

18-21 February 2011, Los Angeles



R. MacGowan



By Rodger B. MacGowan, Copyright 1977, 2011



Strategicon presents

Orecon 2011

Guests of Honor

Bruno Faidutti and Rodger B. MacGowan

Sheraton Gateway Hotel
Los Angeles International Airport



**FREE GAMES
FREE MUSIC
FREE MORE** XtraHeart
www.XtraHeart.com

**Free Games Free Music Downloads
Interactive Stories and More**

**You can participate in the
pre-launch, starting
Feb. 17, 2011**

**Completely FREE Site
www.XtraHeart.com**



It's Your World

...PLAY IT!



www.the-dungeonmaster.com

Appearing at Orcon

Saturday, Feb. 19th at 9PM
in the Seminar Room

Season Premiere

Sunday, Feb. 20th at 7PM
Write Act Repertory
6128 Yucca St., Hollywood

Tickets: \$10 / \$8 in costume

Table of Contents

Table of Contents	1
Welcome	1
Convention Hours	1
Troubleshooting Staff	1
Game Tournaments and Events	1
Common Rights of Event Officials	1
Event Registration	1
Tournament Prizes	2
A Guide to Orcccon 2011 for Non-gamers	2
Special Guests	3
Master Schedule	4
Annual Awards	14
Special Events and Seminars	15
Board Games	15
Collectibles	24
Computer and Video Games	26
LARPs	27
Miniatures	27
Role Playing	30
Open Gaming	39
Convention Map	40
Miniatures Painting Contest	41
Our Sponsors	41
Shopping (Exhibitor Hall, Flea Market, Auction)	41
The Rules	43
Gateway 2010 Winners	44

Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Since locating individuals at Orcccon is sometimes difficult, you can also get information from the Registration Desk.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Events	Tim Keennon
Exhibitor Hall	RJ Held
Registration	Tracy Fryer Tiffany LaMarre
Advisor & Special Projects	John Paiva
Board Games	Neil Figuracion Karl Kreder Dan O'Farrell
Industry Liaison and Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Robyn L. Nixon Harmon Ward
Role-Playing Games	Michael Fryer Mickey Tan Bob LaMarre
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing
Seminars and Movie Room	Joseph Eder
Library	Eric Burgess
Special Events	Heather Hughes Devi Hughes
Lots of Stuff	Mark Hyman Eric Nyquist Michael J. Russell
Art	Rodger MacGowan Rachel Wood Bobby Doran

Welcome

Strategicon welcomes you to Orcccon 2011. Thank you for joining us.

Orcccon brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general.

We also offer a wide selection of game retailers and manufacturers in the Exhibitor Hall.

Feel free to mingle and ask questions. Gamers, like everyone else, love to talk about their hobby!

If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

You can register for participation in game events on site by entering your name on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Role-Playing events are an exception. Role-Playing event sign up sheets are in RPG HQ all day and will be moved to the event location when that event starts, thus allowing walk-in registration.

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other).

Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play.

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 Dollars", which are redeemable at face value in the Exhibitor Hall for merchandise (only). These Dealer Dollars are good only at this convention, and Dealer Dollars 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 pay \$10 for 1st place and \$5 for 2nd
Big Tournaments pay \$25 for 1st place and \$10 for 2nd
Small Tournaments pay \$6 for 1st place and \$3 for 2nd
Sponsored events will give some type of game or game expansion
Special Events will award some type of award, plaque, and/or dealer dollars, 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 2011 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 Exhibitor Hall. 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!

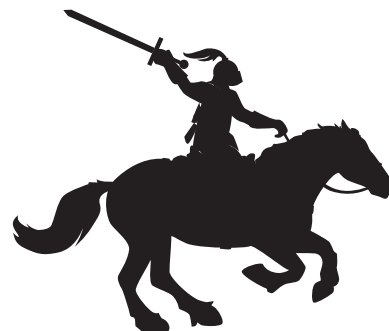
The convention has many activities such as Auctions, Demonstrations, Seminars, and most importantly Game Tournaments. Many of you are already familiar with such popular family games as Carcassonne, Settlers of Catan, Ticket to Ride, etc. We urge you to sign up for a round at the Board Game registration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

Another type of Adventure 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 2011 Guests

Guest of Honor - Bruno Faidutti

Bruno Faidutti is one of the most popular and prolific designers of modern board games, with nearly fifty published designs including *Citadels*, *Incan Gold*, *Mission: Red Planet*, *Knightmare Chess*, *Boomtown* and the new *Isla Dorada*. He came to the gaming world through *Cosmic Encounter* and role playing games; he was even one of the first French D&D players. His first published game, *Baston*, was a highly detailed simulation of a bar brawl. Since then, his games have gotten simpler but a hallmark of his designs is the commitment to a zany atmosphere and a strong theme. He has collaborated on games with the likes of Alan Moon, Michael Schacht, Bruno Cathala, Antoine Bauza and many other top eurogame designers. His Ideal Game Library web page is among the best game criticism you can find online.

Born in 1961, Faidutti studied law, economics, sociology and history, eventually leading to a Ph.D in history. After years as a researcher, he now teaches high school economics. He splits his time between Paris and Avignon, in southern France. Strategicon is thrilled to welcome Bruno as our Guest of Honor and looks forward to him hosting tournaments, Play with the Creator events and playtests of his games at Orcon 2011.



Guest of Honor - Rodger B. MacGowan

Rodger B. MacGowan has worked on over 250 wargames and designed various game magazines in his career and has won numerous game industry and hobby awards.

Rodger started playing wargames in high school in the early 1960s while living in Oceanside, California. His first amateur magazine was entitled *Arquebus* (founded 1974). In 1976, Rodger founded *Fire & Movement: The Forum of Conflict Simulation*, an "Independent" and professional magazine devoted to reviewing games from a variety of wargame companies of the time. When first founded by Rodger "Fire & Movement" was an "Independent" review publication - no connection with any wargame company. "F&M" has won six "Charles S. Roberts Awards" for Best Professional Magazine, and "F&M" was inducted into the "Origins/GAMA Hall of Fame" in 1999. "F&M" is currently published by Decision Games.

In 1976 The Avalon Hill Game Company approached Rodger to design their wargame packaging. Rodger's first package design for AH was "The Russian Campaign" (1976), followed by "Squad Leader" (1977), "Cross of Iron" (1978), and "Flattop" (1979), etc. Rodger would design the packaging for most of Avalon Hill's wargames over a ten year period resulting in over 24 package designs, along with cover art and interior art for AH's "The General" Magazine.

Along with Avalon Hill, Rodger also created packaging designs for Game Designers' Workshop, Simulations Canada, Operational Studies Group, Peoples Wargames, Yaquinto Games, Quarterdeck Games, Hobby Japan, 3W Game Company, Australian Design Group, etc.

In 1986, Rodger founded the "Charles S. Roberts Awards" (reorganized the CSR awards under the direction of Charles S. Roberts). In this same year, what was up until then known as the "Charles Roberts Awards" (the original awards were the brain child of Canadian wargamer John Mansfield who published the amateur 'zine "Signal") were renamed "The Origins Awards" under the sponsorship of the Academy of Adventure Gaming. The "Charles S. Roberts Awards" remain, as they have always been, not connected with any company or organization. They are completely "independent awards" nominated and voted for by wargaming hobbyists.

Master Schedule of Events

* = Play with the creator

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

Fri, Feb 18th

Start Time	Duration (hours)	System Title or Type	Dept.	
Noon	2	Munchkin Cthulhu Sponsored	B	
	1	Incan Gold Sponsored	B	
	4	Orbit Rocket race 5000 Demo	B	
	8	Steve Jackson Games Potpourri Sponsored	B	
	2	Popular Front Event	B	
	8	The War Game: WORLD WAR II Event	B	
	12	M:tG 8 Player for a Box- Constructed	C	
	12	M:tG Single Elimination Booster Draft	C	
	12	Orcon M:tG Commander (EDH) League	C	
	12	Orcon M:tG Convention League	C	
	4	Naruto Demo	C	
	1 pm	1	Tien Zi Que DEMO Demo	B
		0.5	Scripts and Scribes Event	B
1		Space Hulk: Death Angel Event	B	
0.5		Party Games Challenge: Dixit Event	B	
4		PK Cards Demo	C	
4		Resident Evil Demo	C	
2 pm	1	Queen's Ransom DEMO Demo	B	
	1	Felix - the Cat in the Sack Sponsored	B	
	4	1835 Event	B	
	2	Warhammer: Invasion	C	
	4	Fiasco The Tomb of Horrors	R	
	4	Laughing Moon Adventures Laughing Moon Adventures	R	
	4	Pathfinder Society 2-03: The Rebel's Ransom	R	
	4	Pathfinder Society 51: The City of Stranger - Part I: The Shadow Gambit	R	
	4	Project Badass (Warmachine/Hordes Mk II) Iron Kingdoms - Big Trouble	R	
	4	RPGA - LFR - D&D 4e CORE2-11 Sign of Four Round 1 (levels 17-20)	R	
	4	RPGA - LFR - D&D 4e CORM2-3 Secret of the Queen of Thorns (levels 14-17)	R	
	4	RPGA - LFR - D&D 4e ELTU3-1 Good Intentions (levels 1-10)	R	
	4	RPGA - LFR - D&D 4e IMPI2-2 Wetwork (levels 11-14)	R	
	4	RPGA - LFR - D&D 4e TYMA2-3 Tying Up Loose Ends (levels 14-17)	R	
	4	Savage Worlds The Black Company: Savage Lies	R	
4	White Wolf Storytelling System Vampire: Requiem for Rome: The Deathless City	R		
3 pm	1	Formula Motor Racing Small	B	
	4	Mystery Express Event	B	
	1	Great Wall of China Sponsored	B	
	2	Frag Sponsored	B	
4 pm	2	Pirates Pocketmodel "Sea of Destruction"	C	
	2	Cargo Noir DEMO Demo	B	
	1	Cartagena Small	B	
	5	Game Empire Learning Center - Friday Special	B	
	1	Ingenious Challenges: Cards Event	B	
	1	Dragon's Gold Sponsored	B	
	1	For Sale Sponsored	B	
	1	Abducted By Aliens Event	B	
	1	Arcane Legions	C	
	5 pm	2	Nightfall DEMO Demo	B
4		Ingenious Challenges: Tiles Event	B	
3		Medici Tournament	B	
2		Hearts #1 Event	B	
2		Play with Bruno Faidutti Demo *	B	
2		Revolution! Sponsored	B	
3		Arcane Legions- Feb League	C	
6 pm	4	Miniatures Fields of Fire	M	
	5	Pirates! Pirates!	M	
	2	Monopoly Deal #1 Small	B	
	1	Euro Games 101: Amun Re Demo	B	
	1	Ingenious Challenges: Dice Event	B	
4	Runewars Event	B		

Fri, Feb 18th

Start Time	Duration (hours)	System Title or Type	Dept.
	4	Fantasy Chess Demonstration Event	B
	1	Learn to Play- Magic: the Gathering	C
	0	Strategicon Magic Championship	C
	1	Rock Band! Rock Band Pre-Tourney Warm Up!	V
7 pm	5	Age of Empires III Tournament	B
	3	Cutthroat Caverns Event	B
	4	Amun Re Tournament	B
	2	Zooloretto Tournament	B
	2	Isla Dorada Special *	B
	1	Party Game Challenge: Portrayal Event	B
	3	Poker 5-card Draw Event	B
	4	Game Show Play Along Special	B
	4	M:tG Super Powered Friday Promo Night	C
	4	M:tG Theme Deck Tournament	C
	4	Pirates Pocketmodel "Gilligan's Island"	C
	4	Flames of War 2nd battle for Frankograd!	M
	4	Pathfinder Society 2-08: The Sarkorian Prophecy	R
	4	Pathfinder Society 52: The City of Strangers - Part II: The Twofold Demise	R
	4	RPGA - LFR - D&D 4e CORE2-11 Sign of Four Round 2 (levels 17-20)	R
	4	RPGA - LFR - D&D 4e CORM2-4 Fury of the Queen of Thorns (levels 17-20)	R
	4	RPGA - LFR - D&D 4e EAST2-3 Nightmares (levels 11-14)	R
	4	RPGA - LFR - D&D 4e ELTU3-2 Blue Wounds (levels 1-10)	R
	4	RPGA - LFR - D&D 4e IMPI2-3 Rooting Out Corruption (levels 14-17)	R
	2	Meet and Greet	S
8 pm	2	Uno #1 Small	B
	1	Euro Games 101 - Princes of Florence Demo	B
	2	Municipium Event	B
	2	Party Games Challenge: 25 Words or Less Event	B
	4	Empire Builder Event	B
	4	18xx (short) Event	B
	3	GreedQuest Sponsored	B
	4	Alpha Omega Friday Night Firefight	R
	4	Call of Cthulhu or Savage Worlds Tom Cummings Game	R
	4	Cthulhu (modified) The Armageddon Deterrent	R
	4	GURPS Horror We're Alive "Prison break" season 1 episode 1	R
	4	GURPS Space Avatar 2: Krishma - Garden Planet of the Galaxy	R
	4	House of Cards (Playtest) The Antwerp Job	R
	4	Leftovers Leftovers: The Battle of Wal-Mart	R
	4	Savage Worlds Day After Ragnarok - The Jack Parsons Project	R
	4	Savage Worlds Scalped Happy Jack's affiliated game	R
	4	Savage Worlds The Black Company: Savage Lies	R
	4	Savage Worlds The Dark Side of Mardi Gras - Happy Jacks	R
	4	Shadowrun 4th The Good, the Bad and the Wendigo	R
	4	Smallville Mona Lisa Overville	R
	4	The Dresden Files (FATE) Monoc Securities: Aftermath	R
	4	Tunnels and Trolls (Modified) Removing the Squatters	R
	4	Vampire: the Masquerade Happy Jacks – Vampires Gathered	R
	2	Flea Market	S
9 pm	2	Ingenious Tournament	B
	2	Hoity Toity Small	B
	4	The Princes of Florence Event	B
	1	Party Game Challenge: Time's Up! #1 Event	B
10 pm	2	Train of Thought DEMO Demo	B
	2	Phase 10 #1 Small	B
	4	Colosseum Tournament	B
	4	Tikal Tournament	B
	2	Party Games Challenge: Wits and Wagers Event	B
	2	Spades #1 Event	B
	2	Cosmic Encounter Event	B
11 pm	4	Small World Tournament	B
	4	Tigris and Euphrates Tournament	B
	2	Cash & Guns Live Event	B
	3	Tales of the Arabian Nights Event	B

* = Play with the creator

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

Sat, Feb 19th

Start Time	Duration (hours)	System Title or Type	Dept.
Midnight	2	Pit Event	B
	6	Werewolf Event	B
	6	Werewolf #1 Event	B
	1	Burn in Hell - At the Witching Hour! Sponsored	B
	2	Vikings Event	B
	4	Savage Worlds The Black Company: Savage Lies	R
	4	Star Wars D6 Smuggler's Blues	R
8 am	8	Gamesworkshop LOTR/WOTR Lord of the Rings Grand Tournament	M
	8	Gamesworkshop WH40k Warhammer 40k Grand Tournament	M
	8	Gamesworkshop WHFB Warhammer Fantasy Grand Tournament	M
9 am	4	Wizard's Quest Tournament	B
	1	Euro Games 101: Power Grid Demo	B
	6	Advanced Civilization Big	B
	6	Axis & Allies - Preliminaries Special	B
	7	Piquet: Hallowed Ground Antietam - HMGS/PSW	M
	6	2nd Ed. AD&D White Plume Mt. 2.0	R
	4	Call of Cthulhu or Savage Worlds Tom Cummings Game	R
	4	D&D 4.0 Not Without My Fluffy!!!	R
	4	D&D Gamma World Scales & Salvage	R
	4	GURPS 4th Edition Happy Jacks GURPS Fantasy Eldemy	R
	4	GURPS Martial Arts GURPS Martial Arts - Power Teens!	R
	4	Grimm Happy Jack's Terrible, Horrible, No-Good, Very Bad Field Trip	R
	4	GURPS Call of Cthulhu At the High School of Mystical Madness	R
	4	Hero 5th Edition Happy Jack's Fantasy Hero Game Pt.1	R
	4	Laughing Moon Adventures Laughing Moon Adventures	R
	4	Laughing Moon Adventures Laughing Moon Adventures	R
	4	Mouse Guard A Death in Appleloft	R
	4	Pathfinder Society 2-11: The Penumbral Accords	R
	4	Pathfinder Society 2-12: Below the Silver Tarn	R
	4	Pathfinder Society PFS Intro - Master of the Fallen Fortress	R
	4	RPGA - LFR - D&D 4e SPEC3-1 Roots of Corruption: Dark Seeds (levels 11-20)	R
	4	RPGA - LFR - D&D 4e SPEC3-1 Roots of Corruption: Infestation (levels 1-10)	R
	4	Smallville RPG Smallship Troopers	R
	4	The Dresden Files The Leverage Files	R
	4	Unknown Armies RPG A Bad Day at Great Bend	R
	4	Wild Talents Happy Jacks - Hello Kitty's Super Fun Adventure Time	R
9:30 am	9.5	Exhibitor Hall Opens	
10 am	2	Blokus Small	B
	4	BattleTech — Death By Maumbo!?! Event	B
	8	Twilight Imperium, 3rd Edition, Shattered Suns Event	B
	12	Game Empire Learning Center - Saturday Special	B
	5	Power Grid Big	B
	1.5	Scotland Yard Event	B
	4	Orbit: Racket Race 5000 DEMO Event	B
	5	1861 Event	B
	2	Munchkin Quest Sponsored	B
	1	Titan DEMO Demo	B
	2	Titans of Industry Event	B
	8	The War Game: WORLD WAR II Event	B
	4	Washington's War Event	B
	8	War Game Boot Camp Demo	B
	12	Learn to Play- Magic: the Gathering	C
	12	M:tG 8 Player for a Box- Constructed	C
	12	M:tG Single Elimination Booster Draft	C
	12	Orcon M: tG Commander (EDH) League	C
	12	Orcon M:tG Convention League	C
	8	Naruto Chunin Charity Event	C
	2	Pokemon Workshop	C
	2	World of Warcraft CCG	C
	3	2 Page Battle Master Operation Chariot	M

