 6 pm

GM: Jake Medina, Lexi Medina

Prize support includes cash/dealer dollars, ribbons, "Champion" playmats, sealed boosters, promo cards, oversized art cards, Limited Edition cards, signed/autographed cards, and more!

Exodus Trading Card Game Tournament — Sun Noon

GM: Jake Medina, Lexi Medina

Prize support includes cash/dealer dollars, ribbons, "Champion" playmats, sealed boosters, promo cards, oversized art cards, Limited Edition cards, signed/autographed cards, and more!

Head-2-Head Special Event: Player's Choice — Sun 10 am

GM: Timothy Adams

Join us for a special event of Star Trek: Attack Wing! play as head to head or with Three players per map. Player's choice of available scenarios! See what all the fuss is regarding this game! \$5 buy-in, guaranteed prizes for all!

Herodix — Sun Noon

GM: Rich Pizann

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

Collectibles

Herodix "Battle Royale" – Sun 4 pm

GM: Rich Pizann

400 pt. teams. 4 players per map. Battle Royale. Shock the turtle starts turn 4. 2 actions.

Highlander TCG California State Championship – Sat 2 pm

GM: Geoff Colman

State of California championship. Type 2 Lean and Mean Back to Basics format. The only allowed Pre Game cards are Persona, Persona Premium +1 MCBC, Weapon of Choice, and Swordmaster rip (which will be provided 1 per event per player). Prize support is in hand and all participants will win something. A bonus prize will be awarded to a random non winner.

Highlander TCG Los Angeles City Championship – Sat 11 am

GM: Geoff Colman

Back to Basics format. Type 2 constructed. The ONLY Pre Game cards allowed are Persona, Persona Premium +1 MCBC, Swordmaster rip, and Weapon of Choice. Prize support in hand, prizes for everyone who participates, and a bonus prize will be randomly awarded to non-winners. I will have Swordmaster rip cards to pass out (1 per player, per event).

Imaginary Friends – Sun 11 am

GM: Steven Wineke

Try out a prototype game from Axenic Games! A popularity contest for your imagination with a touch of Munchkin-esque backstabbing!

Juggers of the Wasteland Card Game – Sat 9 am

GM: Peter Farquhar

I developed this game a few years ago and would like to play test it further before publishing it more widely. Currently popular with attendees of Post-Apocalyptic themed events, the game is based on the brutal sport played in the P-A movie "Blood of Heroes" and the Juggers of the Wasteland League. Each of 2 players represents a team of Juggers. A match takes about 10 to 20 minutes.

Magic: The Gathering 8-player pod Draft – Sat, Sun 10 am, 4 pm

GM: Greg Wagstaff

Draft starts when there are 8 players. 3 Booster packs per player (2 fate reforged, 1 Khans of Tarkir or 3 fate reforged) Prizes per pod. Runs all day.

Magic: The Gathering - Conspiracy (Draft) – Sun 7 pm

GM: Michael Arsollon

Conspiracy has special cards that influence the draft before the game even starts. Once drafting and deckbuilding is done, players will be separated into groups. Each group will play a game of multiplayer Magic. Win a prize for each opponent you eliminate! Winners from each group will compete in a final game for more prizes. Prize support includes packs from other sets. Materials fee is \$15.

Magic the Gathering - Fan Set Playtest – Sun 11 am

GM: Donovan Eberling

Join in a free draft of this fan-made set. Venefist is a plane where Wizards reign supreme. Their crafting of a new artifact type called familiars has augmented their power to new heights that can devastate or delight. But when arcane magic is wielded on such a scale, the earth itself intervenes and all the elemental forces it marshals are released to counter the wizards' stranglehold.

Magic the Gathering Friday Night Magic – Fri 7 pm

GM: MtG Judge

Sealed deck. 3 Khans of Tarkir, 3 Fate Reforged Swiss format. 3 rounds. Prizes.

Magic: The Gathering - Horde – Sun Midnight

GM: Michael Arsollon

A cooperative challenge: The Darksteel Reactor is overrun with a zombie infestation. You will join other planeswalkers, cooperating to eradicate the zombie menace before the reactor explodes! This event allows decks from the Standard, Modern, Legacy and Commander formats. Once the zombies are defeated, other challenges may be undertaken.

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

GM: Michael Arsollon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card other than basic lands. Your deck must contain exactly 100 cards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Live Draft (Draft) – Sun 10 pm

GM: Michael Arsollon

Draft while you play! The GM will provide all cards used in this casual multiplayer event.

Magic the Gathering: Mini Master – Fri 3 pm

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

Magic: The Gathering Mini-Master Tournament #2 – Mon 10 am

GM: Victor Bugg

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

Magic: The Gathering - Planechase (Pauper) – Sat 2 pm

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this multiplayer variant. The GM will provide a shared planar deck. This event is Pauper Constructed (only common cards are allowed).

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

Sealed deck, swiss, 6 packs (4 fate reforged, 2 Khans of Tarkir)

Magic: The Gathering - Secret Alliances (Pauper) – Fri 6 pm, Sat 5 pm

GM: Michael Arsollon

The knights fight openly while their queens support them from the shadows. But the King of Swords plans to destroy them all. This is a team based multiplayer game with some hidden roles. Players decks may only consist of commons and basic land.

Magic: The Gathering - Theros Challenge Trilogy – Sat 1 pm

GM: Michael Arsollon

A cooperative challenge: Face The Hydra, Battle The Horde, and Defeat A God! You and your fellow planeswalkers will take on these Theros storyline battles. This event allows decks from the Standard, Modern, and Legacy formats. The players will reset after each challenge.

Marvel Dice Masters: Avengers vs. X-Men - -Demo – Sat 10 am

GM: Rich Pizann

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

Collectibles

Marvel Dice Masters: Avengers vs. X-Men - -Sealed — Sat 4 pm

GM: Rich Pizann

"Bring 2 Basic Action cards. Product allowing, this will be a Rainbow Draft - each player will use 12 sealed packs which will be drafted in two groups of 6 packs each, pod size dependent on the number of players. As a backup, please bring 4 characters and 10 dice, and we'll do a semi-sealed instead."

Marvel Dice Masters: Avengers vs. X-Men- -Tournament — Sat 11 am

GM: Rich Pizann

Standard Tourney, swiss format, 3 matches per round, 8 cards, 20 dice/Life. Prizes.

My Little Pony — Sat, Sun 2 pm

GM: Dae Kim

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

Panini Dragonball Z TCG Tournament — Fri Noon

GM: John Galiotta III

Constructed tournament for the new DBZ TCG. Bring your deck, scouter and anger sword for some revamped nostalgia. Constructed, Swiss

Pathfinder Adventure Card Game-1A — Fri 5 pm

GM: Frank Perkins/Jason Torre

Many have traveled to the Shackles to live the life of a pirate... and some have died. Ill-fated travelers have been eaten by sharks (or worse), killed by their compatriots, or drowned in turbulent waters, consigned to a watery grave.

Pathfinder Adventure Card Game-1B — Fri 8 pm

GM: Frank Perkins/Jason Torre

Avast! Sharks sighted on the starboard bow! Something's stirred up a shoal of sharks. You've seen their fins swimming alongside your ship for days, and sharks are as patient as they are hungry. All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game-1C — Sat 2 pm

GM: Frank Perkins/Jason Torre

For days, you've been traveling as the "guests" of a pirate crew. Captain Redclaw has set a course for the Shackles, a dangerous journey across a sea that's dark and deep and full of terrors. One of those unfathomable horrors is stalking your ship right now, lurking several fathoms below your ship All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game-1D — Sat 5 pm

GM: Frank Perkins/Jason Torre

You've sailed away from a lengthy battle with a relentless brine dragon—a true terror of the deep—but other sailors in the Shackles have not been as lucky. A sharp-eyed sailor in the crow's nest has spotted flotsam ahead. It's slow going for sailing ships here. All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game- 1E Natures Wrath — Sat 8 pm

GM: Frank Perkins/Jason Torre

Days ago, Jemma Redclaw proclaimed herself captain of a merchantman vessel. After leading a mutiny on the ship you hired for a journey to Rahadoum, she seized command and sailed southward. Now she rules her ship with an iron fist... or more precisely, a mechanical hand! All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game- 1F The treasure of Jemma Redclaw — Sun 2 pm

GM: Frank Perkins/Jason Torre

You unknowingly set sail with a gathering of scoundrels and knaves, but an uneasy truce has allowed you to survive long enough to reach Drenchport on the shores of Tempest Cay. Now your fortunes have turned: you're not only free to disembark here, but you have the chance to recruit your own crew and set sail on your own ship! All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game- 2A Loves Labours Lost — Sun 5 pm

GM: Frank Perkins/Jason Torre

Heartbreak Hinsin is an honorable man, some say, even though he's gone astray from an honest living. He's earned his share of infamy defeating those who challenge him, but he lacks the wealth and influence a truly terrifying pirate requires. Maybe that's why he's courting Agasta Smithee. All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game- 2B Yo Ho Grindy Lo's — Sun 8 pm

GM: Frank Perkins/Jason Torre

Pirate lords and patrons are useful allies when you're sailing in the Shackles. Just recently, you earned the gratitude of Agasta Smithee, the Lady of Tidewater Rock. She's got great wealth, a vast... island fortress, and now, the love of her life, "Heartbreak" Hinsin. Out of gratitude, she's willing to hire you. All adventures subject to change based on completion or demand

Pathfinder Adventure Card Game Intro Game — Fri 2 pm, Sat 11 am, Sun 2 pm

GM: Frank Perkins/Jason Torre

Ahoy, there! This is an introductory scenario for the Pathfinder Society Adventure Card Guild Organized Play program. Normally, players must use a character from a Class Deck, but for this scenario, they can use one of the characters from the Skull & Shackles Base Set or the Skull & Shackles Character Add-On Deck.

Pirates Pocketmodel: "Saturday the 14th" — Sat 10 am

GM: Melissa Weiss

This pirates draft will be welcome to all players, experienced or new. Standard game: whomever has the most treasure wins! Each ship gets either a free captain or helmsman.

Pirates Pocketmodel: Sink-N-Keep "My Frozen Valentine" — Sun 6 pm

GM: Victor Bugg

Kids event. Special Format. Four teams of two players each vs each other team and vs the GM. Ships provided. Snacks and prizes for everyone.

Pokemon — Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop — Sat, Sun 10 am

GM: Charles Watson

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

Collectibles

Proelium - Beta tournament – Sat 1 pm

GM: Gerrod Garcia

This is Proelium's last run in its current form! Be a part of making this game awesome. Participants will play a couple of rounds to learn the game and then construct their own decks for the tournament. The first place winner will receive a two player beta set with two pre-constructed decks and get to keep their personally constructed deck. Second place will receive the 2 player beta set!

Resistance Is Futile OP-1: Dark Frontier – Fri 2 pm

GM: Timothy Adams

Your fleet has been on a mission to study the Borg and gather as much information as you can about them. So far, your completely non-aggressive actions have allowed you to go unnoticed by them and, as such, you have acquired substantial knowledge. While you are near the edge of Borg Space, however, your fleet is ambushed and a battle ensues. Players of all levels welcome. \$5 buy-in.

Resistance Is Futile OP-2: Unimatrix Zero – Sat 2 pm

GM: Timothy Adams

While regenerating, Borg Drones are able to enter Unimatrix Zero and recall all of the memories of their former lives. With the assistance of ships outside of the Borg's influence, these rebel Drones have found a way to maintain their individualities even when they are not regenerating and have staged a rebellion against the Borg Collective. \$5 buy-in and blinds available (no additional purchase)

Resistance Is Futile OP-3: Endgame – Sun 2 pm

GM: Timothy Adams

A neurolytic pathogen has been introduced into the Borg Collective and the time to strike is now. As you ready to enter the nebula containing the transwarp hub, an enemy fleet is attempting to stop you. Will you succeed and return to the Alpha Quadrant, or will you be thwarted and left in the Delta Quadrant? \$5 buy-in, and boosters available (no additional purchase).

Star Trek: Attack Wing- How to Play/ Casual Event – Fri 10 pm

GM: Timothy Adams

Star Trek: Attack Wing is a tactical space combat HeroClix miniatures game, featuring collectible pre-painted ships from the Star Trek Universe. Utilizing the FlightPath™ maneuver system, command your fleet in space combat & customize your ship with a Captain, crew, weapons and tech upgrades. FREE Event. Come find out what the buzz is all about!

Star Trek Attack Wing Special Event – Sat 10 am

GM: Timothy Adams

A special event you won't want to miss! Come join the event and see what makes this game so popular! \$5 buy-in Guaranteed prizes for everyone!

Star Wars Minis "The Battle of Hoth" – Sun 5 pm

GM: Mel Campbell

For this Star Wars Miniatures mass battle, it will be Imperials Vs Rebels: 1000pts vs 1000pts. We will be playing on amazing, brand new, "real life" snow terrain. The Imperials will be commanding 2 AT-AT's, 5 AT-ST's and many snowtroopers. The Rebels will be defending the Hoth Base and commanding 8 Snowspeeders, several Hoth Troopers, and many Rebel heroes. The armies will already be pre-made and the minis will be brought by the GM. All you have to do is show up and we will be dividing ever

Star Wars Minis "Warfare and Subterfuge" – Sun Noon

GM: Mel Campbell

Star Wars Miniatures sealed booster draft, new set release tournament for SWM virtual set #9, "Warfare and Subterfuge". All participants will receive the brand new 45 card set and the 9 card mini set "Diplomacy", for their participation. Participants will make a 150pt team, faction rules do not apply, from 2 randomized boosters, that each will receive. The tournament will consist of 3-4 swiss rounds.

Tyranny of Dragons OP-1: The Price of Knowledge – Sun 10 am

GM: Timothy Adams

Tonight is the night of aphelion, and as you crest the hill in search of dark lore, you see that a formidable enemy legion has had the same idea. \$5 buy-in. Prizes awarded to the top 1, 2, or 3 winners (depending on the number of players and supplies available).

Tyranny of Dragons OP-2: The Compass Of Lost Treasures – Sun 2 pm

GM: Timothy Adams

Looking around the massive, brightly-lit interior of the enchanted Vault, you notice a raised dais in the center of the room with something glistening upon it. Centered in the eastern and western walls are two massive portcullises if one could break it down, your forces might escape with this item of inestimable value... \$10 buy-in (Blind boosters included)

Whats your Yu-Gi-Oh! IQ? – Fri 5 pm, Sat 7 pm

GM: Marcus Walker

Come join us for a hilarious spin off of jeopardy combined with Yu-Gi-Oh! Melvin Ward (Actor/Model) will be our game show Host. Any one can join with little to no knowledge of the Trading card game and/or TV show. all participants will win a prize.

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

GM: Marcus Walker

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

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

GM: Marcus Walker

Yu-Gi-Oh! video game demo for xbox360 "YuGiOh Millenium Duels" and "Yu-Gi-Oh! 5D's Decade Duels"

Yu-Gi-Oh! Game showEnter the Shadow Realm! – Sun 7 pm

GM: Marcus Walker

Come join us for a hilarious spin off of jeopardy combined with Yu-Gi-Oh! Melvin Ward (Actor/Model) will be our game show Host. Any one can join with little to no knowledge of the Trading card game and/or TV show. all participants will win a prize. This time there's a twist instead of gaining life points to win the game contestants must not to lose life points and be sent to the Shadow realm!

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

GM: Marcus Walker

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

Yu-Gi-Oh! Win-A-Mat – Fri 7 pm, Sat, Sun 3 pm

GM: Marcus Walker

Join our Yu-Gi-Oh! tournament for prizes to 1st, 2nd and 3rd with your demo deck or you can join with a deck of your own. Lite tournament for any level of play! 1st wins a Yu-Gi-Oh! play mat

LARPs

LARPs

San Lorenzo

Live action battle games – Sat 2 pm – Foam boffer and latex weapons

GM: Mark Freeman

Join Live Action Battle Games for a foam Boffer (latex weapon) fighting event. There will be a number of short games including team, last man, and VIP. Bring your friends and see who's still standing.

