

ORCCON

STRATEGICON

LOS ANGELES GAMING CONVENTION

FEBRUARY
2013



MINES

Sheraton Gateway Hotel
Presidents Day Weekend

Guest of Honor Richard Breese
Special Guests Justin & Anne-Marie De Witt

Been there, done that, and got the T-Shirts too!



Two different Convention Shirts available
in the Dealer Room for \$20.
All sizes from S to 4XL.
Both Men's and Women's shirts.
Shirt #1 is dark grey, Shirt #2 is navy blue.

Table of Contents

Table of Contents	1
Troubleshooting Staff	1
Welcome	1
Convention Hours	1
Game Tournaments and Events	1
Common Rights of Event Officials	1
Event Registration	1
Tournament Prizes	2
A Guide to Orcon 2013 for Non-gamers	2
Guest of Honor	3
Master Schedule	4
Annual Awards	17
Special Events and Seminars	17
General Events	18
Board Games	18
Collectibles	33
Computer and Video Games	36
LARPs	37
Miniatures	37
Open Gaming	39
Role Playing	40
Convention Map	48
Miniatures Painting Contest	50
Our Sponsors	50
Shopping (Dealer Room, Flea Market, Auction)	50
The Rules	52
Gateway 2012 Winners	53
Afterword	60

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 Orcon is sometimes difficult, you can also get information from the Registration Desk.

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

Welcome

Strategicon welcomes you to Orcon 2013. Thank you for joining us.

Orcon 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? We've added guided tours on Saturday and Sunday to help you discover all the facets of what we do. If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

Convention Hours

Orcon 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 Orcon 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

Medium - \$10, \$5, \$3

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

Sponsored events will give some type of game or game expansion

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

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

A Guide to Orcon 2013 for Non-gamers

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

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

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

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

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

Enjoy the con!

Orcon 2013 Guest of Honor

Richard Breese

Richard Breese is an accountant by profession and is currently Finance Director at a commercial property development company. Richard has been designing and publishing games through his own company R&D Games since 1989, when he published his first game Chamelequin, which introduces the creature that features in the current R&D Games logo.

Richard is known for his 'Key series' family of games as well as other games such as Aladdin's Dragons, Fowl Play!, Reef Encounter and The BoardGameGeek Game.

Games in the Key series include Keydom, which is recognized as the first worker placement game, Keythedral and the new release Keyflower, which was voted the top rated new game at Essen 2012 by attendees at the influential Fairplay poll. The Key games are all based in the mythical land of Keydom with a family friendly, non-violent theme. Player interaction is indirect, through the game mechanics, and actions create positive, not negative outcomes.

Richard's sister Juliet Breese is the illustrator on most of the R&D games, which are well known for their distinctive and appealing style, and which Richard uses to create the final game graphics.

Richard says "I was delighted to be invited as a Guest of Honor at Orcon 2013 and look forward to meeting and gaming with gamers from California in February."

Special Guests

Justin De Witt



Justin is the primary game designer, artist, graphic designer, and manufacturing coordinator for Fireside Games. He has worked in computer graphics, animation, and print design for over 14 years and has been designing games since 2000. He gained his start in the game industry working at Steve Jackson Games from 2002 to 2006.

Anne-Marie, the designer of Bears!, provides game development and design, oversees day-to-day operations, and is the primary editor for Fireside Games. Prior to joining Fireside, she worked in product development in educational publishing.

Anne-Marie De Witt



About the Artist

Katie Prouty

Katie Prouty loves reptiles. When she is not admiring her gecko, she keeps busy with a stylus or pencil drawing fantastic worlds and imaginative creatures that inhabit them.

Her favorite board game is Defenders of Realm, although her love of reptiles gives her mixed feelings when having to kill the dragon Sapphire. I often find she has lovingly placed snack foods in Sapphire's territory as we play the game.

Very few people are born with as much natural talent as Katie Prouty. However, great artists are not just made by talent but also discipline and hard work. Katie is a rare breed of artist who has both.

You can find her work at <http://keprouty.net>

The Orcon artwork for 2013 was a collaboration between Illustrator Katie Prouty and Strategicon Art Director Renee Rose-Perry. Both artists live in Orange County and often play board games together at local meet ups such as Board of Games Southern California and OCBG Duck Club.



Friday

Master Schedule of Events

* = Play with the creator

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,
M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Fri, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Noon	2.5	Blockade Runner Event		B
	2	Revolution Sponsored		B
	4	Dice Age - DEMO Demo		B
	1	Liar's Dice Event		B
	2	Article 27: The UN Security Council Game Event		B
	1	Twilight Imperium 3rd Ed. - Gaming 101 Event		B
	1	Dominant Species - Gaming 101 Event		B
	1	Food Fight		C
	11	Living Forgotten Realms - D&D 4e EPIC3-3 The Tangled Skein of Destiny *		R
	4	Living Forgotten Realms - D&D 4e EPIC4-1 Shooting the Moon *		R
1 pm	1	Saboteur Event		B
	2	Briefcase Event		B
	2	20th Century Event		B
	7	Twilight Imperium 3rd Ed. Small		B
	4	Dominant Species Small		B
	1	Pillars of the Earth - Gaming 101 Event		B
	1	Tzolk'in: The Mayan Calendar - Gaming 101 Event		B
	1	Magic: the Gathering Workshop		C
	6	Cranberry Con		C
2 pm	2	No Thanks Event		B
	1	Revolver 2 - DEMO/PLAY TO WIN EVENT Demo		B
	2	Darkest Night Event		B
	2	Kings of Air and Steam Event		B
	1	Race to Adventure: The Spirit of the Century Exploration Game - DEMO Demo		B
	1	Scepter of Zavandor - Gaming 101 Event		B
	1	Dungeon Lords - Gaming 101 Event		B
	4	Pillars of the Earth Small		B
	2	Tzolk'in: The Mayan Calendar Event		B
	3	Magic: the Gathering Afternoon Draft Tournament (Friday)		C
	5	Command Combat Command Combat: Civil War - The Second Battle of Bull Run		M
	9	D&D 4th Miniatures Temple of the Frogs Day 1		M
	8	Malifaux Malifaux Game Demos		M
	8	AD&D Living is this Village is a Serious Task (Serial Adventure)	203	R
	4	DungeonWorld What is Best in Life?	200	R
	4	GURPS SPANC - Space Pirate Amazon Ninja Catgirls!	201	R
	4	Living Forgotten Realms - D&D 4e CORE4-3 Running Amok *		R
	4	Living Forgotten Realms - D&D 4e CORE5-2 A Radiance Faded *		R
	9	Living Forgotten Realms - D&D 4e ELTU4-4 The Fall of Elturgard *		R
	5	Pathfinder Society PFS 405 The Sanos Abduction		R
	5	Pathfinder Society PFS 407 Severing Ties		R
	5	Pathfinder Society PFS We be Goblins		R
	4	S/lay w/me Midnight Pulp-athon	202	R
	6	Star Wars Edge of the Empire Star Wars Escape from Mos Shuuta	204	R
	4	The Queen's Cavaliers The Black Journal	202	R
	4	The Sprawl The Flint Termination	202	R
	4	d20/OGL (Radiance RPG) Tesla's Apprentice	205	R
3 pm	2	Bohnanza Small		B
	2	Fortune and Glory Event		B
	1	King of Tokyo Event		B
	1	Seasons - Gaming 101 Event		B
	2	Dungeon Lords Event		B
	2	20th Century Event		B
	4	Scepter of Zavandor Small		B
4 pm	1	Small World - Gaming 101 Event		B
	2	Category 5 Event		B
	4	Dice Age - DEMO Demo		B
	2	Seasons Event		B
	2	Yahtzee Free for All Small		B

Friday

Fri, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Sovereign Chess Small		B
	1	Milestones - DEMO/PLAY TO WIN EVENT Demo		B
	2	Western Town Event		B
	1	Ginkgopolis - Gaming 101 Event		B
	4	Initiation to Dice Age	Gateway	C
	2	Pirates Pocketmodel "Are you a Werewolf?"		C
5 pm	1	A Game of Thrones - 2nd Ed. - Gaming 101 Event		B
	1	Fortress America (2nd Edition) - Gaming 101 Event		B
	3	Small World Tournament		B
	2	Hearts #1 Event		B
	3	Lost Cities Small		B
	1	Battlestar Galactica - Gaming 101 Event		B
	3	Tanto Cuore Event		B
	4	Cock & Bull - Gaming 101 Event *		B
	2	Incan Gold Event		B
	2	Game Show Play-Along: Scrabble Event	103	B
	4	Pizza, Games and Zombies Present: The Gauntlet Sponsored		B
	2	20th Century Event		B
	3	Ginkgopolis Event		B
	3	Mage Wars		C
	4	Dealer Room Dealer Room Opens!		G
6 pm	4	A Game of Thrones - 2nd Ed. Small		B
	1	Age of Empires III - Gaming 101 Event		B
	4	Fortress America (2nd edition) Small		B
	2	Revolution Sponsored		B
	2	Phase 10 Small		B
	5	Battlestar Galactica Big		B
	1	Looney Bin Event		B
	1	18xx - Gaming 101 Event		B
	2	TransAmerica Event		B
	4	Initiation to Dice Age		C
	1	Magic: the Gathering Workshop		C
	0.1	Dealer Room Raffle Drawing		G
	4	Dropzone Commander Dropzone Commander Demos		M
	4	Force on Force Defense of Outpost Thunder		M
	1	360, PC Ongoing Events Start		V
7 pm	5	Age of Empires III Small		B
	1	Destined Hero Event		B
	1.5	Oh Hell Event		B
	1	Mice and Mystics - Gaming 101 Event		B
	2	Concentration Event		B
	2	Zero Event		B
	4	18xx (short) Tournament		B
	1	Brass - Gaming 101 Event		B
	1	Settlers of Catan - Gaming 101 Event		B
	4	Magic: the Gathering Friday Night Magic (Gatecrash)		C
	6	Cranberry Con		C
	1	World of Warcraft TCG Demo		C
	1	Star Wars: X-Wing		C
	6	Flames of War FoW mega game		M
	4	D&D 5e DND Next: G1 - The Steading of the Hill Giant Chief *		R
	4	Living Forgotten Realms - D&D 4e CORE4-4 Shadow Siege *		R
	4	Living Forgotten Realms - D&D 4e CORE5-3 Lost in Wonder *		R
	1	Q&A with Richard Breese on Boardgame Babylon		S
8 pm	3	Agents of SMERSH Event		B
	2.5	Mice and Mystics Event		B
	1	Zombicide - Gaming 101 Event		B
	1	Dominion - Gaming 101 Event		B
	4	Dice Age - DEMO Demo		B
	3	Fantasy Chess - DEMO Demo		B
	3	Werewolf Event		B
	4	Brass Small		B

Friday

Fri, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Settlers of Catan: NACC Friday Qualifier Sponsored		B
	3	Pirates Pocketmodel "Sigmund & the Sea Monsters"		C
	2	World of Warcraft TCG: Quests & Raids		C
	0.1	Dealer Room Raffle Drawing		G
	2	Flea Market Flea Market		G
	4	Star Wars Live-Action Role-Play Star Wars LARP Playtest *	Santa Maria	L
	3	Malifaux Malifaux Scenario Encounters		M
	4	Cthulhutech Head Case-Cthulhutech Intro	203	R
	4	Dungeon Crawl Classics RPG DCC RPG: Introductory Adventure!	206	R
	4	Dungeon World Tremulus	206	R
	4	Fallout - GURPS (Tournament) Oh Rose, Rose of San Anton'	201	R
	4	FantasyCraft Feast Fit for a Demon	204	R
	4	FateCore Big Damn Heroes	205	R
	2	Fiasco Fiasco - Entropy	200	R
	4	GURPS Parliament of Suns	201	R
	4	Heavy Gear 2E Operation: Jungle Drums (Happy Jacks affiliate)	202	R
	4	Iron Kingdoms The Devil is in the Details *	201	R
	4	Microscope Where Are We Going Today?	205	R
	4	Pathfinder A'hole GMs present "TPK"	200	R
	5	Pathfinder Society PFS 4-10 Feast of Sigils		R
	5	Pathfinder Society PFS 4-11 The Disappeared		R
	4	Renegade Jennys and Boilerplate Jacks The Glittering Trumpet of Kutaraja	203	R
	4	Savage Worlds The Gatling Decision - Happy Jacks	200	R
	4	Savage Worlds Deluxe Happy Jacks	200	R
	4	Shadowrun 4A Talent Scouts	202	R
	4	Star Frontiers Salvage	202	R
	4	Star Wars- Edge of Empire The Hutt Gambit	201	R
	4	Threshold: Tragic Superheroes To the Last: A Happy Jack's Affiliate Game	200	R
	1	Ten Gaming Tricks I Wish I'd Known About Writing Books *		S
	2	League of Legends Friday Night ARAMs	112	V
9 pm	2	Uno Small		B
	1	Zombicide Event		B
	2	Dominion Big		B
	2	Game Show Play-Along: The Price is Right Event	Seminar	B
	1.5	Undermining Event		B
	1	Euphrat & Tigris - Gaming 101 Event		B
	0	Dealer Room Closes Dealer Room Closes		G
10 pm	3	Poker: Omaha hi/lo split Event		B
	3	Euphrat & Tigris Small		B
	4	Galaxy Trucker Event		B
	1	Lost Temple - DEMO/PLAY TO WIN EVENT Demo		B
11 pm	2	Monopoly Deal Small		B
	1	Three Dragon Ante Event		B

* = Play with the creator

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Sat, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	3	Werewolf Event		B
	4	Cyberpunk 2020 - GURPS (Tournament) Night Run Part 1 - Friday Night Firefight	201	R
	4	S/Lay w/Me Midnight Pulp-a-thon	200	R
8 am	12	Warhammer 40k (6th ed.) Slaughter in Space - Day One		M
9 am	5	Advanced Civilization Small		B
	10	Axis & Allies Big		B
	1.25	61 Minutes to Doomsday - PLAYTEST Demo		B
	1	18xx Not in Stores - Gaming 101 Event		B
	2	Carcassonne Small		B
	3	Scrabble Small		B
	2	Sol Small		B
	4	The Hanging Gardens Event		B

Saturday

Sat, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	Android: Netrunner - Gaming 101 Event		B
	1	Eclipse - Gaming 101 Event		B
	1	A Game of Thrones LCG Joust Demo		C
	4	Highlander TCG/CCG Seacouver Gathering		C
	6	Mein Zombie Hanging Out!		M
	4	Apocalypse World Star Wars	205	R
	4	Atomic Robo: The Roleplaying Game Atomic Robo and the Invaders from Mars	205	R
	4	D&D 5e DND Next: G1 - The Steading of the Hill Giant Chief *		R
	4	Fallout - GURPS (Tournament) Guardians of the Water	201	R
	4	GURPS ATOMIC HORROR Indiana Jones and the Flying Saucer men from Mars	201	R
	4	Hero 6th Edition / Star Hero Happy Jacks - In Conflict Bound	200	R
	4	Living Forgotten Realms - D&D 4e SPEC5-1 Morthac's Mansion *		R
	4	Living Forgotten Realms - D&D 4e SPEC5-2 Closer to the Heart *		R
	4	Pathfinder A'hole GMs present "TPK"	204	R
	4	Savage Worlds Dead Presidents 4: Legion of Dead Presidents	202	R
	4	The Regiment: Colonial Marines LV-571	203	R
	4	The Shadow of Yesterday Try to See What is Near	202	R
	4	Toon - GURPS (Tournament) The Dreaded Zom-bee Horde of Count Duckula	201	R
	4	Tremulus Some Wicked This Way Comes	204	R
	4	Zombie Cataclysm Zombie Cataclysm	206	R
9:30 am	9	Dealer Room Dealer Room Opens!		G
10 am	2.5	Downfall - PLAYTEST Demo		B
	1	Stones of Fate Event		B
	2	Uno Small		B
	1	Thunderstone Advance - Gaming 101 Event		B
	1	Titan - Gaming 101 Event		B
	1.5	Blokus Small		B
	1	Cock & Bull Sponsored *		B
	2	The War Game Boot Camp Napoleonic Games Demo		B
	5	18xx Not in Stores Small		B
	2	Beauty Queen Death Match - PLAYTEST Demo		B
	5	Age of Conan Event		B
	6	Android: Netrunner Event		B
	5	Eclipse Tournament		B
	1	Hawaii - Gaming 101 Event		B
	1	Lords of Waterdeep - Gaming 101 Event		B
	6	Cranberry Con		C
	3	World of Warcraft TCG		C
	2	Pokemon Workshop		C
	12	Dwarves vs. Orcs Dwarves vs. Orcs		G
	4	A Call to Arms: Star Fleet Kobayashi Maru		M
	3	Check Your 6! Suicide Isn't Painless - HMGS-PSW Game		M
	4	Check Your Six! Jet Age Ride Into The Danger Zone		M
	5	Command Combat Command Combat: Civil War - The Second Battle of Bull Run/ Manassas		M
	10	Dropzone Commander Dropzone Commander Demo/Tournament- Day 1		M
	6	Home Brew Rules Lexington and Concord		M
	8	Malifaux Malifaux Game Demos		M
	3	Rusted Heroes Zombie Plague!		M
	8	Warhammer Ancient Battles Webster Open WAB 2.0 Tournament		M
	1	Varies Ongoing Events Start		V
11 am	1	Fly, You Fools PLAYTEST Demo *		B
	2	Darkest Night Event		B
	2	Thunderstone Advance Small		B
	4	Dice Age - DEMO Demo		B
	11	Titan Big		B
	1	Cock & Bull Sponsored *		B
	1	Chicken Cha Cha Cha Event		B
	1	Kingdom Builder - Gaming 101 Event		B
	3	Hawaii Small		B
	4	Lords of Waterdeep Small		B
	1	Dragon Dice Demo		C

Saturday

Saturday

Sat, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	Magic: the Gathering 8-man Standard Constructed Tournaments (Running all day)		C
	3	Magic: the Gathering all day 8-man Single Elimination Booster Draft		C
	2	Pirates Pocketmodel "Survivor: Orcon"		C
	5	VTES Constructed Tournament - Jann Berger's "A" is for Alacrity		C
	2	Yugioh! Workshop		C
	0.1	Dealer Room Raffle Drawing		G
	12	Duelmasters Duelmasters 2		G
	4	Flea Market Flea Market		G
	12	D&D 4th Miniatures Temple of the Frogs Day 2		M
	6	Malifaux Malifaux 1 Day Achievement League		M
Noon	1	Aloha: Spirit of Hawaii - Gaming 101 Event		B
	4	Twilight Struggle Small		B
	4	War Stories: Red Storm Sponsored *		B
	2	Fire and Flora - PLAYTEST Demo		B
	1	Fly, You Fools PLAYTEST Demo *		B
	2	Hearts #2 Event		B
	2	Skip Bo Event		B
	1	Starship Command - Gaming 101 Event		B
	3	Strangers - PLAYTEST Demo		B
	1	The Social Survival Game - DEMO Demo		B
	1	Penny-Arcade: Gamers Vs. Evil - Gaming 101 Event		B
	1	Cock & Bull Sponsored *		B
	2	Dixit Small		B
	1	Shootin' Ladders - Gaming 101 Event		B
	2	Star Trek Scene-it? Event	103	B
	2	The War Game Boot Camp Air Combat War Games Demo		B
	2	The War Game Boot Camp World War One Games Demo		B
	3	Kingdom Builder Tournament		B
	3	Ticket to Ride: US Small		B
	1	Farmageddon Event		B
	6	Starship Valkyrie Event *		B
	1	Agricola - Gaming 101 Event		B
	4	Ascension: Chronicle of the Godslayer		C
	4	Dragon Dice "Build-Your-own Army" Tournament		C
	3	Magic: the Gathering Afternoon Draft Tournament (Sat)		C
	2	Star Wars: X-Wing	Gateway	C
	2	Pokemon		C
	2	Yugioh!		C
	6	Starship Valkyrie Starship Valkyrie *	Boardroom	L
	1	360 Sonic & All-Stars Racing: Transformed		V
	1.33	PC Starcraft: Speed Stomp	112	V
1 pm	2	Aloha: The Spirit of Hawaii Sponsored		B
	1	Stones of Fate Event		B
	2	Guillotine Small		B
	2	Starship Command Small		B
	1	The Battle of Red Cliffs DEMO Demo *		B
	1	Arkham Horror - Gaming 101 Event		B
	1	Penny-Arcade: Gamers Vs. Evil Event		B
	3	Zero Day - PLAYTEST Demo		B
	1	Cock & Bull Sponsored *		B
	2	Shootin' Ladders Event		B
	4	Agricola - Qualifier Event		B
	4	Middle Earth CCG		C
	4	Warlord CCG 4eX Singles		C
	5	Lord of the Rings Strategy Battle Game The Siege of Minas Tirith		M
2 pm	6	BattleSiege - DEMO Demo		B
	4	Keyflower with Guest of Honor Richard Breese Sponsored *		B
	1	Ra - Gaming 101 Event		B
	1	Storage Wars: The Game Event		B
	2	Dog Small		B
	1	Ivanhoe - Gaming 101 Event		B
	1	The Battle of Red Cliffs DEMO Demo *		B

Saturday

Sat, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Arkham Horror Small		B
	2	Dawn of the Zeds 2.0 - DEMO Demo		B
	1	Puzzle Strike - Gaming 101 Event		B
	1	Cock & Bull Sponsored *		B
	2	The War Game Boot Camp American Civil War Games Demo		B
	4	Ticket to Ride: Team Asia Tournament		B
	1	Mage Knight: The Board Game - Gaming 101 Event		B
	2	Rasputin - PLAYTEST Demo		B
	2	Kingdom of Solomon Event		B
	2	A Game of Thrones LCG		C
	4	Maria	Gateway	C
	0.1	Dealer Room Raffle Drawing		G
	3	Check Your 6! Bats Outa Hell - HMGS-PSW Game		M
	7	Napoleonic Battle of Sacile 1809 - HMGS-PSW Game		M
	3	Rusted Heroes Zombie Plague!		M
	4.5	AD&D 2nd Edition 2nd Ed AD&D - Mystery in the White Wyvern Inn	206	R
	4	Beer & Pretzels "The Kobold" A totally unexpected parody	202	R
	4	Cat Cat: The Game Where You Play A Cat	RPG Atrium	R
	4	Cyberpunk 2020 - GURPS (Tournament) Night Run Part 2 - Body Snatchers	203	R
	4	D&D 2nd Edition Tower of Tisilinit	206	R
	5.5	D&D-3.5 / Pathfinder - land of grayhawk Awaken Lich of Ruins (10th-12th lev.)	205	R
	4	Dungeon Crawl Classics RPG DCC RPG: Introductory Adventure!	200	R
	4	Dungeon World Dungeon World: Freeport	203	R
	4	GURPS GURPS: Gaslamp Adventures "The Phantom Train"	201	R
	4	GURPS ATOMIC HORROR Indiana Jones and the Flying Saucer men from Mars	205	R
	4	GURPS OLD WEST They Died with Their Boots On.....	200	R
	4	Iron Kingdoms Fools Rush In	203	R
	9	Living Forgotten Realms - D&D 4e ADCP5-1 Home's Last Light *		R
	4	Mage: the Ascension Thirteen Hours	200	R
	4	Marvel Heroic Roleplaying Pet Avengers Forever	RPG Atrium	R
	4	Palladium Rifts - Happy Jacks Revival Tour: RIFTS DEATHAGGEDON	200	R
	4	Pathfinder A'hole GMs present "TPK"	204	R
	4	Savage Worlds Deluxe Happy Jacks - Ghostbusters LA - Rise of the Hipsters	201	R
	4	ShadowPunk, Powered by FATE CORE! ShadowPunk: Bait and Switch.	204	R
	4	Star Wars Edge of the Empire Star Wars Escape from Mos Shuuta	202	R
	4	Vampire: the Masquerade (OWoD) Happy Jacks	200	R
	4	Wushu Taikong Fu: A Chronicle Of The Three Sectors	205	R
	0.5	"Orkish Poetry" reading	Seminar	S
	1	Minecraft PC Iron Block Challenge	112	V
3 pm	2.5	Ra Tournament		B
	1	Flame War Event		B
	2	Ivanhoe Event		B
	1	Mines of the Sacred Dragon DEMO Demo *		B
	3	Battlestations Event *		B
	1	Puzzle Strike Event		B
	1	Cock & Bull Sponsored *		B
	2	Eye Guess Event		B
	3	Ticket to Ride: USA 1910 Small		B
	4	Mage Knight: The Board Game Small		B
	1	Caylus - Gaming 101 Event		B
	4	Magic: the Gathering Gatecrash-Sealed Deck		C
	2	Star Wars: X-Wing	Gateway	C
	4	Check Your Six! Jet Age Ride Into The Danger Zone		M
	4	Warmachine/Hordes The Great Titan Hunt!		M
4 pm	1	Fortress America - Gaming 101 Event		B
	2	Samurai Battles Event		B
	1	Mines of the Sacred Dragon DEMO Demo *		B
	2	Phase 10 Small		B
	2	Super Star Munchkin Event		B
	1	Descent - Journeys in the Dark (2nd Edition) - Gaming 101 Event		B
	2	Dominion - Expansions Small		B
	2	For the Crown Event		B

Saturday

Sat, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Dice Age Battle - PLAYTEST Demo		B
	1	Cock & Bull Sponsored *		B
	2	The War Game Boot Camp Card Driven War Games Demo		B
	2	Podville Transit Corporation - PLAYTEST Demo		B
	1	Settlers of Catan - Gaming 101 Event		B
	1	Wiz-War - Gaming 101 Event		B
	6	Caylus Tournament		B
	1	Pogs CTG		C
	2	Kingdom Hearts "G.I. Joep: Retaliation"		C
	4	Highlander TCG/CCG Sealed Ironman Event		C
	1	360 Halo 4 Free for All		V
5 pm	5	Fortress America Small		B
	1	Stones of Fate Event		B
	4	Descent: Journeys in the Dark (2nd Edition) Event		B
	1	Cock & Bull Sponsored *		B
	2	Game Show Play-Along: Name That Tune Event	103	B
	4	Pizza, Games and Zombies Present: The Gauntlet Sponsored		B
	3	Merchant of Venus Small		B
	5	Settlers of Catan: NACC Saturday Qualifier Sponsored		B
	1.5	Wind In Their Sails - PLAYTEST Demo		B
	3	Wiz-War Small		B
	1	Kingsburg - Gaming 101 Event		B
	5	VTES Constructed Tournament - Jann Berger's "B" is for Blur		C
	3	Quarriors	Gateway	C
	3	Yugioh!		C
	0.1	Dealer Room Raffle Drawing		G
	7	Circus Maximus Circus Maximus		M
6 pm	2	Revolution Sponsored		B
	3	1000 Blank White Cards Event		B
	0.75	Glory of the Three Kingdoms DEMO Demo *		B
	1.5	Agents of SMERSH Event		B
	5	Battlestar Galactica - Expansions Small		B
	2	Mice and Mystics Event		B
	2	Cthulhu Dice Event		B
	6	1830/1856/1870 Small		B
	1	Dominant Species - Gaming 101 Event		B
	4	Kingsburg Tournament		B
	4	Dice Age		C
	3	Magic: the Gathering Evening Draft Tournament (Saturday)		C
	1	Magic: the Gathering Workshop		C
	2	Collectable Card and Miniatures Gathering		C
	6	Cranberry Con		C
	2	Cthulhu Dice Cthulhu the LARP Game!	Ballroom Foyer	L
	3	Check Your 6! A Good Old Fashioned Furball - HMGS-PSW Game		M
	3.5	Classic Battletech Battletech - The Samba Saints Reunite! part 1		M
	1	Super Nerd Trivia Game Show	Seminar	S
	3	League of Legends Shadow Isles	112	V
6:30 pm	0	Dealer Room Closes Dealer Room Closes		G
7 pm	0.75	Glory of the Three Kingdoms DEMO Demo *		B
	1	Mansions of Madness: The Fall of House Lynch - Gaming 101 Event		B
	3	X-Men: Under Siege Event		B
	3	Dice Age Battle - PLAYTEST Demo		B
	1	Brass - Gaming 101 Event		B
	2	Carcassonne Small		B
	1	The Castles of Burgundy - Gaming 101 Event		B
	1	Sid Meier's Civilization - Gaming 101 Event		B
	4	Dominant Species Tournament		B
	2	Call of Cthulhu LCG		C
	2	Locke & Key		C
	6	Field of Battle Battle of Guilford Courthouse - HMGS-PSW Game		M
	6	Modified Tacforce Rules Middle East Modern Micro Armor		M
	1	PS3 PlayStation All-Stars Battle Royale		V