Sat, Feb 19th

Start Time	Duration (hours)	System Title or Type	Dept.
	4	Crossfire Nomandy "44" Hedgerow Hell! (HMGS)	M
	7	Firestorm Armada Firestorm Armada Tournament	M
	7	Paint and Take	M
	6	Pocket Armies Pocket Armies: Kursk to Berlin	M
	4	Small Unit Tactical Combat-SUTC Bataan!	M
	1	Xbox 360 Geometry Wars 2 Ongoing	V
	12	Xbox 360 / PS2 & 3 / Wii / PC Open Gaming - Video Games	V
	1	Q&A with Bruno Faidutti *	S
11 am	2	Uno #2 Small	B
	1	Euro Games 101: Settlers of Catan Demo	B
	2	Roll Through the Ages Small	B
	4	Iron Dragon Small	B
	8	Titan Tournament	B
	7	Twight Imperium III Event	B
	8	Corporate Espionage Demo *	C
	0	Strategicon Magic Championship	C
	6	VTES tournament - Anarchist Uprising	C
	4	Warlord Singles	C
	4	Yugioh! #1	C
	4	Leviathans Catalyst Presents "Leviathans"	M
	6	WARMACHINE/HORDES WARMACHINE/HORDES 35-pt SteamRoller 2011	M
	4	Flea Market	S
	1	Q&A with Gary Games *	S
Noon	4	Blockade Runner Event	B
	2	I'm the Boss! Event	B
	4	Settlers of Catan Tournament	B
	2	Play with Bruno Faidutti Demo *	B
	1.5	Warzone A Game of Dynamic Strategy Demo (Multiple sessions – see description)	B
	2	Hearts #2 Event	B
	10	Game Show Play Along Event	B
	4	M:tG Super Sealed	C
	4	Meepile Madness	C
	4	Pokemon #1	C
	6	CQB(Close Quarter Battle) This Town Is Dead!	M
	6	Invisible Enemy (Sci-Fi) Assault on Ratu Boko - presented by the War Times Journal	M
	6	Malifaux Cheat Fate at the Malifaux Demo	M
	4	Malifaux Malifaux - Intro Event	M
	4	Uncharted Seas The Battle for the Wizard's Keep	M
	4	Very Simple Generic Miniatures Rules Valley of the Mammoths in 25mm	M
	2	Nintendo Wii Super Smash Bros Brawl	V
1 pm	2	Cargo Noir DEMO Demo	B
	2	Puzzle Strike Small	B
	1	Euro Games 101: Race for the Galaxy Demo	B
	2	Galaxy Trucker Tournament	B
	1	Operation: Maccabee Demo	B
	1	Queen Esther Event	B
	1	Matzakoman Demo	B
	3	PK Cards	C
	4	World of Warcraft CCG Tournament	C
	5	La Batatille (Napoleonic Regimental) BATTLE OF TEUGN-HAUSEN 19 April 1809	M
2 pm	3	Merchants and Marauders DEMO Demo	B
	0.75	Bang! Event	B
	1.5	Leaping Lemmings Small	B
	4	Race for the Galaxy Big	B
	2	1960: The Making of the President Small	B
	2.5	Spades #2 (cutthroat) Event	B
	3	Herodix "Battle Royale"	C
	6	Dying Kingdoms Dying Kingdoms - Table Top *	L
	6	Steel Arrows Modern Armor/Homebrew 1965: India vs Pakistan	M
	2	home grown AVE	M
	2	Xbox 360 Halo#1: Reach FFA Slayer	V
	4	All Flesh Must Be Eaten The Ludlow Horror	R
	4.5	Alternity/Stardrive In Dark Space	R

Sat, Feb 19th

Start Time	Duration (hours)	System Title or Type	Dept.
	6	D&D 4th Edition D&D Team Challenge	R
	4	Dirty Secrets Three Games About Murder #1	R
	4	Dresden Files (FATE) Happy Jack's Dresden Files	R
	4	Dresden Files RPG Happy Jacks - TribeFATE (Dresden Files RPG)	R
	4	GURPS Old West They Died Standing With Their Boots On	R
	4	Gamma World (1st Ed.) Mutants of Metal vs. Ratt Punx	R
	4	GURPS Horror We're Alive "Prison break" season 1 episode 2	R
	4	Hero Sys 6th Basic (Pulp) Happy Jacks: Big Blue Monkeys From Outer Space!	R
	4	Mage: Sorcerers Crusade The World of Hurt	R
	4	Mongoose Traveller Happy Jacks - Last Voyage of the Sundowner	R
	4	Pathfinder Society 2-05: Eyes of the Ten - Part III: Red Revolution	R
	4	Pathfinder Society 2-13: Murder on the Throaty Mermaid	R
	4	Pathfinder Society 2-14: The Chasm of Screams	R
	4	RPGA - LFR - D&D 4e ADCP3-1 Swarm of Chaos Round 1 (levels 1-10)	R
	4	RPGA - LFR - D&D 4e ADCP3-1 Swarm of Chaos Round 1 (levels 11-20)	R
	4	Tunnels and Trolls (modified) Respecting your Betters	R
	4	Vampire: the Masquerade Happy Jacks – Desert Respite	R
	4	White Wolf Storytelling The Dare (World of Darkness Innocents)	R
3 pm	1	Chrononauts Event	B
	2	Phase 10 #2 Small	B
	2	Bohnanza Tournament	B
	0.75	Citadels Event	B
	1	Euro Games 101: Agricola Demo	B
	2	Yahtzee Free for All Small	B
	1.5	Party Game Challenge: Trivial Pursuit Bet You Know It Event	B
	4	Campaign Manager 2008 Small	B
	2	Frag Sponsored	B
	4	Sid Meier's Civilization The Board Game Event	B
	2	Cribbage Event	B
	2	Resident Evil	C
	3	2 Page Battle Master Operation Chariot #2	M
4 pm	4	Battlestations Event	B
	2	Agricola Special	B
	1	Eurogames 101: 7 Wonders Demo	B
	2	Modern Art Tournament	B
	2	NextWar Event	B
	4	Kingdom Hearts "The Vince Network"	C
	4	Yugioh! #2	C
	4	Rock Band! Rock Band Tournament!	V
	2	Xbox 360 Black Ops FFA	V
5 pm	2	Hornet DEMO Demo	B
	3	Tichu Preliminaries Special	B
	1	Space Hulk: Death Angel Event	B
	3	7 Wonders Tournament	B
	1	Euro Games 101: Container Demo	B
	1	Euro Games 101: Dominion Demo	B
	4	Pirate Fluxx Event	B
	1	Party Games Challenge: Word on the Street Small	B
	2	Revolution! Sponsored	B
	3	Poker Omaha hi/low split Event	B
	6	VTES tournament - Legacy of Pander	C
	6	BloodBowl BloodBowl	M
6 pm	4	Container Tournament	B
	2	Dominion Big	B
	2	Kingsburg Event	B
	4	Macao Tournament	B
	4	Ticket to Ride Big	B
	2	Isla Dorada Event *	B
	4	1856 Tournament	B
	2	Revolution! Sponsored	B
	4	Heroscape	C
	4	South American Independence (Liberators) Battalla en el Fundo de San Francisco	M
	3	The Sword and the Flame "The Patrol" - HMGS/PSW	M

Sat, Feb 19th

Start Time	Duration (hours)	System Title or Type	Dept.
	2	Xbox 360 Halo #2: Reach Doubles	V
7 pm	1	Eurogames 101 - Le Havre Demo	B
	1.25	Lords of Vegas Small	B
	4	Endeavor Tournament	B
	2	Pez Event	B
	0.5	Party Games Challenge: Pow Wow Event	B
	2	Eurorails Tournament	B
	5	Pirates! Pirates!	M
	5	warhammer 40k warhammer 40k Apocalypse game	M
	4	Pathfinder Society 2-10: Fury of the Fiend	R
	4	Pathfinder Society PFS - The Midnite Mauler - Special	R
	4	RPGA - LFR - D&D 4e ADCP3-1 Swarm of Chaos Round 2 (levels 1-10)	R
	4	RPGA - LFR - D&D 4e ADCP3-1 Swarm of Chaos Round 2 (levels 11-20)	R
	1	Dead Gamers Society Membership Conclave	S
		Exhibitor Hall Closes	
8 pm	3	Fresco Small	B
	1.25	Hanging Gardens Event	B
	3	Le Havre - prelims Special	B
	1	Lifeboat Event	B
	3	Chaos in the Old World Event	B
	3	GreedQuest Sponsored	B
	4	Rune Wars Event	B
	5	Circus Maximus Circus Maximus	M
	2	Xbox 360 Bomberman LIVE Battlefest	V
	4	The Kerberos Club: FATE Edition A Penny Dreadful For Your Thoughts	R
	4	A Taste For Murder Three Games About Murder #2	R
	4	All Flesh Must Be Eaten Signs in the Sand	R
	4	Alpha Omega Big Bug Collecting	R
	4	Call of Cthulhu The Ram	R
	4	Cthulhu (modified) The Armageddon Deterrent	R
	4	GURPS Horror We're Alive "Prison break" season 1 episode 3	R
	4	GURPS Traveller Sundered Skies and Shattered Zones	R
	4	Hero System 5th Edition Avengers Assembled - Psycheleaks	R
	4	Lady Blackbird Operation: Blackbird	R
	4	Original D&D (Whitebox) Asteroid Crypts of the Xylboxc Starcult	R
	4	Savage Worlds Fallout - Fly Me To The Moon	R
	4	Star Wars D6 The Bank Job	R
	4	The Dresden Files Roleplaying Game (Modified) Avatar the Last Airbender: Romance of the Four Kingdoms	R
	4	White Wolf Storytelling System Night of the Living Trekkies: The Wrath of Con	R
	2	Flea Market – Broadside Bash	S
9 pm	2	San Juan Tournament	B
	2	World Cup Soccer Small	B
	2	Citadels Event *	B
	1.5	Union Pacific Small	B
	1	Party Game Challenge: Time's Up! #2 Event	B
	1	Who Would Win? Event	B
	3	Poker 7-card Stud Event	B
	4	M:tG Pauper (All commons) Deck Tournament	C
	2	Dungeon Master	S
10 pm	4	Cyclades Tournament	B
	4	Goa Tournament	B
	2	Nuns on the Run Event	B
	2	Xbox 360 Black Ops Fireteams 2v2	V
	2	Xbox 360 / PS2 & 3 / Wii / PC Open Gaming - Video Games 18+	V
11 pm	3	Neuroshima Hex Small	B
	2	Party Game Challenge: Liar's Dice Event	B
	1	Party Games Challenge: Ca\$h & Guns Live Event	B
	2	Buffy the Vampire Slayer Event	B

* = Play with the creator

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

Sun, Feb 20th

Start Time	Duration (hours)	System Title or Type	Dept.
Midnight	2	Pit Event	B
	6	Werewolf #2 Event	B
	6	Werewolf #3 Event	B
	1	Burn in Hell - At the Witching Hour! Sponsored	B
	3	Nexus Ops Tournament	B
	4	44—A Game of Automatic Fear Just 'Cause You're Not Paranoid, Don't Mean They're Not After You	R
	3	Awesomely Bad Movie Night	S
9 am	1	Queen's Necklace Special	B
	1	Rail Games 101: 18xx Demo	B
	6	Axis & Allies - Finals Big	B
	6	American Battlelines (ODGW) First Battle of Kernstown	M
	4	Call of Cthulhu or Savage Worlds Tom Cummings Game	R
	4	Dragon Age The Price of Freedom	R
	4	Fantasy Hero 5th Edition Happy Jack's Fantasy Hero Game Pt. 2	R
	4	GURPS Martial Arts GURPS Martial Arts - Power Teens!	R
	4	Hero 6th Edition Happy Jacks Hero 6th Ed Champions	R
	4	Laughing Moon Adventures Laughing Moon Adventures	R
	4	OG—Unearthed Edition Me big bug bang!	R
	4	Pathfinder Society 2-06: The Heresy of Man - Part II: Where Dark Things Sleep	R
	4	Pathfinder Society 2-09: The Heresy of Man - Part III: Beneath Forgotten Sands	R
	4	Pathfinder Society PFS Intro - Master of the Fallen Fortress	R
	4	RPGA - LFR - D&D 4e CORE2-12 The Sschindylryn Heresy Round 1 (levels 17-20)	R
	4	RPGA - LFR - D&D 4e CORM2-3 Secret of the Queen of Thorns (levels 14-17)	R
	4	RPGA - LFR - D&D 4e DRAG2-3 Of Wild and Darkened Waters (levels 4-7)	R
	4	RPGA - LFR - D&D 4e IMPI2-2 Wetwork (levels 11-14)	R
	4	RPGA - LFR - D&D 4e LURU2-3 Forgotten Crypts, Hidden Dangers (levels 1-4)	R
	4	Remember Tomorrow Cyberpunk: Remember Tomorrow	R
	4	Tunnels and Trolls (modified) It Rolls Downhill	R
	4	Unknown Armies Jailbreak	R
	4	White Wolf Storytelling System Night of the Living Trekkies: The Wrath of Con	R
9:30 am	9.5	Exhibitor Hall Opens	
10 am	2	Ad Astra Event *	B
	1	Skippity DEMO Event	B
	1	Boomtown! Special	B
	2	Uno #3 Small	B
	4	Dream Factory Tournament	B
	3	Power Grid: Factory Manager Small	B
	0.5	Dweebies Event	B
	2	Munchkin Quest Sponsored	B
	6	18xx (classic) Tournament	B
	4	Battlestar Galactica Event	B
	2	Titans of Industry Event	B
	4	Battle Cry Tournament	B
	8	War Game Boot Camp Demo	B
	12	Learn to Play- Magic: the Gathering	C
	12	M:tG 8 Player for a Box- Constructed	C
	12	M:tG Single Elimination Booster Draft	C
	12	Orcon M: tG Commander (EDH) League	C
	12	Orcon M:tG Convention League	C
	2	Pokemon Workshop #2	C
	7	Paint and Take	M
	5	Total Warfare - Battletech BattleTech	M
	7	Uncharted Seas Uncharted Seas Tournament	M
	10	Warhammer Ancient Battles Warhammer Ancients Tournament	M
	1	Xbox 360 Geometry Wars 2 Ongoing	V
	12	Xbox 360 / PS2 & 3 / Wii / PC Open Gaming - Video Games	V
11 am	1	Fist of Dragon Stones Special	B
	2	Pandemic Event	B
	9	Game Empire Learning Center - Sunday Special	B
	2	Rattus Tournament	B
	2.5	Saint Petersburg Tournament	B
	6	Through the Ages Tournament	B

Sun, Feb 20th

Start Time	Duration (hours)	System Title or Type	Dept.
	0.5	Sumo Ham Slam Small	B
	4	Empire Builder International Event	B
	2	Corporate Espionage Demo *	C
	6	VTES tournament - Peace Treaty	C
	4	Total Warfare - Battletech Catalyst Games presents "Battletech"	M
	1	Creativity in Game Design *	S
	4	Flea Market	S
Noon	4	Star Fleet Battles Event	B
	1	Red November Special	B
	2	Munchkin Cthulhu Sponsored	B
	8	Orbit Rocket race 5000 Event	B
	1	Eurogames 101 - Caylus Demo	B
	0	Twister Event	B
	6	Kings & Things Tournament	B
	4	Twilight Struggle Small	B
	4	Hey! That's my Fish! Small	B
	2	Hearts #3 Event	B
	10	Game Show Play Along Event	B
	4	Arcane Legions Tourney	C
	4	M:tG Extended SMC-3	C
	4	Pokemon #2	C
	6	Firestorm Armada Firestorm Armada Event	M
	5	Malifaux Malifaux Tournament	M
	6	WARMACHINE/HORDES WARMACHINE/HORDES 25-pt SteamRoller 2011	M
	1	Wii Mario Kart	V
	1	The Year of the Piecemap	S
1 pm	2	Monopoly Deal #2 Small	B
	4	Innovation Tournament	B
	5	Caylus Tournament	B
	1	Guillotine Small	B
	2	Play with Bruno Faidutti Event *	B
	2	Hokkaido Event	B
	4	Talisman Event	B
	1	Tobago Event *	B
	4	Rat a Tat Cat Small	B
	1	Ring-O Flamingo Small	B
	6	Star Wars Minis: "Force Unleashed"	C
	5	Quickfire (Predreadnought Naval) Trafalgar 1900 - presented by the War Times Journal	M
	6	Wusternkrieg (Modified Crossfire for the Western Desert) KG Stephan vrs 4th Armoured Brig 19. M Nov '41	M
	1	RBM Art & Graphics with Rodger B. MacGowan *	S
2 pm	1	Iglu Iglu Event	B
	2	March Madness Event	B
	4	Shogun Tournament	B
	4	Vegas Showdown Tournament	B
	4	Chicken Cha Cha Cha Small	B
	1	Dancing Eggs Small	B
	3	Spades #3 Event	B
	4	Corporate Espionage Tournament *	C
	8	Dying Kingdoms Dying Kingdoms - Court Event *	L
	3	Table Top Aerodrome	M
	2	Xbox 360 Halo #3: Reach Griffball	V
	4	All Flesh Must Be Eaten Signs in the Sand	R
	4.5	Alternity/Dark Matter In The Dead of Night	R
	4	Call of Cthulhu or Savage Worlds Tom Cummings Game	R
	4	Dresden Files (FATE) Happy Jack's Dresden Files	R
	4	GURPS Hellboy Before the Storm	R
	4	GURPS World War Two The Inglorious Bastards - Part 2	R
	4	GURPS Horror We're Alive "Prison break" season 1 episode 3	R
	4	Lady Blackbird Operation: Blackbird	R
	4	Paranoia Botbusters	R
	4	Pathfinder Society 2-07: The Heresy of Man - Part II: Where Dark Things Sleep	R
	4	RPGA - LFR - D&D 4e CORE2-12 The Sschindylryn Heresy Round 2 (levels 17-20)	R