Starship Valkyrie – Sat, Sun 2 pm – Starship Valkyrie 2.04

GM: Christian Brown

Starship Valkyrie is a live action, sci-fi crisis simulator. You take on the roles of a starship crew and respond to an emergency. That might be an alien attack, a rescue operation or investigation of a dangerous phenomenon.

The City of Lies – Sun 8 pm – Old Japan LARP

GM: John Wick & Ben Woerner

Ryoko Owari, the City of Lies, has been rocked by the murders of prominent citizens. Play as Scorpion Samurai, Imperial Magistrates, Geisha, Sumo, Yakuza, Ronin, and more to try and control the city or simply survive when the dust finally settles. The Old Japan LARP system is based on the Blood & Honor and World of Dew RPGs and is inspired by Blood & Tears, the Houses of the Blooded LARP.

Video Games

Marina

MC: Iron Block Challenge – Sat, Sun 4 pm

Two day Timed tournament: Miners compete to build a home on the world surface with a 5x5 interior, a light source, a door, and an Iron Block at the center. The fastest two build times will receive prizes in addition to convention's dealer dollars. Prizes will be awarded at the end of Sunday's rounds. This is not ongoing tournament.

Pinball Arcade Ongoing – Sat Noon

Play three classic pinball games in a virtual environment, and show yourself to be a Pinball Wizard! OrcCon's tables will be Twilight Zone, Medieval Madness, and Fun House.

Shadow Isles 3v3 – Sat 6 pm

Shadow Isles 3v3 return to Orcon 2015! Teams of three will be randomly assigned to compete in a single elimination tournament. Prize pool \$10 Riot Point cards for each member of the winning team. Tournament structure subject to change due to population.

Miniatures

International Ballroom

2015 Great Titan Hunt – Sun 3 pm – Warmachine/Hordes

GM: Colin Dimok, Claude LeCesne

Bring a 9pt(+ caster pts) hunting party to the 2015 Great Titan Hunt. Whomever gets the most titans wins! Easy fun game, players are titan hunters, GM will run the titans against them.

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

GM: SoCal Crusaders

Bring your favorite Special Character or most tooled out killing HQ you can build! Battle Royale style!! Single character of up to 300pts. Top 3 receive rankings and prize support!

The King's Musketeers – Sat 8 pm – The King's Musketeers

GM: Ryan McMullan

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

Two Room and a Boom – Fri 10 pm – Two Room and a Boom

GM: Evan Dorn

2R1B is a fun, fast social deduction game: players are split between rooms and try to deduce who's on which team. Red team wins if the bomber and president end up in the same room, blue team wins otherwise. Characters also have their own abilities and individual win conditions. Lying and scheming encouraged!

Spleef Minecraft – Sat, Sun 2 pm

Play Minecraft against other miners in a Spleef Arena, Shovel your opponents into lava, Last miner standing wins!

Super Smash Bros - Adults Duels – Sun 4 pm

Super Smash Bros - Duels – Sun Noon

The all new Super Smash Bros game for the Wii U is finally here! Each player picks their favorite Nintendo character or a guest character like Mega Man or Pac-Man and faces off against another's. Each round is one fight, with double elimination brackets, so you have a second chance at glory.

Super Smash Bros - Free for All – Sat Noon

Super Smash Bros - Kids Free for All – Sat 4 pm

The all new Super Smash Bros game for the Wii U is finally here! Join a tournament with your favorite Nintendo character or even a guest like Mega Man, Pac Man or Sonic and fight your way through hectic four player matches. The top two of each match move on and are that much closer to securing victory.

Arena of Death Fantasy – Fri 9 pm – Warhammer Fantasy

GM: SoCal Crusaders

Bring your most killy Special Character or best tooled out Character in a Battle Royale fight to the death! Last model standing wins! Single character of up to 500pts. Top 3 receive rankings and prize support!

Battle Fleet Gothic – Sat 8 pm – Battle Fleet Gothic

GM: SoCal Crusaders

The Dark Wars continue though out the Triton sector. Come help save that system, our help plunge it into darkness!

Miniatures

Battles of New Eden – Sat 10 am – Dropzone Commander

GM: Solomon Chang

Bring a 1500 point standard roster. There will be 3 rounds at 2 hours each. Scenarios will be chosen from the Reconquest expansion rule book, including predatory flora/fauna, orbital insertions, and no-atmosphere scenarios. Prize pool available.

Battletech - Circle of Death – Sun 10 am – Battletech

GM: Mario Acuña

Huge game of Battletech. Everyone one out for themselves, with a few rules to keep it interesting. All materials will be provided. Each person will be assigned a random set of mechs and a random target. May the best MechWarrior Win.

Battletech - Demo – Sat 6 pm – Battletech

GM: Mario Acuña

Mech on Mech action. Come and pilot your favorite mech, or learn how to play Battletech for the first time. All materials provided.

Blockade run – Sat 8 pm – X-Wing

GM: TBD

Come stop the rebel blockade runner from running the blockade, or escort it. Bring a rebel or imperial 60 point force to attack or escort a rebel Corvette. There will be some loaner squadrons, 1st come first serve.

Blood Bowl – Sat 8 pm, Sun 7 pm – Blood Bowl

GM: SoCal Crusaders

Opening Rounds for our Rankings and List of Legends League!

Bridge at Khazad Dum – Sat 1 pm – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

“What is this new devilry?” “A Balrog...a Demon of the Ancient World” After the Battle at Balin’s Tomb, the Fellowship is running to cross the Bridge at Khazad Dum pursued by Goblins and The Balrog of Moria! Can you as the Fellowship get across the bridge and survive? Or will the fiery sword and whip of the Balrog be the end of all!?! “This foe is beyond ANY of you!”

Circus Maximus – Sun Noon – Circus Maximus

GM: Jaime Vann

Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed.

Clash in the Mediterranean – Sun 9 am – Signal Close Action!

GM: Robert Boyens

French naval ships are escorting vital supplies for their forces in Spain. Can they sneak past the British blockaders, or if discovered, can they hold off the British long enough for the cargo ships to slip by? Run either the French or British. 1/1200 Napoleonic sailing ships - everything is supplied. This is an HMGS hosted event.

Claydonia – Sun 8 pm – Clay-O-Rama

GM: Jason DuVall

Make a fierce monster with Clay-Doh, and then wage war with others. Clay-Doh will be provided by the convention, just be ready to fight. 30 minute build, 90 minute battle. Only the strongest clay will come out on top!

Command Combat: Civil War - Lee vs. Grant – Sun 10 am –

Command Combat: Civil War - 1864 expansion

GM: Jeff McArthur

In the climactic duel of the Civil War, Grant leads the Army of the Potomac against Lee’s Army of Northern Virginia in what is known as the Overland Campaign. Players will take the roles of army and corps generals. Using campaign rules in CCCW 1864. Prize support will include Civil War documentary DVDs and copies of the game.

DBA participation games – Sat 11 am – DBA 3.0

GM: Harry Dudrow and Paul Schipitsch

Offering players of all experience levels the opportunity to play the new 3.0 variant of these popular fast play Ancients rules. Many different armies will be available to use - turn up and roll the dice. 15mm scale. Armies include Saxons, Sub-Romans, Late Romans, Alans, Sassanids, Slavs, Arabs and Lombards.

Deadzone Tournament – Sat 1 pm – Deadzone

GM: Pat Lewis

The first annual OrcCon Deadzone Tournament. Bring your Strike Team to planet OrcCon, the latest Deadzone in the outer sphere. Who will will all treasure looted from the planet or will the Enforcers purge the planet before you escape.

Disney/Pixar’s Cars: The Dinoco 400! – Sat, Sun 10 am, 1 pm – Machinas (Stock Car Racing Variant)

GM: Marcelo Figueroa

Lightning McQueen, Chick Hicks, The King & more battle for the prestigious Piston Cup in the Dinoco 400! With Special Guest, game designer & publisher, Ed Teixeira (Two Hour Wargames)!

Dreadball OrcCorp. Cup – Sun 1 pm – Dreadball

GM: Pat Lewis

Dreadball is Mantic’s future sports game of the future! Do you have what it takes to coach your team to the finals and win the first annual OrcCorp. Cup.

Dropzone Commander Demo – Fri Noon – Dropzone Commander

GM: Solomon Chang

Come demo this excellent science fiction small actions game where you take command of a company sized force. Game play is fast and exiting. The rules are simple but allow for great flexibility while playing. Take command of the forces of humanity, trying to reclaim their home lands or the invasive Scourge who have taken it from them.

Early War Battle – Fri 7 pm – Flames of War

GM: Mark Nickolson

Early war battle between French and Italian colonial forces.

Flashpoint! – Sat, Sun Noon – Flashpoint 25mm Cy-Tech

GM: Cameron Cleveland

Flashpoint! 25mm Cy-Tech Combat System for Squads, Mechanized Units & robots. Flashpoint! is set on Earth in the far future (2247), its background is a cyberpunk environment with cartels fighting each other. (optional) Dice d20. Many elements border between a rating system and a design system, especially robots and vehicles.

Lion Rampant! – Sun 10 am – Lion Rampant

GM: Ilan Mitchell-Smith and Justin Rodriguez

This will be a large game featuring Osprey’s new rules for high-medieval skirmish combat. Players need only bring a desire to see knights, men-at-arms, and peasants fight on the field of battle. The miniatures will be provided, the rules will be taught, and feudal vows to a local baron will be strongly encouraged.

Mega-Apocalypse Battle! – Sat 9 am – Warhammer 40K

Apocalypse

GM: SoCal Crusaders

The forces of Lord Slaughter wages war against the Imperium lead by Col. Yaple! Join in the fun!!!! 10,000pt Armies max. Loaner armies available.

Miniatures

Mein Zombie - The Hoard – Sat, Sun 9 am – ODGW - Mein Zombie

GM: Michael Moran

Come play and learn Mein Zombie!! Join a band of survivors as they face a hoard of Zombies. However not all these zombies are your standard zombie. Our heroic band must survive against the hoard and a handful of special zombies with unique abilities. Rules taught, beginners welcome.

Modern Micro Armor - "Thunder Run" – Sat 8 pm – TAC II (Modified TACFORCE)

GM: Allen Rockwell

In April 2003 members of USMC 1st Marine and US Army 3rd Infantry made "Thunder Runs" into Baghdad to clear a path. On the 7 April, US Forces triumphantly entered Saddam's Baghdad Parade Grounds. In this alternate reality, the Iraqi Republican Guard is waiting for the US forces and all hell breaks loose. Using modified TACFORCE rules, no knowledge of rules required. All materials provided.

New Mega-Apocalypse Rules Intro – Fri 4 pm – Apocalypse

GM: SoCal Crusaders

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

North of Wadelincourt May 13 1940 – Sat 11 am – Gepanzerte Faust

GM: Stephen Phenow

13 May 1940, north of Wadelincourt, near the demolished Pont du Bouillonais bridge. Guderian's XIX Panzer Corps are crossing the Meuse, the 7th Panzer regiment supported by company of the 49th Engineer Battalion and elements of 86th Infantry are attacking part of the 147th Fortress Infantry Regiment.

Paint and Take – Sat, Sun 10 am – Various

GM: Sarah Carey

Do you have some time between events? Then come join us in the International Ballroom at the Miniature Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, only patience and a desire to have some fun. All materials provided!

Painting Contest Judging – Sun 2 pm – Various

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are personalized plaques. See the painting contest rules on page 57 for details. Miniatures can be claimed after pictures around 3pm.

Piedmont, VA – Sun 10 am – Mr. Lincoln's War

GM: Stephen Phenow

June 5, 1864, the green US army of General David Hunter defeated the Confederate Army of the Valley at Piedmont, killing General ``Grumble' Jones and taking nearly 1,000 prisoners. The defeat of Piedmont was a disaster for CSA arms in the Valley. This forced Lee to open up the Shenandoah Valley as a second front in the 1864 fight for Virginia. Can the CSA beat the USA? 15mm figs.

Proelium autem Orcon – Sat 10 am – Hail Ceasar

GM: Chris Mazourek, Erik Duran

Bring your army or borrow one of our armies and learn how to play. We will have a plethora of Roman cohorts and barbarian hordes.

Raid on Lower Upton – Sun 10 am – This War without an Enemy
GM: Allen Hughes and Jim Sevette

Join in a raid on a peaceful English village. The game is 25 mm English Civil War skirmish.

Relic Knights Demo – Sun 10 am – Relic Knights

GM: Octave Villar

Relic Knights by Soda Pop Miniatures/Ninja Division is a quick and dynamic tabletop strategy battle game that uses finely detailed 30mm scale miniatures to represent your heroes and villains on the battlefield. Relic Knights uses a card-based system to represent esper—the energy which binds the universe. Players draw and use this esper to unleash devastating attacks and cunning counters upon their foes.

Relic Worlds Miniatures - Pirates vs. Dark Agents – Sat 10 am – Showdown

GM: Jeff McArthur

Millions of alien artifacts are spread throughout the galaxy, and every faction is out to get them to bend them to their will. Today, pirates will try to plunder the loot as the Dark Agents try to hide all evidence it ever existed. This fight will open the storyline that connects to the Relic Worlds role playing game that follows, and will be recorded in the ongoing story at: www.relicworlds.com

RISK of civil war – Sat 9 am, 3 pm, Sun 10 am, 4 pm – Homebrew utilizing risk pieces

GM: mark clements

Command an infantry brigade or ride with cavalry and attack the enemy or sit back on a hill and fire cannon batteries. Fast-paced civil war game, this is not you're daddy's historical recreation but a battle that unfolds as a 4 session 64 player game over the weekend. Utilizing rules play tested by civil war re-enactors, it plays fast and players are encouraged to return and resume command.

Robotech RPG Tactics – Battle on Macross City – Sat, Sun Noon – Miniatures

GM: Patrick Saul

Create an army of 300 points & take them to the battlefield to destroy your opponent you can join the ranks of United Earth Defense Force or be part of the Zentradi Armada You must bring your own army for this game. thank you

Robotech RPG Tactics Demo – Sat, Sun 10 am – Miniatures

GM: Patrick Saul

Learn to play your favorite anime classic Robotech in a miniature game. Defend Earth using transformable Veritech Fighters or the powerful weapons of a Destroid. Or you can be a Zentradi Warlord using the overwhelming numerical superiority of your Battle Pods. Game material will be provided you may use your own stuff as well

Secure the Bridges and get a Cookie – Sat 10 am – Battleground (modified) WWII

GM: Robert Boyens and Jesse Boyens

Run a US, Brit, Italian, or German squad and help secure the two bridges. Each time your squad clears an objective, you get a cookie (e.g. perhaps a Panther, or air support...) This is an HMGS hosted game.

Smash and Grab – Sat 10 am – Pulp Alley

GM: Tom Pliska

Pulp Alley is a skirmish level miniatures tabletop game. I will be running an introductory scenario, and will provide the setting, necessary dice and miniatures, though anyone is welcome to provide a pregenerated league. The setting is nominally in the pulp era - '20s or '30s, so leagues of up to about 8 gangsters, crooked cops, mad scientists and their minions, etc. are appropriate.

Miniatures

Storm of Magic – Sun 9 am – Warhammer Fantasy
GM: SoCal Crusaders
Can the combined Armies of Wolfgang Longtooth stop the rampaging Legions of The Dark General?? Help both sides! * 10,000pt max armies

Storm of Magic & Legendary Rules Intro – Fri 5 pm – Warhammer Fantasy
GM: SoCal Crusaders
We will be covering all the Rules for Storm of Magic Arcane Fulcrums, Monsters & Magic Allowance, Mythic Artifacts, Scrolls of Binding, Cataclysmic Spells, along with WD articles and extra rules from Monstrous Arcanum!