Saturday

Sat, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Dept.
8 pm	0.75	Glory of the Three Kingdoms PLAYTEST Demo *		B
	2	Mansions of Madness: The Fall of House Lynch Event		B
	2	Clay-O-Rama Event		B
	2	Telestrations Event		B
	2	Game Show Play-Along: The \$25,000 Pyramid Event	103	B
	4	Brass Small		B
	5	The Castles of Burgundy Tournament		B
	4	Sid Meier's Civilization Small		B
	4	Days of our LARP Days of our LARP	Boardroom	L
	4	Renegade Jennys and Boilerplate Jacks Playtest	Santa Maria	L
	4	Apocalypse World Star Wars	205	R
	4	Asterisk World [DW/AW derivative] Nebmedes: City of Sands	201	R
	4	Dogs in the Vineyard The Tower Creek Branch	203	R
	4	Dread (Jenga-Tower mechanics) Into the Peruvian Jungle	202	R
	2	Fiasco Fiasco - South Sarassotta Wrestling	RPG Atrium	R
	4	GURPS GURPS Aspire	201	R
	4	GURPS (Tournament) The Royal Sweet Tooth	201	R
	4	GURPS HIGH TECH Shadow Divers	200	R
	4	Monsterhearts DungeonHearts	203	R
	4	Mutants and Masterminds 3rd Edition Totem Warriors of the Rakyat Islands	204	R
	4	Savage Worlds Relic Worlds	206	R
	4	White Wolf Storyteller Mummy: The Curse	202	R
	1	Drunkards & Dragons		S
	2.5	Happy Jacks RPG Podcast - Live from Orcon 2013	105	S
	1	Ten Gaming Tricks I Wish I'd Known About Writing Books *		S
	2	Prototype Q&A Panel with Game Designers		S
	3	PC Starcraft: 1v1	112	V
9 pm	4	Tide of Iron Event		B
	2	Tichu Event		B
	1	Uno Attack! Event		B
	3	Werewolf Event		B
	3	Magic: the Gathering Keith Aldrich Pauper Highlander Tourney		C
	1	Comic Book Live Present: "Board Game Live"		S
	3	PC Starcraft: 2v2	112	V
10 pm	1.5	Loopin' Louie Event		B
	1	Nexus Ops - Gaming 101 Event		B
	1	Back to the Future: The Card Game Event		B
	1	Destined Hero Event		B
	3	Poker: 7 card stud Event		B
	2	Classic Password Sponsored		B
	3	Dice Age		C
	1	360 Persona 4 Arena		V
11 pm	2	Nexus Ops Small		B
	1	Penny Arcade: Gamers Vs. Evil Event		B
	2	Tanto Cuore - Expanding the House Event		B

* = Play with the creator

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Sun, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	3	Werewolf Event		B
	4	Toon - GURPS (Tournament) The CALAMI-CON!!!	200	R
8 am	1	Power Grid - Gaming 101 Event		B
	1	Mansions of Madness: The Yellow Sign - Gaming 101 Event		B
9 am	1	Starcraft: The Board Game - Gaming 101 Event		B
	5	Power Grid Big		B
	1.25	61 Minutes to Doomsday - PLAYTEST Demo		B
	5	Battlestar Galactica - Expansions Small		B
	2	Mansions of Madness: The Yellow Sign Event		B
	2	Conquering Corsairs Event		B

Sunday

Sunday

Sun, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	In The Year of the Dragon - Gaming 101 Event		B
	3	Ginkgopolis Event		B
	1	Star Wars LCG Demo	Gateway	C
	7	Warhammer 40k (6th ed.) Slaughter in Space - Day Two		M
	4	Cyberpunk 2020 - GURPS (Tournament) Night Run Part 3 - The Spike Girls	201	R
	4	D&D 5e DND Next: G1 - The Steading of the Hill Giant Chief *		R
	4	Fate Core Tron: Rebellion	205	R
	4	GURPS Cynosure Romp: The Rescue of GrimJack	201	R
	4	GURPS KICK ASS Sinistar Nocturnal Things	201	R
	4	Heavy Gear 2E Operation: Long Night (Happy Jacks affiliate)	200	R
	4	Living Forgotten Realms - D&D 4e CORE4-5 Skeletons in the Closet *		R
	4	Living Forgotten Realms - D&D 4e CORE5-2 A Radiance Faded *		R
	4	Living Forgotten Realms - D&D 4e ELTU4-1 Born by Fiends *		R
	14	Living Forgotten Realms - D&D 4e EPIC4-1 Shooting the Moon *		R
	14	Living Forgotten Realms - D&D 4e EPIC4-2 Age of Ruin *		R
	4	Savage Worlds The Gatling Decision (A Happy Jacks Affiliated Game)	200	R
	4	White Wolf Storyteller Mummy: The Curse	204	R
	4	Whitewolf Storyteller "Extended Stay"	202	R
	4	Wushu Taikong Fu: Five Radioactive Toxins	203	R
	4	Zombie Catadysm Zombie Cataclysm	202	R
9:30 am	9	Dealer Room Dealer Room Opens!		G
10 am	1	Flick Your Chip Event		B
	1	Andean Abyss - Gaming 101 Event		B
	3	Battle Cry Small		B
	1	Shogun/Wallenstein - Gaming 101 Event		B
	4	Starcraft: The Board Game Event		B
	1	Little Devils - DEMO/PLAY TO WIN EVENT Demo		B
	1	Stones of Fate Event		B
	1	Nightfall - Gaming 101 Event		B
	1	Cock & Bull Sponsored *		B
	1	Po-Ke-No Event		B
	2	The War Game Boot Camp World War Two Games Demo		B
	6	18xx (open) Tournament		B
	2	In the Year of the Dragon Small		B
	7	Twilight Imperium 3rd Ed. Small		B
	2	Pokemon Workshop #2		C
	12	Dwarves vs. Orcs Dwarves vs. Orcs		G
	10	Dropzone Commander Dropzone Commander Demo/Tournament- Day 2		M
	6	Flames of War FoW Late War Tournament		M
	4	Force on Force Defense of Outpost Thunder		M
	6	Malifaux Malifaux Game Demos		M
	3	Rusted Heroes Zombie Plague!		M
	1	Varies Ongoing Events Start		V
11 am	1	Loopin' Louie Event		B
	4	Andean Abyss Event		B
	4	Shogun/Wallenstein Small		B
	1	Crazy Creatures of Dr. Gloom - DEMO/PLAY TO WIN EVENT Demo		B
	1	Fly, You Fools PLAYTEST Demo *		B
	2	Uno Small		B
	1	Flash Point: Fire Rescue Event		B
	2.5	Nightfall Small		B
	1	Cock & Bull Sponsored *		B
	4	Game Show Play-Along: Double Dare Event	103	B
	1.5	Dr. Shark Event		B
	4	Settlers of Catan: NACC Finals Sponsored		B
	1	Rex: Final Days of an Empire - Gaming 101 Event		B
	1	Dragon Dice Demo #2		C
	1	Magic: the Gathering 8-man Standard Constructed Tournaments (Running all day)		C
	3	Magic: the Gathering all day 8-man Single Elimination Booster Draft		C
	4	Star Wars Minis "Galactic Heroes"		C
	5	VTS Constructed Tournament - Jann Berger's "C" is for Coma		C
	3	World of Warcraft TCG #2		C

Sunday

Sun, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	0.1	Dealer Room Raffle Drawing		G
	12	Duelmasters Duelmasters 2		G
	4	Flea Market Flea Market		G
	4	A Call to Arms: Star Fleet Kobayashi Maru		M
	12	D&D 4th Miniatures Temple of the Frogs Day 3		M
	2	Legends of the Old West The Sheriff Is Near!		M
	6	Malifaux Malifaux Gaining Grounds Tournament		M
Noon	3	Dream Factory Small		B
	2	Taj Mahal Event		B
	1	Fly, You Fools PLAYTEST Demo *		B
	1	Rook Event		B
	2.5	Spades Event		B
	1	Ticket to Ride Card Game - Gaming 101 Event		B
	1	Mansions of Madness - Gaming 101 Event		B
	1	Cock & Bull Sponsored *		B
	1	Spotcha! Event		B
	2	The War Game Boot Camp Modern War Games Demo		B
	4	Ticket to Ride: Europe Tournament		B
	2	TransAmerica Small		B
	1	Eclipse - Gaming 101 Event		B
	2	Rasputin - PLAYTEST Demo		B
	1	Talisman - Gaming 101 Event		B
	2	Rex: Final Days of an Empire Small		B
	1	Stone Age - Gaming 101 Event		B
	4	Ascension: Chronicle of the Godslayer #2		C
	4	Dragon Dice "Casual Draft From The Box 36 Pts" Tournament		C
	2	Star Wars: X-Wing	Gateway	C
	2	Pokemon #2		C
	15	Be an extra in the Game Knights Web Series Episode Shoot	3rd Floor	S
	2	PC Age of Empires 2: 4v4	112	V
1 pm	1	Munchkin - Gaming 101 Event		B
	1	Stones of Fate Event		B
	1	The Battle of Red Cliffs DEMO Demo *		B
	2	Ticket to Ride Card Game Event		B
	3	Mansions of Madness Event		B
	4	For the Crown Sponsored		B
	1	Cock & Bull Sponsored *		B
	1	Dweebies Event		B
	5	Eclipse Small		B
	6	Talisman Small		B
	5	Stone Age Big		B
	3	Magic: the Gathering Afternoon Draft Tournament		C
	4	Highlander TCG/CCG Seacover Gathering		C
	2	Yugioh! #2		C
	2	Yugioh! Workshop #2		C
	5	Lord of the Rings Strategy Battle Game The Siege of Minas Tirith		M
	2	Artist Meet and Greet		S
	1	Justin and Anne-Marie DeWitt Game Signing Opportunity *		S
	1	Q&A with Justin and Ann-Marie De Witt on Boardgame Babylon		S
	1	Richard Breese Game Signing Opportunity *		S
2 pm	6	BattleSiege - DEMO Demo		B
	1	Runewars - Gaming 101 Event		B
	1	Amun Re - Gaming 101 Event		B
	2	Munchkin Small		B
	1	The Battle of Red Cliffs DEMO Demo *		B
	2	Pandemic Small		B
	4	Dice Age: War of the Lords - PLAYTEST Demo		B
	1	Cock & Bull Sponsored *		B
	1	Hop Hop Hooray! Event		B
	2	The War Game Boot Camp Block War Games Demo		B
	3	Bullfrog Goldfield Event		B
	2.5	Ticket to Ride Tournament		B

Sunday

Sun, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Reef Encounter with Guest of Honor Richard Breese Tournament *		B
	1	Lords of Waterdeep - Gaming 101 Event		B
	2	Call of Cthulhu LCG		C
	4	Friedrich	Gateway	C
	0.1	Dealer Room Raffle Drawing		G
	4	Star Wars Live-Action Role-Play Star Wars LARP Playtest *	Santa Maria	L
	2	Legends of the Old West The Sheriff Is Near!		M
	3	Rusted Heroes Zombie Plague! *		M
	4	Asterisk World [DW/AW derivative] Nebmedes: Against the Black Pharaoh	202	R
	4	D&D 1st Ed. (The Original Red Box) How in the Nine Hells do you Lose a Manticore?	206	R
	4	D&D 2nd Edition Tower of Tisilinit	203	R
	4	D&D 5e DND Next: G1 - The Steading of the Hill Giant Chief *		R
	4	Dungeon World Dungeon World: Freeport	RPG Atrium	R
	4	Fate Core F1: Expedition to the Sinister Temple of the Reptile Cult on the Borderlands	204	R
	4	GURPS GURPS Aspire	201	R
	4	GURPS GURPS: Gaslamp Adventures "Full Moon over the Carpathians"	201	R
	4	GURPS Steam Punk Realms of a Starry Sorcery Night	201	R
	4	Living Forgotten Realms - D&D 4e CORE5-1 Churning Shadows *		R
	4	Living Forgotten Realms - D&D 4e CORE5-3 Lost in Wonder *		R
	4	Living Forgotten Realms - D&D 4e ELTU4-2 The Iriaebor Gambit *		R
	4	Marvel Heroic Roleplaying M.O.D.O.K.'s Eleven	205	R
	6	Mutants and Masterminds 3rd Edition Mutants and Masterminds: Heroes and Villains Team Up Event	205	R
	4	Paranoia Happy Chaoflux Day Is Mandatory	204	R
	4	Pathfinder Happy Jacks - the Rule of Magic	200	R
	4	Shadowpunk! Now powered by Fate Core! ShadowPunk!: Stand and Deliver	203	R
	0.5	"Orkish Poetry" reading	Seminar	S
3 pm	4	Runewars Small		B
	4	Amun Re Event		B
	1	Mines of the Sacred Dragon DEMO Demo *		B
	2	Monopoly Deal Small		B
	1	Stones of Fate Event		B
	2	Bears! Tournament with Special Guest Ann-Marie De Witt Sponsored		B
	2	Formula D: Monaco Event		B
	1	Seasons - Gaming 101 Event		B
	1	Cock & Bull Sponsored *		B
	1	Ghost Party Event		B
	2	Beauty Queen Death Match - PLAYTEST Demo		B
	1	Alien Frontiers - Gaming 101 Event		B
	4	Lords of Waterdeep Tournament		B
	2	Star Wars: X-Wing	Gateway	C
4 pm	1	Mines of the Sacred Dragon DEMO Demo *		B
	2	Three Dragon Ante: Emperor's Gambit Event		B
	2	Seasons Event		B
	2	Yspahan Small		B
	1	Cock & Bull Sponsored *		B
	2	Game Show Play-Along: Split Second Event	103	B
	1	Magic Labyrinth Event		B
	2	The War Game Boot Camp Ancient World War Games Demo		B
	1	Empire Builder - Gaming 101 Event		B
	4	Acquire - David Woolcott Memorial Tournament		B
	1	Puerto Rico - Gaming 101 Event		B
	4	Agricola - Finals Big		B
	3	Alien Frontiers Small		B
	4	Magic: the Gathering Gatecrash-Sealed Deck #2		C
	4	Star Wars Minis "Rescue the Princess"		C
	4	War of the Lords	Gateway	C
	1	360 Halo 4 Doubles		V
5 pm	1	Rattus - Gaming 101 Event		B
	1	Shogun/Samurai Swords/Ikusa - Gaming 101 Event		B

Sunday

Sun, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Killer Bunnies and the Conquest of the Magic Carrot Event		B
	1	Stones of Fate Event		B
	2	Yahtzee Free for All Small		B
	1	Cock & Bull Sponsored *		B
	4	Empire Builder - Potluck Small		B
	1	Zooloretto Mini Event		B
	4	Puerto Rico Big		B
	1	Settlers of America: Trails to Rails - Gaming 101 Event		B
	2	Pirates: Sink-N-Keep		C
	5	VTES Constructed Tournament - Jann Berger's "D" is for Decapitate		C
	0.1	Dealer Room Raffle Drawing		G
	4	A Call to Arms: Star Fleet Kobayashi Maru		M
	4	Wings of War The Flying Circus		M
	1	Xbox 360 Ultimate Marvel vs. Capcom 3	112	V
6 pm	2	Rattus Small		B
	5	Shogun/Samurai Swords/Ikusa Small		B
	2	Revolution Sponsored		B
	0.75	Glory of the Three Kingdoms DEMO Demo *		B
	3	Shadows over Camelot Event		B
	2	Cthulhu Dice Event		B
	4	Pizza, Games and Zombies Present: The Gauntlet Event		B
	5	Settlers of America: Trails to Rails Tournament		B
	1	Carcassonne - Gaming 101 Event		B
	1	Troyes - Gaming 101 Event		B
	3	Mage Wars #2		C
	1	Magic: the Gathering Workshop		C
	2	Cthulhu Dice Cthulhu the LARP Game!	Ballroom Foyer	L
	3.5	Classic Battletech Battletech - The Samba Saints Reunite! part 2		M
	1	PC Awesomenauts		V
6:30 pm	0	Dealer Room Closes Dealer Room Closes		G
7 pm	0.75	Glory of the Three Kingdoms DEMO Demo *		B
	1	Arkham Horror - Gaming 101 Event		B
	4	Fantasy Chess Small		B
	1	Cartagena Event		B
	2	Carcassonne Tournament		B
	4	Sid Meier's Civilization - Final Event		B
	4	Troyes Small		B
	4	Magic: the Gathering Evening Draft Tournament (Sunday)		C
	1	Star Wars LCG		C
	3	Quarriors #2	Gateway	C
	4	D&D 5e DND Next: G1 - The Steading of the Hill Giant Chief *		R
	4	Living Forgotten Realms - D&D 4e ELTU4-1 Born by Fiends *		R
	4	Living Forgotten Realms - D&D 4e ELTU4-3 Minutes to Midnight *		R
	1.5	Feedback Forum		S
	1	360 Super Street Fighter IV: Arcade Edition		V
8 pm	0.75	Glory of the Three Kingdoms PLAYTEST Demo *		B
	1	Glory to Rome - Gaming 101 Event		B
	1	Race for the Galaxy - Gaming 101 Event		B
	4	Arkham Horror Tournament		B
	2	Darkest Night Event		B
	2	The Adventurers Small		B
	3	Werewolf Event		B
	2	Game Show Play-Along: Press Your Luck Event	103	B
	2	Playtesting with Guest of Honor Richard Breese Event		B
	2	Ingenious Event		B
	3	Tzolk'in: The Mayan Calendar Event		B
	4	Blood & Tears: Houses of the Blooded LARP Houses of the Blooded LARP!	Santa Maria	L
	3	A Penny for My Thoughts A Penny for My Thoughts	206	R
	4	Abney Park's Airship Pirates It's a Long Way Down	202	R
	4	Arcanum Steamworks & Magic - GURPS A Case for Science or Magic	201	R
	4	Fate Core F2: Descent into the Hidden Tower of the Silver Demonweb at Dunwater	205	R
	4	Gurps Traveller Judge Dread - Not Murder - but a Service!	204	R

Sunday

15

Sunday

Sun, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Primetime Adventures Primetime Adventures	203	R
9 pm	1	Freeze Tag - PLAYTEST Demo		B
	2.5	Small World Invaded! Small		B
	1	Angry Birds Event		B
	2	Glory to Rome Small		B
	8	Race for the Galaxy 2-Player Tournament		B
	1	St. Petersburg - Gaming 101 Event		B
	4	Tichu - Finals Big		B
	1	King of Tokyo Event		B
	2	Dungeon Master		S
10 pm	2	illuminati Event		B
	3	Poker: No Limit Texas Holdem Event		B
	4	St. Petersburg Small		B
	1	360 Skulls of the Shogun		V

* = Play with the creator

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Mon, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	3	Werewolf Event		B
	2	Game Show Play-Along: Wheel of Fortune After Dark Event	103	B
8 am	1	7 Wonders - Gaming 101 Event		B
9 am	1	Napoleonic Wars (2nd Edition) - Gaming 101 Event		B
	3	7 Wonders - MEGA Special		B
	2	Conquering Corsairs Event		B
	1	Navegador - Gaming 101 Event		B
	4	GURPS Cynosure Romp: The Rescue of GrimJack	201	R
	4	GURPS Night of the Revolution	201	R
	4	Living Forgotten Realms - D&D 4e CORE5-1 Churning Shadows *		R
	4	Living Forgotten Realms - D&D 4e CORE5-2 A Radiance Faded *		R
	4	Living Forgotten Realms - D&D 4e ELTU4-2 The Iriaebor Gambit *		R
	9	Living Forgotten Realms - D&D 4e ELTU4-4 The Fall of Elturgard *		R
	4	Renegade Jennys and Boilerplate Jacks Bitter Deeds at Sweetwater	200	R
9:30 am	5	Dealer Room Dealer Room Opens!		G
10 am	4	Napoleonic Wars (2nd Edition) Tournament		B
	1	Chateau Roquefort Event		B
	3	Navegador Small		B
	4	Battletech Wasps, Stingers and Locusts		M
11 am	1	Vegas Showdown - Gaming 101 Event		B
	2	Uno Small		B
	2	Attika Small		B
	2	Locke & Key		C
	2	Auction Auction		G
	4	D&D 4th Miniatures Temple of the Frogs Day 4		M
Noon	4	Vegas Showdown Event		B
	2	Innovation Sponsored		B
	2	Android: Netrunner		C
	0.1	Dealer Room Raffle Drawing		G
1 pm	1	Viva Topo! Event		B
	1.5	Cargo Noir Event		B
2 pm	1	Space Hulk: Death Angel Event		B
	4	D&D 1st Ed. (The Original Red Box) Halting the Hubris of Man	200	R
	4	Living Forgotten Realms - D&D 4e CORE5-3 Lost in Wonder *		R
	4	Living Forgotten Realms - D&D 4e ELTU4-3 Minutes to Midnight *		R
2:30 pm	0	Dealer Room Closes Dealer Room Closes		G
3 pm	1	Arcana Event		B

* = Play with the creator

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Annual Awards

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

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

The points earned will be faced on the following grid:

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

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

Special Events and Seminars

Seminar Room, 105, Santa Cruz

"Orcish Poetry" reading — Sat, Sun 2 pm

Back from the Orcish Badlands, S.J. Breier reads from his work, "Orcish Poetry." He will give a brief introduction, and take questions on what is involved in Anthropological research of the Orcish culture, the dangers, methods, and such.

Artist Meet and Greet — Sun 1 pm

Meet artist Katie Prouty in dealer room. Katie illustrated the fantastic dragon and d20 on the convention program cover. Limited edition Orcccon 2013 prints will be available. Bring your con book or Orcccon print for Katie to sign.

Be an extra in the Game Knights Web Series Episode Shoot — Sun Noon

The pilot screened at the 2012 Gen Con Film Festival. We will be shooting scenes for the next episode. Please signup if you'd like to be an extra. You don't have to stay the whole time. Game Knights is a half-animated show about gamers who play a role-playing game that takes them into a fantasy world.

Comic Book Live Present: "Board Game Live" — Sat 9 pm

Comic Book Live! is a live & improvised stage adaptation of a comic book, graphic novel, or in this case board game, and is created with the help of special guest!

Drunkards & Dragons — Sat 8 pm

Remember the laughter & discovery of playing a fantasy role playing drinking game in your basement getting a slight buzz on with friends? We will create an entire fantasy adventure for you to enjoy & participate in. It's the joy of yesteryear without all the organizing. Come enjoy yourselves as veteran comedians bring your Medieval fantasy suggestions to life.

Dungeon Master — Sun 9 pm

Join the adventure! Audience volunteers go on an epic journey in this hilarious stage adventure!

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

For 2012 the winners are:

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

Strategicon Congratulates these fine gamers!

Feedback Forum — Sun 7 pm

Did you enjoy yourself at Orcccon 2013? Do you have suggestions, comments or questions? Let us know how we're doing! We'll even address some rumors that have been flying around. Pizza for all that show up.

Happy Jacks RPG Podcast - Live from Orcccon 2013 — Sat 8 pm

Join the hosts and listeners of Happy Jacks RPG Podcast for a live show, recounting the day's games and discussing lessons learned.

Justin and Anne-Marie DeWitt Game Signing — Sun 1 pm

Come meet Special Guests Justin and Anne-Marie DeWitt from Fireside Games. Bring along copies of Castle Panic or Bears! to get signed!

Prototype Q&A Panel with Game Designers — Sat 8 pm

Please join Boardgame Babylon's Eric Burgess as he leads a Q&A session with Guest of Honor, Richard Breese (from R&D Games) and Special Guests, Justin & Anne-Marie DeWitt (from Fireside Games). Bring questions or just come to listen! Check with the registration desk for location.

Q&A with Justin and Ann-Marie De Witt — Sun 1 pm

Come by the second story theater to hear Eric Burgess (from Boardgame Babylon) interview our Special Guest, Justin and Anne-Marie De Witt of Fireside Games. You'll learn about their designs, history and upcoming projects.

Q&A with Richard Breese on Boardgame Babylon — Fri 7 pm

Come by the second story theater to hear Eric Burgess (from Boardgame Babylon) interview our Guest of Honor, Richard Breese. You'll learn about Richard, his company R&D Games, his games, his design process and upcoming projects!

Richard Breese Game Signing Opportunity — Sun 1 pm

Come to the Dealer Room to see Richard Breese sign Keyflower at the Game Salute booth. Please feel free to bring any other copies of his games to obtain his signature.

Seminars and General Events

Super Nerd Trivia Game Show — Sat 6 pm

We're cutting the geek from the meek on the hottest new trivia show sweeping LA. Spend half an hour with Benjamin Dunn as he hurls questions at our contestants for fabulous prizes*. Questions like name all four Ghostbusters, What does TARDIS stand for, and Complete that Meme! Who knows, your name could be draw and you can be part of the show!!! Keep checking back for new show updates. *Caution: prizes may not be fabulous.

General Events

Seminar Room, California Ballroom, Gateway Prefunction

Auction — Mon 11 am

Got gaming stuff you don't want? Sell it here! You never know what treasures you'll find, but we promise it will be unpredictable and entertaining.

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

Dealer Room Opens! — Fri 5 pm, Sat, Sun, Mon 9:30 am
The Orcon 2013 Dealer Room opens for the day! Don't forget your discount coupons!

Duelmasters 2 — Sat, Sun 11 am

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 you can join anytime!

Board Games

Grand Ballroom A-F, California Prefunction, 103

1000 Blank White Cards — Sat 6 pm

Are you a do-it-yourselfer? Do you enjoy watching the world burn? Does the rule "monkey cards count for double" appeal to you? Are your artistic skills questionable at best? Then 1000 Blank White Cards is for you! This free-form, creative game has points and a winner, but nobody cares because we're all having so much fun!

1830/1856/1870 — Sat 6 pm

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

18xx (open) — Sun 10 am

Any published 18xx title may be played.

18xx (short) — Fri 7 pm

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

18xx - Gaming 101 — Fri 6 pm

18xx Not in Stores — Sat 10 am

Emphasis on 18xx variants not mass produced such as 18GL, 18??, 18India.

18xx Not in Stores - Gaming 101 — Sat 9 am

20th Century — Fri 1 pm, 3 pm, 5 pm

Here with this, you are 1 of 5 who own your own city. You try & build up the best city around, with factories, trash deposit, and becoming the star mayor. By keeping your city clean from trash, by bringing in resources, and barter for better city parts. 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!

Ten Gaming Tricks I Wish I'd Known About Writing Books — Fri,

Sat 8 pm

Tips and tricks for game and novel writing by author Ken Hughes.

Dwarves vs. Orcs — Sat, Sun 10 am

War has come to the Savage North! Rule a clan of Dwarves or tribe of Orcs in this strategic turn-based game. Build, conquer, and destroy the enemy! Turns every two hours on even hours you can join anytime!

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

Need to clear out the closet? Got gaming stuff to sell? There's plenty of buyers just waiting to take that stuff off your hands.

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

Join us at the Strategicon Booth in the Dealer Room for a Raffle Drawing. 3 tickets will be drawn for 15 Dealer Tokens each! You need not be present to win, but must claim your winning ticket before 2pm Monday.

61 Minutes to Doomsday - PLAYTEST — Sat, Sun 9 am

The world will be destroyed in 61 minutes unless your group of spies can successfully enter the base and stop the release of the doomsday device. Can you work together despite your differences or are we all doomed?

7 Wonders - Gaming 101 — Mon 8 am

7 Wonders - MEGA — Mon 9 am

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

A Game of Thrones - 2nd Ed. — Fri 6 pm

In the second edition of A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

A Game of Thrones - 2nd Ed. - Gaming 101 — Fri 5 pm

Acquire - David Woolcott Memorial — Sun 4 pm

Place tiles to create multi-tile hotel chains, then buy stock in any chain on the board. Certain tiles may cause mergers which is how money is earned.

Advanced Civilization — Sat 9 am

The Avalon Hill version will be used. The Western Expansion will be in play if there are enough players. Trade rounds will be timed.

Board Games

Age of Conan – Sat 10 am

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

Age of Empires III – Fri 7 pm

Revisit the age of exploration & 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 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 if necessary. Builder's Expansion will be used.

Age of Empires III - Gaming 101 – Fri 6 pm

Agents of SMERSH – Fri 8 pm, Sat 6 pm

Co-Op Spies Adventure Game Become a UN spy and help to defeat the Evil Dr. Lobo

Agricola - Finals – Sun 4 pm

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

Agricola - Gaming 101 – Sat Noon

Agricola - Qualifier – Sat 1 pm

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

Alien Frontiers – Sun 4 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

Alien Frontiers - Gaming 101 – Sun 3 pm

Aloha: The Spirit of Hawaii - Gaming 101 – Sat Noon

Aloha: The Spirit of Hawaii – Sat 1 pm

Use inter-island migration & resource management to go from the Polynesian seafarers in search of a new home through the Kingdom of Hawaii, the missionaries, plantation owners, the Euro-American colonial influence up through the islands becoming the United States of America's 50th state & election of the first Governor. Players get a \$5 discount token good at Blue Panther Games booth.

Amun Re – Sun 3 pm

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

Amun Re - Gaming 101 – Sun 2 pm

Andean Abyss – Sun 11 am

Provides up to 4 players with contrasting roles and overlapping victory conditions for rich diplomatic interaction. Andean Abyss features unique mechanics relating events and operations that guarantee difficult player decisions with each card flip. Most of the game's 72 events are dual-use: players can choose either version of the event or from an array of operations and special faction activities. Every choice has implications for how the next card will be played.