Sun, Feb 20th

Start Time	Duration (hours)	System Title or Type	Dept.
	4	RPGA - LFR - D&D 4e CORM2-4 Fury of the Queen of Thorns (levels 17-20)	R
	4	RPGA - LFR - D&D 4e IMPI2-3 Rooting Out Corruption (levels 14-17)	R
	4	RPGA - LFR - D&D 4e SPEC3-1 Roots of Corruption: Dark Seeds (levels 11-20)	R
	4	RPGA - LFR - D&D 4e SPEC3-1 Roots of Corruption: Infestation (levels 1-10)	R
	4	Serial Homicide Unit Three Games About Murder #3	R
	4	The Kerberos Club: FATE Edition A Penny Dreadful For Your Thoughts	R
	4	World of Darkness Storyteller 8 Hours Until Daylight	R
3 pm	2	Ascension: Chronicle of the Godslayer Tournament Tournament *	B
	2	Cargo Noir DEMO Demo	B
	1	Isla Dorada Special	B
	1	Euro Games 101: Stone Age Demo	B
	2	Yahtzee Free for All Small	B
	1	Ubongo Small	B
	4	Battlestar Galactica Event	B
	2	Frag Sponsored	B
	4	Sharp Shooters Small	B
	1	Pictureka: Flipper game Small	B
	4	Yugioh! #3	C
4 pm	4	Earth Reborn Event	B
	2	Mystery of the Abbey Event	B
	2	Agricola: Final Round Big	B
	4	Stone Age Big	B
	1	Forbidden Island Event	B
	2	Play with Bruno Faidutti Event *	B
	4	Acquire - David Woolcott Memorial tournament Big	B
	2	Diplomacy for Beginners Demo	B
	6	Total WarFare Catalyst Games "Official" Battletech	M
	2	TBD Last-Minute Tournament	V
	2	Xbox 360 Modern Warfare 2 FFA	V
5 pm	1	Ad Astra Special	B
	4	Race for the Galaxy: 2-player Big	B
	2	Tichu Finals Tournament	B
	4	Hansa Teutonica Tournament	B
	4	Ticket to Ride: Europe Tournament	B
	2	Revolution! Sponsored	B
	2	Dice Town Small	B
	2	Pirates Sink-N-Keep	C
	6	VTES tournament - Regaining the Upper Hand	C
	2	Orakon 11 Costume Contest	S
6 pm	2	Qwirkle Small	B
	2	The Swarm DEMO Demo	B
	1	Citadels Special	B
	1	Euro Games 101: Ra Demo	B
	1	Eurogames 101 - Puerto Rico Demo	B
	2	Transamerica Small	B
	0.5	Party Games Challenge: Catch Phrase Event	B
	6	1870 Tournament	B
	6	Old School Network (Vampire:Requiem+Vampire Masquerade with a tweak) Dead Man's Party	L
	3	The Sword and the Flame "The Patrol" - HMGS/PSW	M
	2	PC Starcraft 2	V
	2	Xbox Kinect Dance Central Tournament!	V
7 pm	2	Onirim and Mountains of Inferno DEMO Demo	B
	0.5	Incan Gold / Diamant Special	B
	1.5	Euro Games 101: Dungeon Lords Event	B
	3	Ra Big	B
	4	Fantasy Chess Tournament Event	B
	1.5	Party Game Challenge: Trivial Pursuit Bet You Know It Event	B
	4	Puerto Rico Big	B
	4	Lunar Rails/Martian Rails Event	B
	2	Herodix "Royale Rumble"	C
	5	Large Scale General Quarters Sink the Akagi!	M
	4	Pathfinder Society 2:00: PFS Special: Year of the Shadow Lodge	R
	4	RPGA - LFR - D&D 4e CORE2-04 Lost on the Golden Way (levels 1-4)	R

Sun, Feb 20th

Start Time	Duration (hours)	System Title or Type	Dept.
	4	RPGA - LFR - D&D 4e EAST2-3 Nightmares (levels 11-14)	R
	4	RPGA - LFR - D&D 4e EPIC3-1 The Glorious Hunt Round 1 (level 21)	R
	4	RPGA - LFR - D&D 4e Play with the Author: IMPI2-4 Goblins Strike Back (levels 17-20)	R
	4	RPGA - LFR - D&D 4e TYMA2-4 Stand Against the Darkness (levels 7-10)	R
	2	Feedback Forum	S
		Exhibitor Hall Closes	
8 pm	1	Bruno's Challenge Tournament Awards Special	B
	3	Thunderstone Tournament	B
	4	Le Havre - finals Big	B
	2	Apples to Apples Event	B
	2	Play with Bruno Faidutti Event *	B
	3	GreedQuest Sponsored	B
	2	Improv 101 Event	B
	4	A Game of Thrones LCG	C
	2	Xbox 360, PS3 Marvel vs. Capcom 3	V
	4	Alpha Omega The Hand of Mercy	R
	4	Call of Cthulu 6th Edition Cthulu - Toys of the Gods	R
	4	Cthulhu (modified) The Armageddon Deterrent	R
	4	Doctor Chaos (In Playtest) Doctor Chaos	R
	4	GURPS X Files The Problem with Agent Scully	R
	4	GURPS Horror We're Alive "Prison break" season 1 episode 3	R
	6	Hero 5th Edition Marvel Slugfest	R
	4	Paranoia Warriors of the Nightcycle	R
	4	Psi*Run The Woods	R
	4	Star Wars D6 Trials of the Black Robe	R
	4	The Burning Wheel Trouble In Hochen	R
	4	The Dresden Files Roleplaying Game Cities On Flame With Rock And Roll	R
9 pm	4	Castle Ravenloft Event	B
	5	Dungeon Lords Tournament	B
	4	Tales of the Arabian Nights Event	B
	4	Tikal II Small	B
	1	Party Game Challenge: Liar's Dice Event	B
	1	Party Game Challenge: Time's Up! #3 Event	B
	3	Poker No Limit Texas Holdem Event	B
	3	Rock Band! Rock Band - Beatles Night	V
10 pm	2	Qwirkle Event	B
	4	Thunderstone Tournament	B
	3	Glory to Rome Tournament	B
	4	Descent - Journeys in the Dark Event	B
	1	Improv JAM Event	B
	2	PC Blood Bowl Legendary Edition	V
	2	Xbox 360 / PS2 & 3 / Wii / PC Open Gaming - Video Games 18+	V
11 pm	2	Ghost Stories Event	B
	2	Through the Desert Tournament	B
	0	Party Games Challenge: Ca\$h & Guns Live Event	B
	2	Buffy the Vampire Slayer Event	B

* = Play with the creator

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

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

Mon, Feb 21st

Start Time	Duration (hours)	System Title or Type	Dept.
Midnight	6	Werewolf #4 Event	B
9 am	4	Dominion - MEGA MONDAY Special	B
	4	Alpha Omega Chasing AM-E	R
	4	GURPS Tournament (invite only) We're Alive "Prison break" season 1 episode 3	R
	4	Pathfinder Society 2-01: Before the Dawn - Part I: The Bloodcove Disquise	R
	4	Pathfinder Society 2-04: Shadows Fall on Absalom	R
	4	RPGA - LFR - D&D 4e DRAG2-3 Of Wild and Darkened Waters (levels 4-7)	R
	4	RPGA - LFR - D&D 4e ELTU3-1 Good Intentions (levels 1-10)	R
	4	RPGA - LFR - D&D 4e EPIC3-1 The Glorious Hunt Round 2 (level 21)	R
	4	RPGA - LFR - D&D 4e TYMA2-3 Tying Up Loose Ends (levels 14-17)	R

Mon, Feb 21st

Start Time	Duration (hours)	System Title or Type	Dept.
	4	The Dresden Files Roleplaying Game (Modified) Avatar the Last Airbender: Romance of the Four Kingdoms	R
9:30 am	5	Exhibitor Hall Opens	
10 am	0.75	Lexio Event	B
	2	Blue Moon City Small	B
	2	Play with Bruno Faidutti Event *	B
	6	Here I Stand Tournament	B
	6	Napoleonic Wars Event	B
	12	Learn to Play- Magic: the Gathering	C
	8	M:tG 8 Player for a Box- Constructed	C
	8	M:tG Single Elimination Booster Draft	C
	8	Orcon M:tG Convention League	C
	8	Orcon M:tG Commander (EDH) League	C
	5	Pirates! Pirates!	M
	3	Xbox 360 / PS2 & 3 / Wii / PC Open Gaming - Video Games	V
11 am	1	Slide 5 Sponsored	B
	2	Rattus Sponsored	B
	2	Uno #4 Sponsored	B
	2	Hearts #4 Event	B
	0	Strategicon Magic Championships	C
	4	Pirates Pocketmodel "Cutthroat Island"	C
	4	Resident Evil Demo	C
	2	Auction	S
Noon	1	Raj Event	B
	5	Pillars of the Earth Sponsored	B
	3	Scepter of Zavandor Event	B
	4	M:tG Scars Block Draft SMC-4	C
1 pm	1	Family Business Sponsored	B
	2	Play with Bruno Faidutti Event *	B
	2	Spades #4 (cutthroat) Event	B
	3	PK Cards #2	C
2 pm	2	Wasabi Sponsored	B
	2	Winner's Circle Sponsored	B
	4	Pathfinder Society 2-02: Before the Dawn - Part II: Rescue at Azlant Ridge	R
	4	RPGA - LFR - D&D 4e CORE2-04 Lost on the Golden Way (levels 1-4)	R
	4	RPGA - LFR - D&D 4e ELTU3-2 Blue Wounds (levels 1-10)	R
	4	RPGA - LFR - D&D 4e EPIC3-1 The Glorious Hunt Round 3 (level 21)	R
	4	RPGA - LFR - D&D 4e LURU2-3 Forgotten Crypts, Hidden Dangers (levels 1-4)	R
2:30 pm		Exhibitor Hall Closes	
3 pm	1	Hamsterolle Sponsored	B
	2	Shadow Hunters Event	B

* = Play with the creator

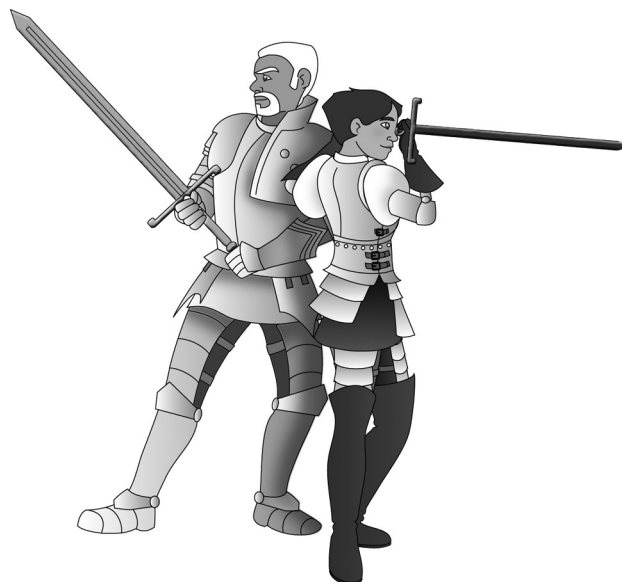
Departments: B = Board Games, C = Collectibles, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Annual Awards

Once again Strategicon presents its annual awards for board-gaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 8 game categories:

Euro Games	Rail Games
Strategy Games	War Games
Party Games	Family Games
Social Games	Card Games
Collectible Games	Miniatures Games

Unfortunately at press time not all the results had been tabulated. There will be a separate handout available at registration detailing the winners.



Special Events and Seminars

Seminar Room, Board Room, Gateway Prefunction

Auction – Mon 11 am

No one knows what fantastic gaming items will be sold here. Come find out!

Awesomely Bad Movie Night – Sun Midnight

Awesomely Bad Movie Night returns! Showcasing the very best in the very worst of classic cinema! Thrills Chills Spills! Everything you can expect in the worst, comes through in the best way! Laugh, cry, shrill, everything and more! If you survive, there may be a reward!

Creativity in Game Design – Sun 11 am

Justin Gary of Gary Games will deliver a seminar discussing all aspects of Creativity in Game Design. Q&A to follow.

Dead Gamers Society Membership Conclave – Sat 7 pm

The Dead Gamers Society Membership Conclave is a chance for all the DGS members at OrcCon to get together in one spot, to socialize and share stories. We'll be making announcements for future events. Pizza and drink to be provided.

Dungeon Master – Sat 9 pm

Dungeon Master is show performed on a stage using actors as the background and starring YOU as one of the main characters. Every show, a 6-person party of audience members is chosen before the play begins. These characters are guided from scene to scene in an episode. Once the audience members are involved...it is always unpredictable. Every show is like a masquerade, as costumes are encouraged.

Feedback Forum – Sun 7 pm

Do we have a clue? You tell us! Our first Orccon at the Sheraton – did it work? And what's with this new-fangled conbook? Hey, at least there's pizza.

Flea Market – Fri 8 pm

Orccon's Bazaar of the Bizarre. We have no idea what will show up, but we know it will be interesting.

Flea Market – Sat 11 am

Orccon's Bazaar of the Bizarre. We have no idea what will show up, but we know it will be interesting.

Flea Market – Sat 8 pm

Our annual Broadside Bash Flea Market. Everyone welcome.

Flea Market – Sun 11 am

Orccon's Bazaar of the Bizarre. We have no idea what will show up, but we know it will be interesting.

Meet and Greet – Fri 7 pm

Come meet the special guests and con staff in a social dinner setting. A limited number of tickets will be sold at the door for \$10.

Orccon 11 Costume Contest – Sun 5 pm

Announcing Orccon's first Costume Contest! Come and show your appreciation for gaming in a new complete way. Bring you're favorite gamer garb or costume to OrcCon this year, show off your talent and be a part of our costume contest. Pick your own theme, and perfect it! If you're hoping to win, please present yourselves @ 5pm, come talk with our panel of judges. Costumes will be critiqued on Theme (Strength/Constitution), Detail (Dexterity/Intelligence), and Panache (Wisdom/Charisma). Once judged, there will be a showcasing of our entrants, to allow the audience to appreciate their work, and to allow our entrants to show off. At the end, the judges will decide our winner.

Q&A with Bruno Faidutti – Sat 10 am

Come meet famous "Eurogame" designer Bruno Faidutti, who has designed and collaborated on over 40 games. Q&A will be moderated by Boardgame Babylon's own Eric Burgess. Signing to follow and one lucky attendee will take home an out of print Bruno Faidutti game signed by the designer!

Q&A with Gary Games – Sat 11 am

Come learn about Gary Games, the publishers of the exciting deck-building game Ascension: Chronicle of the Godslayer. They'll be talking about the company, the game, previewing an upcoming expansion, and about what it takes to become a game publisher these days. Q&A will be moderated by Boardgame Babylon's Eric Burgess.

RBM Art & Graphics with Rodger B. MacGowan – Sun 1 pm

Rodger B. MacGowan discusses his studio, his artwork, and more. Here's your chance to ask questions of the most respected artist in the wargaming community. Signing to follow. Q&A will be moderated by Boardgame Babylon's Eric Burgess.

The Year of the Piecepack – Sun Noon

Piecepack is the portable, flexible game system that works just like a standard deck of cards. With just one piecepack set you can play over 150+ games. We'll talk about what makes up a piecepack set how it works, and look at some of the best games created (and ported) to piecepack. Celebrate the 10th anniversary of Piecepack in 2011 - the year of the Piecepack.

Board Games

Grand Ballroom A-F, California Prefunction

1835 – Fri 2 pm

One of the earlier 18xx games, played on a map of Germany. The start packet auction variant will be used.

1856 – Sat 6 pm

An 18xx game played on a map of Ontario, Canada.

1861 – Sat 10 am

An 18xx game played on a map of Russia.

1870 – Sun 6 pm

An 18xx game played on a map of the South Central USA.

18xx (classic) – Sun 10 am

Any of the longer 18xx games (taking over four hours) that do not have a separate event for it can be played. Choices include 1824, 1830, 1832, 1850, 1860, and 2038.

18xx (short) – Fri 8 pm

Any 18xx game taking four hours or less that does not have a separate event can be played. Choices include 1846, 18EU, 18Scan, 1825, and 18AL.

1960: The Making of the President – Sat 2 pm

7 Wonders – Sat 5 pm

Abducted By Aliens – Fri 4 pm

Abducted by Aliens is a board game for 3 to 4 people with elements of art, creativity and active quests. It's oriented on families with children 12 years and older. The game develops imagination and logic, teaches performing and navigating skills. The goal of the game is to move from one of the corners to the middle of the map by accomplishing various tasks, such as passing challenges and quests, while moving your marker across the board.

Acquire - David Woolcott Memorial tournament – Sun 4 pm
Acquire is sponsored in the name of David Woolcott, a longtime Strategicon Judge for the event. Special prizes are added by his friends in his loving memory.

Ad Astra – Sun 10 am

Build your space civilization as humanity travels to new stars and meets the weird artifacts of ancient alien races! In Ad Astra you will explore new planets, exploit their resources and set your own goals to create the most advanced space colonies.

Ad Astra – Sun 5 pm

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Advanced Civilization – Sat 9 am

Avalon Hill version

Age of Empires III – Fri 7 pm

Agricola – Sat 4 pm

Uwe Rosenberg's powerhouse game of rival farms, Agricola features competitive mechanics, growing resources and powerful improvements and professions. This is the preliminary round for the big Agricola tournament. Maximum 25 players. The final round of the tournament will be held on Sunday at 5pm. We request that new players visit Euro Games 101 before signing up for this event.

Agricola: Final Round – Sun 4 pm

This is the final round of the big Agricola tournament. The preliminary round is scheduled for Saturday at 4pm.

Amun Re – Fri 7 pm

Designed by Reiner Knizia, Amun Re is an auction game set in Egypt that takes place over the course of two epochs. Players build their empires and sacrifice their funds to the god Amun Re in the hopes that their dynasty will be the greatest! We request that all new players please visit Euro Games 101 before signing up for this event.