This is WAR! Demo – Sat, Sun 10 am – This is WAR!
GM: David Dunn
"This is WAR!" is a fast paced, futuristic/scifi 15mm miniatures d6 game system, using the vehicles and universe created by DLD Productions. All materials provided. Check out our upcoming Kickstarter. Prizes Awarded!

Walkers – Sat, Sun 2 pm – N/A
GM: Joshua Scharpf
Get the gas, fix the truck, and get the hell out of the Zombie-infested town

Warhammer 40k Apocalypse – Sat 10 am – Warhammer 40k
GM: John Macomber
Come join us for a massive game of Warhammer 40k apocalypse. Bring a minimum of 2000 points up to a maximum of 6000 pts. If you bring a model you must have the latest rules for it. No proxy models as it will be fast paced and to hard to tell what is what. Send me an e-mail with any questions you may have.

Warhammer 40K Ironman Tournament – Sat, Sun 8 pm – Warhammer 40K
GM: SoCal Crusaders
40K Army, 1,000 points, NO ALLIES (etc.), at the end of each game, any models that were damaged/wounded retain that damage/wounds for the next game. Any models slain/removed will remain as so for following games. Top 3 players win prize support and earn rankings.

Warhammer 40K RTT – Sun 10 am – Warhamemr 40K
GM: SoCal Crusaders
2,000pts. Top 3 players will be awarded Prize Support and receive rankings. All current GW Codexes are welcomed. 3 games in total, each of 2 hours in length. There will be a half hour break after game #1, and a 15 minute break after game #2. 9:am Registration & List submission, 10:am game #1 starts. Game #1 Psychic Flux, Game #2 The Fog, Game #3 Slaughter House!

War Games

Plaza Ballroom A

1775 Rebellion 101 – Fri 1700

1775 Rebellion Tournament – Fri 1800
The American Revolution has begun! In 1775-Rebellion players 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. Multi-player, fast and easy to learn.

ASLSK Advanced Squad Leader Starter Kit #1 – Sat 2100
Beginning introductory set for new players. Tutorial event with possible Sponsorship

Warhammer Fantasy Ironman Tournament – Sat, Sun 8 pm – Warhammer Fantasy
GM: SoCal Crusaders
Fantasy Army, 1,000 points, NO SPECIAL CHARACTERS, at the end of each game, models wounded retain those wounds for the next games and any models slain remain slain as well. Top 3 players win prize support and earn rankings.

Warhammer Fantasy RTT – Sat 10 am – Warhammer Fantasy
GM: SoCal Crusaders
2,500pts. Top 3 players will be awarded Prize Support and receive rankings. All current GW lists are welcomed, included the End Times Books and the Warhammer Forge Book. 3 games in total, each of 2 hours in length. 9:am Registration & List submission, 10:am game #1 starts. *Game #1 Magic Flux, Game #2 The Fog, Game #3 Slaughter House!

World of Tanks Multi-player Mayhem Tournament – Sun 11 am – Bolt Action
GM: Donald Tseng, Alex Wafa
750pt. Armored Platoon List 6 order dice maximum. Kill and capture objectives on a large 10 by 5 board. Teams will be Axis vs. Allies. Loaner platoons available.

X-Wing: 100 point tournament – Sat 3 pm – X-Wing
GM: Chris Mazourek, Erik Duran
100 points per squadron 3 round, 4 if necessary. Following FFG standard tournament rules. If you'd like to play but don't have minis there will be a couple of loaner squads.

Zombicide 101 – Fri Noon – Zombicide
GM: James Freeman
Learn how to play Zombicide in a no pressure setting. This is designed to teach new players the basic rules. It only takes about 15-30min to learn, I will have Seasons 1, 2 and the new Season 3: Rue Morgue. Whether you are new to the game or an Experienced player there will be something new to learn.

Zombicide – Fri 3 pm, Sat 2 pm, Sun 2 pm, 8 pm, Mon 9 am – Zombicide
GM: Daniel Alvarez/James Freeman/Michale Shupe
Each player controls between one (for 6 players) and four (solo game) survivors, human trapped in a zombie-infested town. In fact, "survivors" quickly change to "hunters" to smash zombies through and through. However, the team must constantly maintain a balance between survival and slaughter, for as the zombicide continues, the Danger Level increases, and the infected grow in numbers.

Axis & Allies – Sat 0900

Although any Axis and Allies game may be played by mutual agreement of the two teams, the default game system is the 1904 2nd Edition. The default for the final round is Global 1940. Please note that the first two rounds of this tournament will be played on Saturday, but the Finals will be played at noon on Sunday.

War Games

Battle Cry 101 – Sat 1400

Battle Cry Tournament – Sat 1500

A low complexity game of American Civil War battles. Modular terrain allows for the setup of several famous civil war battle fields. A plethora of plastic civil war miniatures are used to represent the various forces engaged in the conflict. 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.

Bobby Lee, 3rd Edition Demo – Mon 0900

Come see and play this latest version of the classic strategic block game of the entire Eastern Front of the American Civil. This game graphically illustrates the Civil War like none other!

C&C Napoleonic 101 – Sun 1400

C&C Napoleonic Tournament – Sun 1500

Command Napoleon's French and Wellington's British forces in a series of battles to earn the title of "Grand Marshall." All with Richard Borg's easy to learn and use card driven wargame system. Can the English line once again withstand the French columns?

Friedrich – Sun 1600

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

GMT's Fields of Despair: France 1914-1918 – Fri 1300

Come get a first look at GMT's Fields of Despair - A fast playing strategic level block war game currently on the P500. Official demo on Friday with the designer and an exclusive copy available for play all weekend.

Labyrinth: The War on Terror, 2001 - ? – Sun 1400

Players may play the base game of LABYRINTH or alternatively try LABYRINTH II: The Awakening, 2010 - ? expansion to be P500 listed later this year by GMT and which adds new rules and cards to cover the last five years of history. Included are new mechanics to simulate the grass roots political movements of the Arab Spring and the resulting Civil Wars.

Legacy of Constantine – Sat 1100

Players work semi-cooperatively to manage the Fourth Century Roman Empire against barbarians, Persians, rebels, heretics, and sometimes each other while vying for the highest score. Think Axis and Allies, blended with Diplomacy and the Roman Republic Game.

Liberty or Death: The American Insurrection – Sat 1000

Applies the COIN system to the American Revolution from 1775 to 1782 and is under development at GMT. Four players representing the Patriot, British, Indian and French work together and independently toward a series of asymmetric victory conditions in this playtest with the designer.

Maria – Sun 1000

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

Napoleonic Wars (2nd Edition) – Mon 1000

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

Sails of Glory Tournament – Sat 0900, Sun 1900

Take command of a Ship of the Line! Sails of Glory recreates naval combat in the Age of Sail (1750-1815). Based on the game system used in Wings of Glory, Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanisms and special decks of maneuver cards for each vessel. Pace the quarterdeck and place your ship aside the foe, if you dare!

Virgin Queen (Campaign Tournament) – Sat 1000

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

Roleplaying

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

9 Realms: Showdown in Dead City – Sat 2 pm – GURPS

GM: David and Julie Scott

A ragtag group of adventurers from across the 9 Realms answer the call to help protect an undead city from an unscrupulous necromancer. Players are eligible for the GURPS tournament!

A Brief Trip to Hayville Happy Jack's – Sat 2 pm

Moment of Truth

GM: Stuart Venable

John Turner is an internet sensation ... with conspiracy kooks. He's disappeared, and his wife has put out the word that she needs help finding her husband. Four of John's most ardent readers and Facebook likers have stepped forward to unravel the mystery. This game will be run in Moment of Truth, which is an unreleased RPG.

Adventurers League Q&A – Sat, Sun, Mon 1 pm – D&D 5e

GM: Art Severance and Fred Upton

Informal Q&A Session with Art Severance and Fred Upton, Regional and Local Coordinators for the Adventurers League US Far West Region. Come ask your questions about the AL program in general, news on the upcoming Elemental Evil season, or whatever you're curious about. We'll also have the latest campaign updates straight from Winter Fantasy!

Adventuring 101 – Fri 2 pm, 4 pm, 6 pm – Dungeons and Dragons 5th edition

GM: Ryan Burbridge

Interested in learning how to Roleplay? Never rolled a dice with more than 6 sides before? Well then take Adventuring 101, where you will learn the basics of roleplaying in a Dungeons and Dragons setting. Set your sights high as you learn the the ABC's of roleplaying, from investigation to loot division. Set at 1st level, players can bring their own characters but pre-mades will be available.

RPGs

All Sky Routes Lead to Clipper Hill – Sun 8 pm

Renegade Jennys and Boilerplate Jacks

GM: Josh Roby

You and your crew of steampunk picaros have come to Clipper Hill, the biggest boomtown in history, nestled in the direct center of the archipelago of Atlantis. As usual, plots and counterplots are already afoot, with an ancient Atlantean device being fought over in the shadows and alleys of the town. It's a deadly game being played how much do you want that big score?

All The Damn Vampires – Sun 8 pm

nWoD: Hunter: The Vigil 2e

GM: David and Julie Scott

Every year, the bloodsuckers bankroll a Halloween Festival with carnival rides, food, acrobats and clowns. None of that's for the vampires themselves it's just bait for their prey – men, women, and children. Well, this year we're putting a stop to it. We're outnumbered but we have surprise on our hands and time to plan. This year, the vampires are the prey.

An Escort to Eldemy Happy Jack's – Sat 9 am – DnD5E

GM: Stuart Venable

Lord Danhelm, in an unexpected turn of mercy, has banished his treacherous wife and son to the capital of Eldemy to take up a diplomatic post there. He has tasked four members of his household staff to escort them there safely, stipulating that both must arrive in Eldemy unharmed. The party (the four members of the household staff) must deliver them to the Chamber of the Grand Council unscathed.

Apocalypse World – Fri, Sun 2 pm – Powered by the Apocalypse

GM: Brian Poe

The world is over. Food is scarce and the lamentation of the fools that grovel in the dirt can be heard over the roar of engines and the gunfire whizzing over your head. But this apocalypse isn't the end.

Aspire "The Island" – Fri 2 pm – GURPS

GM: James Freeman

What will you find on a secluded island where a scientist has been experimenting on humans and members of the supernatural community.

A Town Called Faith – Fri 8 pm – Dogs in the Vinyard

GM: Ian ChristianScher

You are part of the order set aside for the preservation of the faith and the faithful, known as dogs. It is your job to root out sin and pass moral judgment in a west that never was. You must protect the people from the ever present threat of sin and demons. As new dogs your faith and moral fortitude will be tested as never before. Can you keep the faith? Presented by RPG lab

At the Fox's Shrine – Mon 9 am

Golden Sky Stories - Heart Warming Role Playing

GM: Ira Taborn

A completely diceless RPG from Japan where you play as an animal spirit who lives in a small rural town in Japan. There, you will interact and resolve problems, in the process telling a story that will warm the heart and brighten the soul. Easy to learn, super child friendly, and a joy to play, Golden Sky Stories is the strawberry sherbet after a steak dinner of RPGs.

Bitter Deeds at Sweetwater Plantation – Sat 8 pm

Renegade Jennys and Boilerplate Jacks

GM: Josh Roby

You and your crew of steampunk picaros are descending on Sweetwater Plantation, a lonely outpost of one Confederate soldier, his wife, and a hundred slaves. You're not the only one, either: a Comanche airship has beat you there, and other threats are lurking out on the prairie.

Blood Loss – Sat 8 pm – Vampire: The Masquerade V20

GM: Louis Garcia

San Francisco: The Camarilla is rocked by The Sabbat's uprising in the city and they are on the brink of collapse. Yet, the Anarch Movement watches from the sidelines. In secret, the Camarilla sends a coterie to the Anarch Movement, to negotiate an alliance, but what will the cost be? The game of intrigue is presented by the Dead Gamers Society

Carnivale du Malheur – Sun 9 am – Fate Core

GM: JiB

Carnivale is a gothic horror fantasy game set in Ravenloft, the Domain of Dread. As members of the Carnivale you travel the highways and byways of the lands of Barovia. People call you gypsies & worse but you call yourselves Vistani and you have seen things that the townsfolk fear to utter even in the safety of their homes. But, will even the mighty Vistani survive the storm brewing in the mists?

Champion of the X-Men California Dreaming – Sun 2 pm

6th Edition Hero System

GM: Robert van Peer

After defeating yet another scheme by the Hellfire Club, the X-Men decide to take a vacation in Southern California, only to encounter a new foe, who is potentially one of their most powerful foes ever.

Champions of the X-Men Burning Hellfire – Fri 8 pm

6th Edition Hero System

GM: Robert van Peer

The White Queen of the Hellfire Club contacts the X-Men about a new scheme Sebastian Shaw, Donald Pierce and Harry Leland have come up with. But is she really concerned or just setting up a trap?

Champions of the X-Men California Dreaming – Fri, Sat 2 pm

6th Edition Hero System

GM: Robert van Peer

After defeating yet another Hellfire Club scheme, one which would wreck the economy so the members of the Club's Inner Circle could acquire assets for pennies on the dollar, they decide that a vacation to Southern California would be a good vacation, but fate says otherwise as they encounter a new foe, who turns out to be one of their most powerful foes ever.

CMP 2014-05: Company Men 1: Silence Is Golden – Sat 9 am –

Shadowrun – Missions

GM: Daniel Cork

Mr. Johnson needs a job done quietly, in and out without being seen. Think your team is up to the task? A Shadowrun Missions Living Campaign adventure. Shadowrun 5th Edition character needed.

CMP 2014-06: Company Men 2: A Night's Work – Sat 2 pm –

Shadowrun – Missions

GM: Daniel Cork

Sounds like a simple job, but don't they all? Either way runners get paid for a simple night's work, right? A Shadowrun Missions Living Campaign adventure. Shadowrun 5th Edition character needed.

CMP 2014-07: Company Men 3: Run Out The Guns – Sun 2 pm –

Shadowrun – Missions

GM: Daniel Cork

Rumor has it that Ares is about to unveil a breakthrough in firearms technology. Would you kindly go steal that for me?" A Shadowrun Missions Living Campaign adventure. Shadowrun 5th Edition character needed.

RPGs

CMP 2014-08: Company Men 4: Demolition Run – Sun 7 pm – Shadowrun – Missions

GM: Daniel Cork

Sometimes the Johnson wants it quiet. Sometimes he wants it loud and noisy. Tonight, he wants the latter. A Shadowrun Missions Living Campaign adventure. Shadowrun 5th Edition character needed.

Continuity – Fri 8 pm – Dread

GM: Jesse Butler

You awaken to the distant sound of klaxons. Your breath turns to frost on the glass window of the ego bridge pod. Your muses flicker online and flash through their diagnostics. The local mesh is down. Something seems to be jamming wireless signals. You last remember checking in for a backup, not a resleeve. Your muses tell you that two weeks have passed since that time.

Crying in the Night – Sun 9 am – Golden Sky Stories - Heart Warming Role Playing

GM: Ira Taborn

Golden Sky Stories is a completely diceless RPG from Japan where you play as an animal spirit who lives in a small rural town in Japan. There, you will interact and resolve problems, in the process telling a story that will warm the heart and brighten the soul. Easy to learn, super child friendly, and a joy to play, Golden Sky Stories is the strawberry sherbet after a steak dinner of RPGs.

Danger Patrol and the Sinister Sorcerers of Saturn – Sat 9 am – Danger Patrol

GM: Ian ChristianScher

When we last left our intrepid heroes, they were facing off against sinister space sorcerers! Will they survive or will it spell their doom? Find out next time on DANGER PATROL! A retro sci-fi adventure presented by the RPG Lab. Pregens provided

Dangers in the Dark – Fri 8 pm – Homebrood

GM: Mikal Saltveit

Dangers in the Dark will be a role-playing intensive game running the Homebrood system. Homebrood was designed from the ground up to be easy to pick up and play. Players will explore the ruins of an ancient civilization, seeking a long lost treasure they hope will restart their dying sun.