Andean Abyss - Gaming 101 – Sun 10 am

Android: Netrunner – Sat 10 am

A Swiss style event for Fantasy Flight's LCG update of the classic asymmetrical cyberpunk hacking game.

Android: Netrunner - Gaming 101 – Sat 9 am

Angry Birds – Sun 9 pm

A card game version of the most popular mobile game in the world, Angry Birds!

Arcana – Mon 3 pm

The revised edition of Arcana introduces two new guilds, and six new rule options for players to choose from, or play with them all for a more challenging experience. Players can customize their guild, fulfill objectives, recruit Militia, invoke the ability of their Guild Masters, affect game play through random events, or optimize tactical strategy through card discards. Which variant will you use in your game?

Arkham Horror – Sat 2 pm, Sun 8 pm

You step off the train, you know something is amiss in the town of Arkham... Something is awake and if it isn't stopped in Arkham the world will perish. Work together with your fellow investigators to explore new worlds, everyday problems, and stop an ancient one from awakening.

Arkham Horror - Gaming 101 – Sat 1 pm, Sun 7 pm

Article 27: The UN Security Council Game – Fri Noon

In each round, one player acts as the UN Secretary General, presents a proposal to the Council and presides over a negotiation period that lasts no more than five minutes. The proposal will affect five issues – military, currency, etc. – in various ways, and each player has a secret document for the round that tells him how a change in each issue will affect him. All players openly negotiate on what they need in terms of points and bribes in order to vote for that proposal.

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.

Axis & Allies – Sat 9 am

Although you can play any of the Axis & Allies games by mutual agreement with your opponents, the default game system is the Pacific 1940 and Europe 1940 games. By mutual agreement, the final game can be the 1940 Global game. This tournament usually takes two days to complete, starting Saturday and finishing Sunday.

Back to the Future: The Card Game – Sat 10 pm

Hello? Anybody home? McFly? Hop in your DeLorean or Time Train and alter the past so you can exist and Doc Brown never invented time travel. Fans of the Back to the Future movies of all ages will have a blast playing this offshoot of Chrononauts.

Battle Cry – Sun 10 am

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

BattleSiege - DEMO – Sat, Sun 2 pm

A fantasy turn-based game of conflict between opposing armies. Take control of one of twelve mighty armies and battle against other players in an attempt to destroy other player's castles. Each army has its own unique units, strategy cards, and spells. Find out which army suits your playing style best.

Board Games

Battlestar Galactica – Fri 6 pm

Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival. Based on the epic and widely-acclaimed Sci Fi Channel series, Battlestar Galactica: The Board Game puts players in the role of one of ten of their favorite characters from the show. Each playable character has their own abilities and weaknesses, and must all work together in order for humanity to have any hope of survival. However, one or more players in every game secretly side with the Cylons.

Battlestar Galactica - Expansions – Sat 6 pm, Sun 9 am

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival.

Battlestar Galactica - Gaming 101 – Fri 5 pm

Battlestations – Sat 3 pm

Fly across the galaxy battling aliens in the game of heroic starship adventure. Materials provided. Beginners welcome. Returning players welcome to bring back their characters. Play with designer Jeff Siadek.

Bears! Tournament with Special Guest Ann-Marie De Witt – Sun 3 pm

Join Fireside Games designer Ann-Marie De Witt for a game of her fast-paced new dice game, Bears! This camping themed game includes fast, real-time play that is great fun for the whole family! Come for your chance to win a copy of the game! Don't miss Ann-Marie's autograph signing at 1 pm on Sunday.

Beauty Queen Death Match - PLAYTEST – Sat 10 am, Sun 3 pm

Peer into the dark future that awaits Honey Boo Boo as haggard and grizzled beauty queens (i.e.: you) vow to stop at nothing in their desperate quest for one last pageant crown. Sabotage your opponents! Bribe all judges! Destroy all who stand in your way! (And don't forget to smile, because looks still count.) Just bring your chainsaw, because this beauty pageant is about to get ugly!

Blockade Runner – Fri Noon

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

Blokus – Sat 10 am

This abstract strategy game is great for 4 players—each trying to place their set of different-shaped pieces onto the shared board. Players must balance their strategic priorities by giving equal attention to blocking other players' moves while obeying the tricky placement rules when making their own moves. Blokus is a fun personal challenge and a tense competition at the same time.

Bohnanza – Fri 3 pm

Set collection game themed to the obscure subject of bean farming

Brass – Fri, Sat 8 pm

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

Brass - Gaming 101 – Fri, Sat 7 pm

Briefcase – Fri 1 pm

Welcome to the world of business! You are a business magnate ready to continue expanding into completely new companies and corporations. Play an interesting new take on the classic deck building mechanic as you buy and activate your businesses. Player with the most points wins.

Bullfrog Goldfield – Sun 2 pm

Stock trading game. Rail laying, mine development and town building are the parameters around which the stock trading revolves. Some of the tough decisions faced by players include whether to go for quick profits in mining, or slower, but potentially greater profits in rail building. The symbiotic relationships between the mines and railroads necessitates clear planning and clever strategies.

Carcassonne – Sat 9am 7 pm, Sun 7 pm

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

Carcassonne - Gaming 101 – Sun 6 pm

Cargo Noir – Mon 1 pm

Gangsters & Cartels meet Film Noir in this colorful game of bidding & set collection by Days of Wonder. Send out your ships, stack your chips, and beat your opponents to the best cargo. Then offload it for infrastructure-based smuggling advantages or victory points- -Villas, Dive Bars, even your own Militia! Only 2 boards provided (seats 5 each.) Bring your own copy to the event!

Cartagena – Sun 7 pm

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

Category 5 – Fri 4 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, with cards being placed in ascending order based on their number specifically, each card is placed in the row that ends with the highest number that's below the card's number. When the sixth card is placed in a row, the owner of that card claims the other five cards and the sixth card becomes the first card in a new row.

Caylus – Sat 4 pm

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

Caylus - Gaming 101 – Sat 3 pm

Chateau Roquefort – Mon 10 am

Each player controls mice and tries to collect pieces of cheese in Castle Appenzell. On their turn, players can put new mice into play, reveal corridors, move their mice, or push a tile into play, which changes the cheese pieces underneath. If two of a player's mice reach a place with the same cheese showing, the player gets the cheese. The first player with 4 different pieces of cheese wins.

Board Games

Chicken Cha Cha Cha – Sat 11 am

Memory game for children and families

Classic Password – Sat 10 pm

The classic word association game. PRIZES WILL BE AWARDED!

Clay-O-Rama – Sat 8 pm

Each player gets a can of Play-Doh, and fashions a creature, limited only by the physics of the Play-Doh. The GM will assign fighting and movement abilities to each creature. And then they fight it out.

Cock & Bull – Sat, Sun 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm

A fast-paced two-player dice game that features two ways to win: Be the first player to capture the coat-of-arms using 6 2-sided chips, or move your colored peg from start to finish before the arms are captured. No two games are the same, and you never know who is going to win until the last second.

Cock & Bull - Gaming 101 – Fri 5 pm

Concentration – Fri 7 pm

The classic game of puzzles and prizes. Can you remember which number is hiding the prize? Can you figure out the solution to the hidden rebus puzzle?

Conquering Corsairs – Sun, Mon 9 am

Conquering Corsairs: Pirates of the Silver Seas is a deck building card game where players take the role of pirates in a fantasy archipelago, trying to gain gold and prestige to become the most feared and famous ship to sail the Silver Seas. Run by the designers, we will be Kickstarting Conquering Corsairs during OrcCon! Kid friendly (8+)

Crazy Creatures of Dr. Gloom - DEMO/PLAY TO WIN EVENT – Sun 11 am

Come learn this neat new Michael Schacht card game that is great fun for the whole family. PLUS, if you play in the demo or check out and play the game all weekend long, you qualify for the raffle to win a copy of the game at the Sunday Night Library Raffle at 7pm.

Cthulhu Dice – Sat, Sun 6 pm

Cthulhu Dice lets you drive your rivals mad - very, very quickly. Players take turns destroy their opponents' sanity! Better yet, steal it. But watch out for Cthulhu - when he comes up, he takes sanity from everyone! Lose all your marbles and you're mad. The last sane cultist wins . . . unless everyone goes mad together. Then Cthulhu wins!

Darkest Night – Fri 2 pm, Sat 11 am, Sun 8 pm

Darkest Night is a fully-cooperative board game set in a kingdom broken under a necromancer's shadow. Play as one of the land's last heroes as they hatch a plan to save the realm. Learn unique abilities and uncover powerful artifacts dodge the necromancer and battle the undead race to find the holy relics before the land is engulfed in eternal night.

Dawn of the Zeds 2.0 - DEMO – Sat 2 pm

Flesh eating Zeds have invaded your town of Farmingdale! Rescue Civilians, find a cure, and survive the nightmare. Join Victory Point Games founder, Alan Emrich, as he guides you through this survival horror board game. This is a co-operative group-play event in which every participant may affect the outcome of the game. The board game will be an enlarged version made exclusively for this event.

Descent - Journeys in the Dark (2nd Ed) - Gaming 101 – Sat 4 pm

Descent: Journeys in the Dark (2nd Edition) – Sat 5 pm

Players choose a character and work together to complete a quest. Players will fight monsters, earn riches, and attempt to stop the overloaded from accomplishing his goals. The 2nd edition uses a unique dice system where players pool their combat dice bases upon their characters and abilities. Each die in the pool contributes to the attack in a different way.

Destined Hero – Fri 7 pm, Sat 10 pm

What turns a young man into a world-saving hero? Play as the forces of destiny trying to raise up a hero or bring him to ruin. Distribute treasures and allies to aid the hero, or monsters and obstacles to hinder him, and unlock their abilities to control key moments of the hero's journey. Then take control of one side or the other as the hero battles his way to a fateful confrontation...

Dice Age - DEMO – Fri Noon, 4 pm, 8 pm, Sat 11 am

This fast paced CDG has more than one twist. The object is simple: lose your tokens and keep your dice. Not as easy as it sounds. Zoltaryon, the renowned prophet, will be there to guide you, introduce you to building your Legion of dice and ultimately coach you for Sunday's dreaded tournament.

Dice Age Battle - PLAYTEST – Sat 4 pm, 7pm

Dice Age dice are playable with new sets of rules, we need beta testers! Be part of the history. Try our strategy game and give us your feedback!

Dice Age: War of the Lords - PLAYTEST – Sun 2 pm

Beta testing of Dice Age War of the Lords

Dixit – Sat Noon

The 2010 SdJ winner. Similar to Apples-to-Apples and Cards Against Humanity. But the cards have no text, only beautifully surreal art. And the active player each round wants some, but not all, of the players to find the correct card. So there's a little bit of poetry, a little bit of strategy, and a little bit of psychology.

Dog – Sat 2 pm

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

Dominant Species – Fri 1 pm, Sat 7 pm

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

Dominant Species - Gaming 101 – Fri Noon, Sat 6 pm

Dominion – Fri 9 pm

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

Dominion - Expansions – Sat 4 pm

Expansions selected by participants depending on availability.

Dominion - Gaming 101 – Fri 8 pm

Downfall - PLAYTEST – Sat 10 am

Downfall is a Sci-Fi board game set on a distant moon. It is a brutal game of survival, about leading ones tribe through the harsh winters of the earthlike world and becoming the preeminent tribe on the planet.

Board Games

Dr. Shark – Sun 11 am

Dr Shark is up to his evil tricks. You and other players are trying to discover his secrets during a private party at his island lair.

Children 7 and older only please

Dream Factory – Sun Noon

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

Dungeon Lords – Fri 3 pm

Play the role of the Dungeon Lord, protecting your dungeon from the invading heroes.

Dungeon Lords - Gaming 101 – Fri 2 pm

Dweebies – Sun 1 pm

Meet the Dweebies! These uniquely colorful characters are out to capture your heart, but you must capture them first! Round up Dweebies by matching cards on both ends of any row. Seems simple at first... but Dweebies can be tricky, and some will disappear before they've met their match! Collect the most cards and consider yourself the Dweebie-in-Chief!

Eclipse – Sat 10 am, Sun 1 pm

The galaxy has been a peaceful place for many years. Nevertheless, tension and discord are growing. A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies and build spaceships to wage war with. There are many potential paths to victory, so plan your strategy carefully.

Eclipse - Gaming 101 – Sat 9 am, Sun Noon

Empire Builder - Gaming 101 – Sun 4 pm

Empire Builder - Potluck – Sun 5 pm

Players build track to connect major cities and deliver commodities. Empire Builder expansions/variants will be played.

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.

Euphrat & Tigris - Gaming 101 – Fri 9 pm

Eye Guess – Sat 3 pm

Two players are shown eight answers for eight seconds. One player answers questions by giving the number covering the appropriate answer, calling "Eye Guess" is s/he thinks the answer is not one of the eight shown. A player continues to answer questions until missing. 100 points wins the game, after which the winner tries to collect prizes in an "avoid the STOP! card" bonus game.

Fantasy Chess – Sun 7 pm

Tournament play of Fantasy Chess. Three rounds of 1 hour, each winner gets to declare his surviving troops veteran and they go up a rank into the next game. First place gets a Full Fantasy Chess game.

Fantasy Chess - DEMO – Fri 8 pm

Learn how to play this chess variant. Traditional chess with a layer of wargaming added. Don't just take the square - FIGHT FOR IT!

Farmageddon – Sat Noon

Fresh off the farm...or is it the press? This card game was a very successful Kickstarter project that raised over 500% of its goal & delivered to the marketplace in 2012. Try farming the way it was meant to be: fast, light, and in-your-face. (I'm looking at you Agricola.) Featuring great artwork & theme, this is a crop-snatching, luck-pushing, romp in the field. Now don't step in any Foul Manure!

Fire and Flora - PLAYTEST – Sat Noon

Fire and Flora is a casual, resource-management game about nature and connections. It plays like a distant cousin of Pokémon and Settlers of Catan, but with stronger connections to life and to California. Currently in Beta v.11. Come learn the game, play the game, and contribute to making it this game the best it can be.

Flame War – Sat 3 pm

It's the internet in a box! Draw and play cards as you post various topics, but watch out your opponents may post flaming topics to prevent you from closing your thread!

Flash Point: Fire Rescue – Sun 11 am

A 2011 release, this is the 3rd most popular game to come out of the Kickstarter pipeline! Now's your chance to suit up and brave the flames in this great new cooperative game. The theme is fire fighting & rescue, and fans of co-op games are saying it's better than Pandemic! If you've never tried a co-op, or if you prefer fast, tense, family games (without direct conflict) don't miss Flash Point.

Flick Your Chip – Sun 10 am

Will you go up or will you go down? Both ways can win in this delightful game! However, your fortunes can change on the flick of your chip! A good game for both kids and adults!

Fly, You Fools PLAYTEST – Sat, Sun 11 am, Noon

Fly, You Fools is a light strategy card game and it can be played as a co-operative game or PVP (player vs player) game. The goal of the co-op is to take 6 flocks of sheep home safely with 2 loyal sheep dogs.

For the Crown – Sat 4 pm

For the Crown is a deck-building Chess variant build up your kingdom, train an army, and capture the enemy sovereign to seize the crown. Field exotic units like the Banshee and the Nightrider and use your cards to make special moves. Learn the game before the tournament on Sunday!

For the Crown – Sun 1 pm

For the Crown is a deck-building Chess variant build up your kingdom, train an army, and capture the enemy sovereign to seize the crown. Field exotic units like the Gryphon and the Immortal and play cards to make special moves. The winner will receive a copy of the new expansion, Shock and Awe.

Formula D: Monaco – Sun 3 pm

Ladies & Gentlemen... start your engines! Get behind the wheel of your own Formula 1 racer and compete against your friends through the streets of Monaco. Don't be too aggressive though, or you may spin out and cause a wreck!

Fortress America – Sat 5 pm

Indulge your 1980s Cold War nostalgia with this Milton Bradley GameMaster Series classic, wherein three Communist invaders (the Asian People's Alliance, the Central American Federation, and the Euro-Socialist Pact) stage a full-scale invasion of the United States. We will have both a classic 1986 set and the revised 2012 FFG version.

Board Games

Fortress America (2nd edition) – Fri 6 pm

America is being invaded by Eastern Europe from the East, Latin America from the South, and the Asian countries from the west. The invaders work together to defeat America by capturing 18 of the 36 cities. Players will use bombers, helicopters, hover tanks, APCs, and foot soldiers. As the game progresses America grows stronger from receiving reinforcements while the invaders grow weaker.

Fortress America (2nd Edition) - Gaming 101 – Fri 5 pm

Fortress America - Gaming 101 – Sat 4 pm

Fortune and Glory – Fri 3 pm

Get ready for the ultimate 1930's treasure hunt! Play as one of eight pulp heroes searching for powerful ancient relics before the Villains get their hands on them. Can your team rack up enough Fortune and Glory to save the world? Put on your fedora, load up your Tommy gun and join us to play Flying Frog Productions' epic cinematic adventure game!

Freeze Tag - PLAYTEST – Sun 9 pm

Hot step into the Hexagonal Arena (HA) & run to the flag, grab & place. Escape others attempts to freeze w/tags. Represent a Freeze Tag Crew (FTC), tagging a11 getting in your way. 4 tag types of tap, toss, spray, & splat! Sequences roll fast & dice fly as your FTC moves over/under/through the HA, placing obstacles in the HA as a part of the strategy to win by Flag Grab/Place, Tagging, & Freezing!

Galaxy Trucker – Fri 10 pm

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Everyone knows their drivers the brave men and women who fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them. You will gain access to prefabricated spaceship components cleverly made from sewer pipes. Can you build a space ship durable enough to weather storms of meteors? Armed enough to defend against pirates? Big enough to carry a large crew and valuable cargo? Fast enough to get there first? Of course you can. Become a Galaxy Trucker. It's loads of fun.

Game Show Play-Along: Double Dare – Sun 11 am

Answer the question, or take the Physical Challenge? The classic kids' game from the 1980s is back at Gateway...just not as "Super Sloppy." Two teams of two (or four) answer questions and perform hysterical Physical Challenges in order to score enough points to get to our "Gateway Obstacle Course"!

Game Show Play-Along: Name That Tune – Sat 5 pm

Can you name that tune in 8 notes? 7? Fewer? Test your musical knowledge in "Name That Tune." We'll be playing snippets of all your favorite songs...can you name them?

Game Show Play-Along: Press Your Luck – Sun 8 pm

Your favorite game of Big Bucks and Whammies is BACK!

Game Show Play-Along: Scrabble – Fri 5 pm

It's the crossword game you've played all your life...but never quite like this! Two players race to solve crossword clues on a Scrabble board. First player to three words wins their way into the Scrabble Sprint round!

Game Show Play-Along: Split Second – Sun 4 pm

Look at the screen. Three questions. Buzz-in, pick one, answer it. If you're right, you get a share of the pot. If you're the only one, you get the whole thing. Very fast-paced trivia...are you ready?

Game Show Play-Along: The \$25,000 Pyramid – Sat 8 pm

The classic word game of giving and receiving, "The \$25,000 Pyramid" is back at Gamex! Players will team up with our "celebrity" partners to guess words or phrases from a series of clues. The better team advances to the "Winner's Circle" for a spot in our tournament!

Game Show Play-Along: The Price is Right – Fri 9 pm

Get set OrcCon 2013...it's time again to COME ON DOWN! Get your friends together for a fun night of bidding and playing. New games we have yet to do at Strategicon will make their grand debut as well!

Game Show Play-Along: Wheel of Fortune After Dark – Mon Midnight

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

Gaming 101

18xx – Fri 6 pm

18xx Not in Stores – Sat 9 am

7 Wonders – Mon 8 am

A Game of Thrones - 2nd Ed. – Fri 5 pm

Age of Empires III – Fri 6 pm

Agricola – Sat Noon

Alien Frontiers – Sun 3 pm

Aloha: The Spirit of Hawaii – Sat Noon

Amun Re – Sun 2 pm

Andean Abyss – Sun 10 am

Android: Netrunner – Sat 9 am

Arkham Horror – Sat 1 pm, Sun 7 pm

Battlestar Galactica – Fri 5 pm

Brass – Fri, Sat 7 pm

Carcassonne – Sun 6 pm

Caylus – Sat 3 pm

Cock & Bull – Fri 5 pm

Descent - Journeys in the Dark (2nd Edition) – Sat 4 pm

Dominant Species – Fri Noon, Sat 6 pm

Dominion – Fri 8 pm

Dungeon Lords – Fri 2 pm

Eclipse – Sat 9 am, Sun Noon

Empire Builder – Sun 4 pm

Euphrat & Tigris – Fri 9 pm

Fortress America (2nd Edition) – Fri 5 pm

Fortress America – Sat 4 pm

Ginkgopolis – Fri 4 pm

Glory to Rome – Sun 8 pm

Hawaii – Sat 10 am

In The Year of the Dragon – Sun 9 am

Ivanhoe – Sat 2 pm

Kingdom Builder – Sat 11 am

Kingsburg – Sat 5 pm

Lords of Waterdeep – Sat 10 am, Sun 2 pm

Mage Knight: The Board Game – Sat 2 pm

Mansions of Madness – Sun Noon

Mansions of Madness: The Fall of House Lynch – Sat 7 pm

Mansions of Madness: The Yellow Sign – Sun 8 am

Mice and Mystics – Fri 7 pm

Munchkin – Sun 1 pm

Napoleonic Wars (2nd Edition) – Mon 9 am

Navegador – Mon 9 am

Nexus Ops – Sat 10 pm

Nightfall – Sun 10 am

Penny-Arcade: Gamers Vs. Evil – Sat Noon

Pillars of the Earth – Fri 1 pm

Power Grid – Sun 8 am

Puerto Rico – Sun 4 pm

Board Games

Puzzle Strike — Sat 2 pm

Ra — Sat 2 pm

Race for the Galaxy — Sun 8 pm

Rattus — Sun 5 pm

Rex: Final Days of an Empire — Sun 11 am

Runewars — Sun 2 pm

Scepter of Zavandor — Fri 2 pm

Seasons — Fri, Sun 3 pm

Settlers of America: Trails to Rails — Sun 5 pm

Settlers of Catan — Fri 7 pm, Sat 4 pm

Shogun/Samurai Swords/Ikusa — Sun 5 pm

Shogun/Wallenstein — Sun 10 am

Shootin' Ladders — Sat Noon

Sid Meier's Civilization — Sat 7 pm

Small World — Fri 4 pm

St. Petersburg — Sun 9 pm

Starcraft: The Board Game — Sun 9 am

Starship Command — Sat Noon

Stone Age — Sun Noon

Talisman — Sun Noon

The Castles of Burgundy — Sat 7 pm

Thunderstone Advance — Sat 10 am

Ticket to Ride Card Game — Sun Noon

Titan — Sat 10 am

Troyes — Sun 6 pm

Twilight Imperium 3rd Ed. — Fri Noon

Tzolk'in: The Mayan Calendar — Fri 1 pm

Vegas Showdown — Mon 11 am

Wiz-War — Sat 4 pm

Zombicide — Fri 8 pm

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

Ghost Party — Sun 3 pm

Each player are guests at a party, circling a gallery. Hugo the ghost climbs the stairs towards the gallery where the guests. Once Hugo has reached the gallery, the guests start ducking into rooms to avoid him, with only 1 per room! If Hugo catches up with the guests, they are scared onto the stairs. The fright points are tallied, the player with the fewest fright points wins!

Ginkgopolis — Fri 5 pm, Sun 9 am

A recent Essen release. Players build a futuristic city using tiles that can be built upwards and outwards. Players control large districts in the city through clever use of cards and resources.

Ginkgopolis - Gaming 101 — Fri 4 pm

Glory of the Three Kingdoms DEMO — Sat, Sun 6pm, 7 pm

Glory of the Three Kingdoms is a living deck-building game (LDBG) in which each player takes a role leading an allegiance in the Three Kingdoms period and battles for total victory or for victory points. The game will be released in the fall of 2013.

Glory of the Three Kingdoms PLAYTEST — Sat, Sun 8 pm

Glory of the Three Kingdoms is a living deck-building game (LDBG) in which each player takes a role leading an allegiance in the Three Kingdoms period and battles for total victory or for victory points. The game will be released in the fall of 2013. This session is to playtest new decks.

Glory to Rome — Sun 9 pm

Glory to Rome is 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.

Glory to Rome - Gaming 101 — Sun 8 pm

Guillotine — Sat 1 pm

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

Hawaii — Sat 11 am

Don't expect to lie around the sun, lazily sipping cocktails and passively watching hula dancers, because the tactical game Hawaii is not a paradise for idlers, but rather for bold, active strategists. Restlessly, they'll move their pieces on the game board, facing constant challenges in terms of making their beautiful villages on this beautiful island as profitable as possible.

Hawaii - Gaming 101 — Sat 10 am

Hearts #1 — Fri 5 pm

Hearts is an "evasion-type" trick-taking playing card game for four players. For this version, left of the dealer will lead and blood (points) allowed on the first trick.

Hearts #2 — Sat Noon

Hearts is an "evasion-type" trick-taking playing card game for four players. In this version, deuce of clubs leads, no blood (points) on the first trick.

Hop Hop Hooray! — Sun 2 pm

Jump contest at the frog lake! Can you jump far enough to reach the lake? But you only get points if you can place three frogs in a row.

Illuminati — Sun 10 pm

There are conspiracies everywhere! And you're a part of it! Expand your influence and take control of different places and people as you scheme your way to world domination. Will you use the CIA to help California take control of Sci-Fi geeks? Or will you destroy the IRS with the powerful combination of Girlie Magazines and Robot Sea Monsters?

In the Year of the Dragon — Sun 10 am

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

In The Year of the Dragon - Gaming 101 — Sun 9 am

Incan Gold — Fri 5 pm

You're exploring an ancient temple. Do you abandon your friends and run back to camp with any treasure you may have found, or do you explore further? More treasures await, but more dangers are present as well.

Ingenious — Sun 8 pm

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. To win you must score achievements which you can attain by amassing points or by meeting certain criteria with the innovations you have built.

Board Games

Ivanhoe – Sat 3 pm

Take on the role of a knight and join the prestigious tournaments at the king's court. Use your cards to win in different competitions. Rally your squires, gain the support of a maiden, and play action cards against your opponents.

Ivanhoe - Gaming 101 – Sat 2 pm

Keyflower with Guest of Honor Richard Breese – Sat 2 pm
Richard Breese's Keyflower was the highest rated game of Essen 2012 (per the Fairplay Scouts) and it is hitting the US just in time for Orcon 2013. Come learn this terrific game, play for a chance to win a copy (and you can get it in the dealer room from Game Salute if you don't!) Richard will be on-hand to play in the final game.

Killer Bunnies and the Conquest of the Magic Carrot – Sun 5 pm
Come enjoy the NEW updated version of the Killer Bunnies quest! This time the Killer Bunnies are out on a Conquest of the Magic Carrot, but watch out for the Orbital Missile Platform, Dragon of Doom, and Googleplexing! Movie and pop culture puns abound. Will your bunnies become Senators of the Winer or Shiner party? Come and attempt the CONQUEST of the Magic Carrot! Blue, Yellow, and Red decks will be used. Nothing from Quest, Journey to Jupiter, or Ultimate Odyssey will be used.

King of Tokyo – Fri 3 pm, Sun 9 pm

Dice game where you are a monster fighting to become the king of Tokyo.

Kingdom Builder – Sat Noon

Have you played the hot new game from Dominion's designer? Kingdom Builder is a great gateway game where two to four players vie to build the best kingdom based on the current victory conditions.

Kingdom Builder - Gaming 101 – Sat 11 am

Kingdom of Solomon – Sat 2 pm

Set in Palestine, the 40-year reign of Solomon formed both the climax and the denouement of Israel's Golden Age. It was known for its ambitious building program (of which the famed Temple was the apex - a wonder of the ancient world.) Players take the roles of governors appointed by the king to help him advance the nation's wealth and esteem. Gather wisely, take decisive action, and build to win!

Kings of Air and Steam – Fri 2 pm

Kings of Air and Steam is a pickup/deliver and route planning style game set in a steampunk setting. Players become one of 14 characters piloting an airship to gather goods from factories and then delivering them to cities via their network of railroads. This game is only just now being received by Kickstarter backers and won't hit retail until June. If you didn't back it, stop by to try it out!

Kingsburg – Sat 6 pm

Roll dice to influence advisers to get resources to buy buildings and earn victory points.

Kingsburg - Gaming 101 – Sat 5 pm

Liar's Dice – Fri Noon

Liar's Dice is a dice game where each player is given five dice and cup to roll and hide them with. Players make successively higher declarations regarding the results of all the dice remaining in the game, e.g. "there are ten sixes". However, someone can always contest the bid. When that happens, all the dice are revealed and either the bidder or the caller loses dice, depending on who was correct. The last player with dice is the winner.

Little Devils - DEMO/PLAY TO WIN EVENT – Sun 10 am

Come learn this neat trick-taking game from Stronghold Games that is great fun for the whole family. PLUS, if you play in the demo or check out and play the game all weekend long, you qualify for the raffle to win a copy of the game at the Sunday Night Library Raffle at 7pm.