Apples to Apples – Sun 8 pm

In this card game, you select a person, place, thing, or event you feel is the best match for the adjective the "judge" plays. If the "judge" selects your card, you get a point! You can select a serious answer, or try to humor the judge!

Ascension: Chronicle of the Godslayer Tournament – Sun 3 pm

Axis & Allies - Finals – Sun 9 am

This is the finals for the Axis and Allies big tournament. The preliminary rounds are scheduled for Saturday at 9am.

Axis & Allies - Preliminaries – Sat 9 am

This is the prelims for the Axis and Allies big tournament. The finals will be held on Sunday at 9am.

Bang! – Sat 2 pm

Come enjoy the spaghetti western fun of Bang! Shoot the sheriff! Become an outlaw! Use a barrel to block gunshots! New players welcome.

Battle Cry – Sun 10 am

Card Driven Civil War Battle game

Battlestar Galactica – Sun 10 am

Pegasus expansion will be used but without the New Caprica board. Players should be familiar with the basic game. New players should join our 3 pm game.

Battlestar Galactica – Sun 3 pm

Pegasus expansion will be used but without the New Caprica board. New players are welcome.

Battlestations – Sat 4 pm

Come blow up enemy bot ships with game designer Jeff Siadek in the game of heroic starship adventures. Prefab characters provided, continuing characters welcome. Roleplaying? Boardgaming? You be the judge.

BattleTech – Death By Maumbo!?! – Sat 10 am
Rules.

1. Build one Inner Sphere lance using 260 tons. Only Inner Sphere tech allowed up to 3065.
2. Pre-printed FASA/Wizkids/Catalyst mech sheets allowed. Bring figures and dice.
3. Inner Sphere pilots only. Rating 3/4.
4. Battle will be to last mech standing.

Blockade Runner – Sat Noon

A resource trading game in the Euro style, but with a dash of danger. 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. Hard decisions include whether to play safely to keep ships afloat or take potentially profitable risks.

Blokus – Sat 10 am

Blokus is an abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. The only caveat to placing a piece is that it may not lie adjacent to your other pieces, but instead must be placed touching at least one corner of your pieces already on the board.

Blue Moon City – Mon 10 am

Bohnanza – Sat 3 pm

From the creator of Agricola, Bohnanza is the award-winning game of trading beans!

Boomtown! – Sun 10 am

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Bruno's Challenge Tournament Awards – Sun 8 pm

Come find out who accepted Bruno's Challenge and Won! Play Bruno Faidutti games in an ALL DAY TOURNAMENT from 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize at this time.

Buffy the Vampire Slayer – Sat, Sun 11 pm

Burn in Hell - At the Witching Hour! – Sat, Sun Midnight

Campaign Manager 2008 – Sat 3 pm

Cargo Noir DEMO – Fri 4 pm, Sat 1 pm, Sun 3 pm

Learn the exciting new game from Days of Wonder before it even comes out! Mystery, intrigue and shipping boxes awaits you in Cargo Noir!

Cartagena – Fri 4 pm

Cash & Guns Live – Fri 11 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game! Ca\$h 'n Gun\$ will make you relive the best scenes of your favorite gangster movies. Fun, bluffing, and tough negotiations are guaranteed, but will you dare to play?

Castle Ravenloft – Sun 9 pm

Caylus – Sun 1 pm

Hailed as the "King of the Cube Pushers," Caylus is a tense resource management game where rival builders seek the favor of the King, as they build a small town and a large castle.

Chaos in the Old World – Sat 8 pm

The 4 chaos gods vie for domination of the Old World in this Fantasy Flight board game.

Chicken Cha Cha Cha – Sun 2 pm

Chrononauts – Sat 3 pm

What would YOU do with a Time Machine? Would you stop the sinking of the Titanic? Prevent the assassination of JFK? Kill Hitler before WWII? These are just a few of the possibilities in Chrononauts, the award-winning card game of time travel. To win, you must change history at key points called Linchpins, so that history transforms into the Alternate Reality your character calls home. You can also win by collecting a specific set of Artifacts, such as a live dinosaur, the Mona Lisa, and an unpublished Shake

Citadels – Sun 6 pm

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Citadels – Sat 3 pm, 9 pm

In Citadels, you are a medieval ruler trying to complete your city before your opponents. There is more to ruling a city than gold, however. Lords, ladies, and other nobility all have a role to play. The game changes each turn as each player secretly chooses a new role - the Assassin, Thief, Magician, King, Bishop, Merchant, Architect, or Warlord - and the power that comes with it.

Colosseum – Fri 10 pm**Container** – Sat 6 pm**Cosmic Encounter** – Fri 10 pm**Cribbage** – Sat 3 pm**Cutthroat Caverns** – Fri 7 pm

Such a joyous band of adventurers seeking Treasure and Glory. Who can survive the Dungeon's Horrors to escape with the most loot? Keep your friends close, your enemies closer.

Cyclades – Sat 10 pm**Dancing Eggs** – Sun 2 pm**Descent - Journeys in the Dark** – Sun 10 pm**Dice Town** – Sun 5 pm**Diplomacy for Beginners** – Sun 4 pm

Learn how to play the better version of Risk! – Diplomacy! Due to the fact that the game can take weeks to complete, we'll just be doing a demo, so all those interested in learning to play should come! Show Russia who's boss!

Dominion – Sat 6 pm

The neighboring kingdom has hired a thief and a witch. Your wizards are working on a creature of clay who might turn the luck around. The ever popular Dominion is back. This tournament will feature cards from all of the available expansions. We request that new players visit Euro Games 101 before signing up for this tournament.

Dominion - MEGA MONDAY – Mon 9 am

The 2009 Spiel Des Jahres winner is still incredibly popular and Strategicon is again running a MEGA tournament for the \$100 First Prize! Also, \$35 for 2nd, \$15 for 3rd, and \$5 4th. The first round will use the standard "Beginner 10" set of cards.

Dragon's Gold – Fri 4 pm

Each player controls a team of dragon hunters (two knights, a thief, and a wizard). Like all dragon hunters, they only have one goal: the gold, silver, the jewels, and the magic objects. Actually killing a dragon? It is a piece of cake. But the most difficult part comes after the dragon is dead: the adventuring party has to figure out how to share the spoils.

Dream Factory – Sun 10 am**Dungeon Lords** – Sun 9 pm

"Those pesky adventurers keep coming back! The other lords smirk when they see the mess that gang of punks made last year. If only they knew what was in store for them next." Dungeon Lords is a resource management game in which players prepare their dungeons for the annual field trip by the local troublemakers. We request that new players visit Euro Games 101 before signing up for this event.

Dweebies – Sun 10 am

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!

Earth Reborn – Sun 4 pm**Empire Builder** – Fri 8 pm

Fast start rules will be used.

Empire Builder International – Sun 11 am

Any of the following may be played: Australian Rails, British Rails, China Rails, India Rails, Nippon Rails, Russian Rails

Endeavor – Sat 7 pm**Euro Games 101 - Princes of Florence** – Fri 8 pm

Just in time for the Princes of Florence tournament, we'll be teaching the basics of performing works, auction mechanics and all you'll need to know to master this classic Euro!

Euro Games 101: Agricola – Sat 3 pm

Just in time for the Agricola tournament, players will be taught the basics of Agricola - Family actions, claiming resources, building improvements and hiring professions. Also, we'll have a brief discussion of the kind of planning that will help players build sustainable farms.

Euro Games 101: Amun Re – Fri 6 pm

Just in time for the Amun Re tournament, we'll be teaching players the basics of the auction mechanics, player turn order and how best to use the Pharaoh's favor.

Euro Games 101: Container – Sat 5 pm**Euro Games 101: Dominion** – Sat 5 pm

This is your last chance to learn Dominion before the tournament at 6pm. During this session we'll teach you the basics of playing actions, making buys and building combos.

Euro Games 101: Dungeon Lords – Sun 7 pm

Just in time for the Dungeon Lords tournament, players will learn the basics of adventurer combat, minion placement, and how to use the imp-love room.

Euro Games 101: Power Grid – Sat 9 am

Just in time for the Power Grid tournament! If you have yet to learn the ever-popular Power Grid, this is your last chance to learn. Check out this demonstration and get some basic instruction in auction mechanics, city-building and game-phase conditions.

Euro Games 101: Ra – Sun 6 pm

Just in time for the big Ra tournament, players will be taught the basics of auction mechanics, river tokens scoring civilizations and monuments, and invoking gods.

Euro Games 101: Race for the Galaxy – Sat 1 pm**Euro Games 101: Settlers of Catan** – Sat 11 am

Just in time for the Settlers of Catan tournament, players can learn the basics of building, trading and theiving on the island of Catan

Euro Games 101: Stone Age – Sun 3 pm**Eurogames 101 - Caylus** – Sun Noon

Just in time for the Caylus tournament, we'll teach you the basics of worker placement, income, resource management and several of the most important actions in this evergreen game!

Eurogames 101 - Le Havre – Sat 7 pm

Just in time for the Le Havre tournament, come learn Le Havre!

Eurogames 101 - Puerto Rico – Sun 6 pm**Eurogames 101: 7 Wonders** – Sat 4 pm**Eurorails** – Sat 7 pm**Family Business** – Mon 1 pm

Family Business takes mob warfare to a new level of backstabbing, revenge, and general bloodthirstiness, which is what makes it such a blast to play. Every player controls a “family” and plays various cards to off other players’ family members. The last family standing is victorious.

Fantasy Chess Demonstration – Fri 6 pm

Learn how to play this chess variant. Traditional chess with a layer of wargaming added. A chess game where your knights can charge from castles, bishops can heal the injured, six piece battles can be fought in a square and you can bludgeon a king to death. Don’t just take the square, FIGHT FOR IT. Note: We will also be playtesting Zombie Chess.

Fantasy Chess Tournament – 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 \$20 dealer dollars. Second place gets \$10 dealer dollars. Come cheer the bludgeoning of the King!

Felix - the Cat in the Sack – Fri 2 pm

The player with the best collection of cats and the most mice wins!

Fist of Dragon Stones – Sun 11 am

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the “BIG Tournament” Dealer Dollars Prize! Check in at the Game Library to participate.

For Sale – Fri 4 pm

A light auction game in which players compete to buy and sell houses.

Forbidden Island – Sun 4 pm**Formula Motor Racing** – Fri 3 pm

The fastest playing racing card game around.

Frag – Fri, Sat, Sun 3 pm

Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you’re hit! You’re down. Respawn! Grab a weapon! Start again!

Fresco – Sat 8 pm**Galaxy Trucker** – Sat 1 pm**Game Empire Learning Center** – Fri 4 pm, Sat 10 am, Sun 11 am

Each player who participates in a demo will earn a chance to win a copy of Isla Dorada or Ascension! Friday will feature Rattus, Carcassonne, Earth Reborn, Hive and Tannhauser. Saturday will feature Dungeon Lords, Innovation, Dixit, Castle Ravenloft, Chrononauts, Ascension and Formula D. Sunday will feature Macao, Forbidden Island, 7 Wonders, Puzzle Strike and Power Grid: Factory Manager

Game Show Play Along – Fri 7 pm

Six game show contestants challenge you to play Wheel of Fortune, The Price is Right, Blockbusters, and several events based on television game shows. This event is to run all weekend long! Come to our icebreaker event and start the weekend out with “Family Feud” and more!

Game Show Play Along – Sat Noon

Six game show contestants challenge you to play Wheel of Fortune, The Price is Right, Blockbusters, and several events based on television game shows. Today’s Lineup: Noon - “Double Dare” 2pm - “Concentration” 4pm - “Blockbusters” 7pm - “Super Price is Right”

Game Show Play Along – Sun Noon

Six game show contestants challenge you to play Wheel of Fortune, The Price is Right, Blockbusters, and several events based on television game shows. Today’s Lineup: Noon - “Wheel of Fortune” 2pm - “Pyramid” 4pm - “Chain Reaction” 7pm - “Press Your Luck”

Ghost Stories – Sun 11 pm**Glory to Rome** – Sun 10 pm**Goa** – Sat 10 pm**Great Wall of China** – Fri 3 pm

Who will control the wall? Place your soldiers, sages and dragons down and win the Emperor’s favor.

GreedQuest – Fri, Sat, Sun 8 pm

Greed Is Good! . . . and there’s treasure to be won, so what are you waiting for? Three to six players race to the bottom of the dungeon to grab The Hoard. Now all you have to do is get out with it . . . but everyone else is between you and the exit!

Guillotine – Sun 1 pm

All the fun parts of the French Revolution in one fun card game! As executioners pandering to the masses, the players are trying to behead the least popular nobles. Each day the nobles are lined up and players take turns killing the ones at the front of the line until all the nobles are gone. Cards played can change the order of the line and the rules of the game (like Fluxx but with beheadings).

Hamsterrolle – Mon 3 pm**Hanging Gardens** – Sat 8 pm**Hansa Teutonica** – Sun 5 pm**Hearts #1** – Fri 5 pm

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

Hearts #2 – Sat Noon

“Computer version”. Deuce of clubs leads, no blood on the first trick, queen of spades doesn’t allow a heart lead.

Hearts #3 – Sun Noon

Left of the Dealer leads, blood on the first trick. Jack of Diamonds variant.

Hearts #4 – Mon 11 am

“Computer version”. Deuce of clubs leads, no blood on the first trick, queen of spades doesn’t allow a heart lead.

Here I Stand – Mon 10 am

Here I Stand is GMT Games board game for the Protestant Reformation 1517 to 1555, up to six players battle for control and religious influence. So come join the game, we are going to play the 6 turn tournament scenario, all skill levels are welcome

Hey! That’s my Fish! – Sun Noon**Hoity Toity** – Fri 9 pm**Hokkaido** – Sun 1 pm

Hokkaido is a strategy game with a Euro feel for 2-4 players. Take the role of a clan leader in feudal Japan, trailblazing trade routes. Three actions and important decisions to make every turn. A simple and robust combat mechanic rewards players who plan ahead. Victory is won through control of key trade routes and area control. Gameplay scales with number of players.

Hornet DEMO – Sat 5 pm

Try out Z-Man’s wild new game Hornet!

I'm the Boss! – Sat Noon

One of the most insane negotiation games ever. And the most fun. Up to sixteen deals can be made over the course of the game, and a player who successfully makes a deal is given a certain amount of money. In order to close the deal, however, he will need to seek help from the other players in exchange for a piece of the payoff.

Iglu Iglu – Sun 2 pm

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Improv 101 – Sun 8 pm

Based on the theatre games of Viola Spolin and many historic improvisers, we'll be learning and playing many improv games. If you've been sitting on your butt too long, this is a perfect place to be. Come learn some classic short-form improv games or just come take a load off and watch the show.

Improv JAM – Sun 10 pm

After Improv 101, we're sticking around to play for a while. Come join us!

Incan Gold – Fri Noon

The first of our Guest of Honor events is Incan Gold, a knuckle-biting game of Treasure Hunters in a ruined Incan pyramid looking for gold. Will those snakes around the corner spell your doom or can you evade them long enough to steal the most treasure?

Incan Gold / Diamant – Sun 7 pm

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Ingenious – Fri 9 pm

Ingenious Challenges: Cards – Fri 4 pm
Based on Reiner Knizia's award-winning abstract strategy game, Ingenious Challenges finds three new ways to yell "Ingenious!" All three versions will be played this afternoon. This session features the Ingenious card game.

Ingenious Challenges: Dice – Fri 6 pm

Based on Reiner Knizia's award-winning abstract strategy game, Ingenious Challenges finds three new ways to yell "Ingenious!" All three versions will be played this afternoon. This session features the Ingenious dice game.

Ingenious Challenges: Tiles – Fri 5 pm

Based on Reiner Knizia's award-winning abstract strategy game, Ingenious Challenges finds three new ways to yell "Ingenious!" All three versions will be played this afternoon. This session features the Ingenious tile game.

Innovation – Sun 1 pm**Iron Dragon** – Sat 11 am**Isla Dorada** – Sun 3 pm

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Isla Dorada – Fri 7 pm , Sat 6 pm

Bruno Faidutti puts you in the middle of the 1930s, an expedition of treasure hunters who crash their zeppelin in the middle of an unknown and mysterious island where legends tell that several old and powerful civilizations that have left many sumptuous treasures behind.

Kings & Things – Sun Noon

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

Kingsburg – Sat 6 pm**Le Havre - finals** – Sun 8 pm

This is the finals for the Le Havre tournament. In order to participate in this event, you must qualify in the preliminary round, held at 8pm on Saturday.

Le Havre - prelims – Sat 8 pm

This is the preliminary round for the Le Havre tournament. Finalists should be available to compete in the finals on Sunday at 8pm.

Leaping Lemmings – Sat 2 pm

A group of scientists has cloned several families of lemmings and are competing to see which clan can cliff-jump most stylishly. Will your rodent claw their way past the competition to complete their swan-dive or will they be eaten by the hungry eagles?

Lexio – Mon 10 am

Lexio is a game based on the traditional Chinese game system of "Zheng Shangyou," the climbing game, and is virtually the same game as Big Two. Many card games use the same mechanism (Gang of Four, Tichu, etc.), but instead Lexio uses tiles similar to those in Mah Jong. Finally, as is in Chinese tradition, the number "2" is the strongest number.

Lifeboat – Sat 8 pm

Have a swig of Liquid Courage and get ready for a trip at sea with your hated enemy, secret love and a few other questionable characters. Great fun. Prizes awarded!

Lords of Vegas – Sat 7 pm

Las Vegas 1950. Your town has nothing to offer but sand, hot weather, and nebulous gambling laws. Your plan? Erect a forest of casinos and sell the tourists absolutely nothing. Earn money and prestige by building the biggest and most profitable casinos on "The Strip." You start with nothing but parking lots and dreams, but from there you build, sprawl, reorganize and gamble your way to victory.

Lunar Rails/Martian Rails – Sun 7 pm

Either Lunar Rails or Martian Rails may be played.