Daredevils: Daredevil Adventures – Sun 2 pm – Daredevils

GM: Heath Row

Action and adventure in the two-fisted 80s. Four short scenarios: "On These Mean Streets," "Fu Sung's Secret," "Black Claws," and "Fu Sung's Revenge."

Day of the Wehrwolf – Sun 2 pm – Night's Black Agents/ GUMSHOE

GM: Stephanie Bryant

In 1981 an unkillable terrorist plans an unstoppable attack somewhere in Munich. As agents of Edom, you must kill the unkillable and stop the unstoppable – without revealing the truth about Edom or the secret world it patrols.

DCC: Frozen in Time (0-level funnel) – Sat 8 pm – Dungeon Crawl Classics

GM: Bryan Hilburn

Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of the Elders, the local tribes have shunned the crawling glacier, knowing it as taboo land that slays all who tread its frigid expanse. Now, the Ghost Ice has shattered, revealing hints at deeper mysteries entombed within its icy grasp. Strange machines and wonderful horrors stir beneath the ice...

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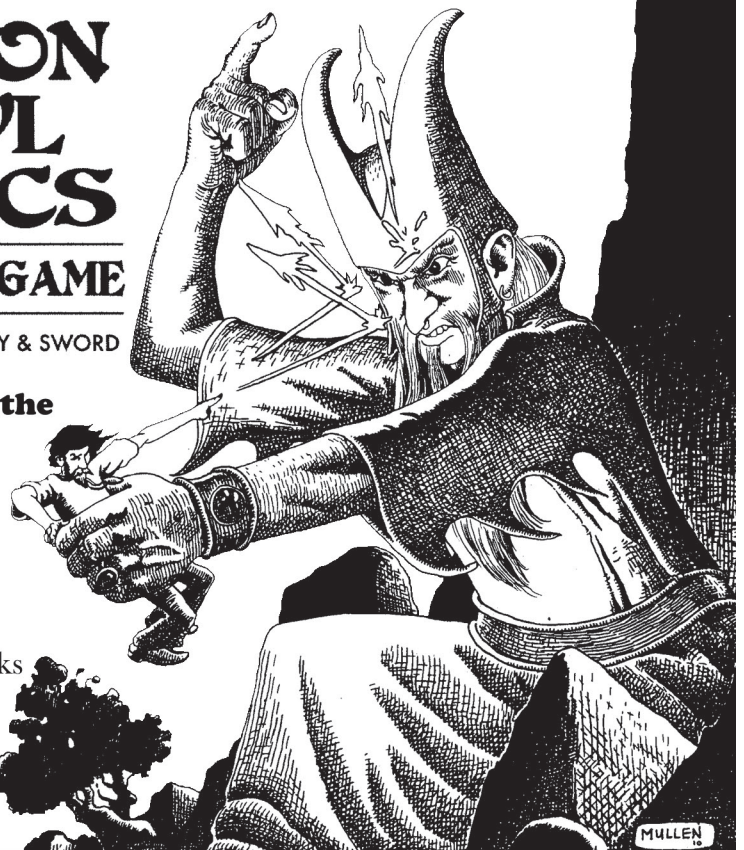
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Check out our booth at the vendor room for these other fantastic RPGs!

- X Crawl for Pathfinder
- Age of Cthulhu
- 5e D&D Adventures
- Metamorphosis Alpha
- System Neutral Source Books

& much, much more!

Join the Band!



Show this ad to the folks at the Goodman Games Booth and get FREE swag!

RPGs

DDEN1 Hoard of the Dragon Queen (levels 1-4) – Sat, Sun 9 am, 2 pm, 7 pm – Adventurers League – D&D 5e
In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. Never before has the need for heroes been so desperate.

DDEX1-10 Tyranny in Phlan (levels 5-10) – Sat, Sun 9 am, 2 pm, 7 pm, Mon 9 am, 2 pm – Adventurers League – D&D 5e
The Maimed Virulence has come. The future of the Cinnabar Throne and the lives of the denizens of Phlan are in jeopardy. The Cult of the Dragon rejoices, and the Black Fist is powerless to stop them. How will the factions of the city respond to this threat? Can Phlan be saved this time? Part One of Under Emerald Claws.

DDEX1-4 Dues for the Dead (levels 1-4) – Fri 2 pm, Sat 9 am, Sun 7 pm – Adventurers League – D&D 5e
For years, the Most Solemn Order of the Silent Shroud has tended the dead at Valinghen graveyard, providing them a peaceful eternal rest. Now, that rest has been disturbed by a necromancer seeking out a key to re-activate the Pool of Radiance.

DDEX1-5 The Courting of Fire (levels 1-4) – Fri 7 pm, Sat 9 am, Sun 7 pm – Adventurers League – D&D 5e
An exiled cultist and his kobold minions are spotted searching long-forgotten ruins in the Dragonspire Mountains. Rumors say he looks for a precious gift to give to a fearsome dragon that dwells there. What he hopes to attain with his gift is unknown, but can't be good for the citizens of Phlan.

DDEX1-6 The Scroll Thief (levels 1-4) – Sat 2 pm, Sun 9 am – Adventurers League – D&D 5e
Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice.

DDEX1-7 Drums in the Marsh (levels 1-4) – Fri, Sat 2 pm, Sun 9 am, Mon 2 pm – Adventurers League – D&D 5e
For the past several nights, drums have been heard on the wind, coming from the Twilight Marsh. Each morning, more turn up missing from the nearby farms, leaving only muddy, clawed footprints heading towards the marsh. Can you help the find the lost and bring justice to the abductors?

DDEX1-8 Tales Trees Tell (levels 1-4) – Fri, Sat 7 pm, Sun 2 pm, Mon 9 am – Adventurers League – D&D 5e
Despite the shaky alliance that exists with the elves of the Quivering Forest, they do not suffer trespass in their realm lightly, especially from common folk from nearby Phlan. A woodworker's recent blunder into the forest might set off a diplomatic incident. Can you help find him and mollify the aggravated elves?

DDEX1-9 Outlaws of the Iron Route (levels 1-4) – Sat 7 pm, Sun 2 pm, Mon 9 am – Adventurers League – D&D 5e
The Iron Route, an important trade road east of Phlan, is beset by competing bandits. An exiled Black Fist officer leads his band of mercenaries turned ruffians, while a dragonborn sorcerer commands a small kobold horde. In this war for supremacy over the trade route, the beleaguered merchants are the victims, and Phlan suffers from a lack of supplies.

Death in Ryoko Owari – Fri 8 pm, Sat 9 am – World of Dew
GM: Ben Woerner
The Yakuza Gorgeous Jin has been murdered! Play a samurai noir RPG in the gutters of Ryoko Owari as gorgeous Geisha, powerful Sumo, dirty Ronin, weary Police Detectives, and more. This system is similar to Fate and Blood & Honor. Play this character again in the Sunday LARP!

Descent into Madness – Sat 2 pm – Homebrood
GM: Mikal Saltveit
Descent into Madness will be a role-playing intensive game running the Homebrood system. Homebrood was designed from the ground up to be easy to pick up and play. Players have been locked in a dark room and must find a way out, before it is too late!

Distress on Life Liner 928 – Fri 2 pm – Savage Worlds Star Frontiers
GM: Tomer Gurantz
You have just received a distress signal from zoological expedition Life Liner 928. How fortunate! As scrap and salvage, this is your bread and butter, and everyone's got to pay their bills and if you find any survivors, that means bonus credits! The captain has set a direct course. Get your Albedo Screen, your Sonic Disruptor, and a Stimdose ready, for this Star Frontiers / Savage Worlds, space-based, Lego dungeon crawl.

Dragon Hunters! – Fri, Sat, Sun 2 pm – Dungeon World (Hack)
GM: Matt Smith
You and your stalwart crew of monster slayers have set your eyes upon the grand daddy of all monsters. The dragon. Step up from mere heroes and become legend!

Earth Alpha Supers – Fri 8 pm, Sat 9 am, Sun 2 pm – GURPS
GM: Vernon Avaritt III
A group of Superheroes fight evil doers, minor evildoers, with down time between adventures, 10,000 point characters but it is a blast.

Enigma in the Shadows -The Misty Portal~ – Sat 2 pm – D&D-3.5 / Pathfinder - Land of Grayhawk(8th-10th lev.)
GM: Mark Davis
There is something that lurks in dark places & is killing all who come into it's path. Some say that it could be ghouls, allip, wraiths or even a wight? You've been hired to find out who or what it is, and stop them. But beware, the night can hold the most fearsome of creatures! Terrible dooms awaits all who tempt fate. Adventure not for the faint of heart. Bring your own char. or we'll have them.

Flight 1180 – Sun 8 pm – Fiasco
GM: Ed Murphy
Baggage. Even if you think you checked it all in the terminal, you're bringing some on board with you. Baggage. Everyone's got some and in the confines of an aircraft it surrounds us and mingles together. Is this your bag or mine? Is there a better metaphorical juxtaposition in air travel than "baggage carousel", where your personal baggage gets to ride the horses?

Funkadelic Dance Off! – Sat 2 pm – FATE Accelerated
GM: Seth Halbeisen
It's a meme catastrophe! A wish-mash of 70's bling, 80's indigence, and 90's criminal grit. Everything goes down at the Roxy, where anything that's hip happens, including Sex, Drugs, and Extreme Violence! Pick a meme, and save the day, all while swinging a nunchuck and sipping a Mojito... Lots of bad guys, Ninjas, and you, being awesome. Period.

RPGs

GURPS: Are You A Werewolf? – Sun 2 pm – GURPS

GM: Michale Shupe

Choose a role. Protect your part of the village. Find the Werewolves and lynch them! Based on a popular card game and board game.

GURPS: Call of Cthulhu/Noir "New Amsterdam" – Sat 9 am – GURPS

GM: Michale Shupe

Set in 1920s New York, New Amsterdam visits several genres in a horrifying detective story, blending otherworldly horror, noir, and a dash of steampunk served up just in time for tea. Part of the GURPS Tournament. Play in 2 games to qualify for the Finals with prizes on Sunday 8pm.

GURPS: Call of Cthulhu/Noir "The Lights of Norwich" – Fri 8 pm – GURPS

GM: Michale Shupe

Set in 1920s England, The Lights of Norwich visits several genres in a horrifying detective story, blending otherworldly horror, noir, and a dash of steampunk served up just in time for tea. Part of the GURPS Tournament. Play in 2 games to qualify for the Finals with prizes on Sunday 8pm.

GURPS: Earth Alpha Supers – Sat 8 pm – GURPS

GM: Vernon Avaritt III

A group of Superheroes fight evil doers, minor evildoers, with down time between adventures, 10,000 point characters but it is a blast. Part of the GURPS Tournament. Play in 2 games to qualify for the Finals with prizes on Sunday 8pm. More Information: <http://www.sjgames.com/gurps>

GURPS: FINALS – Sun 8 pm – GURPS

GM: Michale Shupe

Finals. Play in 2 GURPS games throughout con to qualify. Player list will be posted by 7pm Sunday. Stick around if you are an alterate, you may still get to play if not all of the top six are available!

GURPS: Project ASPIRE - "Love Knows No Bounds" – Sun 9 am – GURPS

GM: Michale Shupe

The longest-running continuing campaign at Strategicon, Project ASPIRE (Agency of Supernatural and Paranormal Research, Investigation and Exploration) is a blend of Urban Fantasy, Covert Ops, and Horror. Many pregens provided, and you are welcome to make your own or adopt! Part of the GURPS Tournament. Play in 2 games to qualify for the Finals with prizes on Sunday 8pm.

GURPS: World of Zombies – Sat 8 pm – GURPS

GM: Michale Shupe

Plenty of pregenerated characters for this continuing campaign where Z-Day has happened and the survivors strive to continue to survive against foes both living and undead. Part of the GURPS Tournament. Play in 2 GURPS Games before 8pm Sunday to qualify.

Hana Academy – Sat 2 pm – Fate

GM: Jesse Butler

Welcome to Hana Academy! This is a game about relationships and finding yourself in a magical high school setting. You will be playing one of the Gifted, someone apart from the bulk of the student body who will be able to engage with the supernatural elements of the setting. Each of the gifted can be easily identified by their unique symbol, or garland. Midterms approach, will you be ready?

Hana Academy – Sun 2 pm – Fate

GM: Jesse Butler

Welcome to Hana Academy! This is a game about relationships and finding yourself in a magical high school setting. You will be playing one of the Gifted, someone apart from the bulk of the student body who will be able to engage with the supernatural elements of the setting. Each of the gifted can be easily identified by their unique symbol, or garland. Midterms approach, will you be ready?

Happy Jack's Presents: The Fellowship of the Bling – Sat 9 am – D&D 5e

GM: Tyler King

The Fellowship has gotten themselves into a bit of trouble with the law. In order to have the charges of public intoxication, indecency, and general jack-assery dropped, they've got to help the town guard with a little problem.

Happy Jack's Presents: The Heroes of Tryggheim – Sat 2 pm – D&D 5e

GM: Tyler King

The heroes of Tryggheim are sent to find out why no one has heard from a small farming community. Spoiler alert: It is neither good, nor pretty.

Happy Jack's RPG - Toy Box Battle – Sat 9 am – Toon

GM: Bill Roper

Villains from across space, time, and multiple intellectual properties are combining nefarious forces to take control of the Toy Box! Can the greatest group of heroes ever assembled (that's you) stop them, or will the power of imagination be lost forever?!

Happy Jacks - PHREQUE SHOW – Sat 9 am – Savage Worlds

GM: CADave & Stork

Small town, big problems. The PHREQUE team has been called to investigate why a small town in Canada has stopped communicating with the outside world. It's as if the town of Happy Valley Goose Bay just dropped off the map. This coincides with events shortly after the town made headlines when a World War 2 era U-boat was uncovered in the nearby Churchill River.

Hoard of the Dragon Queen – Sat 2 pm – Dungeons and Dragons 5th Edition

GM: Justin Leyva

This is the first episode of Hoard of the Dragon Queen (part of The Tyranny of Dragons). I will have premade characters for those that do not wish to make their own. This game will be eligible for Adventurers League as D&D Expeditions and I will hand out log sheets at the end of the game. No Adventurers League Characters over Level 1.

Hoard of the Dragon Queen: Castle Naerytar (Episode 6) Part 1 (levels 4-5) – Sun 9 am – Adventurers League – D&D 5e

Hoard of the Dragon Queen: Castle Naerytar (Episode 6) Part 2 (levels 4-5) – Sun 2 pm – Adventurers League – D&D 5e

Hoard of the Dragon Queen: Hunting Lodge (Episode 7) (levels 5-6) – Sun 7 pm – Adventurers League – D&D 5e

Hoard of the Dragon Queen: Castle in the Clouds (Episode 8) Part 1 (levels 6-7) – Mon 9 am – Adventurers League – D&D 5e

Hoard of the Dragon Queen: Castle in the Clouds (Episode 8) Part 2 (levels 6-7) – Mon 2 pm – Adventurers League – D&D 5e

In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. Never before has the need for heroes been so desperate.

RPGs

Hoard of the Dragon Queen Episode 2 – Sun 2 pm – Dungeons and Dragons 5th Edition

GM: Justin Leyva

This is the second episode of Hoard of the Dragon Queen (part of The Tyranny of Dragons). I will have premade characters for those that do not wish to make their own. This game will be eligible for Adventurers League as D&D Expeditions and I will hand out log sheets at the end of the game. No Adventurers League Characters over Level 1.

Hooves and Heroes – Sun 9 am – Homebrood

GM: Mikal Saltveit

Hooves and Gears will be a role-playing intensive game running the Homebrood system. Homebrood was designed from the ground up to be easy to pick up and play. Players take on the role of a family of Earth Ponies who need to make a difficult journey to the nearby monastery to ask for shelter from the coming cataclysm.