Looney Bin – Fri 6 pm

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

Loopin' Louie – Sat 10 pm, Sun 11 am

Stop Louie from stealing your chickens as he buzzes your coup. Fun dexterity game for all ages.

Lords of Waterdeep – Sat 11 am, Sun 3 pm

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

Lords of Waterdeep - Gaming 101 – Sat 10 am, Sun 2 pm

Lost Cities – Fri 5 pm

In Lost Cities the object is to mount profitable expeditions to one or more of the five different lost cities. Card play is straightforward, with a few agonizing moments sprinkled through what is mostly a fast-moving game.

Lost Temple - DEMO/PLAY TO WIN EVENT – Fri 10 pm

Come learn this terrific new Stronghold Games from Bruno Faidutti. PLUS, if you play in the demo or check out and play the game all weekend long, you qualify for the raffle to win a copy of the game at the Monday Morning Library Raffle at 10 am.

Mage Knight: The Board Game – Sat 3 pm

The Mage Knight board game puts you in control of one of 4 powerful Mage Knights as you explore & conquer a corner of the Mage Knight universe. Build your army, fill your deck with powerful spells & actions, explore caves & dungeons, & conquer powerful cities. Mage Knight combines elements of RPGs, deckbuilding, and traditional board games.

Mage Knight: The Board Game - Gaming 101 – Sat 2 pm

Magic Labyrinth – Sun 4 pm

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

Mansions of Madness – Sun 1 pm

This is a semi co-operative game where up to four players take on the roles of an investigator who are working together to solve the mystery of the mansion. However a 5th player takes on the role of the keeper, and will be controlling the supernatural forces that are trying to stop you from succeeding.

Mansions of Madness - Gaming 101 – Sun Noon

Board Games

Mansions of Madness: The Fall of House Lynch – Sat 8 pm
Mansions of Madness is a board game in which one player takes on the role of the keeper and all other players take on the roles of investigators. Investigator players come to explore a location in order to unravel a mystery. Investigators win or lose as a team and need to use their brains and brawn to find artifacts, weapons, and clues to stop the keeper's diabolical plot.

Mansions of Madness: The Fall of House Lynch - Gaming 101 – Sat 7 pm

Mansions of Madness: The Yellow Sign – Sun 9 am
Mansions of Madness is a board game in which one player takes on the role of the keeper and all other players take on the roles of investigators. Investigator players come to explore a location in order to unravel a mystery. Investigators win or lose as a team and need to use their brains and brawn to find artifacts, weapons, and clues to stop the keeper's diabolical plot.

Mansions of Madness: The Yellow Sign - Gaming 101 – Sun 8 am

Merchant of Venus – Sat 5 pm
Merchant of Venus is the classic Avalon Hill space trading game recently reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes. Preliminary round will be to \$2000 with a final round to \$3000. If there are six players, they can choose to have a single round to \$3000 or two 3-player preliminaries.

Mice and Mystics – Fri 8 pm, Sat 6 pm
You have been turned into mice by an evil queen, and you must save the king by completing some missions while battling rats, spiders and other creatures.

Mice and Mystics - Gaming 101 – Fri 7 pm

Milestones - DEMO/PLAY TO WIN EVENT – Fri 4 pm
Come learn this terrific new Stronghold Games board game from Stefan Dorra. PLUS, if you play in the demo or check out and play the game all weekend long, you qualify for the raffle to win a copy of the game at the Monday Morning Library Raffle at 10 am.

Mines of the Sacred Dragon DEMO – Sat, Sun 3 pm, 4 pm
In the tile-placement, mine-building game Mines of the Sacred Dragon, players take turns building mines or expanding existing mines in order to score victory points (VPs). Players score points for each solitary mine, with extra points for connecting mines. Come learn this beautiful new game!

Monopoly Deal – Fri 11 pm, Sun 3 pm
The fast-paced, addictive card game where your luck can change in the play of a card! Collect 3 complete property sets, but beware Debt Collectors, Forced Deals and the dreaded Deal Breakers, which could change your fortunes at any time!

Munchkin – Sun 2 pm
Kill the Monsters. Steal the Treasure. Stab Your Buddy! Steve Jackson's classic game of monsters and mayhem returns to Strategicon. Be sure to bring all your merch! (Official merchandise must be declared at the start of the game.)

Munchkin - Gaming 101 – Sun 1 pm

Napoleonic Wars (2nd Edition) – Mon 10 am
Recreate the ebb and flow of the Napoleonic Wars from 1805-1815 in this card-driven-game (CDG) by GMT Games. The players take on the role of the leaders of France, Austria, Russia and Britain. Their choices and actions will decide if Napoleon Bonaparte will continue to dominate Europe.

Napoleonic Wars (2nd Edition) - Gaming 101 – Mon 9 am

Navegador – Mon 10 am
This game is inspired by the Portuguese Age of Discoveries in the 15th-16th century. Players take actions such as contracting men, acquiring ships and buildings, sailing the seas, establishing colonies in discovered lands, trading goods on the market, and getting privileges.

Navegador - Gaming 101 – Mon 9 am

Nexus Ops – Sat 11 pm
Nexus Ops is a light science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles are compensated with Energize cards. Players can also obtain Energize cards by controlling the Monolith, a raised structure in the center of the grid.

Nexus Ops - Gaming 101 – Sat 10 pm

Nightfall – Sun 11 am
The sun has retreated from the sky and terrible monsters roam the Earth. Build up your deck with Vampires, Werewolves, Hunters, and Ghouls in a battle royale for supremacy. Inflict as much damage on your opponents as possible before they bring you down. Nightfall is a PvP deck building game with unique chaining mechanics.

Nightfall - Gaming 101 – Sun 10 am

No Thanks – Fri 2 pm
No Thanks! is a card game designed to be as simple as it is engaging. The rules are simple. Each turn, players have two options: play one of their chips to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card.

Oh Hell – Fri 7 pm
Oh Hell is a trick-taking card game with trump in which the object is to take exactly the number of tricks bid, unlike contract bridge and spades: taking more tricks than bid is a loss.

Pandemic – Sun 2 pm
You are specialists at the CDC/Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a worldwide pandemic outbreak, treating hot spots while researching cures for each of the four plagues before they get out of hand.

Penny Arcade: Gamers Vs. Evil – Sat 1 pm, 11 pm
This deck-building card game is based on the popular gaming webcomic by Mike Krahulik and Jerry Holkins. Take on the role of Tycho, Gabe, or other familiar PA characters as you amass token and power cards to defeat the game's good and evil bosses! Ages 13 and up.

Penny-Arcade: Gamers Vs. Evil - Gaming 101 – Sat Noon

Phase 10 – Fri 6 pm, Sat 4 pm
A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.

Pillars of the Earth – Fri 2 pm
A worker placement game based on the bestselling novel by Ken Follett

Pillars of the Earth - Gaming 101 – Fri 1 pm

Board Games

Pizza, Games and Zombies Present: The Gauntlet – Fri, Sat 5 pm, Sun 6 pm
Pizza Games and Zombies podcast returns with it's first ever Gauntlet: A 3 day game tournament that will be live streamed to an estimated audience of 100,000 viewers! Friday: Ascension - 5pm to 9pm Saturday: Ticket to Ride - 5pm to 9pm Sunday - the Final: ??? - 6pm to 8pm The Winners Get: • The First Ever PGZ Gauntlet Trophy • \$400+ in Prizes • and more!

Playtesting with Guest of Honor Richard Breese – Sun 8 pm
Join Guest of Honor Richard Breese in playtesting one of his new prototypes. Space is limited, so there may be multiple sessions.

Po-Ke-No – Sun 10 am
"Bingo, meet Poker cards." This fast-paced game for up to 12 players is played like Bingo, except after everyone gets 5-in-a-row the person with the best 5 card row (ranked as a poker hand) wins the round. This tournament will feature approx. 3 rounds of play with a "house rules" scoring system. Families with children who can learn suits & the difference between a straight & a flush are welcome!

Podville Transit Corporation - PLAYTEST – Sat 4 pm
The underwater city of Podville in 2057. Pod cars zip over and under each other through multiple levels of tubes. Corporations compete to build pod car lines so they can attract as many passengers as possible.

Poker: Omaha hi/lo split – Fri 10 pm
Omaha is a community card poker game similar to Texas hold 'em, where each player is dealt four cards and must make his or her best hand using exactly two of them, plus exactly three of the five community cards. For the low side, the hand must be 8 or lower with the wheel (A-2-3-4-5) being the lowest.

Poker: 7 card stud – Sat 10 pm
Limit betting, increasing every 20 minutes.

Poker: No Limit Texas Holdem – Sun 10 pm
Tournament is played with a big and small blind that increase every 20 minutes. Minimum bet/raise is the amount of the big blind.

Power Grid – Sun 9 am
The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

Power Grid - Gaming 101 – Sun 8 am

Puerto Rico – Sun 5 pm
The players are plantation owners in Puerto Rico. Growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and shipping their goods back to Europe for maximum benefit.

Puerto Rico - Gaming 101 – Sun 4 pm

Puzzle Strike – Sat 3 pm
Puzzle Strike is a card game played with cardboard chips instead of cards that simulates a puzzle video game called puzzle fighter that, in-turn, simulates the fighting game street fighter that is emulated in puzzle fighter

Puzzle Strike - Gaming 101 – Sat 2 pm

Ra – Sat 3 pm
The players seek to expand their power and fame and there are many ways to accomplish this: Influencing Pharaohs, Building monuments, Farming on the Nile, Paying homage to the Gods, Advancing the technology and culture of the people. Ra is an auction and set collecting game where players may choose to take risks for great rewards or... And all this is for the glory of the Sun God Ra!

Ra - Gaming 101 – Sat 2 pm

Race for the Galaxy - Gaming 101 – Sun 8 pm

Race for the Galaxy 2-Player – Sun 9 pm
Default all expansions available with goals unless both players agree otherwise.

Race to Adventure: The Spirit of the Century Exploration Game - DEMO – Fri 2 pm
The race is on! Grab your passports and meet at the Century Club. Take turns selecting exciting items like the Jet Pack, Zeppelin, or Lightning Gun. Each item determines what actions you can take on your turn. The first player to rescue a prisoner, collect all nine passport stamps, and return to the Century Club wins the game! This is the GIANT edition of the new boardgame by Evil Hat Productions.

Rasputin - PLAYTEST – Sat 2 pm, Sun Noon
Saint Petersburg, 1916. As society continues to crumble from years of war with the Central Powers, you have been selected to infiltrate the Winter Palace and remove the cancer that is eating away at the Russian Empire. To save the motherland, you must succeed where so many others have failed and kill history's most unkillable man - Grigori Yefimovich Rasputin!

Rattus – Sun 6 pm
14th century Europe in the throes of the Black Plague. In this surprisingly light strategy game players try to increase their populations & cause trouble for their opponents. An aloof King, a secretive Witch, a purging Monk, an aggressive Knight, a nomadic Merchant, & a fecund Peasant help players avoid the mysterious effects of ever-present rats & survive the "ratocaust." Great for new players!

Rattus - Gaming 101 – Sun 5 pm

Reef Encounter with Guest of Honor Richard Breese – Sun 2 pm
Come meet Guest of Honor Richard Breese and play his wonderful game about life on the coral reef. Please bring your copy to play and get signed at the signing session at 1 PM in the Dealer Room!

Revolution – Fri Noon, 6 pm, Sat, Sun 6 pm
Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!

Revolver 2 - DEMO/PLAY TO WIN EVENT – Fri 2 pm
Come learn this terrific new Stronghold Games card game. PLUS, if you play in the demo or check out and play the game all weekend long, you qualify for the raffle to win a copy of the game at the Monday Morning Library Raffle at 10 am.

Rex: Final Days of an Empire – Sun Noon
In Rex: Final Days of an Empire, players vie for control of vital locations across a sprawling map of the continent-sized Mecatol City. Only by securing three key locations (or more, when allied with other factions) can a player assert dominance over the heart of a dying empire.

Rex: Final Days of an Empire - Gaming 101 – Sun 11 am

Board Games

Rook – Sun Noon

Rook, like Tichu, features several great mechanics in one game, but is simpler to learn. There are many “official” ways to play this game, but they all include trick-taking, bidding, partners, suited play, trumps, and most uniquely—point cards- -not all cards are worth points. (This event will feature Princeton/Hoyle rules.) Also a great introductory game for teaching “serious” card games to kids.

Runewars – Sun 3 pm

The Banners of War expansion will be played. Players will control one of 4 races: humans, elves, orcs, or the undead. The goal of the game is to be the first player to control 6 dragon runes. The expansion brings 8 new units to the game - two for each race. Along with the new development cards to upgrade your units and purchase racial abilities it is possible to customize your armies like never before.

Runewars - Gaming 101 – Sun 2 pm

Saboteur – Fri 1 pm

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

Samurai Battles – Sat 4 pm

The command card system, drives movement, creates a true fog of war and presents both challenges and opportunities. The battle dice system resolves all combat efficiently and quickly. The game mechanics, although simple, will still require strategic card play, historical tactics, timely dice rolling, and an aggressive yet flexible battle plan, to achieve victory.

Scepter of Zavandor – Fri 3 pm

The Scepter of Zavandor is about magic and power. Players represent young magicians who have gained possession of old magic knowledge, and with it they attempt to achieve the powerful position of archmage. To increase their power and influence, the young magicians enchant jewels and seek out knowledge. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

Scepter of Zavandor - Gaming 101 – Fri 2 pm

Scrabble – Sat 9 am

A crossword puzzle clue: What has 7 letters and is worth at least 57 points? A Bingo! See how many points you can make with 7 letters. Prizes for the top finishers. Bring boards, pencils, and your highest scoring words.

Seasons – Fri, Sun 4 pm

It's a battle royal to see who wins the Wizard Tournament! Select your magic items, collect your crystals, outwit your opponents! May the best wizard win!

Seasons - Gaming 101 – Fri, Sun 3 pm

Settlers of America: Trails to Rails – Sun 6 pm

Settlers of America: Trails to Rails utilizes the familiar Catan hex-tile grid to present a map of the United States. Players collect and trade resources, in order to purchase, migrate and build settlements, forge railroads and acquire locomotives.

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

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

Settlers of Catan: NACC Finals – Sun 11 am

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

Settlers of Catan: NACC Qualifier – Fri 8 pm, Sat 5 pm

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

Shadows over Camelot – Sun 6 pm

Defend Camelot from a traitor! Work with fellow players to foil a traitor who is in your midst.

Shogun/Samurai Swords/Ikusa – Sun 6 pm

Wage war to seize control of Tokugawa Japan in this classic boardgame from the Milton Bradley GameMaster series.

Shogun/Samurai Swords/Ikusa - Gaming 101 – Sun 5 pm

Shogun/Wallenstein – Sun 11 am

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

Shogun/Wallenstein - Gaming 101 – Sun 10 am

Shootin' Ladders – Sat 1 pm

The cookies are back! And this time, it's war! Be the last crumb standing in this game of all-out cookie warfare!

Shootin' Ladders - Gaming 101 – Sat Noon

Sid Meier's Civilization – Sat 8 pm

Civilization: The Board Game is inspired by the legendary video game series created by Sid Meier. Guide an entire civilization throughout the ages, taking ownership of your people's technology, economy, culture, and military. There are four different paths to victory, and each is riddled with opposition. We will be playing with the Fame and Fortune Expansion.

Sid Meier's Civilization - Final – Sun 7 pm

Final Round of Sid Meier's Civilization if needed.

Sid Meier's Civilization - Gaming 101 – Sat 7 pm

Skip Bo – Sat Noon

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

Small World – Fri 5 pm

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

Small World - Gaming 101 – Fri 4 pm

Small World Invaded! – Sun 9 pm

What happens when the UNDERGROUND races invade Small World through the TUNNELS? Will they be CURSED? Will the original inhabitants of Small World BE NOT AFRAID? Will their LEADERS emerge? Will the GRAND DAMES turn the tide or join the interlopers? Join other experienced Small World players in mixing together fan-made races & all the expansions, for a battle royale! Signups close 1 hour beforehand.

Board Games

Sol – Sat 9 am

Two players compete to control distant suns by claiming the planets around them. Control of the planets is achieved by skillful placement of moons. The player who controls the most suns at the end of the game is the winner!

Sovereign Chess – Fri 4 pm

The theme of Sovereign Chess is chess on a larger board (16x16) with multiple colors of neutral pieces around the edge of the board. When a player's piece is on a colored square, she controls the pieces of that color. Players can control multiple colors at once, either with a number of their own pieces, or through a "chain" of pieces. The goal of the game is to checkmate the opposing king.

Space Hulk: Death Angel – Mon 2 pm

A cooperative game where the players attempt to clean out an infestation of hostile aliens from a derelict spaceship. Set in the Warhammer 40,000 universe, players take on the roles of Space Marines pitted against hordes of Genestealers.

Spades – Sun Noon

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

Spotcha! – Sun Noon

A bunch of wacky items is on the table. When a card is turned up, can you be the first to find the right item? A fun game that can be played by everyone! KIDS WELCOME!

St. Petersburg – Sun 10 pm

Classic game of workers, buildings, and nobles. Both expansions will be used if available unless players agree otherwise.

St. Petersburg - Gaming 101 – Sun 9 pm

Star Trek Scene-it? – Sat Noon

Scene It? is a fun and unique trivia game that delivers on-screen puzzles featuring clips and images from your favorite movies, TV shows and pop culture moments. In this edition, we'll be covering everything Star Trek related. Trekkers (not Trekkies, newb) and Trek-fans, join us.

Starcraft: The Board Game – Sun 10 am

In a remarkably good recreation of the video game, players will vie for control of resources in order to research technologies and build their combat units. Starcraft uses a card based combat system allowing players to unleash a Zergling rush, deploy a Protoss shield to halt an invasion, or send cloaked ghosts to guide nuclear missiles to their target.

Starcraft: The Board Game - Gaming 101 – Sun 9 am

Starship Command – Sat 1 pm

A fast-paced card game of starship combat. Blow your enemies to spacedust or board their ships and take control of the battle. Starship Command is a game of ship-to-ship combat that uses cards to represent ships, damage from ships' weapons, and other possible ship actions. The objective of the game is to destroy or capture your enemies' ships while preserving your own fleet.

Starship Command - Gaming 101 – Sat Noon

Starship Valkyrie – Sat Noon

Part boardgame and part LARP, this space ship simulation will put you in the Command, Engineering, Science, Medical, and Fighter Pilot sections of the capital ship Starship Valkyrie. Earth Republic: United and Strong!

Stone Age – Sun 1 pm

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

Stone Age - Gaming 101 – Sun Noon

Stones of Fate – Sat 10 am, 1 pm, 5 pm, Sun 10 am, 1 pm, 3 pm, 5 pm

Ancient mystics uncovered the mysteries of the prophetic powers of the Tarot. Arcane symbols scribed on the cards could reveal our fates and fortunes. Stones of Fate is an easy-to-learn, fast-paced card game, that uses memory and strategy. Peek at cards, flip cards, place your stones carefully, and win the cards that tell your fortune.

Storage Wars: The Game – Sat 2 pm

YUUUUUP!! Bid like The Gambler, The Collector, The Young Gun, and The Mogul as you try to out-buy your opponents. Who has the best storage locker? Who gets stuck with the dreaded "Black Mold"? Opening bids, please...

Strangers - PLAYTEST – Sat Noon

STRANGERS is a wacky social game where opponents keep track of ever-changing player behaviors and rules in order to win. From the same vein as Apples-to-Apples, STRANGERS fosters an atmosphere of good-humor and creative interpretation. This zany card game has taken playtesters and game conventions by surprise, so come and see for yourself why STRANGERS is destined to be the next big party game!

Super Star Munchkin – Sat 4 pm

Kill the Monsters. Take their treasure. Stab your buddy. IN SPACE! WITH SUPER POWERS! Come play Steve Jackson Games Munchkin with an outer space and super hero flair. Star Munchkin and Super Munchkin will be combined for this event, making for a unique take on Munchkin fun.

Taj Mahal – Sun Noon

Players use cards to bid for the various prizes. The trick is when you take a turn and you make the highest bid on a prize, you can either spend more cards to try for other things or simply take your winnings and walk away. The prizes are mostly positions on the board, and players get more points for connecting provinces on the map.

Talisman – Sun 1 pm

Fourth edition or fourth edition revised. The Prophetess reduction in powers may be used. For the final round the Highland Expansion and possibly Dragon Expansion as well as Blood Moon may be used (agreement at the table). Bring your own games for sure we cannot furnish library games every time.

Talisman - Gaming 101 – Sun Noon

Tanto Cuore – Fri 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. But take care. The maids can become sick, or get bad habits!

Tanto Cuore - Expanding the House – Sat 11 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. But take care. The maids can become sick, or get bad habits!

Board Games

Telestrations – Sat 8 pm

Each player begins by sketching a TELESTRATIONS word dictated by the roll of a die. The old fashioned sand timer may limit the amount of time they get to execute their sketch, but it certainly doesn't limit creativity! Time's up! All players, all at the same time, pass their sketch to the next player, who must guess what's been drawn. They write down what they think has been drawn, and pass it along again. And then repeat the process again, and again, and again.

The Adventurers – Sun 8 pm

Search an ancient temple as a massive stone ball threatens to crush your life. Your greed is your greatest enemy. Light board game involving memory and dice rolling.

The Battle of Red Cliffs DEMO – Sat, Sun 1 pm, 2 pm

The Battle of Red Cliffs is a revamped edition of Tien Zi Que, the Mahjong card game, for 1-9 players. Like Mahjong, each game plays over several rounds as players collect sets of cards. What makes TZQ/BRC unique is that when players collect sets, they save a card from each one to form a Master Set that is used for scoring at the end of the round (when one player has five score cards)..

The Castles of Burgundy – Sat 8 pm

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

The Castles of Burgundy - Gaming 101 – Sat 7 pm

The Hanging Gardens – Sat 9 am

The hanging gardens were one of the 7 wonders of the ancient world, as all history courses teach. But, did they actually exist? Nothing remains of their reported splendor, which was built for the eyes of Amyitis. Without an exact reference to follow, the 2-4 players will re-establish the hanging gardens according to their own tastes. Card follows card with magnificent buildings, sparkling fountains, and exotic plants as the players work to rebuild the legendary gardens.

The Social Survival Game - DEMO – Sat Noon

Come and play the new game: The Social Survival Game. It is a social game of survival and scenarios. Co-Op or competitive gameplay, where players try to stay alive during the end of the world.

Three Dragon Ante – Fri 11 pm

Shuffle up and deal...but it's not poker, it's the premiere gambling game of RPG taverns everywhere, Three-Dragon Ante. Players try to earn piles of gold by playing the highest flight of dragons, all while jockeying to use their dragons' special powers to earn even more gold. Do you have what takes to win it all?

Three Dragon Ante: Emperor's Gambit – Sun 4 pm

Shuffle up and deal...but it's not poker, it's the premiere gambling game of RPG taverns everywhere, Three-Dragon Ante. Players try to earn piles of gold by playing the highest flight of dragons, all while jockeying to use their dragons' special powers to earn even more gold. Do you have what takes to win it all? Featuring the game's second edition, Emperor's Gambit!

Thunderstone Advance – Sat 11 am

A world of magic and fantasy teeters on the verge of destruction. Brave adventurers have been recruited to collect the fabled thunderstones and prevent the end of all things.

Thunderstone Advance - Gaming 101 – Sat 10 am

Tichu – Sat 9 pm

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

Tichu - Finals – Sun 9 pm

This is the final round of the Tichu tournament that started on Saturday evening. Players will be the winners from the early round.

Ticket to Ride – Sun 2 pm

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

Ticket to Ride Card Game – Sun 1 pm

Based loosely on the board game, this card game tests memory as you complete as many routes between cities as you can before the game ends.

Ticket to Ride Card Game - Gaming 101 – Sun Noon

Ticket to Ride: Europe – Sun Noon

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

Ticket to Ride: Team Asia – Sat 2 pm

Four or six players compete as two-player teams, with teammates sitting next to one another at the table. Each player has her own secret hand of cards and tickets, in addition to some cards and tickets being placed in a shared cardholder that either player on the team can access. The turn order will be modified to: Team 1, player 1 Team 2, player 1 Team 3, player 1 Team 1, player 2 Team 2, player 2 Team 3, player 2.

Ticket to Ride: US – Sat Noon

Ticket to Ride is a cross-country train adventure in which players collect and play matching train cards to claim railway routes connecting cities throughout North America.

Ticket to Ride: USA 1910 – Sat 3 pm

Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities and to the player who builds the longest continuous route. The 1910 expansion will be used.

Tide of Iron – Sat 9 pm

Players will either take the part of the Americans or the Germans and recreate an historical battle from WWII. Players will create custom squads from: regular soldiers, elite soldiers, machine gunners and mortars. Depending on the scenario chosen, players may also have access to light/heavy vehicles.

Titan – Sat 11 am

Titan Tournament - when more than 6 players, first round will be 4 hours to choose 6 players for the final. Final will be run after a short break for finalists, and goes until only 1 Titan survives.

Titan - Gaming 101 – Sat 10 am

Board Games

TransAmerica – Fri 6 pm, Sun Noon

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

Troyes – Sun 7 pm

Troyes is a strategy game in which you represent a rich family, using your influence to recruit and supervise individuals from the three prominent domains: military (associated with the color red in every aspect of the game), religious (white), and civil (yellow).

Troyes - Gaming 101 – Sun 6 pm

Twilight Imperium 3rd Ed. – Fri 1 pm, Sun 10 am

Twilight Imperium Third Edition is an epic board game of galactic conquest, politics, and trade. Options from both of the expansions, Shattered Empires and Shards of the Throne, will be used.

Twilight Imperium 3rd Ed. - Gaming 101 – Fri Noon

Twilight Struggle – Sat Noon

Twilight Struggle is 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.

Tzolk'in: The Mayan Calendar – Fri 2 pm, Sun 8 pm

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

Tzolk'in: The Mayan Calendar - Gaming 101 – Fri 1 pm

Undermining – Fri 9 pm

One of Z-Man Games' 2011 Essen releases, from Canadian designer Matt Tolman. Undermining poses the age-old question: "Shall I benefit my own position, block my opponents, or gather Alien Technology?" With only a limited, diminishing number of points up for grabs, players must decide when to stop scooping up cosmic resources & pimping their UMVs (Universal Mining Vehicles), to save their scores!

Uno – Fri 9 pm, Sat 10 am, Sun, Mon 11 am

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

Uno Attack! – Sat 9 pm

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

Vegas Showdown – Mon Noon

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

Vegas Showdown - Gaming 101 – Mon 11 am

Viva Topo! – Mon 1 pm

Viva Topo! is a family game that has players balancing risk and rewards as they attempt to outrun the cat and score for cheese. Charming artwork on the board. Delightful wooden cat, mice, cheese, and over sized die.

War Game Boot Camp Air Combat War Games – Sat Noon

The War Game Boot Camp is open for gaming from: Friday: 3pm to 8pm Saturday: 10am to 6pm Sunday: 10am to 6pm We offer an open format where anyone interested in trying a game can come during our hours of operation. Below is a list of the games we are offering. Air Combat Games: *Down in Flames: (Easy to learn, this card game of WWII Air Combat) *Wings of War (now sold as Wings of Glory): (Easy to learn air combat game set in WWI) *Axis & Allies Angles 20: (Easy to learn, WWII air combat miniatures game) *303 (Easy to learn, this game of aerial combat over England takes only 20 minutes to play)

War Game Boot Camp American Civil War Games – Sat 2 pm

American Civil War Warfare Games: *Battle Cry (Richard Borg's game of unit combat set during the American Civil War) *For The People (One of the highest regarded American Civil War grand strategy Card Driven games) *A House Divide (Easy to learn this game has been printed in three different editions by three different companies and is still highly regarded on Board Game Geek) *Martin Wallace's Gettysburg (Martin Wallace is well known for his Rail Road board games but did you know he made war games too? A light on rules deep in strategy game)

War Game Boot Camp Ancient World War Games – Sun 4 pm

Ancient Warfare Games: *Command & Colors: Ancients (Easy to learn, Richard Borg's game of unit combat set in the ancient world) *Sekigahara (the last battle in Feudal Japan) *Ivanhoe (Easy to learn, a card game of Medieval combat) *Men of Iron & Infidel (Easy to learn, Two games in the Men of Iron Series. Medieval unit combat series)

War Game Boot Camp Block War Games – Sun 2 pm

Block Warfare Games: *Pax Baltica: (Easy to learn, block game of The Great Northern War 1700-1721) *Strike of the Eagle: (Easy to learn block game of the Soviet invasion of Poland 1920) *Hammer of the Scots: (Block game of Scottish rebellion against Edward Long Shanks of England)

War Game Boot Camp Card Driven War Games – Sat 4 pm

Card Driven Warfare Games: *Washington's War: (Easy to learn of the American Revolutionary war) *España 1936: (Easy to learn of the Spanish Civil War 1936) *1812: Invasion of Canada: (Easy to learn, 5 player game of the War of 1812) *A Few Acres of Snow: (Easy to learn Deck Building game of The French and Indian War 2nd Edition Rules)

War Game Boot Camp Modern War Games – Sun Noon

Modern Warfare Games: *Labyrinth: (Based on a similar system to Twilight Struggle, this card driven game deals with the War on Terror) *1989: (The sequel to Twilight Struggle, the last fight against the grip on communism in Eastern Europe) *Twilight Struggle: (The game covers the entire cold war between the US and USSR 1946 to 1989) *Andean Abyss: (Up to 4 players fight for control in Columbia in the early 1990's in this new Insurgency / Counter Insurgency game)

Board Games

War Game Boot Camp Napoleonic Games – Sat 10 am

Napoleonic Warfare Games: *Command & Colors: Napoleon (Easy to learn, Richard Borg's game of unit combat set in the Napoleonic era) *Fading Glory (GMT Games re-make of Victory Point Games Napoleonic 20 games) *Wellington (GMT Games Strategy game of the Napoleonic Wars in Spain) *Battles of Napoleon: The Eagle and the Lion (a unique Napoleonic tactical game played with miniatures on a customizable battle board)

War Game Boot Camp World War One Games – Sat Noon

World War One Games: *Wings of Glory (Easy to learn, Miniature WWI air combat game) *Trenches of Valor (Easy to learn grand strategy WWI game) *Paths of Glory (A classic WWI grand strategy Card Driven War Game) *Guns of August & Guns of Galicia (Two games from Worthington Games that use the same easy to learn rules system, Guns of August covers WWI on the Western Front and Guns of Galicia covers WWI on the Eastern Front)

War Game Boot Camp World War Two Games – Sun 10 am

World War Two Warfare Games: *Combat Commander: Europe: (Squad level card driven game) *Conflict of Heroes: Awakening the Bear: (Easy to Learn, beautiful components and simple mechanics make this squad level game memorable) *Red Winter (The Soviet invasion of Finland 1939) *Tank on Tank (Easy to learn, a small tank battle game)

War Stories: Red Storm – Sat Noon

War Stories combines the best of miniature and board gaming to create a fast-playing, tactically deep battle system with wooden blocks and museum-quality miniatures. Fun for the casual gamer yet challenging for the die-hard wargamer, pushing gorgeous tanks around the board has never been this fun. The tournament winner will win a FREE copy of this exciting upcoming release!