Macao – Sat 6 pm**March Madness** – Sun 2 pm

College basketball board game. Make coaching decisions via card play to help your team win.

Matzakoman – Sat 1 pm

Help Moses free the Israelites from slavery & make enough matzah for the exodus from Egypt. Win cards by spinning dreidels gaining resources like water, grain & eggs then combine them to make matzahs while the ten plagues ravage Egypt hampering your efforts. Once the last plague has past the player that has freed the most slaves and made the most matzah wins. BGG Geek Gold for all participants

Medici – Fri 5 pm**Merchants and Marauders DEMO** – Sat 2 pm

The awesome new Z-Man Game, Merchants and Marauders, will be demonstrated. It's a 2-3 hour game of high seas adventure.

Modern Art – Sat 4 pm

Monopoly Deal #1 – Fri 6 pm, Sun 1 pm

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

Munchkin Cthulhu – Fri, Sun Noon

Munchkin Quest – Sat, Sun 10 am

Municipium – Fri 8 pm

Mystery Express – Fri 3 pm

Mystery of the Abbey – Sun 4 pm

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the “BIG Tournament” Dealer Dollars Prize! Check in at the Game Library to participate.

Napoleonic Wars – Mon 10 am

Experience the ebb and flow of 10 years of war in Europe against Napoleonic France alliances are made and broken in this game of warfare and diplomacy. Uses Napoleonic Wars (2nd Edition) by GMT Games a strategic level card assisted game. Plays 4-5

Neuroshima Hex – Sat 11 pm

NextWar – Sat 4 pm

You control one of six Powers – the United States, the European Union, the Russian Federation, China, India, or the Arab Caliphate – in a live-or-die struggle to save the planet and your people, while preserving your culture and heritage for the generations hopefully to follow. NextWar includes lots of social interaction, low luck, and each of Military, Terror, Biological & Nuclear weapons.

Nexus Ops – Sun Midnight

The corporation has given you your orders. It's your job to carry them out. You've heard rumors that another group just brought in a Rubium dragon. Nexus Ops melds simple dice combat with Euro ideas and wraps them up with cool figures.

Nightfall DEMO – Fri 5 pm

AEG's new deck-building game looks to be another winner from the makers of Thunderstone.

Nuns on the Run – Sat 10 pm

Onirim and Mountains of Inferno DEMO – Sun 7 pm

Try out this pair of new card games from Z-Man.

Operation: Maccabee – Sat 1 pm

KILL NAZIS with DREIDELS! Operation: Maccabee is a dexterity heavy game where players move across a multi terrain hex map and attack Nazi Concentration camps to liberate them. When attacking the action moves to the assault area where players spin the dreidel and attempt to kill (knock down) the nazi guards (plastic army men) All participants will receive prizes and Board Game Geek Gold.

Orbit Rocket race 5000 – Fri Noon, Sat 10 am, Sun Noon

Orbit: Rocket Race 5000 is a fast paced, strategic game where each player is a space racer competing to win the Rocket Race 5000! It is a strategy game for 2-6 players, ages 8 and up. The player who goes out of cards first wins the race.

Pandemic – Sun 11 am

Party Game Challenge: Liar's Dice – Sat 11 pm, Sun 9 pm

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. 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 wins!

Party Game Challenge: Portrayal – Fri 7 pm

Imagine Pictionary, but backwards. Players are challenged to use words to describe pictures and to inspire the panel to draw something similar (or similar enough!). A wild and woolly game that puts your descriptive skills to the test.

Party Game Challenge: Time's Up! – Fri, Sat, Sun 9 pm

Party Game Challenge: Trivial Pursuit Bet You Know It – Sat 3 pm, Sun 7pm

This is a much more fun version of Trivial Pursuit. All can play even if you don't know the answers, because you bet on if the person who is answering will get the question right. You also get to pick your general category, so you can focus on areas you have a vague clue in. This game combines the best of trivia games with Wits and Wagers. Everyone plays on every turn!

Party Games Challenge: 25 Words or Less – Fri 8 pm

The current clue-givers look at a list of five words that they're going to have to get their teammates to say using only words. The clue-givers bid on the number of words that they can accomplish the feat, with the lowest bid getting the honor of doing so. If the team cannot successfully name the words in the allotted time and within the bid number of words, then the other team gets the point.

Party Games Challenge: Ca\$h & Guns Live – Sat, Sun 11 pm

Party Games Challenge: Catch Phrase – Sun 6 pm

Quick, rattle off as many clues until somebody on your team yells the word or phrase you want to hear. Get as physical as you want. Gesture. Say anything you want. Just keep talking. And keep passing. 'Cause if the buzzer goes off while you're holding the disk, the other guys get the point in CATCH PHRASE... the fast-passing, fast-talking game.

Party Games Challenge: Dixit – Fri 1 pm

This is a game of storytelling where everyone matches the story you tell (or the song you sing, or the mime you perform, or the interpretive dance you do, etc.) to the cards on the table. It's like Apples to Apples if you took out the words on the cards and replaced them with artistic fever dreams. 2010 Spiel des Jahres Winner.

Party Games Challenge: Pow Wow – Sat 7 pm

Each player draws a random feather card. Each places it, without looking at its face value, onto his headband. You see everyone's feather cards except your own. Now the bidding and bluffing and the guessing begins... On your turn, you can either challenge the previous player's bid or increase that bid. When a challenge occurs, everyone takes off their feather cards to see if the bid was correct.

Party Games Challenge: Wits and Wagers – Fri 10 pm

Not a trivia buff? It doesn't matter! Each player writes a guess to a question such as "In what year did the bikini swimsuit makes its first appearance?" or "How many feet wide is an NFL football field?" and places it face-up on the betting mat. Think you know the answer? Bet on your guess. Think you know who the experts are? Bet on their guess. Closest answer pays out!

Party Games Challenge: Word on the Street – Sat 5 pm

The Hilarious Tug of Words! On each turn, one team flips over a category card. Team members frantically brainstorm words that fit the category while the opposition tries to sidetrack them. The team must agree on a word and pull each letter of that word one lane closer to their side of the street, all before the time runs out. Word on the Street will have you in the fast lane to fun!

Pez – Sat 7 pm

A card game where players attempt to fill up PEZ dispensers with the proper flavors of candy. First player to fill up 25 points worth of dispensers wins. New players welcome and all cards provided. Show up and have some delicious fun!

Phase 10 #1 – Fri 10 pm, Sat 3 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.

Pictureka: Flipper game – Sun 3 pm

Pillars of the Earth – Mon Noon

Pirate Fluxx – Sat 5 pm

Pirates have invaded Fluxx, the card game of ever changing rules and goals. Yarr! Grab yer cutlass and a lemon! Plunder from yer mateys, avoid scurvy, and talk like a pirate!

Pit – Sat, Sun Midnight

In this loud, real-time trading game, players are given the task of cornering the market in one type of commodity. If you're successful, you ring the (optional) bell and yell out, "Corner on wheat!" (or whatever your commodity is). You then score points depending on which it was - some are more valuable than others.

Play with Bruno Faidutti – Fri 5 pm, Sat Noon, Sun 1 pm, 4pm, 8pm, Mon 10 am, 1 pm

Come play what Bruno Faidutti will be releasing in the near future!

Poker 5-card Draw – Fri 7 pm

Dealer's choice of high or lowball.

Poker 7-card Stud – Sat 9 pm

Poker No Limit Texas Holdem – Sun 9 pm

Big and small blinds in effect. Blinds increase each 20 minutes.

Poker Omaha hi/low split – Sat 5 pm

Limit betting until final table, no limit play on final table. Big and small blind will be in effect. Eight or better qualifier for low.

Popular Front – Fri Noon

Popular Front recreates the Spanish Civil War in 90-minute strategy game form, leading players to compete against their ideological counterparts not only for military positioning, but for political victory. Players must be concerned about the position of their forces on the board, but the composition of a player's hand will affect their success in combat more often than not. Plays with two, four, or six players split into two teams. Players each have an identical 20-card deck (with unique, original propagan

Power Grid – Sat 10 am

Friedmann Friese's ever-popular resource management game pits players against each other in a race to power the most cities. This event will be limited to 36 players. Two rounds maximum. We request that all new players please visit Euro Games 101 before signing up for this event.

Power Grid: Factory Manager – Sun 10 am

Puerto Rico – Sun 7 pm

Puzzle Strike – Sat 1 pm

Queen Esther – Sat 1 pm

Help Queen Esther uncover Haman's evil plot against her people by spinning the dreidel & collecting plot cards. Combine cards to earn Hamantashens then get Queen Esther dressed in her royal attire to confront the King to reveal Haman's treachery & save the day. The first player to uncover the plot and land on the King's throne room with full royal attire wins. BGG Geek Gold & prizes for all.

Queen's Necklace – Sun 9 am

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Queen's Ransom DEMO – Fri 2 pm

Try out Z-Man's new light deduction card game, Queen's Ransom. 2-5 players can enjoy this game in about a 1/2 hour.

Qwirkle – Sun 6 pm, 10 pm

Ra – Sun 7 pm

Reiner Knizia's player-favorite auction game lets players bid for civilizations, monuments, Pharoahs and Gods. When will the name of Ra be invoked? Only you can decide. We request that new players visit Euro Games 101 before signing up for this event.

Race for the Galaxy – Sat 2 pm

Race for the Galaxy: 2-player – Sun 5 pm

Rail Games 101: 18xx – Sun 9 am

Here's your chance to learn the basics of the 18xx rail game system. Topics include private companies, public company formation and operation, and the stock market. 1830 will be used as the teaching game if there is time left at the end, mechanics from other 18xx games (minor companies, destination runs, etc.) will be taught as well.

Raj – Mon Noon

Bid for the best prizes. Each round an item is auctioned off one at a time. The highest card will win the good prizes, the lowest card will win the negative prizes. But be careful, you don't want to run out of high cards too early

Rat a Tat Cat – Sun 1 pm

Rattus – Sun, Mon 11 am

The black death is sweeping across Europe. Asking for help from the local powers might increase your risk of death. Will you have the biggest population when after the rats have had their say?

Red November – Sun Noon

Play this and any other Bruno Faidutti games for an ALL DAY TOURNAMENT, 9am to 7pm. Highest Overall score from from all players throughout the day wins the "BIG Tournament" Dealer Dollars Prize! Check in at the Game Library to participate.

Revolution! – Fri, Sat, Sun 5 pm, Sat 6pm

Secretly bid against your opponents to gain the support of the people, win territory . . . and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? Knowing where to push for support - and where to back away and let your opponents fight - is the key to victory. It's a game of bluff, counter-bluff, and surprise.

Ring-O Flamingo – Sun 1 pm

Roll Through the Ages – Sat 11 am

Renewars – Fri 6 pm, Sat 8 pm

A Euro War game has the conflict of a War game but the diceless mechanics of a Euro. Fantasy armies will struggle to control land and raise armies on a beautiful hex map while heroes search the land for artifacts.

Saint Petersburg – Sun 11 am

The expansions will not be used unless all players at the table agree to use them.

San Juan – Sat 9 pm

Scepter of Zavador – Mon Noon

Scotland Yard – Sat 10 am

Deductive cooperative game. Be a detective working to deduce the location of Mr. X as he plays without being on the board.

Scripts and Scribes – Fri 1 pm

Help the monks amass the greats collection of texts the world has ever known. You'll use workers, resources, a scriptorium, and of course gold. This card game has two parts: a drafting phase followed by an auction. Obtaining the most cards in a category will win that category. Unfortunately, the values of these categories will change. Can you predict and get what the monastary needs most?

Settlers of Catan – Sat Noon

One of the premier Euros, Settlers introduced millions of Americans to the basics of resource management. Players trade with each other in order to build the best settlements and cities. Who will have the largest army? Who will have the longest road? Who will be the first to joke about having wood for sheep? We request that new players visit Euro games 101 before signing up for this event.

Shadow Hunters – Mon 3 pm**Sharp Shooters** – Sun 3 pm

Action packed press your luck dice game

Shogun – Sun 2 pm

The Dirk Henn game based on Wallenstein. Japan during the Sengoku or "Warring States" Period: each player assumes the role of a great Daimyo. Each Daimyo has the same 10 actions to develop his kingdom and secure points. She must deploy her armies with great skill. Each round, the players decide which of the actions in which province are played out. Battles en opposing armies, the unique Cubetower plays the leading role. The troops from both sides are thrown in together and the cubes that fall out at the bottom show who has won immediately. Owning

Sid Meier's Civilization The Board Game – Sat 3 pm

New 2010 release.

Skippity DEMO – Sun 10 am

The designer of the hit game Qwirkle is back with a new game, Skippity. Capture more skippers than anyone else but make sure you score them in sets to ensure a victory in this light family game

Slide 5 – Mon 11 am**Small World** – Fri 11 pm

This battle-based fantasy game features wondrous races like Orcs, Wizards, Amazons and Rat-men, yet it moves like a Euro.

Space Hulk: Death Angel – Fri 1 pm, Sat 5 pm

Based on the popular battle game Sapce Hulk, Space Hulk: Death Angel pits players against a horde of Genestealers in an abandoned space ship. Will the team achieve the mission objective? Only if they can survive.

Spades #1 – Fri 10 pm

Partners. Preliminary rounds to 300 points with 50 point nil bids. Final round to 500 with 100 point nils. 10 bags = -100 points.

Spades #2 (cutthroat) – Sat 2 pm

Cutthroat version. No partners. 300 point games, 100 point nil, -100 for 10 bags.

Spades #3 – Sun 2 pm

Partners. Preliminary rounds to 300 points, 50 point nils. Final table 500 points, 100 point nils.

Spades #4 (cutthroat) – Mon 1 pm

No partners. 300 point games, 100 point nil, -100 points for bags.

Star Fleet Battles – Sun Noon

Early years battles of the Star fleet universe.

Steve Jackson Games Potpourri – Fri Noon

"Various SJ games will be run, including but not limited to: Munchkin, SPANC, Nanuk, The Stars are Right" we will have many Steve Jackson Games available to play.

Stone Age – Sun 4 pm

The chieftain requires wood! Each player controls a small tribe of cave-meeples, building huts, developing tools and growing culture. We request that new players visit Euro Games 101 before signing up for this event.

Sumo Ham Slam – Sun 11 am

From the publisher's website: Step into the fierce and furry world of full-contact Sumo hamster wrestling! Using magnetic force, maneuver your Sumo hamster and try to knock your opponent out of the ring. It's a contest of bulk as much as brawn, so feed your hamster every chance you get! Win the most rounds and claim the title of Sumo Ham Slam Grand Champ!

Tales of the Arabian Nights – Fri 11 pm, Sun 9 pm**Talisman** – Sun 1 pm

Fourth edition or fourth edition, revised (depending on availability) will be used. The Prophetess reduction in powers will be used. For the final found, Talisman, The Highland Expansion (depending on availability,) will be included. Bring your own games if requested, a brief teaching session will be held 15 minutes prior to the starting time.

The Princes of Florence – Fri 9 pm

Kramer and Ulrich's classic Euro in which each of the players sponsor the greatest artists, poets and thinkers of their time. Who will be the most prestigious benefactor? We request that all new players please visit Euro Games 101 before signing up for this event.

The Swarm DEMO – Sun 6 pm

Try out this cool new game from Z-man Games and designers Kiesling and Kramer.

The War Game: WORLD WAR II – Fri Noon, Sat 10 am

Fans call it "Axis and Allies on steroids", it's known as the most improvisational of the A&A genre - no pat opening moves, here you've got to play the player, not the board. Newbies always welcome. Game designer Jeff Stein running the event. The Guinness World record holder for largest board game. Playing the tournament modules/rules, available at www.TheWarGame.com.

Through the Ages – Sun 11 am**Through the Desert** – Sun 11 pm**Thunderstone** – Sun 8 pm, 10 pm**Tichu Finals** – Sun 5 pm

This is the finals for the Tichu tournament. To enter this event, you must qualify in the preliminary round held.

Tichu Preliminaries – Sat 5 pm

This is the preliminary round for the Tichu tournament. The finals will be held on Sunday.

Ticket to Ride – Sat 6 pm**Ticket to Ride: Europe** – Sun 5 pm**Tien Zi Que DEMO** – Fri 1 pm

Try out Z-Man's new Tien Zi Que - a great little Mahjong variant specifically for two. If you miss the demo but would like to give it a try, ask for an impromptu demo - it's quick and fun.

Tigris and Euphrates – Fri 11 pm**Tikal** – Fri 10 pm**Tikal II** – Sun 9 pm

Tikal II is a new game from the designer of Tikal, Java and Mexica. It's a thematic sequel to the original that is lighter in tone but just as fun.

Titan – Sat 11 am**Titan DEMO** – Sat 10 am

Titans of Industry – Sat, Sun 10 am

Play a game under consideration to be published! Is this game good enough to grace the shelves of your friendly local game store? You be the judge! Give it a whirl and let me know what you think! ----- Titans of Industry is an economic game where the market is driven by the players - produce your goods and set your prices carefully to make profit and score points!

Tobago – Sun 1 pm

Each player contributes valuable clues, which determine where the treasures are located. The excitement mounts as the adventurers strive to be the first to arrive at the treasure sites. The 3-piece game board with its innovative design can be set up with 32 different scenarios, each providing fun and a new challenge.

Train of Thought DEMO – Fri 10 pm

Train of Thought is the cool new party game from Tasty Minstrel Games. The winner will take home a copy of the game courtesy of Tasty Minstrel Games.

Transamerica – Sun 6 pm

Twilight Imperium III – Sat 11 am

An epic board game of galactic conquest, politics, and trade. Shattered Empire expansion will be used. Players should be familiar with the basic game. New players should show up 20 minutes early.

Twilight Imperium, 3rd Edition, Shattered Suns – Sat 10 am

Twilight Struggle – Sun Noon

Twister – Sun Noon

Ubongo – Sun 3 pm

Imagine Tetris combined with Tangrams. Each player receives a playing card on which a shape consisting of several squares is depicted. Each player also gets 12 tiles consisting of 2, 3, 4, or 5 squares in some shape. By means of a dice roll, each player is assigned three or four tiles that he has to use to fill the shape on his card. Final table will be Ubongo Extreme or 3D just to blow your mind.