Hounds on a Scent – Sat 9 am – DungeonWorld (Freeport Setting)

GM: Sam Carter

A young man of wealth and means has disappeared - died, some say. He left this world with a song in his heart.. and gambling debts, and a broken marriage contract, and several other burdens he probably wasn't fond of. One of several interested parties has hired you to find out what happened to him, and drag him back - one way or the other. [A Freeport adventure using the DungeonWorld/Powered by the Apocalypse ruleset]

How An Angel Dies – Fri 2 pm – Demon: The Descent

GM: Louis Garcia

You are unchained, once an angel, enacting the will of the God Machine. Now, you are fallen, defecting to the human race, hiding from the God Machine. You are now a demon. Yours is a world of false identities and clockwork conspiracies, stolen faces and hidden works of the Machine. You cannot and will not return to the sterile embrace of Heaven. Presented by the Dead Gamers Society

I Gun, You Gun, We All Gun For Cold Fun – Sun 2 pm – Paranoia Reboot Playtest

GM: Martin Padilla

The people are unhappy. Unhappiness breeds inefficiency. Inefficiency is terrorism. As Troubleshooters, Friend Computer is trusting you to help end terrorism by protecting a valued Mobile Cold Fun Distribution System and stopping the terrorists who will surely be lured by such a machine. Stay alert! Trust no one! Keep your prototype weapon handy!

Kingdoms of the Southern Sands – Sat 9 am – Dungeons and Dragons 5th edition

GM: Ryan Burbridge

Wanted six adventures willing to brave the Southern Sands for an archaeological expedition sponsored by the Arcana Magical Academy. To find the Chain of Emperor Landgrave Hilton, thought to be lost in the Dalegap Desert. Warning monstrous activity and tribal skirmishes are common in the area. Survivors may keep any other treasure they happen upon and will be rewarded by the Academy as well.

Marde Gras Zombie style – Sun 2 pm, 8 pm – Champions version 5

GM: Gary Gandara

Your superhero team was taking a much needed vacation, Marde Gras in New Orleans when a super villain decides to interrupt.

Monster Squad – Fri, Sat 2 pm, Sun 9 am – GURPS

GM: Vernon Avaritt III

A squad of, specialized American, Soldiers hunt Nazi monsters, Sorcerers, Vampires, Demons, Super Soldiers, Supervillains, and whatever else I want to throw at you. There will be several scenarios and I will provide pregens for you.

Nighty Knights! – Sat 2 pm, 8 pm – Nighty Knights!

GM: Ben Woerner

Play as the Nighty Knights, defenders of children's dreams! You are a stuffed animal defending your sleeping charge in this card and dice game inspired by games like Elder Sign and Art of War. Roll your dice to defeat the Night Terrors and keep the house and your children safe as they sleep. This is a Playtest, be the first to ever play this game!

Old Mesilla – Fri 2 pm – Lady Blackbird

GM: Denys Mordred

In the Old West. Billy the Kid, notorious outlaw and murderer, is on a train from Santa Fe to stand trial in Old Mesilla where he is expected to hang. To make things even worse, an old enemy has offered a big reward to anyone able to bring Billy to him so he can take his revenge. Will Billy's old friend Doc and his gang get Billy off the train before they double-cross each other?

Operation Crossover – Sat 9 am – Atomic Robo: The Roleplaying Game

GM: Mike Olson

Since 1947, the brave soldier-scientists of Majestic 12 – that's you – have toiled in the shadows, waging a secret war against threats the average civilian doesn't want to believe exist. Whether securing rogue Tesla-tech, apprehending dangerous terrorists, or exploring other dimensions, you keep America safe from things that go "ZKZZRAK!" in the night. Today's mission: saving the world. Again.

Our Last Best Hope – Sat 8 pm – Our Last Best Hope

GM: Brian Poe

Our Last Best Hope is tabletop roleplaying game for 3 to 5 players that takes about two hours to play. During the game, you and your friends will play through a classic disaster movie, like Sunshine, Deep Impact, The Core, or Armageddon, where your characters are the stars. Each game is unique, as your group confronts a new Crisis with a new set of characters and a new plan to save the Earth.

Palladium Robotech TTRPG – Sun Noon – Palladium Robotech

GM: Allan Sylvia III

The popular anime/cartoon from the 1980s transformed into a Tabletop Role-Playing Game. Players will be playing a Parallel adventure based on the Original Macross Series. Their characters will be part of the MacMartin Airbase stationed near Macross Island during the Launch Ceremony of the SDF-1 Macross. The players will have to hold of the Zentraedi Army before they destroy the planet Earth.

PFS 0-02: The Hydra's Fang Incident – Sat 8 am – Pathfinder Society

After an Andoren village is razed by the Hydra's Fang, a renegade Chelish slaver-ship, outrage threatens the stability of both nations. You and your fellow Pathfinders are sent to capture the Fang before the Inner Sea is pitched into political frenzy.

RPGs

PFS 0-03 Murder on the Silken Caravan – Sun 8 am – Pathfinder Society

Volunteers are needed to escort the body of a deceased venture-captain across the parched Qadiran desert to Katheer. The Silken Caravan offers passage, hauling exotic treasures across the perilous sea of sands. Brave bandits, spies, and unwelcome mourners hell-bent on paying respects to your dead companion. The caravan's mistress, a satin-swathed princess, has designs for you and your cargo.

PFS 0-08 Slave Pits of Absalom – Sat 8 am – Pathfinder Society
Someone kidnapped Lady Anilah Salhar—the Chelish wife of Dremdhet Salhar, one of Osirion's many Grand Ambassadors to Absalom—and sold her into slavery. With Salhar holding delve permits over the heads of the Decemvirate, Pathfinders are sent to assist the Ambassador. Venturing into Absalom's darkest corners to save Lady Anilah, the Pathfinders must face the secrets of the Slave Pits

PFS 0-10: Blood at Dralkard Manor – Sun 2 pm – Pathfinder Society

GM: Mike Brock

Special PFS Scenario GMed by Paizo's very own Mike Brock. Seats are available via Silent Auction - Auction sheets are at the PFS HQ on the second Floor. Proceeds donated to charity.

PFS 0-17 Perils of Pirate Pact – Sun 2 pm – Pathfinder Society
When the Black Marquis lost all of the men he could trust on a failed treasure hunt, he did the only thing he could: turned to the Pathfinder Society for help. Offering an ancient lost text in return for assistance, the Black Marquis of Deadbridge sends you deep into the spider-haunted Echo Wood of the River Kingdoms to track down his missing pirates and recover an ancient treasure for the Society

PFS 0-27 Our Lady of Silver – Sun 2 pm – Pathfinder Society
Pathfinders are sent to Katheer, the shining capital of Qadira, to witness the wedding of Pathfinder Faireven to the wealthy and beautiful Lady of Silver and bring back a trove of relics given to the Society as part of the wedding dowry. When the wedding is disrupted by unscrupulous thieves, you soon find yourself dodging double-crosses, accusations of grave robbery, and worse.

PFS 0-28 Lyrics of Extinction – Sat 8 am – Pathfinder Society
The fabled ruined city of Dokeran, deep inside the heart of the Mwangi Expanse, has been found and it's your job as a Pathfinder to explore it and discover how it fell. After fighting through fiends, enslaved warriors, and the damned spirits of Dokeran's dead, you find that the ruined city has a dark secret—one you might not survive.

PFS 1-34 Encounter at the Drowning Stones – Sat 2 pm – Pathfinder Society

Rumored to be the most desecrated site in the Mwangi Expanse, the natives have long feared its malevolent presence. Rumors of suicide, infanticide, murder, and chaos have always been mentioned in the same breath with these mysterious rock formations. The Society sends you there after the location is discovered by a demonologist working for the Aspis Consortium.

PFS 1-38 No Plunder, No Pay – Sun 8 am – Pathfinder Society
The famed Chelish pirate, Captain Caradoc Alazario, infamous nephew of the mayor of Egorian and the brazen enemy of Her Majestrix's Navy, is caught. Unfortunately for you, he was caught after stealing a fiendish artifact of twisted origins bound for the Grand Lodge in Absalom and is the only one who knows where that artifact came to rest off the coast of the forever rain-drenched Sodden Lands.

PFS 2-01 Before the Dawn Part 1 – Sun 8 am – Pathfinder Society

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you.

PFS 2-02 Before the Dawn Part 2 – Sun 2 pm – Pathfinder Society

With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone.

PFS 4-13 Fortress of the Nail – Sun 8 pm – Pathfinder Society
The Pathfinder Society sends a team of agents into a Hellknight citadel to free a wrongfully imprisoned ally. Among the law-bound knights, however, they may find that getting out of the prison isn't as easy as getting in. Written by Amanda Hamon

PFS 4-15 The Cyphermage Dilemma – Sun 8 pm – Pathfinder Society

Riddleport's harbor, the PCs find themselves embroiled in a dangerous plot of deception that one could only find in Varisia's infamous pirate port. Written by Patrick Renie

PFS 5-08: The Confirmation – Sun 8 am – Pathfinder Society
Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder. Replayable

PFS 5-99: The Paths We Choose – Sat 8 am – Pathfinder Society
The failure of Mendev's wardstones set in motion not only a new crusade but also catalyzed a change in the Pathfinder Society's various factions. As the Pathfinders prepare to march on the Sky Citadel Jormurdun, members of the various factions scramble to consolidate their gains and neutralize their enemies.

PFS 6-00 Legacy of the Stonelords – Sat 8 pm – Pathfinder Society

Pathfinders have reached the lost Sky Citadel Jormurdun to find it already occupied. They must mount an epic offense to explore the immense subterranean city while simultaneously driving off the squatters within. If they succeed, they may discover that the greatest prize is not the mountain fortress itself but the treasure that lies at its heart. The adventure concludes Season 5, Year of the Demon

PFS 6-01 Trial by Machine – Mon 2 pm – Pathfinder Society
More than a millennium has passed since the "machine mage" Karamoss's failed siege of Absalom, and for years the Pathfinder Society has used upper reaches of his subterranean siege tower as a training ground for initiates. During a routine drill, the once-dormant dungeon springs to life, and it will take all the PCs' resourcefulness and skill to make it out alive.

PFS 6-02 The Silver Mount Collection – Sat 2 pm – Pathfinder Society

The esteemed Blakros family—famous for their museum in Absalom—receives a large shipment of artifacts from Numeria but fears that the ever-vigilant Technic League will attack to reclaim its "stolen" property. When they request the help of Pathfinders to help guard the collection, the PCs discover that the Technic League is the least of their worries.

RPGs

PFS 6-03 The Technic Siege — Sat 2 pm — Pathfinder Society
The Society acquires a copy of *A Thread of Silver*, a survey of some of Numeria's most closely guarded sites, the Technic League dispatches its own agents to the Pathfinder lodge in Nantambu to recover the text and make an example of those who would investigate Numeria's otherworldly secrets. Can the PCs prevent the League from stealing this valuable tome and destroying the Society's foothold

PFS 6-04 Beacon Below — Sun 8 pm — Pathfinder Society
Thousands of years ago, a defeated order of Osirian sages sought refuge in the perilous Pillars of the Sun in central Osirian. Until recently they were presumed lost, but recent exploration has uncovered the fortress sanctum they left behind. When the PCs delve into one of its sealed halls, they find the sages' millennia-old projects dormant but not dead.

PFS 6-05 Beacon Below — Fri 8 pm — Pathfinder Society
Thousands of years ago, a defeated order of Osirian sages sought refuge in the perilous Pillars of the Sun in central Osirian. Until recently they were presumed lost, but recent exploration has uncovered the fortress sanctum they left behind. When the PCs delve into one of its sealed halls, they find the sages' millennia-old projects dormant but not dead.

PFS 6-05 Slave Ships of Absalom — Fri, Sat 2 pm — Pathfinder Society
The metropolis of Absalom promotes commerce in its many forms, and although slavery is legal, it is increasingly common for citizens to frown on the institution. The practice becomes more questionable when an ally of the Pathfinder Society traces an attempt at supernatural surveillance through a slave.

PFS 6-06 Hall of the Flesh Eaters — Fri 8 pm, Sun 8 am — Pathfinder Society
Shrouded in thick fog, the shifting Gloomspires north of the Shackles have long frustrated explorers. However, a recent discovery by the Pathfinder Society has revealed a brief opportunity to navigate the columns safely and search for the lost treasure of the legendary pirate Eightfingers. The only problem is that the Pathfinders are not the only visitors to the Gloomspires.

PFS 6-07 Valley of Veiled Flame — Sun 8 pm, Mon 2 pm — Pathfinder Society
For years a Pathfinder team has surveyed Qadira's Zho Mountains in an attempt to reconcile its twisting valleys with a series of old maps recovered years ago on the Silken Way. When the team disappears soon after reporting a strange illusory effect in a mountain pass, the Society sends the PCS—funded by an unusual benefactor—to uncover whatever is hidden in those peaks and rescue the agents.

PFS 6-08 The Segang Expedition — Sat, Mon 8 am — Pathfinder Society
Rumors of a lost shrine in the Segang Jungle draw the Pathfinder Society's attention, but the prohibitive cost of sending a team into the wilds of Jalmeray threatens to shut down the expedition before it even begins. Fortunately, a wealthy patron has offered to fund the PCs travel expenses in return for their help in his decades-old quest. Can the Pathfinders balance this new obligation

PFS 6-09 By Way of Bloodcove — Sun 8 pm, Mon 8 am — Pathfinder Society
For centuries the city of Bloodcove has controlled access to the invaluable Vanji River, and for nearly as long, the Aspis Consortium has controlled Bloodcove. If the Pathfinder Society is to move the equipment and personnel it needs into the Mwangi Expanse, it needs a reliable means of smuggling resources through this unforgiving settlement operated by its enemies.

PFS 6-10 The Wounded Wisp — Sat 8 am, Sun 2 pm — Pathfinder Society
More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years. Replayable!

PFS 6-11 The Slave Master's Mirror — Fri 2 pm, Sun 8 am — Pathfinder Society
An elusive enemy of the Society has launched a campaign of espionage and intrigue from Stonespine Island, the homeport of the infamous Okeno pirates. The Society must sneak a team of agents through one of the largest slave markets on the Inner Sea and track the slippery mastermind to her base if they are to successfully capture the villain, and they has just the team in mind for the task.

PFS 6-12 Scieons of the Sky Key Part 1 — Fri 8 pm, Sat, Sun 2 pm — Pathfinder Society
Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain

PFS 6-13 Of Kinn and Kraken — Sat 8 am, Sun 2 pm — Pathfinder Society
When imperial Lung Wa collapsed over a century ago, it shattered not only the political ties that united the successor states but also the philanthropic order known as the Way of the Kirin. Today, despite having allied itself with Venture-Captain Amara Li and funded the Pathfinder Society's endeavors in Tian Xia, the Way controls only a handful of its once-extensive web of strongholds.

PFS Intro 1: First Steps Part I: In Service to Lore — Sat 2 pm — Pathfinder Society
In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge. Written by Adam Daigle Replayable

PFS Mod Academy of Secrets — Sat 8 am — Pathfinder Society
Every year the Acadamae—Korvosa's prestigious school of the arcane arts—opens its gates to the city to host the Breaching Festival, where the most skilled are invited to enter the magically guarded Hall of Wards or die trying. Testing their luck against the strongest defenses, the competitors pull out all the stops as they vie for a chance at a fortune in gold and magical treasure.

PFS Mod Broken Chains — Sun 8 am — Pathfinder Society
The slave markets of Katapesh may be an unsavory sort of business, but the trade metropolis's enigmatic law enforcers have few qualms with the legal act of selling and buying flesh. Other factions, including the abolitionist Eagle Knights of Andoran, have their own opinions on the matter, however, and frequently send undercover agents into dangerous territory to break up slave rings.