Werewolf – Fri 8 pm, Sat Midnight, 9 pm, Sun Midnight, 8 pm, Mon Midnight

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

Western Town – Fri 4 pm

Each player has his own board on which he will be building his town. Every building gives him different, and increasing, rights and abilities, and therefore power. The bigger your town gets, the better - but managing too much growth is challenging, so you'll need to make difficult choices at the beginning of each round as to which buildings you'll bring into play.

Wind In Their Sails - PLAYTEST – Sat 5 pm

Feel the wind in your face as the ship's sails billow full pushing the mighty ship-of-the-line forward. "Sail off the starboard... she be pirates" comes from the crow's nest lookout. The drummer beats "To Quarters". The deck comes alive as gun ports are opened and canons rolled out into firing positions. The captain is on the quarter deck as he turns the daunting warship into the chase.

Wiz-War – Sat 5 pm

In Wiz-War, wizards wage no-spells-barred magical duels deep in an underground labyrinth. This classic board game of magical mayhem for 2-4 players, created by Tom Jolly in 1983, pits players' wizards against each other in a stupendous struggle for magical mastery. Win by stealing other wizards' treasures and hauling them back to your base, or just score points by blasting the other wizards. The last wizard standing always wins.

Wiz-War - Gaming 101 – Sat 4 pm

X-Men: Under Siege – Sat 7 pm

At the height of the X-Men comics' popularity in the 1990s, Richard Borg designed a series of 3 games for Pressman, starring Marvel's mutant heroes. This is my re-design of the best of them: Under Siege. While it maintains the dice combat & card movement you'd expect from the designer of Battle Cry, "I've made a lot of special modifications myself." X-fans, get ready to defend the mansion. Snikt!

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

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

Yspahan – Sun 4 pm

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

Zero – Fri 7 pm

Players hear a general knowledge question asked to a national survey group, and have to provide correct answers that the survey DIDN'T think of.

Zero Day - PLAYTEST – Sat 1 pm

Time to stock up on Jolt Cola. A new Zero Day exploit has been found and it's your perfect opportunity to hack Gibsontech's R&D server. Zero Day is a unique blend of deck building and area control. Starting with a basic set of prime factors, you hack systems within the company, and begin to re-purpose their code into newer more efficient attacks.

Zombicide – Fri 9 pm

Take the role of a Survivor, each with unique abilities, and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are controlled by simple rules and a deck of cards. Find weapons, kill zombies. The more zombies you kill, the more skilled you get, the more skilled you get, the more zombies appear. The only way out is Zombicide!

Zombicide - Gaming 101 – Fri 8 pm

Zooloretto Mini – Sun 5 pm

Zooloretto Mini is the little brother to the 2007 "Spiel des Jahres" (Game of the Year). As in Zooloretto, each player is the zoo director of a small zoo. They must bring new animals into their zoos and arrange landscape tiles on the grounds. Points are awarded at the end of the game for both.

Collectibles

Collectibles

Gateway Ballroom

A Game of Thrones LCG – Sat 2 pm

GM: Nick Fascitelli

A four player card game – the only card game where diplomacy and guile are as important to your success as your deck construction. Players vie for the iron throne as one of the six Great Houses of Westeros using their favorite characters from George RR Martin's A Song of Ice and Fire Novels.

A Game of Thrones LCG Joust Demo – Sat 9 am

GM: Geoff Colman

Demo of the Game of Thrones Joust format. Non sanctioned event if enough players. Demo available throughout the day.

Android: Netrunner – Mon Noon

Android: Netrunner is an asymmetrical Living Card Game 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, Sun Noon

GM: Brandon Weiss

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

Call of Cthulhu LCG – Sat 7 pm, Sun 2 pm

GM: Nick Fascitelli

Everyone loves Cthulhu! Combine a wide variety of factions to create a huge number of possible decks and compete for stories in this incredibly addicting game of Lovecraftian horror.

Collectable Card and Miniatures Gathering – Sat 6 pm

Missing a specific miniature for your squad or card for your deck? Got lots of extras you don't need? A collectable game you don't play anymore? This is an opportunity to swap and trade collectable cards and miniatures with others or just get in a quick duel of an oop game

Cranberry Con – Fri 1 pm, 7pm, Sat 10 am, 6 pm

GM: Kurt Keckley, Barry Lew

The Cranberry con group celebrates its 8th Orcon meetup in 2013. Play World Engulfed, A Game of Thrones LCG and board game, Dominant Species, Rise of the Zombies!, and other games. Also playtests of in development games from local wargame designers.

Dice Age – Sat 6 pm, 10 pm

GM: Henry Ripley

Dice Age dice are playable with new sets of rules, we need beta testers! Be part of the history. Try our strategy game and give us your feedback!

Dragon Dice "Build-Your-own Army" Tournament – Sat Noon

GM: Cliff Broadway

Game demos before event! Players may bring any pre-constructed army of 36 health, 50% magic limit, standard tournament rules. Prizes: DragonCrusader & DragonSlayer: 4-health champions with special powers. NO ENTRY FEE

Dragon Dice "Casual Draft From The Box 36 Pts" Tournament –

Sun Noon

GM: Cliff Broadway

Game demos before event! Players will draft a random army of 36 health from "the box," comprised of mix & match available units, 50% magic limit, standard tournament rules. Prizes: DragonCrusader & DragonLord: 4-health champions with special powers. NO ENTRY FEE

Dragon Dice Demo – Sat, Sun 11 am

GM: Nicole Roberts, Matt Musgrove

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

Food Fight – Fri Noon

GM: Victor Bugg

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

Friedrich – Sun 2 pm

GM: Mark Luta

All against one – but only one will reign supreme. Friedrich is a novel concept uniting the fascination of board and card games. Accurately based on history while maintaining a slim set of rules, Friedrich offers wide open spaces for chess-like moves and great depth for decision making. The clever use of tactical cards is decisive to winning.

Highlander TCG/CCG Seacover Gathering – Sat 9 am, Sun 1 pm

GM: Geoff Colman

Type 2 constructed with a twist. Your deck must feature an Immortal who ventured to our favorite mythical city in the Highlander universe. Movies and TV only. Quickenings for the winners and promos for all who play. New players always welcome

Highlander TCG/CCG Sealed Ironman Event – Sat 4 pm

GM: Geoff Colman

Sealed Type 2 event with provided Gathering starters. Take your opponents head and take his cards. Quickenings to winners, promos to all who play. New Players welcome

Initiation to Dice Age – Fri 4 pm, 6 pm

GM: Tristan Convert

Dice Age is now wildly fun, with over 40 different dice unleashed! This fast paced CDG has more than one twist. The object is simple: lose your tokens and keep your dice. Not as easy as it sounds. Zoltaryon, the renowned prophet, will be there to guide you, introduce you to building your Legion of dice and ultimately coach you for Sunday's dreaded tournament.

Kingdom Hearts "G.I. Joep: Retaliation" – Sat 4 pm

GM: Sora

Joep is back and ready to defend his crown. Elimination rounds. Prizes and snacks for everyone.

Locke & Key – Sat 7 pm, Mon 11 am

GM: Frank Perkins

Competition and cooperation meet in this card game that dares you to overcome the supernatural challenges of the keyhouse. You and your fellow players will face these horrors together, but who will be by your side when the dust settles? On this journey, you'll make decisions on when and where to help your fellow players, but your resources are not endless. Through careful management of your cards, you can help the family overcome challenges, and you'll be rewarded for the assistance . . . sometimes.

Collectibles

Mage Wars – Fri 5 pm, Sun 6 pm

GM: AJ Harris

Standard Spellbook design rules (with 1 exception): 120-point spellbooks. No more than 4 of a single spell. Wizard must declare his type. Exception - Core Set Only: A spellbook may contain only cards that are available in the Core Set. For example, there is only 1 Gorilla summon in the core set, thus a spellbook may contain a max of 1 Gorilla summon. 3-by-3 Arena (instead of the standard 3-by-4).

Magic: the Gathering 8-man Standard Constructed Tournaments (Running all day) – Sat, Sun 11 am

GM: Greg Wagstaff

All day 8-man Standard Constructed Swiss Tournament. As soon as we have 8 a tourney starts. Tourneys start and run all day from 11am until 10pm.

Magic: the Gathering Afternoon Draft Tournament – Fri 2 pm, Sat Noon, Sun 1 pm

GM: Steven Wood

Afternoon Draft, Swiss, 3 packs Return to Ravnica

Magic: the Gathering all day 8-man Single Elimination Booster Draft – Sat, Sun 11 am

GM: Greg Wagstaff

All day 8-man Single Elimination Booster Draft, 3 packs Return to Ravnica or Gatecrash

Magic: the Gathering Evening Draft Tournament – Sat 6 pm, Sun 7 pm

GM: Steven Wood

Evening Draft, Swiss, 3 packs Return to Ravnica or Gatecrash

Magic: the Gathering Friday Night Magic (Gatecrash) – Fri 7 pm

GM: Steven Wood

FNM, swiss, 3 packs of gatecrash

Magic: the Gathering Gatecrash-Sealed Deck – Sat 3 pm, Sun 4 pm

GM: Steven Wood

Sealed Deck, Swiss, 6 packs Gatecrash

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

GM: Greg Wagstaff

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

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

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

Maria – Sat 2 pm

GM: Mark Luta

MARIA is a game based on the War of the Austrian Succession, where Austria was attacked by Prussia, France, Bavaria and Saxony, while only Great Britain, Hanover and the Netherlands (by forming the so-called Pragmatic Army) helped her. The game is about conquest of fortresses, Politics, Hussars, Emperor-election, Saxony's betrayal, Prussia's annexation of Silesia, etc.

Middle Earth CCG – Sat 1 pm

GM: Ben Canlas

CCG by ICE based on Tolkien's Lord of the rings and Hobbit. Players get to play as wizards in middle earth to gather heroes, items and factions to fight Sauron. Challenge decks will be provided.

Pirates Pocketmodel "Are you a Werewolf?" – Fri 4 pm

GM: Jon Brown

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

Pirates Pocketmodel "Sigmund & the Sea Monsters" – Fri 8 pm

GM: Melissa Weiss

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

Pirates Pocketmodel "Survivor: Orcon" – Sat 11 am

GM: Melissa Weiss

"Chaos" style. 40 pt. fleets. Last sailing pirate wins. No eternal or excessive multi-turn tricks allowed.

Pirates: Sink-N-Keep – Sun 5 pm

GM: Victor Bugg

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

Pogs CTG – Sat 4 pm

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

Pokemon – Sat, Sun Noon

GM: Jenny Yu, Kiki

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

Pokemon Workshop – Sat, Sun 10 am

GM: Chuck Watson

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

Quarriors – Sat 5 pm, Sun 7 pm

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. At the start of the game, Creature and Spell dice are dealt at random to form "the Wilds" in the center of the table. As play progresses, players roll their dice to attempt to summon Creatures, cast Spells, and harness the magical power of Quiddity to capture Quarry from the Wilds to add to their repertoire and into their dice bag. Controlling bag composition is key to victory

Star Wars LCG – Sun 7 pm

The characters, starships, and situations of the original Star Wars trilogy come to life in Star Wars: The Card Game, a head-to-head Living Card Game of tactical combat and strategic planning that allows two players to wage cinematic combats between the light and dark sides of the Force.

Star Wars LCG Demo – Sun 9 am

GM: Geoff Colman

Come demo this new lcg from Fantasy Flight. Demos available throughout the day.

Star Wars Minis "Galactic Heroes" – Sun 11 am

GM: Mel Campbell

150pt sealed tournament, consisting of new cards from the brand new expansion SWM virtual set #5, which was released on Feb 1, 2013

Collectibles

Star Wars Minis "Rescue the Princess" – Sun 4 pm

GM: Mel Campbell

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

Star Wars: X-Wing – Sun 3 pm

GM: Emerald Ivy

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

Star Wars: X-Wing – Fri 7 pm, Sat Noon, 3 pm, Sun Noon

GM: Ghost, Emerald Ivy

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

VTES Constructed Tournament - Jann Berger's "A" is for Alacrity

– Sat 11 am

VTES Constructed Tournament - Jann Berger's "B" is for Blur –

Sat 5 pm

VTES Constructed Tournament - Jann Berger's "C" is for Coma –

Sun 11 am

VTES Constructed Tournament - Jann Berger's "D" is for

Decapitate – Sun 5 pm

GM: Robert Goudie, Mike Courtois

Standard Vampire: Elder Kindred Network Tournament Rules.

Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round

War of the Lords – Sun 4 pm

GM: Tristan Convert

Beta testing of Dice Age War of the Lords

Warlord CCG 4eX Singles – Sat 1 pm

GM: Don Tsuchiyama

Constructed singles. 4eX legal. Proxy cards okay, but must be readable images of actual cards. If you do not have a current deck we can provide one if you contact us in advance. Contact [dtsuch\(at\)sbcglobal\(dot\)net](mailto:dtsuch(at)sbcglobal(dot)net).

World of Warcraft TCG – Sat 10 am, Sun 11 am

Constructed format tournament. Swiss rounds. Prizes.

World of Warcraft TCG Demo – Fri 7 pm

Come learn to play World of Warcraft trading card game.

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

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

Yugioh! – Sat Noon, 5 pm, Sun 1 pm

GM: Patrick Lyman

standard block- standard tourney rules.

Yugioh! Workshop – Sat 11 am, Sun 1 pm

GM: Jenny Yu, Patrick Lyman

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

We're Moving...

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



STRATEGICON SCHEDULE

Convention

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

Dates

May 24-27
Aug 30-Sep 2
Feb 14-17
May 23-26
Aug 29-Sep 1
Feb 13-16
May 22-25
Sep 4-7
Feb 12-15
May 27-30
Sep 2-5
Feb 17-20
May 26-29
Sep 1-4

Location

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

Computer and Video Games

105, 112

Age of Empires 2: 4v4 – Sun Noon

Strong alliances and cooperation will carry the day in this Age of Empires 2 tournament. Celebrate this classic medieval strategy game in teams of four.

Awesomenauts – Sun 6 pm

Like League of Legends except 2D, with more space and zany characters. A truly tactical game like all other Battle Arena-style games, but with a fun, platformer twist. Teams of 3 compete for victory.

Friday Night ARAMs – Fri 8 pm

Players of all skill and experience are welcome to join together for (relatively) stress free matches of All Random All Middle on the new map Proving Grounds.

Halo 4 Doubles – Sun 4 pm

Halo 4 with teams of two competing in some objective-based game modes which require ingenuity and quick thinking. Being able to shoot and not die and such are also welcome skillsets.

Halo 4 Free for All – Sat 4 pm

Master Chief and Cortana are finally back and with them comes a new multiplayer. Things have changed, features have been added, but this is still Halo as it lives and breathes (and computes). Kill your friends without going to jail!

Iron Block Challenge – Sat 2 pm

Groups of four will race each other to complete an enclosed, mob safe house with an interior of at least 5x5. In the center of their home palyers must have one iron block. The player to complete these objectives first wins!

Ongoing Events Start – Fri 6 pm, Sat, Sun 10 am

Compete in these events for top scores top scores get top prizes! Devil May Cry (2013) - Get the highest score on a particular level. Spelunky XBLA - Accumulate the highest amount of money in an adventure. Geometry Wars 2 - Three minutes, unlimited lives, score high! Super Hexagon - How long can you survive on Hardest? Pac-Man Championship Edition: DX - 5 minute time trial on Normal. Good luck!

Persona 4 Arena – Sat 10 pm

What happens when RPG characters get tired of taking turns? Persona 4 Arena happens! This game includes characters from Persona 3 and 4 as well as their Personae and features a crisp, 2D visual style. Awesome Persona characters meets fighting game what could go wrong?

PlayStation All-Stars Battle Royale – Sat 7 pm

Sony has finally come out with a game to rival Super Smash Brothers! Beat the stuffing out of your opponents as beloved Sony characters such as Parappa the Rappa' and Kratos. This will be a free for all survival setup.

Shadow Isles – Sat 6 pm

Teams of three will compete in the brand new arena of the Shadow Isles. Gone is the Twisted Treeline of old and in with a new map. What challenges will this new and dark place hold for those who wish to claim victory over all others? Does your team have what it takes?

Skulls of the Shogun – Sun 10 pm

What happens when you're denied your place in the afterlife despite your service as a great Japanese general? You play a turn-based strategy game where you tr to outwit your fellow undead foes, build up your army and defeat the enemy general.

Sonic & All-Stars Racing: Transformed – Sat Noon

Get behind the wheel of a car-boat-plane as many of your favorite Sonic and other Sega characters in this fantastic kart racer! Use power ups and shortcuts to get ahead and don't forget to go FASTER!

Starcraft: 1v1 – Sat 8 pm

It's mano a mano in a classic Starcraft match against fellow congoers. Prizes! Fun! Victory! En taro Adun!

Starcraft: 2v2 – Sat 9 pm

Two heads are better than one. Usually. Compete in teams of two in this classic Starcraft tournament.

Starcraft: Speed Stomp – Sat Noon

Revisit the glory days by teaming up with your fellow players to show the AI who's boss at the end of the day. Now, the challenging part will be beating 'em faster than the other Magistrates... It's 3 humans vs. 5 AIs, and the quickest to win shall be the victor.

Super Street Fighter IV: Arcade Edition – Sun 7 pm

Shoryukens and hadoukens all day! While it may be a bit old at this point, Street Fighter IV remains relevant in the fighting community. So join in the fun and get your punch on!

Ultimate Marvel vs. Capcom 3 – Sun 5 pm

Double Elimination

GAMEHÄUS

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LARPs

LARPs

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

Cthulhu the LARP Game! – Sat, Sun 6 pm – Cthulu Dice

GM: Mike Kelly

Cthulhu Dice lets you drive your rivals mad - very, very quickly. Players take turns destroy their opponents' sanity! Better yet, steal it. But watch out for Cthulhu - when he comes up, he takes sanity from everyone! Lose all your marbles and you're mad. The last sane cultist wins . . . unless everyone goes mad together. Then Cthulhu wins!

Days of our LARP – Sat 8 pm – Days of our LARP

GM: Aaron Kutzmann

Why lie? You don't LARP to save the world, or the whales, or even a quarter. You LARP for some good old fashioned melodrama. It's ok, you can admit it, there are lots of us like you. We even made a game for people just like you. A soap opera LARP. That's right, you don't need a plot when you can have plot twists. You don't need to act well when you can act over-the-top. You should play this game.

Houses of the Blooded LARP! – Sun 8 pm – Blood & Tears:

Houses of the Blooded LARP

GM: Josh Roby

Join us for the next chapter of our ongoing persistent LARP! Newly elevated Duke Maureval will be holding a Court of Love this spring. Whose romances will be approved and whose will be disdained? And will all the new dukes and duchesses find vassals to fill the embarrassing holes in their feudal structures? This LARP concerns adult themes and is not recommended for kids or young teenagers.

Miniatures

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

A Good Old Fashioned Furball - HMGS-PSW Game – Sat 6 pm – Check Your 6!

GM: Steven Reid and Michael Meeks

Set in the Pacific late in WW II, it's the epitome of air combat - the dogfight. Whether you want to show your love for President Roosevelt or Emperor Hirohito, you'll be flying one of your nation's best fighters as you try to clear the skies of the enemy. Easy to learn rules, everything provided, beginners welcome.

Bats Outa Hell - HMGS-PSW Game – Sat 2 pm – Check Your 6!

GM: Steven Reid and Michael Meeks

Join the 499th Bomb Squadron "Bats Outa Hell" in their strafing converted B-25s as they skim the trees to shoot up and bomb a Japanese airfield in the Philippines in Nov. 1944 or fly escort for them in a deadly P-38. Or try to stop the American Devils in the Japanese Army's best fighter, the Ki.84 Frank. Easy to learn rules, everything provided, beginners welcome.

Battle of Guilford Courthouse - HMGS-PSW Game – Sat 7 pm – Field of Battle

GM: adam hammer

Replay this battle from the Southern Campaign in the American Revolution. Lord Cornwallis is attempting to complete his conquest of the Southern Colonies by "removing their stars from the flag." Nathaniel Greene has a numerical advantage and intends on using them to stop the "Lobsterbacks." This battle will be played in 15mm and no experience is necessary to join, just a good attitude.

Renegade Jennys and Boilerplate Jacks Playtest – Sat 8 pm – Renegade Jennys and Boilerplate Jacks

GM: Josh Roby

The "sky pirate" Reginald Black has sent out the word to every disreputable freebooter, scoundrel, and picaro throughout the World Atlantis Broke. He has a lead on an untapped Atlantean vault, ripe for the picking... beneath the stronghold of Haida Gwaii. Bring your steampunk adventurer to Black's shindy, palaver with your peers, and lend your exploits to the cause. Riches to all on success!

Star Wars LARP Playtest – Fri 8 pm , Sun 2 pm – Star Wars Live-Action Role-Play

GM: Allan Sylvia III

In similar fashion to SOLAR, and NERO, I am trying to launch the First Official Star Wars Live-Action Role-Play in Southern California which will allow Children, Handicapped, and even Disabled people to participate in a while new gaming system, which is simplified and easy to understand and enjoy.

Starship Valkyrie – Sat Noon – Starship Valkyrie

GM: Christian Brown

Starship Valkyrie is a cooperative sci-fi adventure. It has role-playing, board game and card game elements. Each participant plays the part of an officer, pilot, scientist or engineer on the Earth Republic Ship Valkyrie. The sections of the ship each have their own unique challenges, but must work together to complete the assigned mission. All experience levels welcome. You will be taught everything you need to know in order to participate. Earth Republic: United and Strong!

Battle of Sacile 1809 - HMGS-PSW Game – Sat 2 pm – Napoleonic

GM: Michael Verity and Daniel Verity

Battle of Sacile April 1809. Pz. Eugene vs. Archduke John in opening battle of N. Italian theater campaign. 25-28mm miniature marching on full terrain tabletop. Local veteran group play ruleset used for over 20 years with ease of play and GM instruction before scenario. All gamer levels invited to join in.

Battletech - The Samba Saints Reunite! part 1 – Sat 6 pm –

Classic Battletech

GM: Andy Salazar

Join us as we continue our story of the merc group the Samba Saints. This will be a 2 night game, you are welcome to jump in at any point in the story. It will mostly be a miniature game, but will have some out-of-mech adventures and role-playing. We had a great time last year, come join the fun!

Battletech - The Samba Saints Reunite! part 2 – Sun 6 pm –

Classic Battletech

GM: Andy Salazar

Join us as we continue our story of the merc group the Samba Saints. This will be a 2 night game, you are welcome to jump in at any point in the story. It will mostly be a miniature game, but will have some out-of-mech adventures and role-playing. We had a great time last year, come join the fun!

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jamie Vann and Chris Morrison

A Plus Ten To Awesome event - Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con!

Miniatures

Miniatures

Command Combat: Civil War - The Second Battle of Bull Run/Manassas – Fri 2 pm, Sat 10 am – Command Combat

GM: Jeff McArthur

The Second Battle of Bull Run/Manassas using the Command Combat: Civil War rules. All players will receive a free copy of the battlepack for Second Bull Run/Manassas, which includes all rules necessary to play the scenario, including cut-outs of all pieces necessary.

Defense of Outpost Thunder – Fri 6 pm, Sun 10 am – Force on Force

GM: Mike James

Dirkastani insurgents have launched a major assault on an American outpost. Can 2nd Company hold out long enough for reinforcements to arrive, or will the Americans be driven out of the province? Beginners welcome, all materials provided, join at any time.

Dropzone Commander Demo/Tournament – Sat, Sun 10 am – Dropzone Commander

GM: Solomon Chang

Dropzone Commander is a 10mm scale sci-fi tabletop wargame, utilizing rapid deployment and redeployment of your forces by airborne dropships. 2-day sponsored demo/tournament with prize support, with a special "Noobie Prize" for one lucky beginning player. A starter armies available to beginners. Games are 2 hours with multiple replays if you wish! Sponsored by Hawk Wargames.

Dropzone Commander Demos – Fri 6 pm – Dropzone Commander

GM: Solomon Chang

Dropzone Commander is a 10mm scale sci-fi tabletop wargame, utilizing rapid deployment and redeployment of your forces by airborne dropships. Come learn and play in tomorrow's tournament, all materials provided.

FoW Late War Tournament – Sun 10 am – Flames of War

GM: Frank Vassallo

1250 points, late war. 3 round tournament. Any level of experience welcomed, want to learn how to play, you are welcomed to borrow an army. Please let me know ahead of time if you'd like to borrow one.

FoW mega game – Fri 7 pm – Flames of War

GM: Mark / Frank

Come play with us our large scale FoW game on Friday night. All armies will be provided, but if you'd like to use your minis, you are welcomed to as well. No experience necessary, this can be a learning experience.

Hanging Out! – Sat 9 am – Mein Zombie

GM: Michael Moran

Just an average night hanging out with friends. The only problem is you need food, medicine, an ammunition. Just a quick jump to the store. Oh yea, I forget to mention all the Zombies hanging around outside. Can you survive or will you become one of the recent dead. Come test out the new Mein Zombie rules to be produced by Old Dominion Gameworks, LLC. Game scheduled for release July 2013.

Kobayashi Maru – Sat 10 am, Sun 11 am, 5 pm – A Call to Arms: Star Fleet

GM: Jim Sandoval

A clever captain has changed the rules of engagement for the famous Kobayashi Maru test. One lone Constitution Class Heavy Cruiser faces off against 3 Klingon D6's in the neutral zone. Will the changes in the program win the day for the creative young Star Fleet officer or will the whole thing just blow up in his face? You will decide. All materials for play will be provided.

Lexington and Concord – Sat 10 am – Home Brew Rules

GM: Robert Boyens and Jesse Boyens

Can the British column get back to Lexington after their raid on Concord without disintegrating? Can the colonial militiamen stop them? 28 mm AWI, run the British column or the swarming colonials, everything provided.

Malifaux 1 Day Achievement League – Sat 11 am – Malifaux

GM: SoCal Malifaux

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

Malifaux Gaining Grounds Tournament – Sun 11 am – Malifaux

GM: SoCal Malifaux

Malifaux gaining grounds tournament! 3 Rounds, 30ss scraps 60ss hiring pool Strategies will be pre-determined. Please refer to Gaining Grounds 2012-2013 or email ebonstar@socialmalifaux for more details. Registration begins at 11am- first round begins at noon.

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

GM: SoCal Malifaux

Come and play a Malifaux game demo with one of SoCal Malifaux's Henchmen and volunteers. This tabletop skirmish game by Wyrd Miniatures is one of the fastest growing miniature games in Southern California, combining steampunk, gothic, western, and horror themes in a unique card-flipping mechanic. Game demos run approximately 30-60 minutes each.

Malifaux Scenario Encounters – Fri 8 pm – Malifaux

GM: SoCal Malifaux

Team up with your friends and fellow Malifaux players in one of our 5 player scenario encounters. A scenario encounter is a 5 player cooperative event, where each player takes on the role of one or more characters in the Malifaux game. This event is ideal for new Malifaux players. All play materials will be provided. Brought to you by SoCal Malifaux.