Union Pacific – Sat 9 pm

A train-themed stock market game. Each turn, players must choose between expanding a company to increase its value and adding a share of stock to their hand, or playing stock on the table from their hand to increase their shares of 1 or 2 companies. Four semi-random scoring events, pay only the 1st and 2nd place share holder in each company. Only stock that has been played on the table counts.

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

Vegas Showdown – Sun 2 pm

Vikings – Sat Midnight

War Game Boot Camp – Sat, Sun 10 am

We teach war games, if you are a beginner or experienced player we will teach you in an about a hour any time you want to try one out, between the hours of 10am to 6pm. We offer a wide range of titles from the newest war games out to classic war games. We also offer an officer ranking system where you play certain games (linked to different eras like Rome or WWII) to earn officer ranks. Just ask at the War Game Boot Camp Information table and we will get started.

Warzone A Game of Dynamic Strategy – Sat Noon

Battleship on steroids. Event runs all day with Demos every 2 hours. "Gung Ho" Tournament at 7 pm with \$50 prize. See GM for more details.

Wasabi – Mon 2 pm

Washington's War – Sat 10 am

Werewolf – Sat Midnight

Advanced game to be played. KNOWLEDGE of the characters in the most recent edition of Werewolf IS REQUIRED. This will be a hidden role game. There will be No Knowledge of which characters will be in the game...of course, some wolves...

Werewolf – Sat, Sun, Mon Midnight

In the provincial village of Miller's Hollow, villagers have been mysteriously disappearing in the middle of the night. The townsfolk are starting to get suspicious that some of their members are really werewolves. Fingers will be pointed and innocents will be hanged as the crowd grows more paranoid. Meanwhile, the werewolves bide their time, eat their night meals and hope to keep their secret.

Who Would Win? – Sat 9 pm

The hilarious party game of arguing about the most ridiculous stuff. Donald Trump vs. Batman at raising kids? Godzilla vs. Barbie at customer service? A million permutations and a million and one laughs.

Winner's Circle – Mon 2 pm

Wizard's Quest – Sat 9 am

Avalon Hill classic fantasy battle game from 1979. It is a 6 way race to gather your 3 treasures and become Ruler of Marnon. Along the way slay Orcs, Dragons, Sorcerers, Heroes and the armies of your opponents.

World Cup Soccer – Sat 9 pm

Replay the 2002 World Cup. Try to manage a team all the way to the World Cup Championship.

Yahtzee Free for All – Sat, Sun 3 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.

Zooloretto – Fri 7 pm



VIKING CON

JUNE 24 - 26, 2011

CAL POLY, SAN LUIS OBISPO

REGISTER TODAY!

POLYCON.ORG



Website: www.polycon.org
Phone #: 678-POLYCON

Collectibles

Gateway Ballroom, California Prefunction

A Game of Thrones LCG – Sun 8 pm

GM: Rami Silverman

A game of epic battles and intrigue for 2-4 players. 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 in military, intrigue and power challenges.

Arcane Legions – Fri 4 pm

GM: Victor Bugg

Command hundreds of figures to victory within a couple of hours without having to keep records or reference rules. The titanic wars of the Arcane Legions game are set within a dynamic world created by the same warped mind that brought you gaming classics like BattleTech® and Shadowrun®. Come demo this fun game.

Arcane Legions Tourney – Sun Noon

6000 pts., time limited turns. More TBA

Arcane Legions- Feb League – Fri 5 pm

GM: Victor Bugg

Command hundreds of figures to victory within a couple of hours without having to keep records or reference rules. The titanic wars of the Arcane Legions game are set within a dynamic world created by the same warped mind that brought you gaming classics like BattleTech® and Shadowrun®.

Corporate Espionage Demo – Sat, Sun 11 am

GM: Amanda Abelow

Corporate Espionage- the game of corporate survival and conquest. Claw your way to the top of big business fun. Will you be the Last CEO Standing?

Corporate Espionage Tournament – Sun 2 pm

GM: Amanda Abelow

Corporate Espionage- the game of corporate survival and conquest. Claw your way to the top of big business fun. Will you be the Last CEO Standing? All materials provided for the tourney. Participation and winner prizes.

Herodix "Battle Royale" – Sat 2 pm

Battle Royale. 300 pt. teams, carded figures only, no feats or battlefield conditions. Prizes.

Herodix "Royale Rumble" – Sun 7 pm

Battle Royale. 400 pt. teams, carded figures only, no feats or battlefield conditions. "Shock the turtle". Prizes.

Heroscape – Sat 6 pm

GM: Bobby Doran

Bring your 500 point force and dice and prepare to rumble. Unique terrain and other cool stuff for this event.

Kingdom Hearts "The Vince Network" – Sat 4 pm

Vince is Back! Beat the invincible Vince and win a prize, and you get a prize just for participating.

Learn to Play- Magic: the Gathering – Fri 6 pm, Sat, Sun, Mon 10 am

GM: SunMesa Events

Players receive a free demo deck and learn to play Magic: the Gathering. Complete the demo and enter a 4 player "Learn to play Event". Non-sanctioned. Runs all weekend.

M:tG 8 Player for a Box- Constructed – Fri Noon, Sat, Sun, Mon 10 am

GM: SunMesa Events

All Weekend Long! Sanctioned single elimination constructed format for 8 players. Formats include standard, extended or any other as we have 8 players.

M:tG Extended SMC-3 – Sun Noon

GM: SunMesa Events

Extended constructed. Swiss 4/5 rounds. Prizes: 1st receives an altered art Bitterblossoms or 6 additional boosters of your choice. Plus 1 booster per player in the prize pool awarded as per the onsite payout chart.

M:tG Pauper (All commons) Deck Tournament – Sat 9 pm

GM: SunMesa Events

Each player uses a deck built of all common cards. Number of rounds based on players. Not single elimination. SunMesa events will have limited number of decks for players to borrow.

M:tG Scars Block Draft SMC-4 – Mon Noon

GM: SunMesa Events

Booster draft, you provide 1 scars of mirrodin and 2 Mirrodin Besieged booster packs or have us provide them for \$15. Prizes: 1st receives an altered art Koth or Elspeth Tirel or 6 additional boosters of your choice. Plus 1 booster per player in the prize pool awarded as per the onsite payout chart.

M:tG Single Elimination Booster Draft – Fri Noon, Sat, Sun, Mon 10 am

GM: SunMesa Events

All weekend Long! Sanctioned single elimination drafts for 8 players. Formats include Scars Block and Magic 2011. Prizes= 6 boosters for 1st, 4 to 2nd, 1 each to 3rd & 4th.

M:tG Super Powered Friday Promo Night – Fri 7 pm

GM: SunMesa Events

Standard constructed. 4/5 swiss rounds. Prizes= Each player receives 1 Random Promo card from our collection plus 1 booster per player in the prize pool awarded as per onsite payout chart.

M:tG Super Sealed – Sat Noon

GM: SunMesa Events

Sealed Pack- You provide 3 boosters of Scars of Mirrodin + 3 boosters of Mirrodin Beieged or have us provide them for \$20. Prizes= 1st receives a factory foil set from Wizards of the Coast. Plus 1 booster per player in the prize pool awarded as per the onsite payout chart.

M:tG Theme Deck Tournament – Fri 7 pm

GM: SunMesa Events

Each player receives a random theme deck. Number of rounds based on players. Not single elimination. \$12 entry fee.

Meepile Madness – Sat Noon

GM: Bobby Doran

Come join the meepile fun. Meeple madness include various dexterity games "Meepile", "Meepiland" (debut), "Meep-in-hole" and others. Prizes include original "meepile painting" and one-of-a-kind meepiles by the creator.

Naruto Chunin Charity Event – Sat 10 am

GM: Kelvin Smith

Naruto Chunin charity event. Proceeds to benefit the Lustgarten Foundation for pancreatic research. \$5 entry fee.

Naruto Demo – Fri Noon

GM: Bandai

In the Naruto card game each player builds a deck of 40 cards with up to 25 ninja cards like Naruto Uzumake, Uchiha Sasuke, Haruno Sakura, Hatake Kakashi and others! You also add a bunch of Jutsu cards to give your ninjas special moves, plus Mission and Client cards for power-ups. Then you play by building ninja teams that battle each other. The first player to collect ten points, or to get rid of all the cards in his opponent's deck, wins!

Orcon M:tG Commander (EDH) League – Fri Noon, Sat, Sun, Mon 10 am

GM: SunMesa Events

Runs entire weekend. Elder Dragon Highlander format, Play any League Player. Both players receive random cards. Play as much or as little as you enjoy all weekend for just \$10. Non-sanctioned.

Orcon M:tG Convention League – Fri Noon, Sat, Sun, Mon 10 am

GM: SunMesa Events

League runs Friday thru Monday. Get a random Intro Deck, Play any league player. Both players receive random cards to add to their decks. Play as little or as much as you enjoy. Play all weekend long for just \$10. Non-sanctioned.

Pirates Pocketmodel "Cutthroat Island" – Mon 11 am

GM: Chuck Watson

'Chaos' style. 40 point Fleets. Last pirate standing wins. No eternal or excessive multi-turn tricks allowed.

Pirates Pocketmodel "Gilligan's Island" – Fri 7 pm

GM: Fred Carmelia

Old school Pirates. 40 pt. fleets. Head-to-head matches. Sink your opponent or beat them to the gold.

Pirates Pocketmodel "Sea of Destruction" – Fri 3 pm

GM: John Brown

Scenario. 40 pt. fleets. Bonus +3 pts if all ships of the same faction.

Pirates Sink-N-Keep – Sun 5 pm

GM: Victor Bugg

Special format. Players vs players vs GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, soda, door prizes, and a fun for everyone.

PK Cards – Sat, Mon 1 pm

GM: Victor Bugg (#2), TBD

In this game you control your avatar, your physical manifestation as a hero in the game's world, as he gathers his forces to seek the cause of the breach in the Fireseal, an ancient barrier that has protected the world for millennia. The first player to reach 7 prestige point wins the game.

PK Cards Demo – Fri 1 pm

In this game you control your avatar, your physical manifestation as a hero in the game's world, as he gathers his forces to seek the cause of the breach in the Fireseal, an ancient barrier that has protected the world for millennia. The first player to reach 7 prestige point wins the game.

Pokemon – Sat, Sun Noon

GM: Chuck Watson

Constructed format. Swiss rounds. Beginner's welcome. Prizes and snacks. Come join the fun of pokemon.

Pokemon Workshop – Sat, Sun 10 am

GM: Chuck Watson

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

Resident Evil – Sat 3 pm

Resident Evil Demo – Fri 1 pm, Mon 11 am

GM: Bandai

You are in the capcom world of Resident evil. Compete with friends to escape the Mansion first, destroy as many Infected as you can, or have a showdown to see who will come out on top. How you play is your decision, whether you live or escape is up to Infected...

Star Wars Minis: "Force Unleashed" – Sun 1 pm

GM: Fred Carmelia

DCI sanctioned. 200 pt. forces.

Strategicon Magic Championship – Fri 6 pm, Sat, Sun, Mon 11 am

GM: SunMesa Events

Friday thru Monday. Cumulative 1st, 2nd, 3rd & 4th place winners will receive outstanding prizes for success across multiple formats and dates. Grand Prize winners get a choice of 1 of these prizes - Airfare to GP Dallas (18+ or provide parental consent), 1 jace the mind sculptor, 2 boxes of scars of mirrodin or Mirridon besieged, or 1 box of the scars of mirrodin or mirrodin besieged.

VTES tournament - Anarchist Uprising – Sat 11 am

GM: Robert Goudie

Sanctioned Vampire: the Eternal Struggle Tournament #1, 2 rounds + final

VTES tournament - Legacy of Pander – Sat 5 pm

GM: Robert Goudie

Sanctioned Vampire: the Eternal Struggle Tournament #2, 2 rounds + final

VTES tournament - Peace Treaty – Sun 11 am

GM: Robert Goudie

Sanctioned Vampire: the Eternal Struggle Tournament #3, 2 rounds + final

VTES tournament - Regaining the Upper Hand – Sun 5 pm

GM: Robert Goudie

Sanctioned Vampire: the Eternal Struggle Tournament #4, 2 rounds + final

Warhammer: Invasion – Fri 2 pm

Set in Games Workshop's Warhammer Fantasy Battle universe, Warhammer: Invasion The Card Game, is a battle in which two players muster their forces, collect vast resources, venture out on perilous - but rewarding - quests, build and develop their kingdom, and lead massive sieges against heavily fortified foes.

Warlord Singles – Sat 11 am

GM: Fred Carmelia

4e constructed.

World of Warcraft CCG – Sat 10 am

GM: Robert Woros

Learn 2 Play World of Warcraft Card Game.

World of Warcraft CCG Tournament – Sat 1 pm

GM: Robert Woros

Bring a sealed class starter deck and join the fun. Tourney prizes, as well as random prizes and giveaways. Swiss format.

Yugioh! #1 – Sat 11 am 4 pm, Sun 3 pm

GM: Kelvin Smith (#1), Frank Perkins (#2), TBD

Standard block- standard tournament rules.

Middle Earth Photography

Photography with an Artistic Flavor

Photography to me is a way of life, it captures a moment of emotion that's left not to be heard or spoke, but a way that can be felt and seen.

Ashley Charboneau

(562) 234-4076

Freelance photographer in Long Beach, CA

<http://www.middleearthphotography.com>

For appointments contact:

MiddleEarthPhotography@yahoo.com



Computer and Video Games

Redondo Room

Black Ops FFA – Sat 4 pm

Tournament Free For All will take place with 16 to 24 player slots. For each instance (four players per instance), two players will advance until only four remain. Please note, there will be weapon and killstreak restrictions. Sign ups and prize information will be available in the video game room. Tournament structure may change depending on number of entrants. Please show up 15 minutes in advance to assure the tournament operates smoothly.

Black Ops Fireteams 2v2 – Sat 10 pm

Tournament Fireteam Deathmatch (2v2) will take place with 8 to 16 player slots. Please note, there will be weapon and killstreak restrictions. Sign ups and prize information available in the video game room. Tournament structure may change depending on number of entrants. Please show up 15 minutes in advance to assure the tournament operates smoothly.

Blood Bowl Legendary Edition – Sun 10 pm

Games Workshop's legendary board-game parody of American football comes to PC! Come set up a team ahead of time, or have one assigned to you when the tournament starts. 1000 point teams, single-elimination tournament. Game will be played in hotseat-style.

Bomberman LIVE Battlefest – Sat 8 pm

Pits friends against each other in explosion-packed power-up filled gameplay. The tournament will be a classic deathmatch-style Bombfest across all maps with all items.

Dance Central Tournament! – Sun 6 pm

The Kinect rears its holy head at this year's OrcCon, and thus the Strategicon Gods shall smile upon your dancing (Non-dancers will be smited). Matches will be 1v1 Dance Battle elimination. Songs will be chosen at random, but all participants will be dancing to the same song at each tier. Dance Central is a dance game for the Kinect that scans movement to rate skill level.

Geometry Wars 2 Ongoing – Sat 10 am

Video games have changed over the years, but Geometry Wars takes some of the oldest, tried-and-true game concepts, and gives them a shot in the arm! Survive as long as you can against ever-increasing swarms of enemies. You can't beat this game, but you can beat the other players! An Ongoing tournament, and can be played any time Saturday or Sunday.

Geometry Wars 2 Ongoing – Sun 10 am

Video games have changed over the years, but Geometry Wars takes some of the oldest, tried-and-true game concepts, and gives them a shot in the arm! Survive as long as you can against ever-increasing swarms of enemies. You can't beat this game, but you can beat the other players! This is an Ongoing tournament, and can be played at any time on Saturday or Sunday.

Halo #2: Reach Doubles – Sat 6 pm

In this event, players team up with a partner in a number of objective gametypes including Race, Oddball and King of the Hill variants to defeat opposing teams of two. Each duo competes to be have the best total score. Please show up 15 minutes in advance to assure the tournament can start and finish on time.

Halo #3: Reach Griffball – Sun 2 pm

Griffball is back in Reach, this time with armor abilities! Two teams of 3-4 go against cross a field in an attempt to plant a bomb at the opposing team's goal. Defend your ball carrier or take out your opponent's to turn the tides in this intense Halo variant. Please show up 15 minutes in advance to assure the tournament can finish on time.

Halo#1: Reach FFA Slayer – Sat 2 pm

Reach is here and ready revamp the traditional FPS experience with armor abilities like jetpacks and active camo. This event is free for all with different slayer gametypes including Slayer, Elite Slayer and a player voted Slayer weapon/equipment configuration. Please show up 15 minutes in advance to assure the tournament can start and finish on time.

Last-Minute Tournament – Sun 4 pm

Every con, we have requests for a tournament not already on the schedule. If that's the case with you, come to the Last-Minute Tournament and we'll see what hot new game or old favorite is in demand. Game to be decided at the start of the tournament. (Not Halo!)

Mario Kart – Sun Noon

Get Behind the Wheel! - and try to stay there. Each group will race through one Cup, top two advance to the finals. More details to be announced at the start of the tournament.

Marvel vs. Capcom 3 – Sun 8 pm

Old favorites are back, and new heroes have been added! See returning old faces like Ryu, Morrigan, Captain America, and Iron Man face off against all-new challengers like Spencer (Bionic Commando), Arthur (Ghosts & Goblins), Deadpool, and Taskmaster! Double-Elimination tournament, random seeding.

Modern Warfare 2 FFA – Sun 4 pm

Tournament Free For All will take place with 16 to 24 player slots. For each instance (four players per instance), two players will advance until only four remain. Please note, there will be weapon and killstreak restrictions. Sign ups and prize information will be available in the video game room. Please show up 15 minutes in advance to assure the tournament operates smoothly.

Open Gaming - Video Games – Sat, Sun, Mon 10 am

Come play your favorite game or try out some new ones. The Computer & Video Game Room is open for all ages from: 10am-1pm.