RPGs

PFS Mod Master of the Fallen Fortress – Sun 8 pm – Pathfinder Society

The ruined siege castles outside Absalom have long beckoned those looking to make a name for themselves. Now an earthquake has cracked open one of these fabled ruins, and its lost mysteries and fantastic treasures lie exposed for the first time in centuries. But the tower's empty halls once more echo with living footfalls, and a new master has claimed the Fallen Fortress as his own. Replayable

PFS Mod We Be Goblins – Sat 8 pm – Pathfinder Society

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head).

Prime Time Adventures – Sat 9 am – Prime Time Adventures

GM: Denys Mordred

In the new, revised edition of this indie classic, create and play the TV show you always wanted to see. Any genre, any scale - anything from a show like Game of Thrones to Arrow to Battlestar Galactica to The Wire to Attack on Titan - we have no limits. We'll create the show, figure out all the roles and then we'll play out an actual episode (or two). Bring your imagination and be ready to get into the thick of things with this fun rpg.

Project Dark: From the Shadows – Fri 8 pm, Sat 2 pm – Dark

GM: Brian Poe

Project: Dark is a roleplaying game which brings stealth action adventure to the tabletop. You only have a small window of opportunity. The sun is down. It's finally dark. This is a beta kit of the upcoming game by Will Hindmarch. Rules will be taught and characters provided.

Psi World: The Bently Latent and Trouble in Trent – Sun 8 pm –

Psi World

GM: Heath Row

In a near-future world in which shuttles service space stations and lunar bases, major psionic powers have begun to breed true in certain special individuals. Society has fragmented. Normals) view Psionics with fear and loathing. Psis are segregated and ostracized. The government, composed primarily of norms, has created the Psi Police to monitor and regulate the criminal use of psionics.

Relic Worlds: Tales of the Black Lotus - Part 2 – Sat 8 pm –

Savage Worlds

GM: Jeff McArthur

Alien artifacts with incredible powers are spread throughout the galaxy, and it's up to the pirate crew of the Black Lotus to find them and keep them for themselves, or sell them for profit. The storyline continues from the last game, and is part of a continuing tale recorded at: www.relicworlds.com All players will receive a free copy of the Relic Worlds novel as well.

Rumble in Ryoko Owari – Fri 8 pm – Blood & Honor

GM: John Wick

You are Imperial Magistrates investigating a new gang. You have been sent by the Emerald Magistrate to investigate corruption in Ryoko Owari. Play this character again in the Sunday LARP!

Rumble in Ryoko Owari – Sat 9 am – Blood & Honor

GM: John Wick

You are retainers of the Scorpion Daimyo of Ryoko Owari. The city is in tumult as a gang war is brewing, try to keep control. Play this character again in the Sunday LARP!

Saturnalia Act I – Sat 2 pm – Vampire the Requiem

GM: Joe Burgos

It is the Festival of Saturnalia, a time celebrated among with wild, orgiastic parties and topsy-turvy reversals in station. Lords becomes servants, slaves becomes masters, but only for one night. For the Kindred, who perpetually strive to outdo their mortal prey, this is the night when all rules are forgotten, when neonates become elders. So put on your party toga, its going to be a wild night.

Sum and Villainy – Sat 9 am – FATE Accelerated

GM: Seth Halbeisen

A smoky bar, strange music, and rare exotic drugs. This is where you live, when you're not on a ship. Maybe it's your ship, maybe it's someone else's, but it's a ship, and that means freedom to do what you want, where you want, and blast things if you want to. Until the Empire steps in, they piss on everybody's parade. Maybe this is the big score, the one that gets you out of debt for good.

Smallville – Sun 2 pm – Fantasy Hero - Hero System 6th ed.

(Happy Jack's)

GM: Casey Conner and Bruce Penner

You have run Talmart out of town, however, there was that magical sludge underneath the city. It has had...effects. Some of the inhabitants have changed. You are some of those inhabitants. Join us for a somewhat silly game where you get to play a version of some of your favorite DC heroes, but set in a fantasy setting and as halfings.

SoB09 Fire and Water – Mon 2 pm – Legends of the Five Rings, Heroes of Rokugan

GM: TBD

Sometimes there just isn't a right choice...

SoB46 Unrestful Dreams – Mon 9 am – Legends of the Five Rings, Heroes of Rokugan

GM: TBD

The leadership of the Lion clan faces a crisis.

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

GM: David Kizzia

Loooooove, exciting and new... It's the Spirit of 77 adventure that started it all! Set a course for adventure, your mind on a new romance while trying to survive the blood-curdling horrors that await you onboard the SS Tangerine. All experience levels welcome (even if you've never played an RPG before), characters are provided. Come aboard!

Spirit of 77 - Jurassic Parking Lot – Sun 2 pm – Spirit of 77 - (AW Hack)

GM: David Kizzia

Take an after-school field trip to a "Land That's Been Lost" in the world of Spirit of 77! Spirit of 77 is a brand new role-playing system, based on A. Vincent Baker's "Apocalypse World" set in the world of 1970's pop culture! All experience levels are welcome, even if you've never played an RPG in your life!

Spirit of 77 - The Kaboom! Show – Sat 8 pm – Spirit of 77 - (AW Hack)

GM: David Kizzia

Spirit of 77 presents: The Kaboom! Show. The Kaboom! Show is the hottest daytime variety program on the network, filled with crazy contestants and weird guest stars. But things get a lot weirder when the truth comes out about its zany host's connection to the world of espionage. All experience levels welcome, character creation will be available prior to game start.

RPGs

Spirit of 77 - Women's Prison of the Apes — Sun 8 pm — Spirit of 77 - (AW Hack)

GM: David Kizzia

What's the hardest thing about breaking *into* prison? All the damn stinking apes! Spirit of 77 is a brand new role-playing system, based on A. Vincent Baker's "Apocalypse World" set in the world of 1970's pop culture! All experience levels are welcome, even if you've never played an RPG in your life!

Stalking the City Fantastic — Sat 2 pm — Urban Shadows/ Apocalypse World

GM: Denys Mordred

Modern-day horror-fantasy in the tradition of Dresden Files and the Magician's Trilogy using a system based on the Dungeon World game engine. You can choose to be a mage, vampire, fae, werewolf, immortal or other supernatural but beware — this is a tale beyond the realm of man, best told in the whispered dark and the most terrible thing you will come to know is that the worst monsters are real.

Star Wars: Droids of Liberty — Sun 2 pm — OVA Revised

GM: Mike Olson

In the years before the Battle of Yavin, the rebellion against the Galactic Empire is hardly limited to organics! Across the galaxy, rogue droids capitalize on this fresh chaos to form the Droid Liberation Front, with a mandate to free servile droids from their masters at any cost and win legal status as sentients. Droids of the galaxy, unite! You have nothing to lose but your restraining bolts!

Star Wars: Edge of the Empire Beginner — Sat 9 am — Star Wars Fantasy Flight

GM: Sudro Brown II

On the desert world of TATOOINE, a few renegades have run afoul of a local crime boss, TEEMO THE HUTT. Trapped in the tiny spaceport of Mos Shuuta, the renegades have no choice but to steal a starship and flee Teemo's forces. Fortunately, a suitable starship has recently docked at the landing bay: a freighter called the KRAYT FANG, captained by a Trandoshan slaver named Trex. As they flee through the sun-baked streets, the renegades duck into the local cantina to hide from their pursuers...

Star Wars: The Dark Times — Fri, Sat 8 pm — Fate

GM: Morgan Ellis

It is a dark time in the Galaxy. The Republic has fallen and evil Galactic Empire has risen. The Jedi have been outlawed and all knowledge of them has faded into legend. Rebellion against the Empire has begun and now civil war threatens to consume the galaxy.

Summons of the Black Sun — Fri 8 pm — Savage Worlds/Realms Of Cthulhu

GM: Jacob Quintero

There are things in this world that man was not meant to know. Now the black sun regiment is trying to summon such things into this world and its your job to stop them.

Temple of Nol-Rak — Sat 8 pm — Star Wars: Force and Destiny

GM: Steven Rodriguez

A group of young Sith apprentices have been tasked with a final test. Delve into the ruins of Nol-Rak on a wasteland planet and retrieve the hilt of an ancient lightsaber. Recover this treasure and display yourself as the strongest in the dark side to receive a lightsaber of your own!

Terror of Kuzilak — Fri 8 pm — Mage: The Awakening

GM: Steven Rodriguez

A terrible demon from the abyss has been let loose on the sleeping world. Powerful Archmages come out of seclusion to permanently solve this ancient threat. Come play as some of the most enlightened beings in the multiverse and do battle on a cosmic scale!

The 1% of Weird — Fri 8 pm, Sun 9 am — World of Our Desires (AW Hack for UA)

GM: Holly Campbell

Why do the 1% rule the world? Money, education, good work habits instilled by a supportive family? Nonsense, it's magick! You don't have any of that other stuff, but you've got enough magick to steal theirs. Will you free the world or just take over? In this Apocalypse World Hack of the Unknown Armies setting, PCs are so weird they warp reality. It's a race between obsession and madness.

The Black Crown of Weeping Wood — Sat 2 pm — Dungeon World

GM: Wes Otis

There is new king of the fey in the weeping wood but he is not satisfied with his realm. High adventure and dark magic await you in the Weeping Wood. This is a Plate Mail Games audio event.

The Clone Wars: No Prisoners — Sun 2 pm — Star Wars Fantasy Flight

GM: William Carson

WAR on the Outer-Rim! Republic Intelligence Agent HALLENA DEVIS has stolen vital information on the SEPARATIST'S next planned invasion. However AGENT DEVIS is trapped behind enemy lines on the distant world of JanFathal. Can our HEROES rescue AGENT DEVIS before she falls into the clutches of the murderous assassin, ASAJJ VENTRESS?

The Hunt — Sat 9 am — NWOD-GodMachine ruleset

GM: michael cantin

When a group of friends go out on a hunting expedition in the dead of winter, things get messy. It isn't the booze, nor the strained past, the ex...its the howling, and the blood. That they are now the hunted... Brought to you by the Dead Gamer's Society

The Jacobs Files — Sat 8 pm — The Sprawl

GM: Wes Otis

The newest cyber virus is here and it's wiping out the competition. Your teams been hired to find the hacker who created it and shut them down. The Sprawl is a new cyberpunk game powered by the Apocalypse World system. This is also Plate Mail Games sound enhanced event.

The Kaiju vs. Mecha Power Hour — Sat, Sun 8 pm — Fate Core - Mecha vs. Kaiju

GM: Ira Taborn

For you, it's just another day of killing evil kaiju (or other people, whatever). But then something different happened. A pair of twin fairy priestesses calling themselves the Cosmos summon you and other kaiju fighters to their dimension to battle a great evil that they need help with fighting. Can you and your allies face this great evil to save a world not your own, but similar?

RPGs

The Life of a Cavalier – Fri 8 pm, Sat 9 am, Sun 2 pm – The Queen’s Cavaliers

GM: Caoimhe Ora Snow/Rachel Tolliver/Kristine Chester

A recent rash of daring jewel thefts in Lutetia has put the Queen’s Cavaliers on the trail of the Shadow Cat. Can they find this mysterious criminal before she commits her next burglary? This is a preview of the bonus adventure written by Sam Chupp that will appear in the forthcoming core book. TQC is a baroque swashbuckling adventure game.

The Most Dangerous Game – Sat 2 pm – Spirit of the Century

GM: Rachel Nelson

1936, somewhere in the Pacific Ocean the ocean liner The Great Adventure has gone missing. What no one knows is the surviving members of the ship have found themselves on a uncharted island where the charismatic Colonel Zarroff has unexpected plans for them. The game will be in the style of 30’s-40’s pulp similar to Rocketeer and Sky Captain and the World of Tomorrow.

The Quiet Year – Sat 8 pm, Sun 9 am – The Quiet Year

GM: Albert Park

For a long time, we were at war with The Jackals. But now, we’ve driven them off, and we have this – a year of peace. One quiet year, with which to build our community up and learn once again how to work together. Come Winter, the Frost Shepherds will arrive and we might not survive beyond that. But we don’t know that yet. What we know is that right now there is an opportunity to build something.

The Quiet Year – Sun 9 am – The Quiet Year

GM: William Carson

The Quiet Year is a game of community building and map making. An apocolypse has occurred. What happened? You decide. Where are your survivors? You draw it. These questions and a hundred more are up to you and your fellow players as your community grows and it’s growth captured in ink and paper.

The Rule of Magic – Fri 2 pm – Fate Core

GM: JiB

Crown Jewel of the Free City of Aescerlon, the Schola di Magii rises glittering above the streets of the mighty city, and from there are all real decisions made in Aescerlon. Will you survive the plots and intrigue of the most powerful magical conclave in the world? Schola di Magii is a high fantasy game where magic is the force that gives both power and position but at what cost.

The Sect of Ra – Sun 8 pm – Call of Cthulhu

GM: Wes Otis

London, 1891. The Sect of Ra are in search of the answers to what is in the next life, what they find may end the world. This is a Plate Mail Games audio event.

The Steel Traveler of Urth – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Decks vs Will

GM: Steven Cavanaugh

It is a post apocalyptic hatescape, bursting at the seams with murderous humanoid beetles and roaches, and you are the humans caught in the canter of it, trying to make a living as adventurers do: dealing with scum. Based on the Steel Traveler of Urth novel, this game playtests the new, simple to grasp, DECKS VS WILL roleplay system. Dice

The Treasure of Mordecai – Fri 2 pm, Mon 9 am – GURPS:

Dungeon Fantasy

GM: Mook

As part of a small adventuring band, you have of course heard the legends of Mordecai’s Hoard. The tales speak of wealth beyond measure, amassed by the mad wizard Mordecai and left upon his death to be guarded by monsters, magic, and traps. None have ever found the entrance- until now! Can you survive Mordecai’s dungeon and claim his treasure? End your con with a fun, old-school dungeon romp!

The Wreck of Aethelbald II – Sat 8 pm – Dread (the Jenga horror RPG)

GM: Sam Carter

A 1920’s Cthulhu-inspired horror game. Danger abounds, not least amongst your fellows’ secrets!

Thieves’ World – Sat 9 am – Fate Core

GM: JiB

Thieves’ World is a gritty street level fantasy game set in Sanctuary, the location of the Thieves’ World Series of books. Sanctuary is always dangerous, but something dark is moving in the shadows and narrow alleys, something that has even the most hardened of Sanctuary’s denizens afraid. Many people have left or are making plans to leave and those that remain talk of the end of the world.

Timemaster: Red Ace High – Sun 9 am – Timemaster

GM: Heath Row

The Time Corps Sentinel – our watch-man in the Out-time – has reported a Demorean penetration of Parallel T-0. The penetration lies in November of 1917, at a critical point on the WWI Western Front. With basic training completed, you are ready for action in the field. In light of the talents and skills in your group, we know we have chosen the best team to tackle this assignment.

Tomb of Horrors 5th Edition D&D – Fri 2 pm, Sat 2 pm – 5th Edition D&D

GM: Dang Nguyen

Can you survive the Tomb of Horrors? A tomb whispered to have the greatest of treasures but laden with the deadliest of traps? A tomb ruled by the demi-lich Acererak who’s power is said to be unsurpassed? This is the infamous Tomb of Horrors module updated to the new 5th Edition D&D. Set at 9th level, players are encouraged to bring their own characters but pre-made characters will be available.

TPK 3.0 - Die Harder (Happy Jack’s) – Fri 8 pm – Pathfinder

GM: Casey Conner and Bruce Penner

Time for the evil wizard to throw another party and you are invited. Did we mention you can’t say no? How long can you last against his latest traps and challenges. And of course, you will die a lot...again.