Middle East Modern Micro Armor – Sat 7 pm – Modified Tacforce Rules

GM: Allen Rockwell

US Army/Marines VS insurgent troops with Russian made equipment in the fictitious Middle Eastern country of Malakastan. Terrain boards, scenery, vehicles and rules will be provided by GameCraft Miniatures. All you need to bring is yourself and some snacks. No previous experience is necessary however a basic understanding to modern war vehicles and their capabilities is helpful. First time miniatures gamers are just as welcome as lifelong wargamers as long as you want to play and have fun.

Ride Into The Danger Zone – Sat 10 am, 3 pm – Check Your Six! Jet Age

GM: Marcelo Figueroa

Top Gun (Movie Finale) "Gentlemen, this is bull's-eye. The communication ship SS Layton has become disabled & has wandered into foreign territory. A rescue operation is to begin within the hour. Your mission is to give it air support to that rescue. There are MiGs in the area & tensions are high. If you witness a hostile act, you will return fire. Gentlemen, this is the real thing."

Miniatures

Slaughter in Space – Sat 8 am, Sun 9 am – Warhammer 40k (6th ed.)

GM: Scott Tiveron

2000 points and allowing double force organization. No ForgeWorld rules. We are running mostly book missions. This means almost every mission is objective based. Awards - Best General (highest Battle Points), Best Sportsman, Best Painting and Renaissance Man (the person with the highest scores across all three major categories). Tournament Will be 6 games over 2 Days. There will be 4 games on Saturday and 2 Sunday.

Suicide Isn't Painless - HMGS-PSW Game – Sat 10 am – Check Your 6!

GM: Steven Reid and Michael Meeks

The Japanese kamikaze attacks peaked during the Okinawa Campaign in April and May of 1945. In this game you'll get a chance to either die gloriously for the Emperor by diving your bomb-laden aircraft into an American picket ship or become a hero and by shooting down the kamikazes before they reach their target while flying a U.S. CAP fighter. Everything provided, beginners welcome.

Temple of the Frogs – Fri 2 pm, Sat, Sun, Mon 11 am – D&D 4th Miniatures

GM: Stephen P. Van Hoak

Epic 4th edition Dungeons and Dragons (w/some house rules) miniatures battle loosely based on the original Temple of the Frogs adventure. Experienced 4th edition D and D players welcome to join for the entire run or for a portion, on a first-come basis. All materials provided, characters are pregenerated by DM.

The Flying Circus – Sun 5 pm – Wings of War

GM: Donald Tseng

Will the flock of Sopwith Camels be able to take on the Red Baron and his Flying Circus? Come play this fast and exciting dog fight set in the chivalrous age of WWI air combat.

The Great Titan Hunt! – Sat 3 pm – Warmachine/Hordes

GM: Colin Dimock/Frank Vassallo

- Players can take a caster/lock + 9 points - A player takes a titan if it gets it down to one aspect - All titans get boosted attack an damage rolls while within the command of a bronzeback - All titans, other than the bronzebacks, will be a downgraded gladiator variant - All titans heal 1 point in each aspect each turn - Titans will slam the nearest enemy - Player with most titans taken wins!

The Sheriff Is Near! – Sun 11 am, 2 pm – Legends of the Old West

GM: The Gov

The ultimate battle of good vs. evil in the old west! Get back here you piddlyass sidewinder! You can choose to either defend the good people of Rock Ridge or wear the black and pull a Number 6 on them! All materials provided, rules are quick and EASY to learn. This game will be located in front of the Dealer's Room. Authentic Frontier Gibberish used by permission.

The Siege of Minas Tirith - HMGS-PSW Game – Sat, Sun 1 pm – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

The forces of Mordor now have the city of Minas Tirith under siege. Darkness hangs over its walls, the forces of Mordor surround it and the cries of the Nazgul fill the air. Will Gondor stand or fall? Come and determine the fate of Minas Tirith, Gondor and the Free People of Middle Earth! Everything is provided, all players, experienced or novices are welcome!

Wasps, Stingers and Locusts – Mon 10 am – Battletech

GM: James Forest

How many Wasps, Stingers and Locusts does it take to bring down an Atlas? We are going to find out. Monday Battletech MECHMASH! Miniatures with an attitude! With minis provided. Last mech standing will be the winner. This will be an ongoing event that will take place from con to con.

Webster Open WAB 2.0 Tournament – Sat 10 am – Warhammer Ancient Battles

GM: Harold Hildebrand

2800 point WAB 2.0 tournament using the Armies of Antiquities 2.0 supplement. We'll play at least two rounds with an option for a third. No presubmit for the lists is required but please have a printed copy available. Loaner armies and additional units are available.

Zombie Plague! – Sat, Sun 10 am, 2 pm – Rusted Heroes

GM: Fantization Miniatures

An ominous rain storm has settled upon the Village of Nesspreall and with it has come a strange lady. A group of town folks banded together to roust this evil witch and drive her from the land. Zombies are now roaming the countryside spreading their plague and infecting other good folks. Gather your warband of heroes, sharpen your blades, and gear up to rid the land of this ZOMBIE PLAGUE!!! Come play Rusted Heroes on one of the best miniature gaming tables at the show.

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

Roleplaying

Second Floor, 108, 110

"Extended Stay" – Sun 9 am – Whitewolf Storyteller

GM: michael cantin

The desert highway coming into California is as long and barren as the roads preceding it. The night is long, your limbs are weary. The Desert View Resort rises like an apparition, offering comfort and rest. Luxury. beauty. An attentive staff. A mysterious pale woman. It seems almost too good to be true. So many smiles. Why not stay? ...forever Presented by the Dead Gamers Society.

"The Kobold" A totally unexpected parody – Sat 2 pm – Beer & Pretzels

GM: michael cantin

"There once were some Kobolds that lived in a hole. It wasn't a pleasant hole by any means...." When the the evil wizard Tabriz the Black comes to the cave seeking a victe...er, party member or seven to join his party of Orcs to seek treasure at the Lonliest Mountain, I am pretty sure you know what comes next: a horrible death! ...and snacks! *Uses the super silly Kobolds Ate My Baby!ruleset

2nd Ed AD&D - Mystery in the White Wyvern Inn – Sat 2 pm – AD&D 2nd Edition

GM: Andy Salazar

Come and play a classic 2nd Edition AD&D game. Another one of Andres' classic, HEAVY Role-playing games. Bring your old 2nd Ed. character, or one will be provided. This will be a contained adventure and lots of fun. Bring dice, accents and a gift for the DM! :)

A Case for Science or Magic – Sun 8 pm – Arcanum Steamworks & Magic - GURPS

GM: Ron Shaw

The streets of Tarant are no longer safe at night, young women are disappearing at an alarming rate. Mr. Gilbert Bates has hired you to investigate the matter and make his beloved city safe again. He has tasked you to find out who is taking these women, where they are being taken to, and for what purpose

A Penny for My Thoughts – Sun 8 pm – A Penny for My Thoughts

GM: Ed Murphy

"... and my father looked down at me and said, "If you don't want to ride the roller coaster, you don't have to. You can wait here in the candy shop while your brother and I go," says the older woman. "I was scared." As she speaks, the remembered terror creeps into her voice. Her expression suddenly goes blank. "What did I do or say then?" she asks, offering the single penny in front of her.

A'hole GMs present "TPK" – Fri 8 pm, Sat 9 am, 2 pm – Pathfinder

GM: Casey Conner and Bruce Penner

You will die. How far can you make it through the dungeon?

ADCP5-1 Home's Last Light – Sat 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Elturgard has fallen. From the capital of Elturel the fallen Order of Torm, thoroughly corrupted by the Order of the Blue Flame and agents of Najara, has declared an alliance with Netheril. Its borders closed, rumors are rampant of mutagenic plagues changing the populace into monstrous beasts and undead that do not fear the light of day. The remnants of the exiled government have appealed to all enemies of Netheril to aid in retaking the country.

Atomic Robo and the Invaders from Mars – Sat 9 am – Atomic Robo: The Roleplaying Game

GM: Mike Olson

Ladies and gentlemen, I have a grave announcement to make. Incredible as it may seem, both the observations of science and the evidence of our eyes lead to the inescapable assumption that those strange beings who landed in the New Jersey farmlands of Grover's Mill tonight are, in fact, the vanguard of an invading army from Mars.

Awaken Lich of Ruins (10th-12th lev.) – Sat 2 pm – D&D-3.5 / Pathfinder - Land of Grayhawk

GM: Mark Davis

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

Big Damn Heroes – Fri 8 pm – FateCore

GM: Saylor Van Merlin

We will have an adventure! Genre, tone, everything to be determined at the table. Be awesome your way!

Bitter Deeds at Sweetwater – Mon 9 am – Renegade Jennys and Boilerplate Jacks

GM: Josh Roby

Alistair Liles believes his new plantation lies in Texas today, airship captain Asetamy will inform him that he is in Comancheria and will pay tribute to the Numunu for the privilege of drawing breath. Speaking of which, Theodora Brown is readying an abolitionist assault team to liberate the plantation slaves by any means necessary. You lot? You and your crew of scoundrels are here for pie.

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

GM: Todd VanDerWerff

Look, it's all in the title, in case you were at all curious. You are a wee housecat or farmcat who lives in a tiny little town in the middle of nowhere USA. And one day... all the humans disappear. Can you bring them back in time to fill the cat food dish? Band together with fellow feline friends in CAT: THE GAME WHERE YOU PLAY A CAT.

CORE4-3 Running Amok – Fri 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

For years the tenuous peace between Netheril and Cormyr held. For years the city of Urmlaspyr, last remnant of free Sembia, lay in between. Now something stirs in the darkest places of the city. Citizens run amok without apparent cause, wielding shadow powers they did not have before. What could cause these otherwise peaceful people to go into a murderous frenzy? An adventure set in Urmlaspyr for characters of the Heroic tier (levels 1-10).

CORE4-4 Shadow Siege – Fri 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A radical dissident makes dark alliances and takes drastic measures to advance his political agenda. Is there time to stop the evil he has set in motion? An adventure set in Urmlaspyr for characters of the Heroic tier (levels 1-10).

RPGs

CORE4-5 Skeletons in the Closet – Sun 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Shadows grow long in the free city of Urmlaspyr. The city calls for adventurers, as the rising darkness overwhelms the capabilities of the city guard. A noble's manor has been overtaken by shadowy undead. Can you reach the source of the haunting and stop it before it spreads throughout the city? An adventure set in Urmlaspyr for characters of the Heroic tier (levels 1-10). This adventure is part of Chapter 1 of the Desolation series.

CORE5-1 Churning Shadows – Sun 2 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

By Buddy Arnold and Mickey Tan. The city is overrun by a plague of shadowy undead creatures. You are tasked with rescuing the Cormyr ambassador from the city of undead. Will you be able to save the ambassador without becoming one of the living dead yourself? An adventure for characters of the Heroic tier (levels 1-10). This adventure is the conclusion of Chapter 1 of the Desolation series.

CORE5-2 A Radiance Faded – Fri 2 pm, Sun 9 am, Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Many fear that a Thayan plague is killing all of the livestock in Thesk as a precursor to a full-scale invasion. The true cause may be much simpler, but much more deadly. An adventure set in Thesk and Rashemen for characters of the Paragon tier (levels 11-20). This adventure is an epilogue to the Radiance Against Thay series, which included CORE1-2, CORE1-6, and CORE1-14.

CORE5-3 Lost in Wonder – Fri 7 pm, Sun, Mon 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters, and vicious fey. And if that wasn't enough, the investigation just might end up involving you in an ancient, endless struggle. An adventure set in Baldur's Gate for characters of the Paragon tier (levels 11-20).

Cynosure Romp: The Rescue of GrimJack – Sun, Mon 9 am – GURPS

GM: Mook Wilson

GrimJack can be a bit...intense. But his bar, Munden's, serves the cheapest rotgut in the multi-dimensional city of Cynosure. When you and a few other regulars arrive that night, you discover that someone has trashed the place and kidnapped GrimJack. Who grabbed him, where'd they take him, and how many heads will you have to crack to find out? (No familiarity with GURPS or GrimJack required).

DCC RPG: Introductory Adventure! – Fri 8 pm, Sat 2 pm – Dungeon Crawl Classics RPG

GM: Reverend Dak

1st-level friendly. 0-level character creation and short adventure. All materials provided. Seeking wealth and escape from their peasant lives, the characters decide it's time to go on an adventure. Return to the glory days of fantasy with the Dungeon Crawl Classics Role Playing Game. Adventure as 1974 intended you to, with modern rules grounded in the origins of sword & sorcery.

Dead Presidents 4: Legion of Dead Presidents – Sat 9 am – Savage Worlds

GM: Tyler King

The Dead Presidents play an unplanned game of sardines. Can they find a way out before it's too late?

DND Next: G1 - The Steading of the Hill Giant Chief – Fri 7 pm, Sat 9 am, Sun 9 am, 2 pm, 7 pm – D&D 5e

GM: RPGA Staff

Giants have been raiding the lands of men in large groups with giants of different sorts banding together. Destruction and death have been laid heavily upon the land and your band of adventurers has been gathered from local villages to deal with this problem. Glory, gold, and fame await the successful while a short trip to the headman's block awaits those who fail. Your adventure against the giants begins now! 9th level characters provided.

Dungeon World: Freeport – Sat, Sun 2 pm – Dungeon World

GM: Sam Carter

Freeport, the City of Adventure awaits! Pirates, skullduggery, political intrigue, dark deeds, canny heroes, exiled nobility, cults, wind, waves & the poisonous jungle can all be found here. This game uses the Dungeon World engine - allowing players to create characters at the table and be ready to play in minutes. Players' choices during character creation will mold the adventure.

DungeonHearts – Sat 8 pm – Monsterhearts

GM: Hamish Cameron

A story game about the messy lives of teenage adventurers.

ELTU4-1 Born by Fiends – Sun 9 am, 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The Companion has gone dark, and now something stirs in the heart of Elturel itself. What chance does the honor-bound Church of Torm have when faced with an adversary that has neither morals nor compassion? An adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the first part of a trilogy.

ELTU4-2 The Iriaebor Gambit – Sun 2 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

There is turmoil in Iriaebor and some faction in the city wants to ensure that it continues unabated. Merchants are being slaughtered, their bodies displayed in the streets. Would the Dusk Talons be willing to go that far to keep their city free from the gauntleted grip of Elturel's Order of Torm? An adventure set in Elturgard for characters of the Heroic tier (levels 1-10).

ELTU4-3 Minutes to Midnight – Sun 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The clock strikes twelve. A crow screams. A traitor has been found! Yet this is no mysterious and unexpected turncoat - it is none other than Nualla a'Ashehmi, leader of the Dusk Talons, being paraded around by the city guard! What evidence has led to her arrest, and why is she being taken to the Dungeon of the Inquisitor? The difficulty of discovering what is truly going on here pales in comparison to the difficulty of the choices you must soon make.

RPGs

ELTU4-4 The Fall of Elturgard – Fri 2 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Following the discovery of corruption among the paladins of the Order of Torm and a deadly plague born of Bhaal that nearly destroyed Scornubel, Everyn Cadwy has brought together the leaders of the various Elturgardan factions for a summit to address the blight at the heart of the region. You have been asked by your allies to help represent one of these factions in order to negotiate the best possible alliance. Your task is nothing more and nothing less than to save Elturgard.

EPIC3-3 The Tangled Skein of Destiny – Fri Noon – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A trail of assassination and devastation has led you across the planes to Lolth's throne. The path to the Queen of Spiders is treacherous and the souls of many brave heroes have been trapped alongside the demons, ensared in her eternal webs. Can you weave your way through the Demonweb to untangle the fate of mortals and gods alike? A three-round continuous-play adventure set in the Demonweb for 23rd-level characters.

EPIC4-1 Shooting the Moon – Fri Noon, Sun 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Devious plots have greatly weakened the Seldarine and nearly destroyed Arvandor and the Demonweb. Can you intervene before these machinations plunge Faerun into havoc, ruin, desolation, and devastation? A three-round continuous-play adventure for 24th-level characters. This adventure is a direct sequel to EPIC3-3 The Tangled Skein of Destiny and marks the beginning of the second season of the LFR Epic Campaign.

EPIC4-2 Age of Ruin – Sun 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

By Bruce Higa, Joshua Randall, Keith Richmond and Mickey Tan. Catastrophic events have transpired during your absence, and Faerûn lies in ruins. In a world covered in darkness that even the gods have forsaken, can you provide a shred of hope to the few survivors, or will you too succumb to despair? A three-round continuous-play adventure for 25th-level characters.

F1: Expedition to the Sinister Temple of the Reptile Cult on the Borderlands – Sun 2 pm – Fate Core

GM: Mike Olson

Come celebrate games both old and sorta new! A confused mess of several classic D&D and AD&D modules as seen through the lens of Fate Core, this promises to be, if nothing else, a good time for me personally. Characters will be provided and references will be made. No experience with Fate Core is necessary. Look for the sequel game Sunday night!

F2: Descent into the Hidden Tower of the Silver Demonweb at Dunwater – Sun 8 pm – Fate Core

GM: Mike Olson

Come celebrate games both old and sorta new! A confused mess of several classic D&D and AD&D modules as seen through the lens of Fate Core, this promises to be, if nothing else, a good time for me personally. Characters will be provided and references will be made. No experience with Fate Core is necessary. Technically, this is a sequel to Sunday afternoon's game, but don't sweat it.

Feast Fit for a Demon – Fri 8 pm – FantasyCraft

GM: Michael Buzzerio

The characters have been invited to a feast in the honor of the recently deceased Jarus and Natalia Talin. Bad weather and a lame horse have caused the party to arrive late at Talin Lodge. The grounds are mysteriously quiet, especially as a feast is supposed to be in full swing.

Fiasco - Entropy – Fri 8 pm – Fiasco

GM: Weston Chaikaew

The world is slowly dying. The sun doesn't shine as bright, music is fading, and the grandeur of the world just isn't the same. Things are getting colder and the numbness is setting in.

Fiasco - South Sarassotta Wrestling – Sat 8 pm – Fiasco

GM: Weston Chaikaew

Wrestling's real to me darnnit! Those Adonis' in tights sacrifice their bodies for the cheer of the crowd! You can't tell me the drama is fake.

Fools Rush In – Sat 2 pm – Iron Kingdoms

GM: James Forest

Learn the new Iron Kingdom RPG. Fools Rush In is a short adventure meant to introduce four players and one Game Master to the world and rules of the Iron Kingdoms Full Metal Fantasy Roleplaying Game.

Guardians of the Water – Sat 9 am – Fallout - GURPS

(Tournament)

GM: Ron Shaw

War... War never changes... and neither does greed. Purified water is at last available to the wastes, and its value is greater than gold, or bottle caps or lives. The Brotherhood of Steel is doing its best to disperse the water fairly across the wastes but its caravans have been attacked frequently and without mercy. So the Brotherhood has begun to guard its caravans with escorts like you.

GURPS Aspire – Sun 2 pm – GURPS

GM: MIB

When several high profile people are accused of murder, it is our job to find out if they committed the crimes or if they are being set up. Pregens provided. This is part of the GURPS tournament.

GURPS Aspire – Sat 8 pm – GURPS

GM: MIB

"The Order" is trying to destroy magic, We need to find the source of the disruption before magic is gone forever and creatures who require magic to survive will be lost. Pregens provided. Part of the GURPS tournament.

GURPS: Gaslamp Adventures "Full Moon over the Carpathians" – Sun 2 pm – GURPS

GM: David and Julie Scott

John Talbot, the Wolfman, has been seen lurking near Castle Dracula. The Oddfellows must venture into dangerous territory to find out if Talbot is Dracula's friend or foe.

GURPS: Gaslamp Adventures "The Phantom Train" – Sat 2 pm – GURPS

GM: David and Julie Scott

Although Clockwork is the patron to scientists and rationalists, it remains mysterious in many ways. When a massive train with no conductor and no Earthly point of origin begins to cross Europe, the Oddfellows must investigate!

RPGs

Halting the Hubris of Man – Mon 2 pm – D&D 1st Ed. (The Original Red Box)

GM: Gary Mack

The great Arch-Druid has declared war against the city. Declaring it a blight against nature he and his band of warrior-preservers and animals seek to tear it down stone by stone. Will your legendary band save the city?

Happy Chaoflux Day Is Mandatory – Sun 2 pm – Paranoia

GM: Ed Murphy

Attention, Troubleshooters! Members of the [REDACTED: REF. 15-R/1] secret society are conspiring to steal [REDACTED: REF. 7-N/14] and use it to damage valuable Computer property. Your mission is to terminate these Commie mutant traitors and retrieve the stolen equipment. And don't forget to [REDACTED: REF. 3-J/9], or you will be [REDACTED: REF. 10-L/13]!

Happy Jacks – Fri 8 pm – Savage Worlds Deluxe

GM: Stuart Venable

For countless millennia, the temple of Haak n'Slaesch has stood silent, sealed from the outside world, the horrors within waiting for an ad hoc collection of dysfunctional adventurers to come in, kill them and take their stuff.

Happy Jacks – Sat 2 pm – Vampire: the Masquerade (OWoD)

GM: Kurt Hanna

Something has been preying upon Lasombra, and the Sabbat Inquisition wants to know what. A pack is sent to investigate and, potentially, deal with the threat. Who or what could be desperate, or foolish, or capable enough to choose to prey upon such hard targets? Rumor has it, even Regent Galbraith is worried...

Happy Jacks - Ghostbusters LA - Rise of the Hipsters – Sat 2 pm – Savage Worlds Deluxe

GM: Stuart Venable

Ever since the incident with the Flying Spaghetti Monster and the possessed baked ziti, the horn-rim donning, skinny jeans wearing hipsters of LA have kept a low, yet somehow annoying, profile. But a strange, dark force is rising like the tide on the Golden Coast, and it's packing a strong sense of irony and affinity for obscure music.

Happy Jacks - In Conflict Bound – Sat 9 am – Hero 6th Edition / Star Hero

GM: Jason (JiB) Tryon

The Terran Empire, there are those who rule and those who serve. You were made to be one of the latter, bound in perpetual slavery to those who think themselves better than you. But you don't see why you should serve, why you should put yourself in danger for they who think themselves better than you. The time has come to break free of your bonds and forge your own destiny. If you can manage it.

Happy Jacks - the Rule of Magic – Sun 2 pm – Pathfinder

GM: Jason (JiB) Tryon

Teaching at the Academy of Magic in the bustling city of Arsendia where the college dominates all life and he who rules the college rules the city is a pretty easy job. The rule of the day is intrigue and political machination. Because, he who rules the school rules the city. Now, the machinations have turned bloody and it's up to you to find out who has killed the headmaster of the school.

Head Case-Cthulhutech Intro – Fri 8 pm – Cthulhutech

GM: Michael Ma

Introductory scenario for the Cthulhutech setting. Pre-generated characters. Uses d10.

How in the Nine Hells do you Lose a Manticore? – Sun 2 pm – D&D 1st Ed. (The Original Red Box)

GM: Gary Mack

The city mayor has hired you to investigate the disappearance of a zoo animal which is one of many such strange disappearances to happen of late. The town's gratitude, and gold await you.

Indiana Jones and the Flying Saucer men from Mars – Sat 9 am, 2 pm – GURPS ATOMIC HORROR

GM: Mike Kelly

In the steaming Amazon jungles very strange UFO sightings have been made by the natives there. Is an evil plot of Alien origin about to destroy the world? Is treasure of inestimable value and from another world waiting to be discovered? Based on the famous Indiana Jones movies starring Harrison Ford - characters provided, beginners welcome, prizes by SJGs provided. Come play and join the fun!

Into the Peruvian Jungle – Sat 8 pm – Dread (Jenga-Tower mechanics)

GM: Sam Carter

It is the early 19th century. That bastard George (Reisner) may soon be getting all the glory in Egypt, but a rumor your team followed up on hints that even more interesting things may lie in the Peruvian Jungle... If you are not familiar with the Dread system, it uses a unique form of mechanics where players pull blocks from a Jenga tower. The harder the task, the more blocks.

It's a Long Way Down – Sun 8 pm – Abney Park's Airship Pirates

GM: Nic Neidenbach

You are a member of the crew of the pirate airship Isabella. Last night you'd raided an Imperial airship and discovered it was loaded with 50,000 Helios. It was a hard fight, but once you got the treasure, there was some hard celebration too. It was a night to remember... but you can't quite remember it. System will be taught. Characters Provided.

Judge Dread - Not Murder - but a Service! – Sun 8 pm – Gurps Traveller

GM: Mike Kelly

Based on the hit movie Dredd 3D. Players are "Judges" handing out street justice one punk at a time. Something strange is happening in Megacity 1 and the players must solve the mystery before thousands of innocent citizens die. Characters provided, beginners welcome - prizes provided by SJG.

Living is this Village is a Serious Task (Serial Adventure) – Fri 2 pm – AD&D

GM: Dimitri Del Castillo

Overlord Otto's GED "Get Every Demihuman" program sent you dropouts to Harith Village to get "Valuable Job Xp" from the conflict in the area. Gold was found in the Great Scar! River Folk are being kidnapped! Bandits run unchecked! Tremors rock the Charmaine Woods! Wexy the Hobbit Sheriff wants to run booze to Yarlberg! Drop ins welcome. Pregens provided. Prereg to reserve a legacy character.

LV-571 – Sat 9 am – The Regiment: Colonial Marines

GM: Hamish Cameron

The Corporation lost contact with this colony a month ago... Everything looks calm... "Contact! We have a blip sir!"

M.O.D.O.K.'s Eleven – Sun 2 pm – Marvel Heroic Roleplaying

GM: Caoimhe Snow

You're not the most fearsome set of villains ever assembled, but that's okay - you've got a pretty simple mission from M.O.D.O.K. Will you succeed in your task, or will you betray the others for your own sinister reasons? Doublecrosses and hidden motives abound in this all-supervillain session!

RPGs

Midnight Pulp-a-thon – Fri 2 pm, Sat Midnight – S/Lay w/Me
GM: Saylor Van Merlin

I have this little game by Sorcerer author Ron Edwards. It's played head-to-head style by a pair of pulp fiction fans (The cover art depicts fantasy tropes, but it plays well in any genre). You narrate your mighty-thewed hero's actions I provide the opposition. Your story generally takes about 2 hours to tell. Then we switch. I propose to guide play for multiple pairs of players. At midnight.

Mummy: The Curse – Sat 8 pm, Sun 9 am – White Wolf
Storyteller

GM: Louis Garcia

Play a Mummy in White Wolf's newest World of Darkness game. Awaken after a long slumber, your cult serves you and survive the hidden dangers of the World of Darkness. Presented by the Dead Gamers Society.

Mutants and Masterminds: Heroes and Villains Team Up Event –

Sun 2 pm – Mutants and Masterminds 3rd Edition

GM: Chris Jackson and Al Forest

Groups of super heroes and villains have been abducted and put into teams to battle for the amusement of the demented super-villain, The GameMaster. Can the player put aside their petty squabbles and work together. Or will old habits die hard and lead to the team fighting each other as much as The GameMasters death traps. 2 teams of 4-6 players. Pre-generated characters provided.

Nebmedes: Against the Black Pharaoh – Sun 2 pm – Asterisk World [DW/AW derivative]

GM: Rob Sanderson

In the same epic spirit as 2012's Living Dungeon World series, Nebmedes: City of Sands is a high fantasy, action-packed game using an Apocalypse World/Dungeon World derivative. Set in an Egyptian-esque city surrounded by sands, will the heroes prevail faced with challenges from all sides as they face down the might of the Black Pharaoh! Characters from N:CoS can be reused but are not required.

Nebmedes: City of Sands – Sat 8 pm – Asterisk World [DW/AW derivative]

GM: Rob Sanderson

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Night of the Revolution – Mon 9 am – GURPS

GM: Ron Shaw

Stone by day, warriors by night... the church where your clan has roosted for generations has recently been brought over stone by stone to the new world. The impudent colonies have declared independence from the crown and war has broken out... Which side will you choose to protect?

Night Run Part 1 - Friday Night Firefight – Sat Midnight – Cyberpunk 2020 - GURPS (Tournament)

GM: Ron Shaw

Friday Night is always busy and lively and deadly in the ruins on the fringes of the city. The Privately hired trauma and extraction teams contract extra muscle for these wild nights and that's you! The call has come in that someone's trauma card has been popped so you and the med team are now in a hover vehicle dropping into a hot landing zone...

Night Run Part 2 - Body Snatchers – Sat 2 pm – Cyberpunk 2020 - GURPS (Tournament)

GM: Ron Shaw

Your team has been hired again, for a grab job... literally. The Client wants you to break into a bodybank and steal several choice organic organs and limbs along with some very valuable proprietary data. Can you do it? Can you become a body-snatcher?

Night Run Part 3 - The Spike Girls – Sun 9 am – Cyberpunk 2020 - GURPS (Tournament)

GM: Ron Shaw

Your team has impressed your contact's corporate backers. They have been facing some very bad Press lately and so they are throwing a benefit concert to help raise their public image. Your team has been hired as security for the event and the rocker gals that are playing, but something seems off, your combat sense is tingling...