Open Gaming - Video Games 18+ – Sat, Sun 10 pm

Come play your favorite game or try out some new ones... The Video Game Room is open for staff and age 18+ only from: 10pm-12am

Rock Band - Beatles Night – Sun 9 pm

Come chill out with this offering from the Rock Band repertoire. 50+ Beatles hits come together in a new light, allowing all players to play.

Rock Band Pre-Tourney Warm Up! – Fri 6 pm

Come jam with the Band Friday night as we kick off another great Rock Band tournament at Orccon. Get your act together and come practice, check out the song list, and get your gear in order so that you can be ready for the main event Saturday Night! All ages and players welcome.

Rock Band Tournament! – Sat 4 pm

Come on, get your rock on! Rock Band tournament is back! Saturday Night at Orccon, we're looking for the best band we can find! Come rock our heart out and show us your true rock star potential!

Starcraft 2 – Sun 6 pm

After 11 years, the Zerg are back! And so are the Protoss and Terrans, ready for a fight. This will be a head-to-head, double-elimination tournament on stock 2-player maps.

Super Smash Bros Brawl – Sat Noon

SSBB tournament. Matches will be 1v1 double elimination on Battlefield with no items.

LARP

Santa Maria, Santa Monica, Santa Rosa

Dead Man's Party – Sun 6 pm – Old School Network (Vampire:Requiem+Vampire Masquerade with a tweek)
GM: Frank Perkins

Its a dead man's party who could ask for more.... You have been invited to a rocking party with some of your buds. They always have the cool stuff and you wish they would bring you into their posse. Little do you know.... A game for all ages in the Vampire setting. Characters, food, and drink will be provided, and a live band will set the scene. Come have some fun with a roleplaying-focused LARP with light theater combat (no boffers).

Miniatures

Century Prefunction, Gateway Prefunction, California Prefunction, San Clemente

warhammer 40k Apocalypse game – Sat 7 pm – warhammer 40k

GM: Alec Peters

Bring 3-5000 points of your favorite Apocalypse army and be ready to battle it out into the early hours. Limit 3 superheavies and nothing over a 1000 pts for a single model.

"The Patrol" - HMGS/PSW – Sat, Sun 6 pm – The Sword and the Flame

GM: Larry Stehle

Afghanistan - Communications have been lost with the remote village of Tantrapur. A patrol has been sent to investigate, unaware that fanatical Afghani jihadists are responsible and waiting in ambush. From today's headlines? NO, the date is 1892 and you are there! Get ready for The Sword and the Flame in the Northwest Frontier!

1965: India vs Pakistan – Sat 2 pm – Steel Arrows Modern Armor/Homebrew

GM: Jose Mendiola

Force composition and scenario to be announced.

2nd battle for Frankograd! – Fri 7 pm – Flames of War

GM: Francisco Vassallo

Large Flames of war game centered around the ruined city of Frankograd.

Aerodrome – Sun 2 pm – Table Top

GM: Brian Terrill

Aerodrome® 1.1 is a simple, easy-to-learn, fun-to-play table-top game of aerial combat in World War I. With simple yet elegant rules, players "fly" colorful models of WWI aircraft, using wooden "cockpit" control panels to determine maneuvers and telescoping poles to simulate multiple altitude levels, and each side attempts to shoot down the aircraft of the other side.

Antietam - HMGS/PSW – Sat 9 am – Piquet: Hallowed Ground
GM: D Maupin and Greg Kildare

Ever wondered what it was like to be General McClellan or Robert E. Lee in 1862? The Piquet rules do an excellent job of placing the players in the shoes of their historical counterparts and forcing them to make the same tough decisions. Serve in the Army of Northern Virginia or the Army of the Potomac. Perfect for beginners and advanced gamers alike.

Dying Kingdoms - Court Event – Sun 2 pm – Dying Kingdoms

GM: Jesse Heinig, Robert Telmar

The delegates of many nations gather in Albeira, the capital of the Illumin Empire. They gather in response to the events of last year and to address the events of the coming one. Also rumors float about strange new monsters that none have seen before, and what this may mean for the future.

Dying Kingdoms - Table Top – Sat 2 pm – Dying Kingdoms

GM: robert telmar

Come to the Dying Kingdoms table top game and experience a smaller scale game with a stronger focus on personal story.

Assault on Ratu Boko - presented by the War Times Journal – Sat Noon – Invisible Enemy (Sci-Fi)

GM: War Times Journal

The future of warfare is micro-robotics: tiny warfighting machines (MGVs) deploy onto the surfaces of damaged target structures to administer the coup de gras, or to penetrate the interior to neutralize and capture. In this engagement, Selangorian MGVs have landed on a damaged bunker complex and must fight their way inside. Defending Australian MGVs deployed on the exterior must prevent it.

AVE – Sat 2 pm – home grown

GM: thomas coveney

Roman arena gladiator combat. Figures, rules, playing mat, order sheets, pens provided for players. Man-on-man combat. Multiplayer sessions at the same time. Last stage playtest rules. All players will be given a set of the rules at the end of their matches.

Bataan! – Sat 10 am – Small Unit Tactical Combat-SUTC

GM: Richard Burnett

Based on the movie, starring Robert Taylor, a young Desi Arnaz(pre Lucy) and a bunch of Mexican extras (as the Japanese) Skirmish scale, limited intel (hidden, dummy pieces) All figures, etc. provided. Hey, it's from a WW2 "last stand" propaganda film, so the Americans are hard to kill but there are a lot of Japanese. Relax. The game will be fast, furious and short. Replays possible.

Battalla en el Fundo de San Francisco – Sat 6 pm – South American Independence (Liberators)

GM: Francisco Vassallo

South American Napoleonic at its best. Take command of a royalist or patriot detachment. Battle for the farm of San Francisco. All materials will be provided.

BATTLE OF TEUGN-HAUSEN 19 April 1809 – Sat 1 pm – La Batatille (Napoleonic Regimental)

GM: Stephen Phenow

Archduke Charles started a major Austrian advance toward the Danube to catch Davout's French Corps strung out on its march from Regensburg to join up with the rest of the Grande Armee. The plan failed because his Korps commanders, most specifically Hohenzollern, became a hesitant once in contact with the French. Here is a chance for an firebrand leader to do damage to the French.

BattleTech – Sun 10 am – Total WarFare - Battletech

GM: Gavin Terrill

Futuristic battle-mech combat game. Design your own mech or use a pre-built model. This is NOT an official Catalyst event, but rather a fan sponsored event open to all!

BloodBowl – Sat 5 pm – BloodBowl

GM: Scott Tiveron

I will be running a BloodBowl Event. 1 Million payroll. Please create team prior to arriving. This will be 3 rounds. We will be using the latest rules from the Games Workshop web site.

Catalyst Games "Official" Battletech – Sun 4 pm – Total WarFare

GM: Christopher Lundgren/David Gutierrez

Come and experience the thrill of full terrain (Non Hexed) Battletech. It is the 31st century, a time of endless wars that rage across human-occupied space. As star empires clash, these epic wars are won and lost by BattleMechs, 30-foot-tall humanoid metal titans bristling with lasers, autocannons and dozens of other lethal weapons enough firepower to level entire city blocks. Your elite force of MechWarriors drives these juggernauts into battle, proudly holding your faction's flag high, intent on expanding

Catalyst Games presents "Battletech" – Sun 11 am – Total WarFare - Battletech

GM: Christopher Lundgren/Aaron Jamison

Come join in the "Official Catalyst Games Demo Team" event of full terrain "Battletech" all materials will be provided. This is a large scale non hexed game of Battletech.

Catalyst Presents "Leviathans" – Sat 11 am – Leviathans

GM: Christopher Lundgren/ Aaron Jamison

Leviathans: The Game Leviathans is a game in development by Catalyst Game Labs that simulates combat between warships that have taken to the air in an alternate history 1910. The king leviathans, the battleships, are the largest vessels. Maneuvering in support are the smaller ships of light cruisers, destroyers, and others ships. Will you captain your fleet for king and country, expanding your nation's power and becoming legend? Or will you fall from the sky, forgotten? You will determine the outcome!

Cheat Fate at the Malifaux Demo – Sat Noon – Malifaux

GM: Calleen Tokashiki

"Based in an alternate Earth, Malifaux uses gothic, steampunk, victorian horror with a dose of the wild west..." Malifaux uses a deck of cards instead of dice. Come "cheat fate" and try out a demo of the basics of the game- all materials are provided for use during the demo. Demos typically last 1 hour.

Circus Maximus – Sat 8 pm – Circus Maximus

GM: Hong Kong Cavaliers

Harken back to the days of glory with the return of the Saturday Night Chariot Races! Join us for the loudest event at the convention!

Fields of Fire – Fri 5 pm – Miniatures

GM: Robert Miller

Modern armor combat - 1975 to present.

Firestorm Armada Event – Sun Noon – Firestorm Armada

GM: Hong Kong Cavaliers

The dark moon of Talis holds a secret that may disrupt the balance of power. A rare material is found under its black sands that could hold the key to countless discoveries. This moon is dangerously close to an all devouring black hole. Who will claim the prize and more importantly who will be denied it. Come and play this fast paced game of interstellar combat. All materials provided.

Firestorm Armada Tournament – Sat 10 am – Firestorm Armada

GM: Hong Kong Cavaliers

650 point fleet lists will be submitted and inspected. Each of 3 rounds will have a different scenario with different scoring conditions. All class and fleet requirement restrictions out of the FA book will be in place. R&D ships are allowed.

First Battle of Kernstown – Sun 9 am – American Battlelines (ODGW)

GM: Gregory Kuntz

The first Battle of Kernstown was the first real battle in Stonewall Jackson's campaign to protect the Shenandoah Valley and slow the advance of George B. McClellan's troops marching on Richmond in the Peninsula. On 23 March, Jackson deployed his troops outside Kernstown, just south of Winchester. He had received faulty intelligence from his cavalry commander, Turner Ashby, and thought that he was attacking a Federal force of about 1,000 to 1,500 men. In reality Jackson's 3,800 men were facing 8,500.

KG Stephan vs 4th Armoured Brig 19. Nov '41 – Sun 1 pm – Wusternkrieg (Modified Crossfire for the Western Desert)

GM: Stephen Phenow

Kampfgruppe Stephan with 100 AFVs, met and engaged 4th Armored Brigade, the 5th RTR and 8th Kings Royal Irish Hussars, at least eighty tanks, including the American built M-3 Stuart, "Honey" This is the first large Tank Battle in the Western Desert, and the opening act of Crusader, whose 70th anniversary is this year (2011). If you like to push 15mm armor, this is the battle for you.

Lord of the Rings Grand Tournament – Sat 8 am – Gamesworkshop LOTR/WOTR

GM: Broadside Bash

The Pacific Marauders' Broadside Bash 4th annual Indy GT event. We have 50 slots available for both Warhammer 40K and Warhammer Fantasy Battles, and 20 slots for LotR. The Broadside Bash is a 5 game GT-style tournament.

Malifaux - Intro Event – Sat Noon – Malifaux

GM: Hong Kong Cavaliers

An introductory event for Malifaux. Miniatures provided or bring your own (up to 30 soulstones). All rules can be taught and this will be a great refresher for those that haven't been able to get many games in. Game continues, join in any time.

Malifaux Tournament – Sun Noon – Malifaux

GM: Hong Kong Cavaliers

40 Soulstone scrap. This will be a 3 game round robin event with pregenerated scenarios for each round.

Nomandy "44" Hedgerow Hell! (HMGS) – Sat 10 am – Crossfire

GM: Bill Witthans

Lead US forces as they attempt to fight their way through the terrible terrain of the Normandy hedgerows or play the hard pressed German troops as they defend Fortress Europe. 2-4 players. Runs multiple times during the convention. Crossfire is an innovative rule system that uses no measuring, no fixed game turns but creates the tension missing in most wargames! Easy to learn, everything supplied.

Operation Chariot – Sat 10 am, 3 pm – 2 Page Battle Master

GM: Paul Rebeles/Rollie Cunanan/Sean O'Connor

Operation Chariot recreates the Battle of St. Nazaire when British Special Forces disabled the German held port in France during World War II. This miniatures event will be represented in 28mm scale using simple skirmish rules you can learn in 20 minutes.

Paint and Take – Sat, Sun 10 am – Many

GM: Painting Miniatures

The Strategicon Paint and Take pavilion is a place to sit and take some time to learn from our great staff about painting of miniature figurines. A number of sponsors (GMI/Games Workshop/Reaper/others) have provided paints and miniatures that are waiting for you to sit and paint them. All that is required are a few moments and your time. Stop by the Second floor, bring your own or try 1 of ours

Pirates! – Fri 5 pm, Sat 7 pm, Mon 10 am – Pirates!

GM: Hong Kong Cavaliers

Ahoy ya bilge rats! Come and captain a pirate crew as your pirate fleet fights for domination of the sea! Pirates! is a fantasy ship game with cannons, mayhem, magic and more mayhem! All materials are provided and rules are easy to learn.

Pocket Armies: Kursk to Berlin – Sat 10 am – Pocket Armies

GM: Michael W. Tan

Pocket Armies combines the best of miniature gaming with the best of board gaming to create a fast-playing, strategically deep tactical battle that includes museum-quality vehicle miniatures. Fun for the Eurogamer and challenging for the Grognard, pushing gorgeous tanks around the board has never been this much fun. Play one or more scenarios and kick the tires on this exciting upcoming release!

Sink the Akagi! – Sun 7 pm – Large Scale General Quarters

GM: Hong Kong Cavaliers

A USN Catalina has spotted a Japanese Task Force led by the Akagi. The nearby Enterprise and Hornet have launched an air strike against the force. We will be using full squadron formations and you can play either the USN attack force or defend the IJN fleet.

The Battle for the Wizard's Keep – Sat Noon – Uncharted Seas

GM: Hong Kong Cavaliers

Bring 600 points and team with unlikely allies to defeat the greater evil. Fleets can be provided and all rules can be taught, beginners welcome. Join in at any time!

This Town Is Dead! – Sat Noon – CQB(Close Quarter Battle)

GM: David Gonzalez and Ed Ramirez

Several factions (but not limited to): Police, wandering civilian survivors, survivalists, warring gangs, and (of course) the undead seek to fulfill their objectives amid the clutter and chaos of a city laid waste by the zombie hordes! All terrain and miniatures (28mm) provided!! This is a fun and fast paced set of rules which is quick to pick up and yet dynamic enough for the seasoned gamer.

Trafalgar 1900 - presented by the War Times Journal – Sun 1

pm – Quickfire (Predreadnought Naval)

GM: War Times Journal

It is 1900, Great Britain is at war with France and Russia. A heavy French naval squadron from Toulon has passed the Strait of Gibraltar and doubled back to accept battle with the Royal Navy's Western Med Fleet making a sortie from their fortified harbor. The commander of the RN Gibraltar squadron has decided to go it alone while the enemy is in sight, and it could go either way.

Uncharted Seas Tournament – Sun 10 am – Uncharted Seas

GM: Hong Kong Cavaliers

3 game round robin, 750 points using the fleet construction rules. Pre-generated scenarios will be used each round.

Valley of the Mammoths in 25mm – Sat Noon – Very Simple Generic Miniatures Rules

GM: Michael Taylor

Play Bruno Faidutti's Valley of the Mammoths using the VSGMR (<http://www.dominowriting.com/games.html>) rules. Up to 6 players.

Warhammer Fantasy Grand Tournament – Sat 8 am –

Gamesworkshop WHFB

GM: Broadside Bash

The Pacific Marauders' Broadside Bash 4th annual Indy GT event. We have 50 slots available for both Warhammer 40K and Warhammer Fantasy Battles, and 20 slots for LotR. The Broadside Bash is a 5 game GT-style tournament.

Warhammer 40k Grand Tournament – Sat 8 am –

Gamesworkshop WH40k

GM: Broadside Bash

The Pacific Marauders' Broadside Bash 4th annual Indy GT event. We have 50 slots available for both Warhammer 40K and Warhammer Fantasy Battles, and 20 slots for LotR. The Broadside Bash is a 5 game GT-style tournament.

Warhammer Ancients Tournament – Sun 10 am – Warhammer Ancient Battles

GM: Harold Hildebrand

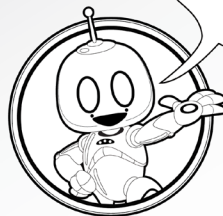
Bring a 2000 point army from any of the official supplements and a couple pieces of terrain. There will be three, two and half hour rounds using the 2.0 rules. I have several loaner armies available if you're just starting or are a Fantasy Battles player who wants to give Ancients a try. Please pre register for the event or send me an email so I can allocate the tables we'll need.

WARMACHINE/HORDES 25-pt SteamRoller 2011 – Sat 11 am,

Sun Noon – WARMACHINE/HORDES

GM: Anthony Nguyen

Now that all the MK2 books have been released by this time, prepare your armies for battle! Prepare two army lists following SteamRoller 2011 rules, bring your gaming aids, your models and your best game and fight for supremacy! Or just stop on by and have a jolly good time :) The 25-pt matches will be accelerated round, depending on the number of entrants.



Check out our booth in the exhibitor hall to demo Orbit and win prizes!

Pre-order your copy of Orbit: Rocket Race 5000 by heading to www.kickstarter.com and searching Orbit rocket race! Be sure to check it out, there are exclusive game components only available on Kickstarter!

www.fortytwogames.com

42Games
The Meaning of Games, Fun and Everything.