Troublebots – Sat 2 pm – Paranoia

GM: Ed Murphy

Congratulations, Troubleshooters! In recognition of your exemplary record of loyalty and expertise on behalf of The Computer and Alpha Complex, you have been chosen for a very important mission. You are to report to Conference Room 2, UltraTech RD Facility 1100, KQF Sector, where you will assist in training the next generation of cutting-edge adaptive bot brain technology. A transbot will arrive in 30 minutes to transport you to your destination. All equipment will be provided on-site. Have a pleasant daycy

RPGs

Urban Shadows – Sun 8 pm – Powered by the Apocalypse
GM: Brian Poe

Everyone goes about every day oblivious to the veiled reality and horror of everyday life. But you know what really goes on in this town. Except... today... Today things are a little different... Things are changing... Urban Shadows is an urban fantasy roleplaying game where you'll play characters struggling to survive in a dark urban environment drowning in supernatural politics.

Viking Blood Saga – Sat 8 pm – Fiasco

GM: Denys Mordred

Inspired by the Icelandic Sagas, you will play ambitious chieftains, desperate slaves, powerful priests, proud farmers, great poets, dangerous warlocks, and murderous Vikings, embroiled in inter-family feuds. Come play the original game of people with poor impulse control, petty jealousy and misplaced ambition.

Welcome...to Nightvale – Fri 8 pm – Itras By

GM: William Carson

Hello obedient and loyal listeners. Next Tuesday is the monthly Nightvale Community College Boardgame night! If you enjoy board games, are aspiring to politics or an intern of the Sherrif's secret police on an infiltration training assignment, swing on by! Itras By is a surrealist card-based (instead of dice) based game that captures the essence of Nightvale. Obey the glow cloud!

What Lurks Beneath The Stone – Sun 9 am – DarkAges:Vampire
GM: michael cantin

"The Tremere are not to be trusted. That's what they elders keep telling us. Now the Outlanders and the Haunts are going missing, and there are tales of winged terrors by moonlight. By Caine's wrath, we will seek the truth. And if these usurper devils be to blame, it will be by our hands that they greet the cleansing of the dawn." A Dark Ages Vampire game brought to you by the Dead Gamer's Society.

World of Zombies – Fri 8 pm, Sat 2 pm – GURPS Zombies

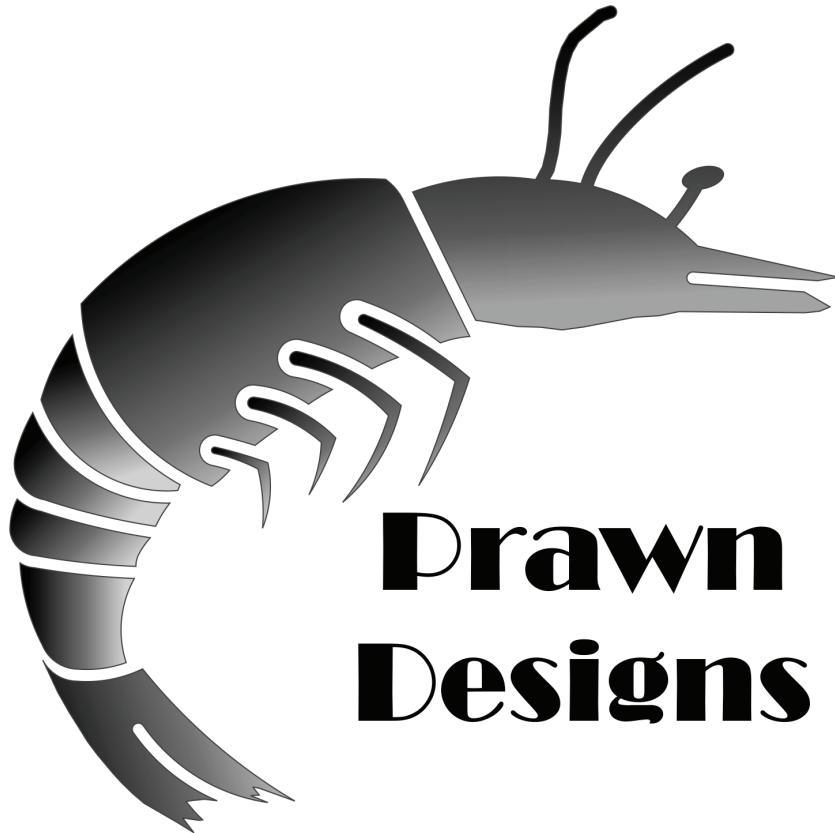
GM: James Freeman

A new group arrives at the base, they say they are here to exterminate all of the zombies in the nearby town and turn this area into a fallback area for their community.

You Did It: An Unknown Armies Hack – Sat 2 pm, 8 pm, Sun 8 pm – Powered by the Apocalypse

GM: Mike Rozycki

It's an episode of Twin Peaks directed by Tarantino. It's about postmodern magic, where the rules are made up and the effects are terrifying. It's cosmic bum fights. It's about what your obsession costs you. This is a public play test of the cult classic Unknown Armies setting Powered by the Apocalypse. We'll make obsessed characters, a City, and play to find out just how crazy we'll get.



Prawn Designs

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STRATEGICON PRESENTS

GameX 2015

May 22 - 25, 2015

at the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$105 per night

Hope to see you there

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

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

STRATEGICON SCHEDULE

Convention	Dates	Location
GameX 2015	May 22-25	Hilton Los Angeles Airport
Gateway 2015	Sep 4-7	Hilton Los Angeles Airport
Orccon 2016	Feb 12-15	Hilton Los Angeles Airport
GameX 2016	May 27-30	Hilton Los Angeles Airport
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orccon 2017	Feb 17-20	Hilton Los Angeles Airport
GameX 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport



Miniatures Painting Contest

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

Categories

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

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

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

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

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

* **Strategikids:** For contestants 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Aberrant Games
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Gamecraft Miniatures
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Prawn Designs
Privateer Press
Queen Games
Reaper Paints & Miniatures
Rio Grande Games
Sierra Madre Games
Steve Jackson Games
Stronghold Games
Tablewar Designs
The Monstore
Valley Games
Victory Point Games
Wattsalpoag Games
Wizards of the Coast
Wizkids
Zenescope
Z-Man Games

Shopping

Dealer Room

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

Hours:

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

Individuals found selling wares at 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 2015 Dealer Room Vendors:

Andaya Laser Cutting
Arcknight Games
Blocks Project LLC
Blue Panther LLC
Board of Games
Calico Games
Cardboard Arcade
CGC Games
Cock and Bull Games

League of Gamemakers
Living Lore Studio
Mantic Games
Mirrorbox Games
Modest Games
Old Man Magic
Quad Nine Art
Seth's Games and Anime
Sovereign Chess

Crazy Bob's	Starship Valkyrie
Dan Verssen Games	Tabletop Game Swap
Dapper Devil	The 5th Terrain
Decision Games	The Broken Token
Exodus Card Games	The Game Crafter
Fantization Miniatures	The Monstore
Gamecraft Miniatures	Victory Point Games
GMT Games	Void Mice Project
Goodman Games	Wargamma
Gorilla Games	Warehouse
Hooks and Chains Adornments	Weekend Warrior
Hero Forge	Zombiesmith
Knapsack Games	:30

The Grid Game!

Upon receiving your badge at Registration, you will receive a Grid Game! participation sheet. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, and so on and so forth. After they are able to present their information to you, they will stamp their assigned Grid for you.

You do not need to have your grid sheet completely stamped. When you turn in your sheet at the Dealer Room HQ Booth, you will receive special raffle tickets according to how many stamps you did receive. There will be a drawing of 10 tickets on Sunday at 4 pm. Each drawn ticket will award a prize of \$25 Dealer Tokens!

Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

The Flea Market has moved downstairs for 2015

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 usually cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

If you wish to register for the auction, please adhere to the rules below.

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 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.

Auction Buyer rules

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the

game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

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

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

Hilton Hotel Rules

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

Gateway 2014 Winners

Boardgame

1775 Rebellion tournament
 18xx (medium)
 18xx (short)
 20th Century #1
 20th Century #2
 7 Blunders
 7 Wonders Expansions
 7 Wonders MEGA
 A Study in Emerald
 Acquire David Woolcott Memorial
 Age of Empires III
 Agricola Finals
 Airships
 Alhambra
 Atlantic Star
 Attika
 Axis & Allies
 Battle Cry Tournament
 Blockade Runner
 Blokus
 Blue Moon City
 Brass
 Bruges #1
 Bull Moose
 California Gold
 Camel Up
 Cards Against Humanity
 Cargo Noir
 Castellan #1
 Castellan #2
 Caverna: The Cave Farmers
 Chaosmos #1
 Chaosmos #2
 Cinque Terre
 Clash of Culture
 Clay-O-Rama #1
 Clay-O-Rama #2
 Cock & Bull: The American Pub Game #1
 Cock & Bull: The American Pub Game #2
 Colosseum
 Concept
 Concordia
 Cosmic Encounter
 Coup
 Desert Island
 Dominant Species
 Dominion Expansions
 Donkey: It's a Kick!
 Dream Factory
 Dungeon
 Eclipse
 El Grande
 Eminent Domain Legacy
 Empire Builder Potluck
 Euphrat & Tigris
 Formula D
 Galaxy Trucker
 Gem Rush (Rush Mode)
 Glory to Rome
 Guildhall

1st Place

Don Colls
 Todd Van Der Pluym
 Todd Van Der Pluym
 Megan Garver
 Heather Bradford
 Jennifer Sesma
 Brian Symington
 Josh Kirschenbaum
 Alasdair Burton
 Christopher Buckley
 Winton Lemoine
 Joshua Nave
 Alfred Lee
 Bruce Ballard
 John Crowe
 Darrell Stark
 Tim Towery
 Randal Rhodes
 Patrick Stevens
 Tracy Ashizawa
 G Builta
 Ian Caballero
 Sean Growley
 Jeff Schwartz
 John Clair
 Bob Wei
 Mike Rosetti
 Daniel Mcdairmant
 Jeff Crews
 Joseph Meeks
 Ian Caballero
 Alex Georges
 Kevin Warner
 Jamie Bussio
 John Clair
 Sara Glauser
 Sarah Cary
 Todd Geller
 Daniel Rush
 John Priebe
 Jenny Chou
 Seth Jaffee
 Aaron Sproul
 Daniel Rush
 Jenny Chou
 Hallie Stringer
 Isaac Intner
 Kelly Slizza, Krysta Fryer, Ella Lucas
 Kirk Udvardi
 Daniel Jordan
 Tracy Sangster
 Roderick Lee
 Jonathan Nowak
 Jay Shufeldt
 Tracy Sangster
 Bruce Schlickbernd
 Chia Richardson
 Greg Bergevin
 Robert Patino
 Jenn Van Persaud

2nd Place

John Priebe
 Peter Van Ettinger
 Bill Gallagher
 Cameron Takahashi
 Ruby Intner
 Bill Persaud
 John Bartley
 Shea Jones
 Ethan Stewart
 Eric Downing
 Peter Van Ettinger
 Tj Wallace
 Richard Rodrigues
 Nick Bayuga
 Jamy Li
 Rodney Usher
 Dearl Albright
 Braden Boe
 Jeff Schwartz
 Sue Senki
 Kirk Udvardi
 Richard Potthoff
 Bill Gallagher
 G. Jay Christensen
 David Siskin
 Matt Champagne
 Baruch Smith, Bill Gallagher
 Ben Ritter
 Jason Demoura
 Craig Caven
 Tracy Sangster
 Nikki Bryant
 Kp Glenn
 Stephen S
 Chris Buskirk
 Ryli Vandekamp
 Aidan Rooney
 Helen Glauser
 Eric Delgado
 Ken Hebert
 Andrew Delaware
 Joshua Nave
 Nicholas Cascone
 William Taylor
 Sara Glauser
 Peter An
 Brian Rush
 Jaye R, Giana Massaro, Bob Lamarre
 Nathan Demoura
 Matthew Weber
 Deb Lazaro
 Kimberly Gearhart
 James Thomas
 Darrell Stark
 Erick Vallejos
 Jenn Van Persaud
 Tim Welch
 Frank Madrid
 Patrick Thompson

3rd Place

Jonathan Flagg
 Jonathan Flagg
 Sophie The Blood Queen
 Sam Nazarian
 Eric Penick
 Zhani Cohen
 Curtiss Walker
 Jonner
 Adam French
 Lisa King
 Jamie Bussio
 Matt Schwartz
 Aaron Sproul
 Roderick Lee
 Ron Chavez
 Robert Neff
 Jon Daneshgar
 Martin Bowers
 Renee Hammer
 Patrick Stevens
 Robin Fox
 Reza Lackey
 Brian Rush
 Daniel Rush
 Daniel Haus
 Gwyndolyn Burgess
 Gerad Yeager
 Roderick Lee
 Anthony Chung
 Megan Takahashi
 Tanner Slizza
 Robert Strange
 Chris Green
 Renee Hammer
 Eric Elder
 Adam French
 Josh Kirschenbaum
 Ben Ritter
 Darrell Stark
 Tiffany Carter
 Tracy Ashizawa
 Joshua Beller
 Kathleen Harbinger
 Alex Tearse-Doyle
 Stuart Duffy
 David Mines
 Tall Paul
 Matthew Borba
 Samuel Mitchell
 Trevor Bender
 Jamie Bussio