Oh Rose, Rose of San Anton' – Fri 8 pm – Fallout - GURPS (Tournament)

GM: Gary Mack

A hero falls... a revolution staggers... a brave band of heroes must avenge the lost. From the ashes, they must rebuild, the great Republic of Texas MUST NOT FALL!!!

Operation: Jungle Drums (Happy Jacks affiliate) – Fri 8 pm – Heavy Gear 2E

GM: Oscar Simmons

FINAL RUN! Featuring anime style mechanized action, this is an edge of your seat adventure. Join as an elite & notorious member of the Special Intervention Unit in this introduction to Heavy Gear. Enhanced with literary tools, audio & visual aids, and a fast paced GM style, you don't want to miss this game. Check out the Primer: <https://dl.dropbox.com/u/11402753/Heavy%20Gear%20primer.pdf>

Operation: Long Night (Happy Jacks affiliate) – Sun 9 am – Heavy Gear 2E

GM: Oscar Simmons

The Northern Leagues, suffering the assassination of their most prominent religious leader, declared war on the South. A plague attacks the Humanist Alliance. The Southern Republic readies for military occupation. In this mayhem, Miranda Petite, Humanist and SIU member, gathers former teammates for a personal mission. When enemies become allies and allies break trusts, intrigue and action abound.

Parliament of Suns – Fri 8 pm – GURPS

GM: David Scott

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

RPGs

Pet Avengers Forever – Sat 2 pm – Marvel Heroic Roleplaying
GM: Caoimhe Snow

Time is in flux and only Lockjaw and the Pet Avengers can put things right! From the dawn of time to the far-flung future of the Marvel Universe, a band of heroes will arise and answer the call as the Pet Avengers Assemble!

PFS 4-10 Feast of Sigils – Fri 8 pm – Pathfinder Society

GM: PFS Judge

In Kaer Maga, the mysterious and dangerous cliffside City of Strangers in untamed Varisia, the Pathfinder Society will come face to face with a sect of the cult of Lissala who prey upon the city's most vulnerable denizens to increase their own power.

PFS 4-11 The Disappeared – Fri 8 pm – Pathfinder Society

GM: PFS Judge

A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate, or will all memory of her be erased completely from history?

PFS 405 The Sanos Abduction – Fri 2 pm – Pathfinder Society

GM: PFS Judge

The Pathfinders are sent to the Sanos Forest in central Varisia to assist an agent researching the fey who inhabit the remote wood. But like many seemingly routine tasks in a Pathfinder's adventuring career, the simple support mission quickly turns into an adventure the PCs aren't soon to forget—presuming they survive.

PFS 407 Severing Ties – Fri 2 pm – Pathfinder Society

GM: PFS Judge

The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends a small team of agents to infiltrate the rival cell disguised as newly hired mercenaries from Magnimar. After proving their value to the Aspis Consortium by carrying out a number of tasks throughout the City of Cyphers

PFS We be Goblins – Fri 2 pm – Pathfinder Society

GM: PFS Judge

This module is played with pregenerated goblins that will be provided. It awards a chronicle that can be applied to any 1st or 2nd level PC) This chronicle can be applied to more than 1 1st level character if replayed. The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure—fireworks!

Primetime Adventures – Sun 8 pm – Primetime Adventures

GM: Todd VanDerWerff

Play the greatest TV RPG with a real TV critic. Create your own show, or pick one from several pre-prepared shows brought by the GM! Then, play out an episode of that show, with lots of opportunities for conflict and interpersonal fun.

Realms of a Starry Sorcery Night – Sun 2 pm – GURPS Steam Punk

GM: Mike Kelly

Based on a True Story and the Best Selling book. Players are investigating people catching fire and burning to death outside of downtown London. Can this carnage be stopped before everyone in London dies a horrible and painful death. Characters provided and prizes by SJGs. Come play!

Relic Worlds – Sat 8 pm – Savage Worlds

GM: Jeff McArthur

Players take the roles of space pirates following a treasure hunt in the Relic Worlds universe.

Revival Tour: RIFTS DEATHAGGEDON – Sat 2 pm – Palladium Riffs - Happy Jacks

GM: CADave and HosierRob

Prepare yourselves for the triumphant return of Riffs! Continuing in our tradition of running an old game system at OrcCon, we present a Riffs bloodbath of epic proportions. Please note, we intend for this to be a zany game of kill or be killed, so don't expect 4 hours of grim investigation!

Salvage – Fri 8 pm – Star Frontiers

GM: James Forest

You are illegally salvaging a derelict ship and find something that you probably should have not... All materials provided and beginners to the system welcome.

Shadow Divers – Sat 8 pm – GURPS HIGH TECH

GM: Mike Kelly

Based on a True Story and the Best Selling book. Players are "Shadow Divers" - underwater experts who explore deep ocean wrecks no one else would dare to explore. They discover an amazing secret...will they live to tell the world about it? Characters provided and prizes by SJGs. Come play!

ShadowPunk!: Stand and Deliver – Sun 2 pm – Shadowpunk!

Now powered by Fate Core!

GM: Seth Halbeisen

Deliver the package, no big deal. At least that's what we thought. Now there's whacked out booster gangs going at it on one side, live BlockBrawl event on the other, and we're right in the middle. If we can thread this needle rewards galore, by that seems easier said than done. Tick-tock, the clocks running... And so is the timer on the package!

ShadowPunk: Bait and Switch. – Sat 2 pm – ShadowPunk,

Powered by FATE CORE!

GM: Seth Halbeisen

It seemed like a simple run, as if that has ever existed. Show up, escort the VIP, no sweat. We show up, lights go out and so do we. Classic Setup. Now were smack dab in downtown Crapsville, surrounded by carnivorous cannibals with a nice side of omnidirectional camera drones. Smile, your on eat-in-and-die show! Thank God we have a few aces up our sleeves. Payback's a bitch, and we aim to deliver!

Sinistar Nocturnal Things – Sun 9 am – GURPS KICK ASS

GM: Mike Kelly

Based on the Famous Movie Kick Ass, players are masked heroes trying to fight crime in their city. Strange things keep happening - evil wicked things that will shake the city to its very roots. Contains plot lines from the 2nd Kick Ass movie in production. Characters provided, beginners welcome. Prizes provided by SJGs - come play!

Some Wicked This Way Comes – Sat 9 am – Tremulus

GM: Holly Campbell

Tremulus is a Lovecraftian mystery game that uses the Apocalypse World engine to focus play toward horror. You may go mad.

SPANC - Space Pirate Amazon Ninja Catgirls! – Fri 2 pm – GURPS

GM: Michale Shupe

The Catgirls from SPANC have busted out of their card game and into GURPS again! Join Dread Pirate Roberta, Shurikitten, Mary Sue, Fluffball and all the rest for another great romp in SPACE! Naughty or Nice versions determined by player mix at the time of the game. Part of the GURPS Tournament. Play 3 GURPS games this con to qualify for great prizes!

RPGs

SPEC5-1 Mortha's Mansion – Sat 9 am – Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

A typical briefing is interrupted with urgent intelligence about a tactical advantage for the resistance to the occupying forces in Elturel. Can you secure a location vital to the resistance? An adventure set in Elturgard for characters levels 1-10. This is a combat intensive adventure.

SPEC5-2 Closer to the Heart – Sat 9 am – Living Forgotten

Realms - D&D 4e

GM: RPGA Staff

Restoring the Companion would be the first step toward retaking control of Elturel. Someone must journey into the depths of the Astral Sea to recover the final component, known as the Heart of Light, for the ritual that would restore the Companion. But to find the Heart requires more than just skill. Only the Trinity can lead the way. An adventure for characters of the Paragon tier (levels 11-20).

Star Wars – Sat 9 am, 8 pm – Apocalypse World

GM: Denys Mordred

A long time ago in a galaxy far, far away. Let's use the awesome Apocalypse World game engine to live the adventure in the greatest space opera universe ever invented. Put on your seat-belt, we're about to go to Hyper Speed.

Star Wars Escape from Mos Shuuta – Fri, Sat 2 pm – Star Wars Edge of the Empire

GM: Jameson McDaniel

Learn as you play with the included adventure, navigating the suns-blasted streets of a small Tatooine town in hopes of securing your own spaceship. In *Escape from Mos Shuuta*, you and your allies will race to escape the pursuit of Teemo the Hutt (the adventure's villain), as you attempt to steal a ship and fly to new adventures on the outskirts of the Empire.

Taikong Fu: A Chronicle Of The Three Sectors – Sat 2 pm – Wushu

GM: Jesse Quisenberry

In this wuxia space-opera, General Blackjack Hu has been overstepping his role as the Imperial Sovereign's advisor in an apparent power-grab. Your planetary governor is one of 18 who've assembled their best martial-artists, pilots, & scholars to oppose Hu's army. You have been assigned to stage a raid on one of Hu's outposts. Pre-made characters available, arrive 15 minutes early to make your own.

Taikong Fu: Five Radioactive Toxins – Sun 9 am – Wushu

GM: Jesse Quisenberry

In this wuxia space-opera, the Grand Abbot's funeral has been interrupted in a most horrific way, and a handful of his students seem to have put their own interests first while undoing his reputation and that of your school. Pre-made characters available, arrive 15 minutes early to make your own.

Talent Scouts – Fri 8 pm – Shadowrun 4A

GM: Brian Allred

In the *Sprawl*, there's always someone who desires something. Even if that thing is another person. Your team is one of the best, able to "acquire" talent from any source. The competition is always on your heels, but you've managed to stay ahead of the game, until now...

Tesla's Apprentice – Fri 2 pm – d20/OGL (Radiance RPG)

GM: Dario Nardi

Few know of inventor Nikola Tesla's apprentice, Lady Margot. The reason: She hails from a parallel world, where electrotech blossomed to fruition alongside the use of radiance, a drug that affords magic. You are on an elite squad that travels between these worlds, and now you're needed for what may be the biggest mission of all. This adventure blends weird science, fantasy, horror, and romance.

The Black Journal – Fri 2 pm – The Queen's Cavaliers

GM: Caoimhe Snow

As a proud member of the Cavaliers, you're a brave, sword-dueling hero to the people of Gallinea, fighting for Queen and Country. But all goes awry when a senior member of your company is framed for murder and the Cavaliers are disbanded. Will you regain your honor and set right this injustice? TQC is a baroque, clockwork fantasy game of swashbuckling and derring-do.

The CALAMI-CON!!! – Sun Midnight – Toon - GURPS

(Tournament)

GM: Gary Mack

The "Calami-con"! The Guild of Calamitous Intent is proud to announce it's annual event... Calamicon! 2013 Just in time (ok slightly past deadline) for the end of the world Showcasing New weapons of mass destruction and our always popular Arch Villiany Seminars such as Cackling 101 and Enhanced Vocabulary - Spicing up your Monologues. This Year's speaker "Rusty Venture".

The Devil is in the Details – Fri 8 pm – Iron Kingdoms

GM: Jim Sandoval

A Plus Ten to Awesome event! Mercenaries out of Ord have discovered that their new job is a little more than they bargained for.

The Dreaded Zom-bee Horde of Count Duckula – Sat 9 am –

Toon - GURPS (Tournament)

GM: Gary Mack

A great evil has befallen the land. Can a brave group of heroes save the kingdom from the zom-bee horde of Count Duckula? Dare you face the evil within? Dare you listen to hours of countless bad puns?

The Flint Termination – Fri 2 pm – The Sprawl

GM: Hamish Cameron

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

The Gatling Decision (A Happy Jacks Affiliated Game) – Sun 9 am

– Savage Worlds

GM: Sam Thomas

Its America 1877 but the history is not our own. The Great Quake of 68 has turned California into an ocean flooded maze of islands. Alarming stories from the west of strange tales of horror are rampant. You play one of a posse of wild west-renegade-bad-asses who are traveling west to find out what the hell is going on. But for now a stop in Sweetwater cuz yall-er out of cash and the whisky is gone

RPGs

The Gatling Decision - Happy Jacks – Fri 8 pm – Savage Worlds

GM: Sam Thomas

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The Glittering Trumpet of Kutaraja – Fri 8 pm – Renegade

Jennys and Boilerplate Jacks

GM: Josh Roby

Dutch airships blockade Kutaraja, the capital city of the Sultanate of Aceh, while the vizier pins his hopes on foreign aid which will not come. A scheming ambassador and nationalist revolutionaries prepare to seize the looming invasion as their best opportunity against the sultanate. But that's not why you're here. Somebody in this mess killed your crewmate. You're going to set things right.

The Hutt Gambit – Fri 8 pm – Star Wars- Edge of Empire

GM: Chris Morrison

Attention! the illustrious Jabba the Hutt is looking for smugglers and bounty hunters of the upmost scum and villainy to find him the new centerpiece for his palace on Tatooine. Only the best need apply.

The Royal Sweet Tooth – Sat 8 pm – GURPS (Tournament)

GM: Gary Mack

Magic, a once powerful force of nature, now reduced to shadows and wisps by the budding technology of the world, some have chosen to embrace this new wave, because it is exciting, because it is enigmatic, because it is shi-ney.... You have been tasked by your elders to enter the world of man and retrieve several of the most powerful and shi-ney artifacts of this new school of magic

The Tower Creek Branch – Sat 8 pm – Dogs in the Vineyard

GM: Ed Murphy

You stand between God's law and the best intentions of the weak. You stand between God's people and their own demons. Sometimes it's better for one to die than for many to suffer. Sometimes, Dog, sometimes you have to cut off the arm to save the life. Does the sinner deserve mercy? Do the wicked deserve judgement? They're in your hands.

They Died with Their Boots On..... – Sat 2 pm – GURPS OLD WEST

GM: Mike Kelly

In the 1880s Forth Worth is an historic city and tourists come from all over the world to party there - no questions asked. A College Professor murders six armed men by herself in devil's half acre - how? Why? Beginners welcome characters and prizes provided - come play!

Thirteen Hours – Sat 2 pm – Mage: the Ascension

GM: Maire Bourke

A plea for help from an unexpected source cannot go unanswered.

To the Last: A Happy Jack's Affiliate Game – Fri 8 pm –

Threshold: Tragic Superheroes

GM: Maire Bourke

Time is running out in more ways than one. WARNING: High chance of character death.

Totem Warriors of the Rakyat Islands – Sat 8 pm – Mutants and Masterminds 3rd Edition

GM: Chris Jackson

You are part of a primitive indigenous people of an island chain near the Malay Archipelago. A group of men, wearing strange clothes and weapons has taken up residence on the island. Use the power and abilities given to you by your animal totems tattooed to your skin by shamans. Choose your totems and abilities when the adventure begins. Based loosely on the video game Far Cry 3

Tower of Tisilinit – Sat, Sun 2 pm – D&D 2nd Edition

GM: Brett Miller

Join veteran GM Brett Miller for a run at the Tower of Tisilinit, a massive fortress/dungeon set in the barbarian-plagued Falkrist Mountains of Erandu. 6-10 adventurers of levels 5-7 will enter, but can any make it back out alive? Pregens, maps, and figurines will be provided and prizes awarded to the top two performers. 2nd Edition is fast-paced and easy to learn. New players welcome!

Tremulus – Fri 8 pm – Dungeon World

GM: Todd VanDerWerff

Tremulus, the brand-new game from Sean Preston, takes the Dungeon World system and applies it to Lovecraftian horror. Over four hours, get immersed in a small town where nothing is as it seems, and dark things lurk just behind closed doors. Beware: You may be eaten.

Tron: Rebellion – Sun 9 am – Fate Core

GM: Morgan Ellis

Greetings, Programs! The Grid is now under the complete control of CLU. The outlaw Tron has been derezzed, and the tyranny of the Users is at an end. All remaining ISOs are to be rounded up and derezzed. Any attempt at resistance will be met with swift punishment in the games. The perfect system will finally be achieved. End of line.

Try to See What is Near – Sat 9 am – The Shadow of Yesterday

GM: Chris Czerniak

Memories from the time before the apocalypse guides what remains of a tribe to a secret that will change them forever. Play characters from the tribe as you explore the world of Near, a place of adventure, love, sex, friendship and betrayal.

What is Best in Life? – Fri 2 pm – DungeonWorld

GM: Sayler Van Merlin

Three words: All barbarian game. You don't know what DungeonWorld is? Really? Go here: <http://www.dungeonworld.com/> And here: <http://www.rpg.net/reviews/archive/15/15793.phtml>

Where Are We Going Today? – Fri 8 pm – Microscope

GM: Stephanie Bryant

Mock chronological order. Defy time and space. Build worlds and destroy them. Bring: an open mind, a pencil, and your creativity.

Zombie Cataclysm – Sun 9 am – Zombie Cataclysm

GM: James Freeman/Potato Pie

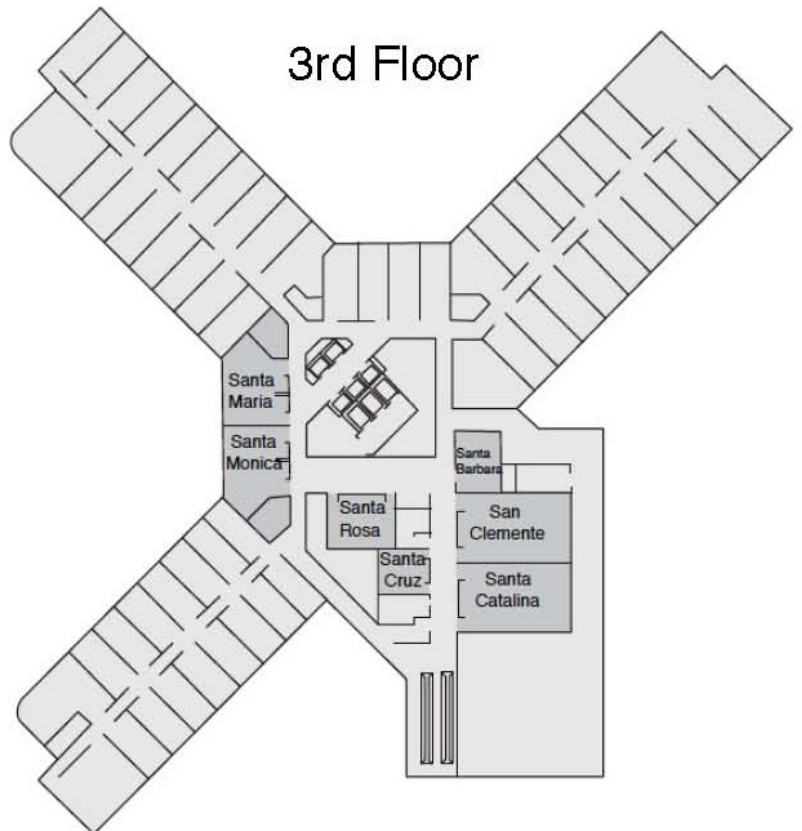
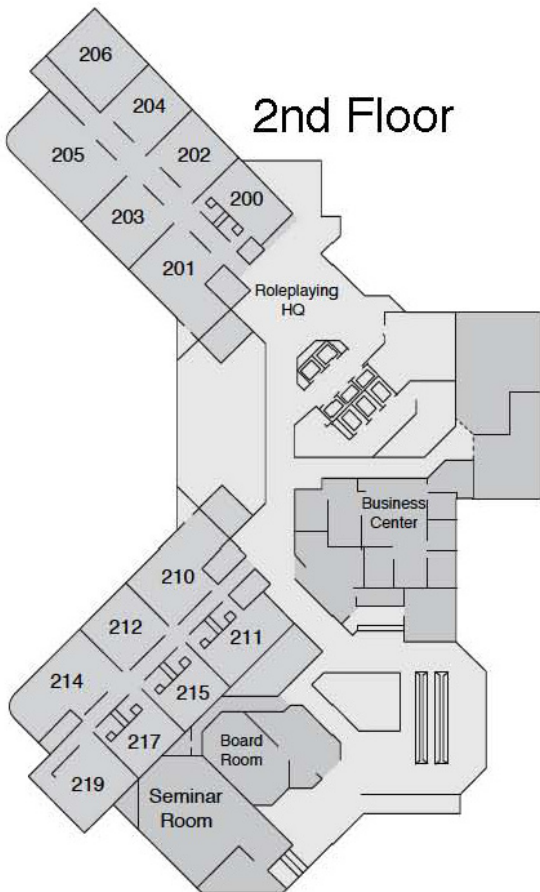
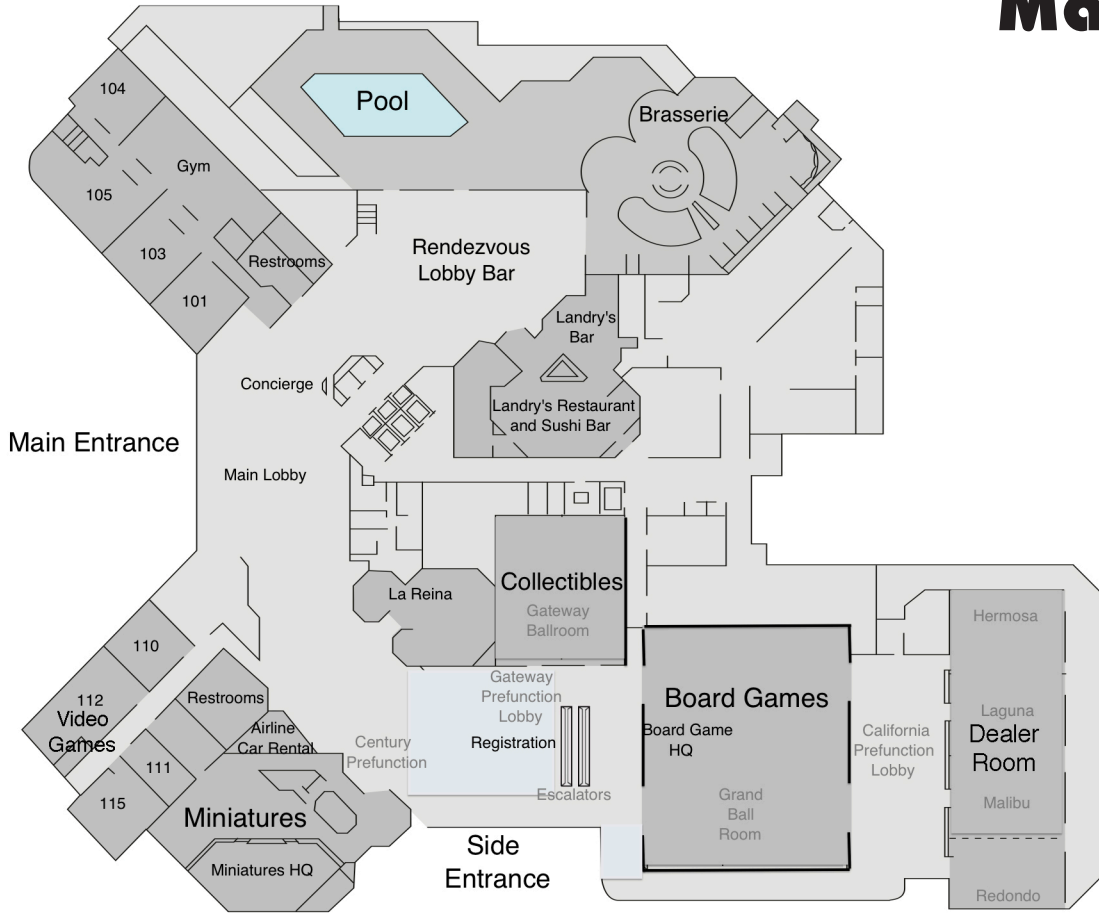
Even if you survive you will never be the same... Pregens provided

Zombie Cataclysm – Sat 9 am – Zombie Cataclysm

GM: James Freeman/Potato Pie

The group survived the first 3 months and now that they burned down their safe haven, they now seek to move north away from the larger cities. With luck they may even make it out of the area. Can you survive?

Orccon 2013 Map



Special Performance at **OrcCon!!**
Sunday, 2/17 at 9PM, Seminar Room

Embark on the Ultimate Improv Adventure!!

DUNGEON MASTER

What is it? LA's premiere interactive, fantasy adventure stage show starring YOU!

When is it? Spring
2013 Season Dates: Sundays at 7PM March 3, 17, & 24, April 7 & 21, and May 5 & 19.

Where is it? The Philanthropic Center for the Arts (VORTEX) - 2341 East Olympic Boulevard Los Angeles, CA

Tickets? \$12 (or \$10 if you attend wearing a costume!)

PLEASE JOIN US ON-LINE!



Facebook.com/DungeonMasterShow



Twitter.com/TheWorldofAtoll

www.The-DungeonMaster.com

News!!

Our new partnership with **The Vortex** in DTLA is allowing **Dungeon Master** to herald in a new era of philanthropic giving! **All profits will be donated to help fund arts programs for inner-city youth!**



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table in the Dealer Room. Judging will take place at 4 pm on Sunday. Prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. One entry will be chosen as Best of Show.

Categories

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

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

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

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

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

* Strategikids: For contestants 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

Rules

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

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

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

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

Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
Arcane Wonders	Northstar Games
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Cold War Miniatures	Pegasus Hobbies
Columbia Games	Privateer Press
Cryptozoic	Queen Games
Days of Wonder	Reaper Paints & Miniatures
Fantasy Flight Games	Rio Grande Games
Galaxy Press	Sierra Madre Games
Gamecraft Miniatures	Steve Jackson Games
Games Workshop	Stronghold Games
Gamewright	Tablewar Designs
GMI Games	The Monstore
GMT Games	Valley Games
Gripping Beast	Victory Point Games
Hawk Wargames	Wattsapoag Games
Impact Miniatures	Wizards of the Coast
Imperial Outpost	Wizkids
Inferno Games	Zenescope
Looney Labs	Z-Man Games
ManaWerx	

Shopping

Dealer Room

The Dealer Room is located past the board gaming area in the California Ballroom.

Hours:

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

Individuals found selling wares at 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 2013 Dealer Room Attendees

Blue Panther LLC
Cardboard Arcade
Cock and Bull Games
Dapper Devil
David Wong
Decision Games
Edge of the World Art Studio

Fantization Miniatures
Game Ogre
Game Salute
Gamecraft Miniatures
GMT Games
Grapeshot and Demons
Last Grenadier
M&B's Mobile Magic Dealer
Play 5
Radiance House
Seth's Games and Anime
Strategicon Marketing
The Monstore
The Neverwas Studio
Treasure Nest
Victory Point Games
Wargamma
Warehouse
Waywardware
Weekend Warrior

Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 3 pm.

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment,

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

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

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

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to register for the auction, please adhere to the rules below.

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Seminar Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next

morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.

6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Sheraton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

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

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

Sheraton Hotel Rules

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

Gateway 2012 Winners

Board Games	1st Place	2nd Place	3rd Place
1830* - Demo	Allen Stancius	Peter Van Ettinger	Joe Gray
1830/1856/1870	Joe Gray	Todd Van Der Pluym	Chuck Bass
18Xx (Open)	Todd Van Der Pluym	Joe Gray	
18Xx (Open)	Joe Gray	Todd Van Der Pluym	Chuck Bass
18Xx (Short)	Joe Gray, Jonathan Flagg		
61 Minutes To Doomsday Playtest	Aj Harris	Armand Morton	Ken Barnard
61 Minutes To Doomsday Playtest	Sarah Mosley	Randy Ripley	Ben Lakner
61 Minutes To Doomsday Playtest	Muriel Bass	Elizabeth Brown	Brian Peters
7 Wonders - Gaming 101	Shea Jones	Mike Sesma	Karen Haugland
7 Wonders - Mega	Bruce Schlickbernd	David Hu	Lana Berman
7 Wonders: Cities - Gaming 101	Shea Jones	Mike Sesma	Karen Haugland
Acquire - David Woolcott Memorial	Eric Downing	Jonner Purinton	Cheryl Aday
Advanced Civilization	Joseph Oberlander	Gerald Delker	Shannon Krumick
Age Of Empires Iii	Shannon Krumick	Bret Raquipiso	Winton Lemoine
Agricola Final	David Zevin	Shannon Beets	Tim Oates
Alhambra	Robert Larson	Elisa Vomocil	Robert Neff
Alien Frontiers	Dean Taylor	Joel Cohick	James Thomas
Aloha: The Spirit Of Hawaii	Randall Bart	Gary Marshall	Amanda Funke
Aloha: The Spirit Of Hawaii	G. Jay Christensen	Jamie Bussio	John Spence
Ars Victor Finals	David Gerson	Jackson Sauthoff	David Hu, Patrick Sewell
Attika	Chris Green	Roderick Lee	Winton Lemoine
Axis & Allies	Luke Hardman, Jessalynn Graham	Robin Bielefeldt, Markham Ahn	Tim Towery, Dale Conklin
Bang!	Anthony Satriano	Anna Wosnik	Michael Galano
Battle Cry	Chuck Collins	Gerald Delker	George Caceres
Battlestar Galactica	David Mikkelson	Justin Clouter	Joseph Oberlander
Battlestar Galactica	Allan Schooley	Mike Landers	
Battlestar Galactica	Justin Clouter	Marcin Biernat	
Beauty Queen Death Match Playtest	Ben Lakner	Brynn Bogard	Sarah Mosley
Beauty Queen Death Match Playtest	Eli Sesma	Jessica Riddell	Nancy Bronson
Belfort	Kirk Udvardi	Shannon Krumick	Nick Cascone
Belfort	Yvonne Hagbard	Randall Bart	Chris Moody
Blockbusters	Chris Ngoon	Matt Martin	Sarah Jenkins
Blokus	Daniel Mcdairmant	Ethan Musulin	G Builta
Blue Moon City	David Larson	Darrell Stark	Shawn Brassard
Bohnanza	Darrell Stark	Robert Patino, Scott Samarel	
Ca\$H 'N Gun\$: Live	Fldsmdf	The Shower Caps	The Lions
Ca\$H 'N Gun\$: Live	Kill Penguins	Magic Bob	Rainbow Warriors
Ca\$H 'N Gun\$: Live	Minecrafters	Killer Pokeballs	Team Awesome
Canasta - Gaming 101	Tiffany Cheeseman, Sallen Griffin	Robert Larsen, Chris Allen	
Can't Stop	Bruce Schlickbernd	Tiffany Nguyen	Tim Connolly
Carcassonne	Renee Rose-Perry	Michael Cheng	Robert Larson
Carcassonne	Anthony Satriano	Steve Gaffney, Matt Schwartz	Renee Rose-Perry

Carcassonne - Gaming 101	David Whiting	Emily Yang	Jay Spowart
Carcassonne Expansions	Alasdair Burton	Kirk Udvardi	Renee Rose-Perry
Careers	David Arnott	Randall Bart	Bill Gallagher
Cartagena	Eric Downing	Darrell Stark	Matt Schwartz
Caylus	Winton Lemoine	Shad Schidel	Mark Shocklee
Chicken Cha Cha Cha	Kelly Slizza	Tanner Slizza	
Chrononauts	Linda Jeffries	Blaed Deuel	Chandler Hull
Cock & Bull	Eddie Ramirez	Luke Lucas	Tanner Slizza
Cock & Bull	Benjamin Ziek	Anthony Satriano	
Cock & Bull	Richard Potthoff	Jaye R.	
Cock & Bull	Sophie Sewell	Hannah Schooley	
Cock & Bull	Kate Ripley	Kyle Lucas	
Cock & Bull	Kelly Slizza	Eddie Ramirez	
Cock & Bull	Tiffany Cheeseman	Kelly Slizza	
Cock & Bull	Kathy Forsythe	Liz Forsythe	
Cock & Bull	Hannah Schooley	Sophie Sewell	
Cock & Bull	Hannah Schooley	Mike Fryer	
Cock & Bull	Steve Packard	Luke Lucas	
Cock & Bull	Melvin Fitzgerald		
Cock & Bull	Chad Mumford	Nathan Morgan	
Cock & Bull - Gaming 101	Diane Grotjohn	Michelle Mills	
Conquering Corsairs: Pirates Of The Silver Seas	Antoine Bauza		
Diplomacy	Drew Delaware	Adam Hammer	Gary Marshall
Dog	Jeff Becker, Elisa Vomocil	Chuck Bass, Steve Funarco	
Dominant Species	Richard Crook	Chris Brandt	Aj Harris
Dominion	Jeremy Lennert	Anthony Satriano	Chris Brandt
Dominion - Mega Monday	David Zevin	Bruce Schlickbernd	David Hu
Down In Flames Wwii Aces High	Michael Galano	Al Bernal	
Downfall - Playtest	Chris Buskirk	Mike Sesma	Edward Williams
Dream Factory	Darrell Stark	Stephanie Kelleher	Renee Rose-Perry
Drink-A-Palooza	David Wagner	Sean O'connor	Jenn Sesma
Ebi Potluck	Wesley Kawato	David Larson	
Eclipse	Shawn Hendrix	David Mines	Doug Lesavoy
Eclipse	Shawn Hendrix	Frank Yuan	Andy Nicholas
Eclipse - Gaming 101	Andrew Knaack	Laura Tewksbury	John Clair
Eminent Domain	Bradley Burcar	Shane Sauby	Martin Padilla
Eminent Domain: Escalation Playtest	Sudro Brown li	Brian Symington	Derek White
Euphrat & Tigris	Kyle Greenwood	Darrell Stark	Roderick Lee
Fantasy Chess	Jim Lucas	Travis Cheney	Robert Hall
Farmageddon Demo	Kelly Slizza	Bo Karlsen	Bob West
Finca	Daniel Mcdairmant	Lea Vical	Brett Holbrook
Flash Duel	Dexter Dizon	Dalin Chann	Garrett Zuleger
Fluxx	Dalin Chann	Sallan Griffin	Nancy Pilonieta
Formula D	Jodie Sewell	Rocco Garcia	Sophie Sewell
Fortress America	Walter Wichowski	Matt Eagleson	Justin Scioli

Glory Of The Three Kingdoms Playtest	Ben Ritter, Jenny Chou	Salvador Abieia, Michelle Marumoto	Andrew Knaack, Tiffany Nguyen
Glory To Rome	Renee Hammer	Robert Patino	
Guillotine	Lea Vical	Shane Sauby	Jeff Becker
Hawaii	Jamie Bussio, Brett Holbrook	Estaniel Randle, Bruce Schlickbernd	Wesley Kawato, David Meihz
Hearts #1	Ronald Fraigun	Tarynne Fraigun	Gerald Delker
Hearts #3	Tim Towery	Marc Ward	Stephanie Schidel
High Society	John Perry	Renee Rose-Perry	Robert Larson
Hurry'cup!	Alex Eaton-Salners	Renee Hammer	Queena Mewers
Ice Age Sudoku Taisen Playtest	Ken Barnard	Leonard Lopez	Ta-Te Wu
Ice Age Sudoku Taisen Playtest	Ta-Te Wu	Muriel Bass	John Clair
Ice Age Sudoku Taisen Playtest	Bill Gallagher	Norv Brooks	Ta-Te Wu
Ice Age Sudoku Taisen Playtest	Andrew Knaack	Ta-Te Wu	
Imperial 2030	Andy Nicholas	Matthew Smith	Cole Luebbers
In The Year Of The Dragon	Darrell Stark	Andrew Blaisdell	Renee Hammer
In The Year Of The Dragon - Gaming 101	Andrew Blaisdell	Renee Hammer	Robert Patino
Ingenious	Dan O'farrell	Bob West	Randall Bart
Kingdom Builder	David Hu	Alex Schrock	Joshua Kaufman
Kingmaker	Justin Cheeseman	Rocco Garcia	Chris Allen
Kings & Things	David Whiting	Richard Potthoff	John Spence
Kingsburg	Eric Downing	Bruce Schlickbernd	Jeff Becker
Looney Bin	Ben Ritter	Jenny Chou	Andre Chautard
Lords Of Waterdeep	Marieke Hensel	Randy Ripley, Bruce Schlickbernd	Gary Okuma, Jeremy Hale
Lords Of Waterdeep	Nick Chavez	Neil Figuracion	Chris Brandt
Lost Cities	Muriel Bass	Matt Schwartz	Michael Parra
Macao	Tim Oates	Martin Bowers	Sam Udvardi
Mage Knight: The Board Game	John Perry	Robert Skaggs Mitc	
March Madness	Rick Lepore	Wesley Kawato	Stephen Stewart
Matzakoman	Christopher Frazier	David Sutoyo	Jaye R.
Merchant Of Venus	James Thomas	Randall Bart	Wesley Kawato
Merchants & Marauders	Justin Clouter	Viet Khuc	Jason Damazo
Monopoly	Angel Dubon	Matt Schwartz	Jeannette Albright
Monopoly Deal	Chris Allen	Alex Decker	Erin Chavez
Monopoly Deal	Michael Cheng	Renee Hammer	Mary Taylor
Monty Python Fluxx	Ethan Musulin	Sean O'connor	Tony Doan
Munchkin	Sarah Jenkins	David Whiting	Sallan Griffin
Munchkin	Nicole Waters	Aaron Socher	Chris Allen
Munchkin	Keith Jenkins	Glenn Goodman	Adam Brixey
Munchkin - No Holds Barred!	William Taira	John Christopher	Sarah Jenkins
Mystery Express	Erick Vallejos	Brett Holbrook	Scott Samarel
Navegador	Jaye R.	Jonathan Flagg	Todd Van Der Pluym
Nexus Ops	Darrell Stark	Eric Downing	Renee Rose-Perry
Nexus Ops - Gaming101	Brad Hutchins	Mike Sesma	Chris Venuti
Nightfall	Jeremy Hale	Michael Wolfe	G Builta
Nisse Playtest	Oliver Caceres	Bret Raquipiso	Avery Callenback

Nuclear War	Rocco Garcia	Blaed Deuel	Breanna Campanile
Operation: Maccabee	Renee Rose-Perry	Tyler Doyon	Matt Freitas
Operation: Maccabee	Luke Lucas	Kyle Lucas	Jim Lucas
Outpost	Steve Gaffney	Tarynne Fraigun	Ryan Wilby
Panic Station	Mike Sesma	Shea Jones	Eli Sesma
Password	Elisa Vomocil	Chris Ngoon	Jeff Becker
Pay Day	Brynn Bogard	Brand Bogard	Dene Davis
Penny Arcade: Gamers Vs. Evil	Aj Harris	Martin Padilla	
Phase 10	Nathaniel Taylor	Shawn Brassard	Shaun Bernard
Phase 10	Nathaniel Taylor	Tiffany Cheeseman	Ramon Vinluan
Playtesting With Antoine Bauza - 7 Wonders: Armada	Russell Howell	Marc Gilutin	Brian Symington
Playtesting With Antoine Bauza - 7 Wonders: Armada	Jamar Graham		
Poker 7 Card Stud	Tim Towery	Bill Gallagher	Richard Jankowski
Poker No Limit Texas Holdem	Eric Elder	Stephanie Kelleher	Queena Mewers
Poker Omaha Hi/Low Split	Nick Cascone	Richard Jankowski	Kelsey Gaines
Power Grid	Jim Foster	Chris Johnson	Bo Karlsen
Puerto Rico	John Clair	Edward Williams	Jeannette Albright
Puerto Rico - Gaming 101	Chad Mumford	Jeff Crews	Nathan Morgan
Puzzle Strike	Aj Harris	Linda Jeffries	Andrea Phillips
Quarriors	David Hu	Eric Downing	Karen Haugland
Quarriors! Quarmageddon	Jenny Chou	Chris Buskirk	Ben Ritter
Quarriors! Quarmageddon	Eric Downing	Dean Taylor	Alex Steele
Qwirkle	Andrew Knaack	Steve Fumaro	Muriel Bass
Ra	David Zevin	Matt Schwartz	Winton Lemoine
Race For The Galaxy	David Hu	Jeff Becker	Elisa Vomocil
Race For The Galaxy 2-Player	Chris Johnson	Russell Howell	Jessica Callenback
Railroad Tycoon	Andy Nicholas	Peter Van Ettinger	William Beyermann
Rasputin Playtest	Shaun Smith	Walter Wichowski	Johnathan Pulos
Rasputin Playtest	Erez Kabaker	James English	Meagan Taylor
Rattus	Kyle Greenwood	Tiffany Carter	Stephen Stewart
Red Dragon Inn	Bill Gallagher	Jaye R.	Darrell Stark
Rex: Final Days Of An Empire	Jason Demazo, Flame	Erick Vallejos, Zoe An Fleet	
Roborally	Mike Fryer	Victor Ippolito	Belle Ippolito
Rune Age	Sabrina Rosetti	Mike Rosetti	
Runewars	Connor Ryken	Alison Hutt	
San Juan	Darrell Stark	Renee Hammer	David Hansen
Scepter Of Zavandor	Jonathan Flagg	Tim Oates	Marc Ward
Scrabble	Darrell Stark	Jay Spowart	Renee Rose-Perry
Settlers Of America: Trails To Rails	Marieke Hensel	Darrell Stark	Roderick Lee
Settlers Of Catan	Jaye R.	Benjamin Everly	Patick Sewell
Settlers Of Catan - Cities & Knights	Matt Schwartz	Nick Chavez	Tracy Ashizawa
Settlers Of Catan - Seafarers	Tanya Aldrich	Andrew Blaisdell	Michael Cheng
Seven Lords Playtest	Brian Cwikla	Alasdair Burton	Ta-Te Wu
Seven Lords Playtest	Queena Mewers	Alex Eaton-Salners	Johnathan Pulos
Seven Lords Playtest	Ailsa Yew	Jason Wang	Ta-Te Wu

Seven Lords Playtest	James English		
Shogun/Samurai Swords/Ikusa	Randall Rhodes, Mike Benton, Shad Schidel		
Shootin' Ladders: Frag Fest	Andrew Knaack	Patrick Liu	Andrew Blaisdell
Sid Meier's Civilization: Fame And Fortune	John Clair	Tomas Dunaj	Chris Buskirk
Skip-Bo	Mary Taylor	Bob Lamarre	Krysta Fryer
Small World	Richard Potthoff	Shaun Bernard	Daniel Mcdairmant
Small World - Gaming 101	Rafael Cosman	Benjamin Cosman	Ilan Cosman
Small World Invaded!	Kyle Greenwood	Tiffany Carter	Zoe Van Fleet
Small World Realms	Jeremy Hale	Daniel Mcdairmant	Mike Rosetti
Small World Underground	Daniel Mcdairmant	Jim Lucas	Rafael Cosman
Sol	David Mines	Chris Buskirk	
Sovereign Chess	Rafael Cosman	Benjamin Cosman	Andrew Blaisdell, Stephen Wight
Space Hulk: Death Angel	Chris Moody	Elizabeth Brown	John Perry
Spades #1 (Partners)	Dan O'farrell, Martin Padilla	Andrew Knaack, Andrew Blaisdell	
Spades #2 (Partners)	Al Gaines, Kelsey Gaines	Rick Lepore, Dan O'farrell	
Spades #3 (Cutthroat)	Dan O'farrell	Kelsey Gaines	Gerald Delker
Spotcha!	Kelly Slizza	Maddie Sesma	Eli Sesma
St. Petersburg	Todd Van Der Pluym	Martin Bowers	Chuck Bass
Star Munchkin	Jim Waters	Tim Connolly	Aaron Socher
Star Trek Scene-It	Renee Rose-Perry	Atticus Gifford	David Hansen
Star Trek: The Next Generation	Nick Chavez	Sudro Brown li	Alice Baran
Starcade: Nes Edition	Aidan Rooney	Michael Rooney	Glenn Goodman
Starship Command	Eric Elder		Scott Renkes
Starship Command	Blaed Deuel	John Mcmanis	Brad Hutchins
Starship Command	Alex Georges	Keith Jenkins	Blaed Deuel
Stone Age	Bruce Schlickbernd	Walter Wichowski	James White
Takenoko	Robert Patino	Andrew Blaisdell	Viet Tran
Talisman	Scott Tiveron	Cory Ryken	Shiraz Arslanian
Talisman - Gaming 101	Keith Richardson	Shaina Catz	Dan Whitley
The Battle Of Red Cliffs Demo With Special Guest Ta-Te Wu	Chanlee Sutoyo	Andrew Knaack	Tiffany Nguyen
The Battle Of Red Cliffs Demo With Special Guest Ta-Te Wu	Brett Holbrook	Dexter Dizon	Dalin Chann
The Castles Of Burgundy	David Hu	Peter Van Ettinger	Kyle Greenwood
The Glory Of The 2 Kingdoms With Special Guest Ta-Te Wu	James Quigley	Casey Raasumaa	Chris Rollins
The Joker's Wild	Adam Nedeff	Andre Chautard	Chris Ngoon
The Wind In Their Sails Playtest	Jessica Riddell	Joe Cariveau	Loni Cariveau
Thunderstone Advanced	Alex Steele	Christopher Brown	Nicco Wargon
Thurn And Taxis	Roderick Lee	Brett Holbrook	Tim Oates
Tichu Finals	Lana Berman, David Zevin	Tiffany Jones, Wike Wafe	Andrew Blaisdell, Patrick Liu
Ticket To Ride	Andrew Knaack	Ben Cheeseman	Tracy Ashizawa
Ticket To Ride	Tiffany Nguyen	Lea Vical	Andrew Knaack
Ticket To Ride - Legendary Asia	Jeanne Spowart	Heather Spowart	Jaye R.

Ticket To Ride - Team Asia	Heather & Jeanne Spowart	Robert Patino, Nick Bayuga	Renee Rose-Perry, Jay Spowart
Ticket To Ride: Europe	William Beyermann	Heather Spowart	Ehren Evans
Ticket To Ride: Usa 1910	Chris Mills	Patrick Liu	Amanda Funke
Titan	Alasdair Burton	Cory Ryken	Gordon Schick
Tokaido	Renee Hammer	Dexter Dizon	Antoine Bauza
Trajan	Scott Samarel	Ehren Evans	David Mines
Transamerica	Randall Bart	Andrew Knaack	Michelle Mills
Tutankamen	Jessica Callenback	Muriel Bass	Chuck Bass
Twilight Imperium 3Rd Ed.	Martin Bowers	Scott Renkes	Spencer Dhanaphatana
Twilight Struggle	Rick Lepore	Roderick Lee	Kyle Greenwood
Uno	Chris Allen	Nathaniel Taylor	Mary Taylor
Uno	Shaun Bernard	Bob Lamarre	Lynn Trickey
Uno	Kristie Brown	Krysta Fryer	Amanda Funke
Uno	Nathaniel Taylor	Chris Ngoon	Jeannette Albright
Uno Attack!	Mike Fryer	Krysta Fryer	Mary Taylor
Uspy Playtest	Ehren Evans	James Quigley	Ta-Te Wu
Uspy Playtest	Trast Knapmiller	Yvonne Hagbard	Ta-Te Wu
Village	Brian Symington	David Hu	John Clair
Village	Jeff Pang	Eric Elder	Tom Finkle
We Didn't Playtest This At All	Ben Lakner	Sarah Mosley	Aaron Oberlander
Werewolf	Marc Ward	Eric Harman	Peter Handfield
Werewolf	Alex Decker	Kelsey Venuti	Carter Feld
Werewolf	Jackson Sauthoff		Shiraz Arslanian
Werewolf	Eli Morton	Emily Yang	Jarred Mcnally
Werewolf	Amanda Kent	Emily Yang	
Werewolf	Nicole Salazar	Ali Ardekani	Robert Combs
Werewolves Vs. Villagers Vs. Vampires	Travis Albright	Christine Cipriano	Joep Hensel
Wheel Of Fortune After Dark	Jenny Chou	Jeffrey Moore	Lisa Adams
Wipeout	Tim Connolly	Chris Ngoon	Sallan Griffin
X-Men: Under Siege	Leonard Lopez	Ronald Sebastian Bermudes	Aj Harris
Yahtzee Free For All	Renee Rose-Perry	Mary Taylor	Jessica Thornton
Yahtzee Free For All	Shaun Bernard	Bob Lamarre	Danielle Pressler
Yahtzee Free For All	Nathaniel Taylor	Lea Vical	Mary Taylor
Yspahan	Kirk Udvardi	David Zevin	Renee Hammer
Zombie Dice	Eric Downing	Bob Lamarre	Jessamine Campbell
Zombie Dice	Kim Miller	Jeremy Hale	Kevin Mcgoldrick
Vegas Showdown	Darrell Stark	David Mines	John Spence
Shadow Hunters	Nathan Squires	Cory Ryken	Shaun Bernard
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
A Game Of Thrones Lcg	Edwin Rosa	Ben Jones	Philip Devencenzi
Ascension: Chronides Of The Godslayer	Amanda Garber	Rick Baptist	Erin Chavez
Ascension: Chronides Of The Godslayer #2	Owen Sanders	Shannon Krumick	Melissa Weiss
Call Of Cthulhu Lcg	Bryan Hilburn	Benjamin Uminsky	Larri Davon
Call Of Cthulhu Lcg #2	Benjamin Uminsky	Bryan Hilburn	Nick Fascitelli
Cardfight!! Vanguard	Shiraz Arslanian	Conner Ryker	
Dragon Dice "Sealed Mixed Race"	Phil Smith	Nicholas Manelick	Diane Grotjohn

Dragon Dice "B.Y.O.B" Constructed	Nicole Roberts	Diane Grotjohn	Glen Goodman
Harry Potter Tcg	Mason Stewart	Skylar Caceves	Ethan Stewart
Highlander California State Championship	John Paiva	Geoff Colman	Victor Bugg
Highlander Los Angeles City Championship	Victor Bugg	Geoff Colman	John Paiva
Highlander Tcg Type 1 Sealed Ironman Format	Geoff Colman	Victor Bugg	Clifford Bennett
Highlander Tcg Back To Basics	Victor Bugg	Geoff Colman	
Kingdom Hearts "Vince: The Dark Knight Rises"	Joep Hansel	Pim Hansel	
Locke & Key	Larry Davidsen	Michael Arsollon	
Lord Of The Rings Lcg: The Hobbit	Bryan Hilburn	Scott Renkes	
M:Tg Avacyn Restored Draft	Andrew Ortiz	Matt Illingworth	Alexander Orta
M:Tg Booster Draft R1	Robert Combs	Jaime Estrada	Andrew Ortiz
M:Tg Booster Draft R2	Ben Cosman	Chad Mumford	Sean Thompson
M:Tg Booster Draft S1	Chuck Watson	Nate Morgan	Victor Shen
M:Tg Booster Draft S2	Jon Brown	John Mundy	Britney Daniels
M:Tg Elimination Booster Draft D1	Jason Yang	Jaime Estrada	Steven Wood
M:Tg Elimination Booster Draft D2	Tim Trahan	Steven Woods	Robert Combs
M:Tg Extended Constructed	Steven Wood	Jaime Estrada	Matthew Wothrich
M:Tg Friday Night Magic	Hunter Rethelforf	Tim Trahan	John Echeuerns
M:Tg Keith Aldrich Pauper Highlander	Michael Arsellon	Tanya Aldrich	
M:Tg Mini Master	Matt Illingworth	Vincent Fryer	Kyle Smith
M:Tg M13 Sealed	Robert Combs	Jason Young	Steven Wood
Pirates Pocketmodel "Ghost Stories"	Jodie Sewell	Diego Sewell	Patrick Sewell
Pirates Pocketmodel "Golden Voyage"	Jon Brown	Diego Sewell	Sophie Sewell
Pirate Pocketmodel "Are You A Werewolf?"	Oliver Deiner	Miles Glauser	Diego Sewell
Pirates: Sink-N-Keep "Sink Da Ork Battlekroozzer Bizmark"	Chuck Watson, Melissa Weiss, Skylar Caceres	Sara Glauser, Jodie Sewell, Oliver Caceres	Frank Perkins, Diego Sewell, Miles Glauser
Pokemon	Scott Wheeler	Chuck Watson	
Pokemon #2	Amanda Kent	Gavin Arechiga	Logan Lutovsky
Quarriors	Sophie Sewell	Ananya Tan	Brandon Weiss
Star Wars Minis "Epic Battle"	James Branzuela	Mel Campbell	Kyle Trujillo
Star Wars Minis "Scum And Villany"	James Branzuela	Kyle Trujillo	
Vtes Constructed "Club Illusion"	Ian Lee	David Anderson	Fred Scott
Vtes Constructed "Club Zombie"	Ian Lee	Brandon Haas	
Vtes Constructed "Hunt Club"	Matt Wedge	Ichael Summers	Robert Goudie
Vtes Constructed "Succubus Club"	Julian Guerard	Brandon Haas	
World Of Warcraft Tcg	Anthony Satrianao	John Mundy	Diane Grotjohn
World Of Warcraft Tcg #2	Kyle Greenwood	John Mundy	Frank Perkins
Yugioh!	Al Bernal	Patrick Pollick	Spencer Bahrenburg
Yugioh! #2	Logan Langewisch	Garrett Langewisch	Joep Hansel
Computer & Video Games	1st Place	2nd Place	3rd Place
Call Of Duty 4 Ffa	Shiraz Arslanian	Cody West	Connor Ryken
Diablo 3	Chris Cummins	Robert Mcallister	Chris Brandt
Halo Reach Duos		Stanley Coscone, Jeremy Callenbeck	Matt & John Cuneo
Halo Reach Ffa	Andreas Schwarz	Angel Dubon	Connor Jones

Pinball Challenge	David Theobald Iii	Bob Lamarre	Rob Nowakowski
Skullgirls	Jason Duvall	Tristan	
Sonic & Sega All-Stars Racing	Jason Duvall	Trevor Jones	Gavin Ariechiga
League Of Legends - Treeline Challenge	Jason Jimmo, Sam Udvardi, Calvin Sheen	Stephen Wright, Todd Schlickbernd, Kei Mai	
Miniatures	1st Place	2nd Place	3rd Place
Wab 2.0 Battle Of Hastings	Frank Vassallo	Adam Hammer	Mark A. Nicholson
Mid War Infantry Aces (Flames Of War)	Sam Wallis	Chris Mazourek	Donald Tseng
Collinsburg Festung Crawl	David Larson	Claude Lecesne	Alexsondra Schrock
Circus Maximus	Jodie Sewell	Stephanie Rill	James White
Warhammer Fantasy: Social Slaughter	Overall: Fred Whitney	Best General: Justin Rusk	Best Paint: Mike McIntyre
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Michael Brockelhurst	Tiffany Rogers	David Welch
Fantasy Single	Marc Vasquez	Michael Brockelhurst	Josh Simon
Fantasy Unit	Steve Petrey	Tiffany Rogers	Shawn Hendrix
Historical Large	Josh Simon	Shawn Hendrix	Shawn Hendrix
Historical Unit	Shawn Hendrix	Adam Hammer	Nick Scharpf
Open	Katie Gonzales	Tiffany Rogers	Zach West
Sci Fi Large	Keith Jenkins	Shawn Hendrix	
Sci Fi Single	Tiffany Rogers	Josh Simon	Josh Simon
Sci Fi Unit	Cory Ryken	Zach West	Shawn Hendrix
Strategikids	Henry Ripley	Nick Scharpf	Henry Ripley

A Word (or two) from the Con Man

If you love somebody, set them free!

It's always hard to know when it's time to let something go.

This is the start of the seventh year that I've had the privilege of being the Convention Manager of the Strategicon conventions. They are near and dear to me, as they are to many people.

But the time has come for me to step back from my involvement, at least to a degree.

As some of you may have heard, we are in the process of selling the con.

To ourselves.

Or more precisely, to the staff of this show, which includes several of the group of owners that has run this show for the past six years.

Why? I truly believe the enemy of a great convention is stagnancy that leads to / results in burn out. We have to

60

change to grow. We need an infusion of new blood at the top.

So while the names will change here and there, you're still stuck with us :-p

Dedication

I didn't have to learn how to run a convention via trial and error. I was fortunate enough to have one of the best teachers one could have at this, one Jeff Albanese, whom some of you might remember was the (convention manager (aka Con Man) of these shows for a long time.

Jeff was always kind enough to explain the nuts and bolts of the operation to me and *why* they were that way. He probably told me more than the several groups of owners that he worked with would have wanted him to.

Sadly, Jeff is no longer with us, but I want to dedicate this show to his memory. Because without him, we'd have never have been able to pull this off.

It Is Back!

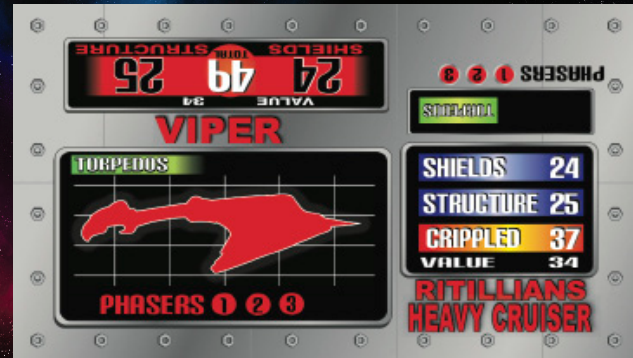
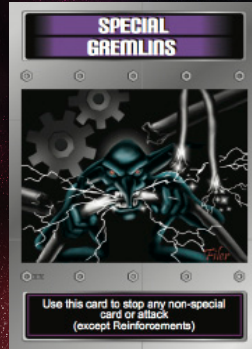
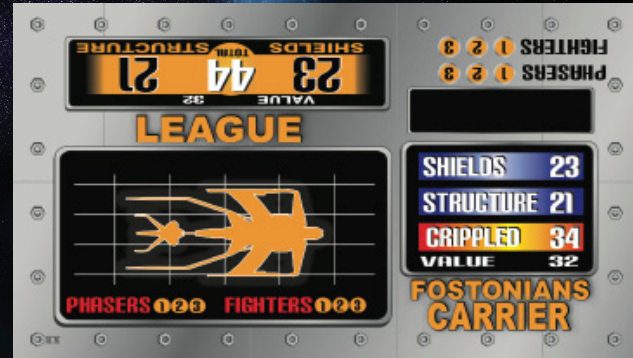
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