Hanabi Race #2	Hallie Stringer, Lauren Clark, Eric Everstein, Joshua Nave	Andrew Delaware, William Taylor, Sam Ihlenfelde, Daniel Ihlenfelde	Alex Haley, Brandon Muller, Walter Wichowski
Hunting Party	Adam French	Jennifer Sesma	Kp Glenn
Imperial	John Crowe	Jon Wagner	Tom Finkle
In the Year of the Dragon	Darrell Stark	Kyle Greenwood	Rex Lorenzo
Ingenious	Alex Georges	Darrell Stark	Marianne Gorczyca
Istanbul	Steve Behnke	Treg Julander	Rosy Eyrich
King of Tokyo	Danny Quindoy	Ruby Intner	Jodie Sewell
King's Ransom	Matt Morris	Steven Rodriguez	
Kingdom Builder	Roderick Lee	Bruce Schlickbernd	Jeanne Spowart
Kingsburg	Jaden Massaro	Manny Labis	Ben Jones
Last Chance	Ivan Demoura	Shaun Bernard	Kp Glenn
Liar's Dice	Rodney Usher	Lisa Burola	Toni Johnson
Lifeboat	Eric Gerber	Cameron Takahashi	Kp Glenn
Lords of Waterdeep	Sean Growley	John Bartley	Aj Harris
Lost Cities	Alex Haley	Rodney Usher	Jenn Van Persaud
LOTR Deck Building Game #1	Bill Persaud	Vincent Fryer	Sam Rich
LOTR Deck Building Game #2	Joseph Kim	Vincent Fryer	Steve Kim
Love Letter	Eli Miljas	Doug Nguyen	Kp Glenn
Manilla	Eddie Hagiwara	Edward Williams	Brandon Muller
Mansions of Madness: The Laboratory #1	Wesley Bell	Josh Kirschenbaum	David Ashworth
Mansions of Madness: The Laboratory #2	Mike Sesma	Joseph Kim	Kimberly Mumford
Mansions of Madness: The Yellow Sign	Mark Fischer	Byron Vonthal	Baruch Smith
Meeples To The Mothership!	Kathleen Harbinger	Sophia Rehman	Jennifer Poehls
Memoir '44	Stephen S	Frank Madrid	Chris Ramirez
Merchant of Venus	Roderick Lee	Stuart Duffy	Jay Shufeldt
Middle Earth Quest	John Liddy	Christopher Buckley	Mike Sesma
Monopoly Deal #1	Andrew Nicholas	Kp Glenn	Alfred Lee
Monopoly Deal #2	Chris Ramirez	Jay Spowart	Lea Vical
Monopoly Deal #3	Sue Senki	Matt Wilkerson	Laura Fitzgerald
Monster Derby #1	Ron Chavez	Ehren Evans	Jason Demoura
Monster Derby #2	Mario Campanile		Jack Davis
Munchkin Finals	Colin Stogryn	Dean Taylor	Laurel Essick
Nexus Ops	Darrell Stark	Robert Patino	Kyle Greenwood
No Thanks	Eric Delgado	Lisa Burola	Toni Johnson
Nuclear War #1	Steve Packard	Aaron Casarrubias	Robert Flores
Nuclear War #2	Walter Wichowski	Ethan Stewart	Alex Haley
Palaces #1	Eric Gerber		
Phase 10 #1	Shaun Bernard	Daniel Rush	Toni Johnson
Phase 10 #2	Jaye R.	Shaun Bernard	Leonard Lopez
Phase 10 #3		Shaun Bernard	Naseem Zubi
Play 5	Bill Gallagher	Roger Yanagita	Jon Daneshgar
Poison	Brandon Kawabata	Keefer Langner	G Builta
Poker: 7 Card Stud	Winton Lemoine	Samantha Burkes	Jon Daneshgar
Poker: No Limit Hold'em	Bill Gallagher	Shea Jones	Winton Lemoine
Poker: Omaha Hi/Lo	Ian Cotton	Wesley Bell	Shea Jones
Power Grid	Bruce Schlickbernd	Robert Neff	Bill Gallagher
Power Grid World Tour: Quebec		Randall Bart, Robert Neff, Scott Samarel	
Puerto Rico	Mac Clay	Ian Caballero	Lisa King
Qwixx	Rosy Eyrich	Matt Schwartz	Chia Richardson
Ra	Winton Lemoine	Joshua Beller	Daniel Mcdairmant
Race for the Galaxy 2 player	Elisa Vomocil	Jeff Becker	Ehren Evans
Railroad Tycoon	Treg Julander	Ken Hebert	James Thomas
Railways of the World	Chris Venuti	Jonathan Flagg	James Thomas
Rampage	Jason Demoura	Rich Pizann	Johnathan Pulos
Rasputin	Rowan Harbinger	Aaron Casarrubias	Ian Cotton
Rattus Cartus	Winter Salins	John Crowe	Sara Brown and Casey Fox
Revolution! #1	Eric Downing	Rodney Usher	Randall Bart
Revolution! #2	Rodney Usher	Nathan Demoura	
Risk Express	Bill Persaud	Chase Castro	Val Campanile
Robo Rally	Brandon Muller	Jennifer Sesma	
Rough: The Card Game	Frank Zazanian	Raffi Bahadarian	Thomas R
Russian Railroads	Joshua Nave	Richard Rodrigues	David Mines
Safranito	Jeff Richter	Thomas R	Tanya Aldrich
Sail to India	Brian Rush	Samantha Ihlenfeldt	Daniel Ihlenfeldt

Sails of Glory Tournament	Rita Green	Eric Collins	
Saint Petersburg	Karen Star	Martin Bowers	Ken Hebert
San Juan	Winton Lemoine	Lea Viceral	Matt Wilkerson
Santiago de Cuba	Jennifer Sesma	Lisa Burola	Eddie Hagiwara
Seasons	Richard Rodrigues	Ehren Evans	
Sequence	Jaye R.	Karen Star	Donna Kaufman
Settlers of America: Trails to Rails	Karen Star	Marybelle Foster, Terry Newton	
Settlers of Catan	Darrell Stark	Tracy Sangster	Andreas Pluchar
Shogun/Samurai Swords/Ikusa	Chris Ramirez	George Nickols	Ethan Stewart
Smah Up Expansions	Joseph Kim	Danny Quindoy	
Small World Invaded!	Jenn Van Persaud	Bill Persaud	Richard Rodrigues
Space Empires 4X #1	John Oh	Peter An	Dave Gerson
Space Empires 4X #2	Peter An	Kyle Greenwood	Chris Johnson
Stix & Stones	Jeff Crews	Ben Ritter	Jen Crews
Stone Age	Bruce Schlickbernd	Matt Schwartz	Walter Wichowski
Storm Over Dien Bien Phu	Trevor Bender	Treg Julander	Harold Buchanan
Suburbia	Alex Haley	David Mines	Rami Silverman
Tabloid Teasers	Winton Lemoine	Tiffany Carter	Kyle Greenwood
Takenoko	Aj Harris	Heather Spowart	Daniel Rush
Talisman	Alasdair Burton	Karen Star	Leonard Lopez
Terra Mystica Finals	Aj Harris	John Oh	Sean Growley
The Adventurers	Peter Sciretta	Alex Georges	Susan McBride
The Castles of Burgundy Finals	Peter An	Ramon Vinluan	Chris Johnson
The Scepter of Zavandor	Todd Van Der Pluym	Darrell Stark	Jonathan Flagg
Thurn & Taxis #1	Scott Samarel	Walter Wichowski	Ramon Vinluan
Thurn & Taxis #2	Scott Samarel	Kirk Udvardi	Winton Lemoine
Tichu Finals	Jeff Becker, Elisa Vomocil	Lana Berman, David Zevin	Jenn Van Persaud, Bill Persaud
Ticket to Ride: Europe	Brandon Muller	Darrell Stark	Zhani Cohen
Ticket to Ride: Masters Finals	Jaye R.	Bradley Thomas	Kyle Greenwood
Ticket to Ride: USA 1910	Jay Spowart	Cynthia Delker	Heather Spowart
Tide of Iron	Paul Rebeles	Stephen S	Ethan Stewart
Titan	Eric Downing	Rodney Usher	Richard Potthoff
Tokaido #1	Patrick Thompson	Tamala Takahashi	Kp Glenn
Tokaido #2	Megan Garver	Jennifer Sesma	Daniel Rush
Turn the Tide	Sara Brown	Keefer Langner	
Twilight Imperium 3rd Ed	Jon Wagner	John Oh	Dave Gerson
Two Rooms and a Boom #1	Red Team	Blue Team	
Uno #1	Jaye R.	Vincent Fryer	Jonathan Nowak
Uno #2	Jaye R.	Laura Fitzgerald	Shaun Bernard
Uno #3	John Willy	Mary Taylor	Samantha Jones
Uno #4	Mary Taylor	Jon Daneshgar	Sierra West
Virgin Queen (Campaign Tournament)	Kurt Keckley	Marshall Neal, Glen Davis, Mark Luta, Michael Sheeter, Evan Woodham	
Washington's War	Bruce Ballard	Andrew Nicholas	John Priebe
Werewolf #1	Rik Panero	Manuel Perez	Alexander Bautista
Werewolf #10	Diego Sewell	Rik Panero	Vincent Rossetti
Werewolf #11	Jasper Day	Potato Pie	
Werewolf #6	Ruby Intner	Sophie The Blood Queen	Laurel Essick
Werewolf #8	Heather Bradford	Ashely B	Mario Acuna
World Conquerors #1	Eric Gerber		
Yahtzee	Samantha Burkes	Lisa Burola	Robert Neff
Yahtzee	Jack Davis	Donna Kaufman	Samantha Burkes
Yahtzee Free for All #1	Lisa Burola	Robert Patino	Tamala Takahashi
Yahtzee Free for All #2	Bob Lamarre	Shaun Bernard	Leonard Lopez
Yahtzee Free for All #3	Shaun Bernard	Chris Jenkins	Heather Greife
Yspahan	Eric Downing	Daniel Mcdairmant	Renee Hammer
Zombicide	Kimberly Mumford	Keith Jenkins	David Larson

Collectible

Anachronism The Card Game
 Andromeda Fight League
 Ascension: Chronicle of the Godslayer
 Ascension: Chronicle of the Godslayer #2

1st Place

David Wakefield
 Mark Lucas
 Curtiss Walker
 George Caceres

2nd Place

Geoff Colman
 Jasper Day
 Rami Silverman
 Ryan Friedman

3rd Place

Katie Ritchie
 Melissa Weiss
 Rami Silverman

Boss Monster	Kevin Warner	Thomas Amundsen	
Boss Monster Tournament	Nick Chavez	Brandon Weiss	Mark Nicholson
Exodus Pre-Release Booster Draft	Elizabeth Ritchie	Vincent Rossetti	Makayla Corfield
Exodus Pre-Release Booster Draft	Thomas Farr	Savannah Farr	Caitlynn Farr
Exodus Pre-Release Booster Draft	Vincent Fryer	Jimmy Crowell	Steven Rehfeldt
Heroclix "Battle Royale"	Kevin Kollman	Joe Burns	Thomas Schmutz
Heroscape	Matthew Fox	Joseph Kim	Diego Sewell
Highlander TCG Iron Man Sealed	David Wakefield	Geoff Colman	
Highlander TCG Type 2 Standard Constructed	David Wakefield	Victor Bugg	Geoff Colman
Kanzume Goddess	Kevin Kollman		Lexi Medina
Mage Wars	Peter An	Romel Benito	Frank Madrid
Magic the Gathering Friday Night Magic	Brian Williams	Matthew Fox	Samantha Davis
Magic the Gathering Mini Master	Mason Stewart	Jason Folger	Jasper Day
Magic the Gathering Sealed Deck	Isaac Intner	Vito Ippolito	Chris Waters
Magic the Gathering Sealed Deck #2	Chris Waters	Brian Williams	Mason Stewart
Magic: The Gathering - Conspiracy (Draft)	Donovan Eberling	Mason Stewart	
Magic: The Gathering - Horde	Steven Lee	Cameron Takahashi	Kevin Kollman
Magic: The Gathering - Live Draft (Draft)	Michael Arsellon	Ed Zeamba	Mason Stewart
Magic: The Gathering - Planechase (Pauper)	Chris Waters	Mason Stewart	Michael Arsellon
Magic: The Gathering - Secret Alliances (Pauper)	Matthew Fox	Beckett Cary-Green	Mason Stewart
Magic: The Gathering - Secret Alliances (Pauper)	Bob Wei	Chris Waters	Jasper Day
Magic: The Gathering - Theros Challenge Trilogy	Steven Lee	Matthew Fox	Mason Stewart
Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	Chris Waters	Tanya Aldrich	
Marvel Dice Masters: Avengers vs. X-Men	Robert Tomilowitz	Ryan Friedman	John Lieske
Marvel Dice Masters: Avengers vs. X-Men #2	John Lieske	Robert Tomilowitz	
Marvel Dice Masters: Avengers vs. X-Men #3	Danny Quindoy	Matthew Robinson	John Lieske
My Little Pony CCG	Alex Georges	Kp Glenn	John Galietta
My Little Pony CCG #2	Briston Brown	Alex Georges	Kevin Sue
Pirates Pocketmodel: Sink-N-Keep "Maleficent"	Skyler Caceres, Tabby Caceres	Oliver Caceres, Diego Sewell	Michael Arsellon, Melissa Weiss
Pokemon	Charlotte	Carter Doan	Morgan Doan
Pokemon #2	Charlotte	Carter Doan	Morgan Doan
Shadowfist Final Brawl	Pat Roach	Jimmy Crowell	Robert Woros
Shadowfist Tournament - Final Brawl	Diane Grotjohn	John Bartley	Martin Bowers
Star Realms	Ryan Friedman	Frank Zazanis	Jason Folger
Star Trek Attack Wing 100pt Faction Specific	Joey Vigil	Nick Chavez	Bradley Thomas
Star Trek Attack Wing 1st Contact	Richie Duenez	Nick Chavez	Malcolm Hee
Star Trek Attack Wing Borg Op #2	Nick Chavez	Richie Duenez	
Star Wars Minis "Shadows"	Kyle Trujillo	Andre Bashay	Edwin Willams
Star Wars Minis "The Clone Wars"	Andre Bashay	Edwin Willams	Kyle Trujillo
What's your YuGiOh IQ?	Ryan	Melvin Espinosa	Charlotte
YuGiOh Show- Enter the Shadow Realm Extravaganza!		Patrick Pollick	
Yu-Gi-Oh! Lite Casual Tournament	Jeremiah Garcia	Jimmy Crowell	Ryan
Yugioh! Win-A-Card pull	Ryan Caven	Jimmy Crowell	Mason Stewart
Video	1st Place	2nd Place	3rd Place
Call of Duty Free for All	Alec Morales	Cody West	Sam Udvardi
Halo 3 FFA	Ryan Caven	Trevor Jones	Peter Suman
Iron Block Challenge	Aidan Brooks	Charlotte	Tristan Brooks
League of Legends - Shadow Isles	Abram Udvardi, Ian Cotton, Andy Wallace		
Mario Kart 8	Randal Rhodes	Trevor Jones	Todd Geller
Sonic & All-Stars Racing Transformed	Trevor Jones	Nicholas Fascitelli	Jason Duvall
Super Smash Bros. Brawl #1	Ryan Caven	Melvin Espinosa	
Super Smash Bros. Brawl #2	Ryan Caven	Joshua Villanueva	Trevor Jones
Miniatures	1st Place	2nd Place	3rd Place
Bolt Action Tournament: Comic Book WWII	Frank Vassallo	James Lang	Shane Lindley
Circus Maximus	Christian Szatkowski	Rebecca Suarez	Glenn Lasker
Infinity Deathmatch Tournament	Lief Davidson	Mike Fryer	
Infinity Deathmatch Tournament	Eric Delgado	Sean Overhulse	Jacob McDonald
Relic Knights Tournament	Victor Bugg	John Bartley	Jose Palma Gil

Songs of Blades and Heros Mini fight
Songs of Blades and Heros Mini Multi Fight
The Fortress Has Fallen
Warhammer 40K RTT
Warhammer Fantasy RTT
Wilderness War Tourney
X-Wing Miniatures Tournament

Sara Glauser
Patrick Sewell
Eleanor Halloran
Brian Olson
Quentin Bohn
Bob Genso
Malcolm Hee

Patrick Sewell
Tom Glauser
William Fretze
Brandon Parker
Bill Mattson
John T Strauch
Thing Two

Helen Glauser
Diego Sewell

Mario Acuna
Alex Hackert
David Theobald
Nick Chavez

Painting Contest

Best of Show
Fantasy Large
Fantasy Single
Fantasy Unit
Historical Single
Historical Unit
Open
Sci Fi Large
Sci Fi Unit

1st Place

Kaitlyn Pickett
Kaitlyn Pickett
Jason Mah
Richard Brown
Ian Mitchell-Smith
Frank Vassalo
Josh Simon
Harold Crossly
Jason Mahs

2nd Place

Kaitlyn Pickett

Richard Brown

3rd Place

Paul Villar

General

Strategicon Football League

1st Place

Danny Quindoy

RPG

GURPs Final
Long Live the King - LARP

1st Place

Gary Gandara
Chris Suarez

2nd Place

Tony Dutra
Danielle Suarez

3rd Place

Scott York
Nikko Wargon

In Memoriam

Robert Chesebrough
John Hill



A Word (or two) from the Con Man

Welcome to the con book that almost never was. The Saturday before the con I had a computer upgrade go wrong due to a defective part. It took out the whole machine, and took this con book hostage.

It took a day to retrieve the data, but that meant that time was lost and this had to be slapped together using my vintage 2004 G5 Macintosh. It was slow and painful, but it got done.

Will you still need me, will you still feed me, when I'm 64?

One casualty was the Annual Awards. We might know the winners by now, but at the time this had to go to press, we didn't. We'll have the full announcement at Gamex.

This con is huge!

No really, it's huge. Where'd y'all come from?

Barring a parking catastrophe, we will almost certainly break 2000 participants this show. Our preregistration was up 15 percent year-over-year.

In any case, this will be the largest Strategicon convention since the early 1990s – the largest in over 20 years. Thank you.

T-Shirts!



Front



Back

Design 1



Design 2



Front



Back

Design 3

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Creator
R.B. FURGINSON

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5thterrain.com

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