Roleplaying

Second Floor

2-00: PFS Special: Year of the Shadow Lodge – Sun 7 pm – Pathfinder Society

Year of the Shadow Lodge represents the first of what will become a series of annual events allowing players to take part in major changes that occur within the Pathfinder Society. These scenarios are designed specifically for large scale organized play, allowing any number of participants to play simultaneously and all have an impact on the adventure's outcome. Tiers 1-12

2-01: Before the Dawn - Part I: The Bloodcove Disguise – Mon 9 am – Pathfinder Society

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you. Tiers 1-7

2-02: Before the Dawn - Part II: Rescue at Azlant Ridge – Mon 2 pm – Pathfinder Society

With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone. Tiers 1-7

2-03: The Rebel's Ransom – Fri 2 pm – Pathfinder Society

The Ruby Prince of Osirion sends you to the Parched Dunes to find what became of a secret Pathfinder expedition sent there to recover artifacts from the Ruby Prince himself. What you find there may very well end the Pathfinder Society as you know it. Tiers 5-9

2-04: Shadows Fall on Absalom – Mon 9 am – Pathfinder Society

One of the Pathfinder Society's most beloved venture-captains, Drandle Dreng, is nearly killed in a failed assassination attempt on the grounds of the Grand Lodge itself. Your mission to catch the assassin is complicated when you learn he is the son of an influential Pathfinder. Can you catch the assassin before his blade strikes again while avoiding the outrage of your peers? Tiers 7-11

2-05: Eyes of the Ten - Part III: Red Revolution – Sat 2 pm – Pathfinder Society

You and your fellow Pathfinders are on the trail of the traitor to the Pathfinder Society as Venture-Captain Eliza Petulengro once again sends you into the Maze of the Open Road to track the traitors' co-conspirators. Stepping through a portal, you find yourself on the cold, red desert planet Akiton, fourth planet from the sun and Golarion's outward neighbor. Tier 12

2-06: The Heresy of Man - Part II: Where Dark Things Sleep – Sun 9 am – Pathfinder Society

For more than 2 millennia, the nation of Rahadoum has lived under the Laws of Man that decreed "let no man be beholden to a god." While this has led to peace without religious strife, it has left the nation devoid of divine healing. When a plague begins ravaging the villages of Rahadoum, you are sent to escort a cleric into the heart of the plague to protect a secret Pathfinder project. Tiers 5-9

2-07: The Heresy of Man - Part I: Where Dark Things Sleep – Sun 2 pm – Pathfinder Society

When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil—responsible in part for the destruction of an ancient empire—now stirs and threatens the entire region with a deadly plague. Tiers 5-9

2-08: The Sarkorian Prophecy – Fri 7 pm – Pathfinder Society
When a novice in the Grand Lodge of Absalom discovers an account of a lost prophecy which may hold the key to defeating the Shadow Lodge, a team of agents heads into the heart of the Worldwound to recover the document. Not only do the forces of the Abyss and the demon-tainted environment stand in their way, but so does a rival team of set on recovering the Sarkorian Prophecy first. Tiers 7-11

2-09: The Heresy of Man - Part III: Beneath Forgotten Sands – Sun 9 am – Pathfinder Society

Beneath the deserts of Rahadoum, the Pathfinder Society races to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle: the ruins teem with outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the 3-part Heresy of Man series to a stunning conclusion. Tiers 5-9

2-10: Fury of the Fiend – Sat 7 pm – Pathfinder Society

The Pathfinder Society once again sends a team of agents into the deadly ruins of Rachikan in western Chelax. This time, however, the Pathfinders must infiltrate a Hellknight encampment to gain access to the lost city's lower levels. Fury of the Fiend is the spiritual sequel of Fingerprints of the Fiend, though the scenarios can be played in any order. Tiers 7-11

2-11: The Penumbral Accords – Sat 9 am – Pathfinder Society

The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Tiers 1-5

2-12: Below the Silver Tarn – Sat 9 am – Pathfinder Society

In the Menador Mountains of southern Nidal, the PCs find themselves in a mining town facing a terrible fate. Silver Tarn has grown a mind of its own. Reaching out with strange abominations of the deep to siphon the souls of the stubborn populace, the lake hopes to release a powerful fiend bound centuries earlier by Arodenite clerics. Tiers 7-11

2-13: Murder on the Throaty Mermaid – Sat 2 pm – Pathfinder Society

While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call the citadel home. Can the cunning Pathfinders discover who among the ship's crew of scum and villains is responsible for the crime in time to clear their own names? This murder mystery upon the open sea features a mechanic allowing for a different killer each time it's run to ensure that no amount of word of mouth will spoil the investigation for any team of canny players. Tiers: 1-2 and 4-5.

2-14: The Chasm of Screams – Sat 2 pm – Pathfinder Society

When the Decemvirate sends the PCs on a mission into the desolate Mindspin Mountains to retrieve a much-needed alchemical reagent from a hermitic ex-Pathfinder known as the Phitones of Axioms, the players soon find themselves deep in the mythical howling caves commonly referred to as the Chasm of Screams. Can the brave adventurers survive the harsh environment and defeat the demented thralls of the powerful, icy master of the oft-avoided cavern? Or will their cries of pain join the chorus of tormented voices that already echoes from the Chasm of Screams? Tiers: 7-8 and 10-11.

51: The City of Stranger - Part I: The Shadow Gambit – Fri 2 pm – Pathfinder Society

The Pathfinder Society sends you to Kaer Maga, the City of Strangers, where you are ordered to find a local Pathfinder associate who sent a strange letter to Venture-Captain Drandle Dreng in Absalom. When the local associate turns up dead and you find evidence linking his death to a mysterious organization called The Shadow Lodge, it's up to you to track them down and solve the murder. Tiers 1-7

52: The City of Strangers - Part II: The Twofold Demise – Fri 7 pm – Pathfinder Society

A powerful local gang in Kaer Maga demands that you end the threat of the Shadow Lodge at once as the Lodge's very existence upsets the delicate local balance of power. Refusal means both the expulsion of the Pathfinder Society from Kaer Maga forever and your untimely deaths. The choice is yours. Tiers 1-7

8 Hours Until Daylight – Sun 2 pm – World of Darkness

Storyteller

GM: michael cantin

The World of Darkness meets the classic Slasher film...Take the role of one of several rowdy teenagers on a road through the Rockies in 1976. When the car breaks down in a strange small town in the middle of nowhere, the bodies begin to pile up. Something lurks in the night, cutting and shredding...who will survive to greet the dawn? This fine game is brought to you by the Dead Gamers Society.

A Bad Day at Great Bend – Sat 9 am – Unknown Armies RPG

GM: Dead Gamers Society

Life is rough in a cattle town: drunks, debauchery, and a murderer sitting in the town jail with a crowd outside looking for a tree and some rope. Then word comes back from the Great Western Hotel about a stranger biting the ear off one of the saloon girls. Stories spread about drunks shambling down Main Street biting people, mutilating the corpses... and the corpses beginning to rise.

A Death in Appleloft – Sat 9 am – Mouse Guard

GM: James Ritter

"Hail all those who are able, any mouse can, any mouse will, but the Guard prevail." Gwendolyn's old friend has gone missing in Appleloft, supposedly killed by a Raccoon, but she is skeptical. Your patrol, an escort to the last apple caravan of the season, is tasked with finding out the truth.

A Penny Dreadful For Your Thoughts – Sat 8 pm, Sun 2 pm –

The Kerberos Club: FATE Edition

GM: Mike Olson

Something peculiar is afoot at the Pillars of Hercules. Or rather, it *was* afoot - and the only witness to the fate of the pub's patrons, a deaf mute, is, as they say, not talking. Who else but the Strangers of the Kerberos Club could hope to solve this mystery? Come playtest this specially designed FATE conversion of Benjamin Baugh's celebrated THE KERBEROS CLUB with the designer!

ADCP3-1 Swarm of Chaos Round 1 (levels 1-10) – Sat 2 pm –

RPGA - LFR - D&D 4e

Cleansing the infestation beneath the boughs of Cormanthor reveals on the beginning of the corruption. Demon cultists have infiltrated Myth Drannor and the ancient land needs your help to stop their nefarious plot. Swarm of Chaos is a two-round Living Forgotten Realms Battle Interactive set in Myth Drannor. It is combat-intensive and takes place after the events of the SPEC3-1 Roots of Corruption.

ADCP3-1 Swarm of Chaos Round 1 (levels 11-20) – Sat 2 pm – RPGA - LFR - D&D 4e

Cleansing the infestation beneath the boughs of Cormanthor reveals on the beginning of the corruption. Demon cultists have infiltrated Myth Drannor and the ancient land needs your help to stop their nefarious plot. Swarm of Chaos is a two-round Living Forgotten Realms Battle Interactive set in Myth Drannor. It is combat-intensive and takes place after the events of the SPEC3-1 Roots of Corruption.

ADCP3-1 Swarm of Chaos Round 2 (levels 1-10) – Sat 7 pm – RPGA - LFR - D&D 4e

Cleansing the infestation beneath the boughs of Cormanthor reveals on the beginning of the corruption. Demon cultists have infiltrated Myth Drannor and the ancient land needs your help to stop their nefarious plot. Swarm of Chaos is a two-round Living Forgotten Realms Battle Interactive set in Myth Drannor. It is combat-intensive and takes place after the events of the SPEC3-1 Roots of Corruption.

ADCP3-1 Swarm of Chaos Round 2 (levels 11-20) – Sat 7 pm – RPGA - LFR - D&D 4e

Cleansing the infestation beneath the boughs of Cormanthor reveals on the beginning of the corruption. Demon cultists have infiltrated Myth Drannor and the ancient land needs your help to stop their nefarious plot. Swarm of Chaos is a two-round Living Forgotten Realms Battle Interactive set in Myth Drannor. It is combat-intensive and takes place after the events of the SPEC3-1 Roots of Corruption.

Asteroid Crypts of the Xylboxc Starcult – Sat 8 pm – Original D&D (Whitebox)

GM: Bob Reed

Your party has uncovered a lost text originating from the ancient Xylboxc Starcult. This document contains remarkable instructions for constructing a spacefaring wizard tower, along with notes for navigating to an isolated asteroid world floating in the starry void. As the first adventurers in centuries to voyage between worlds, what secrets will you uncover in the cosmic darkness?

At the High School of Mystical Madness – Sat 9 am – GURPS

Call of Cthulhu

GM: Mike Kelly

The mythos again stirs, most notably in Ratagu High in Everett, Washington. The players take the roles of ordinary high school students drawn into the realm of the mysterious and the truly horrific as the players stumble upon foul plots and even fouler evil cults - all while trying to pass the next big exam and make the cut on the football team. Beginners welcome characters and prizes provided.

Avatar 2: Krishma - Garden Planet of the Galaxy – Fri 8 pm – GURPS Space

GM: Mike Kelly

Based on the hit SF movie which is the most popular movie of all time. Players are Avatars on an exotic alien world. This planet has resources and a major megacorp wants to eradicate natives to get it. Will the players waste the natives and make a huge amount of money? Will they side with the natives and defend the planet? Beginners welcome - characters and prizes provided by Steve Jackson Games

Avatar the Last Airbender: Romance of the Four Kingdoms – Sat 8 pm, Mon 9 am – The Dresden Files Roleplaying Game (Modified)

GM: Morgan Ellis

Long ago in an ancient time of turmoil in the Earth Kingdoms, a power hungry warlord sought to unite the land under his tyrannical rule. A band of desperate fugitives looked for help from four legendary element-bending heroes to aid their escape from the clutches of the warlord and to deliver them to the protection of the Avatar. A game set in the mythic WuXia past of the world of Avatar the Last Airbender, using a modified version of the Dresden Files and FATE.

Avengers Assembled - Psycheleaks – Sat 8 pm – Hero System 5th Edition

GM: Venter Laird

Chase Shadow is not very popular. Using information gained from psychics, he leaks information about corrupt government agencies, criminal elements, and costumed vigilantes. With his announcement of a major new dump of secrets, Chase has been targeted for assassination. Having been burned by Chase previously, will the Avengers save him from certain death?

Before the Storm – Sun 2 pm – GURPS Hellboy

GM: Wes Otis

The BPRD has sent you and other fresh recruits to what they think is a simple werewolf containment but quickly turns into a nightmare.

Big Bug Collecting – Sat 8 pm – Alpha Omega

GM: Ron Shaw

Big surprise... another corporate R&D experiment has gotten out of hand and escaped containment.... Again... but the soft-handed geeky lab techs do not want to breathe unfiltered air nor get their hands dirty in the wilds of the wasteland. Therefore you have been contracted to recover/capture live specimens at \$12,000 per healthy capture

Botbusters – Sun 2 pm – Paranoia

GM: Ed Murphy

Attention, robots! This is The Computer. Report to Cubicle KR-27 in CBK Sector for reprogramming and peripheral replacement, then proceed to Corridor JA to investigate, eliminate invaders, and remove material Codename SEAGREEN. Make progress reports frequently. The Computer is your friend. This is your opportunity to serve The Computer. Succeed and you will be rewarded. Fail and you will be deactivated.

Chasing AM-E – Mon 9 am – Alpha Omega

GM: Ron Shaw

VenusCorp has been constructing a new prototype female droid, the AM-E00 for various applications However the VenusCorp programming has not been installed, leaving the prototype as a "blank slate" realistic female humanoid type droid. Someone on the VenusCorp security team allowed a trained group to bypass security and hijack the AM-E prototype. You have been contracted to discretely recover it.

Cities On Flame With Rock And Roll – Sun 8 pm – The Dresden Files Roleplaying Game

GM: Morgan Ellis

Life between the worlds two of Mortal and Faerie is never easy, Changelings dance on the razor's edge, neither one nor the other until they make their final choice. One group of Changelings has come together to form a band and now on the eve of their chance to sign with a major record label and the time to choose between worlds has finally come. A Dresden Files game of Changelings and Rock and Roll.

CORE2-04 Lost on the Golden Way (levels 1-4) – Sun 7 pm, Mon 2 pm – RPGA - LFR - D&D 4e

The Golden Way is one of the longest and most famous trade routes in Faerun. It stretches from the city of Telflamm on the Easting Reach all the way to Shou Lung in the exotic land of Kara-Tur. Many caravans stop at the fortified outpost of Uzbeg, near the Lake of Mists. Uzbeg has a reputation for safety and security - - so why did all of your wagons disappear last night?

CORE2-11 Sign of Four Round 1 (levels 17-20) – Fri 2 pm – RPGA - LFR - D&D 4e

A prophecy spawns a quest into the Elemental Chaos, to seek a dread sorceress for the answers to the origin of a shattered tablet whose fragments have started to surface. The greatest test may not be the realm of eternal winter or the wrath of Thrym the frost titan king – but the moral choice that needs to be made to find the truth. A LFR 2-round adventure set in the Elemental Chaos.

CORE2-11 Sign of Four Round 2 (levels 17-20) – Fri 7 pm – RPGA - LFR - D&D 4e

A prophecy spawns a quest into the Elemental Chaos, to seek a dread sorceress for the answers to the origin of a shattered tablet whose fragments have started to surface. The greatest test may not be the realm of eternal winter or the wrath of Thrym the frost titan king – but the moral choice that needs to be made to find the truth. A LFR 2-round adventure set in the Elemental Chaos.

CORE2-12 The Sschindylryn Heresy Round 1 (levels 17-20) – Sun 9 am – RPGA - LFR - D&D 4e

A death goddess' relic lies shattered across the Realms. The drow from Sschindylryn now seek to join the fragments and uncover its secrets in defiance of the Spider Queen. But what they'll unleash is not an ally against Lolth, but a new blight on the world. And all it needs to awaken is one word. Last part of the Shattered Secrets series, which starts in CORE2-12 The Sign of Four (levels 17-20).

CORE2-12 The Sschindylryn Heresy Round 2 (levels 17-20) – Sun 2 pm – RPGA - LFR - D&D 4e

A death goddess' relic lies shattered across the Realms. The drow from Sschindylryn now seek to join the fragments and uncover its secrets in defiance of the Spider Queen. But what they'll unleash is not an ally against Lolth, but a new blight on the world. And all it needs to awaken is one word. Last part of the Shattered Secrets series, which starts in CORE2-12 The Sign of Four (levels 17-20).

CORM2-3 Secret of the Queen of Thorns (levels 14-17) – Fri 2 pm, Sun 9 am – RPGA - LFR - D&D 4e

The Queen of Thorns is coming to take the throne of Cormyr, but there is still time to bolster the kingdom's defenses. The race against the Queen's gathering forces is on! Second part of the Queen of Thorns trilogy, sequel to CORM1-6 Curse of the Queen of Thorns.

CORM2-4 Fury of the Queen of Thorns (levels 17-20) – Fri 7 pm, Sun 2 pm – RPGA - LFR - D&D 4e

The kingdom of Cormyr is cursed. Prophecy tells how the Queen of Thorns will end the reign of the Obyskar family and take the throne for her own. Do you dare stand with King Foril in an attempt to defy prophecy? This adventure concludes the major quest started in CORM1-6 Curse of the Queen of Thorns and continued in CORM2-3 Secret of the Queen of Thorns.

Cthulhu - Toys of the Gods – Sun 8 pm – Call of Cthulu 6th Edition

GM: Hong Kong Cavaliers

Wherein the investigators investigate the disappearance of a group of campers and get worked over by aliens. Claims of abductions and strange lights at night are heavy on the minds of frightened townfolk of the wilderness community of Sky, ND. Modern day thriller, NC-17.

Cyberpunk: Remember Tomorrow – Sun 9 am – Remember Tomorrow

GM: Chris Czerniak

Remember Tomorrow is a role-playing game set in the near future. Look at the world today, now flash it forward twenty minutes into the future. Sky Cars: Check. Memory Couriers: Check. Everything Else: Slightly Changed, huh, how about that? This is an open ended game where we create the characters, antagonists and setting.

D&D Team Challenge – Sat 2 pm – D&D 4th Edition

GM: Hong Kong Cavaliers

Two teams square off against each other, facing encounters on their way to meeting each other in the final battle room. It's a race to finish your encounter first and be fresh for battle in the final room! People sign up and teams will be chosen at the start of the event. For additional information, contact scraw_98@yahoo.com.

Day After Ragnarok - The Jack Parsons Project – Fri 8 pm – Savage Worlds

GM: Andrew Linstrom

The mysterious whims of an occult rocket scientist send a team of vagabond mercenaries out from the safety of jeweled California and into the serpentine perils of the Poisoned Land. Submachine guns and sorcery abound in the Day After Ragnarok! Conan the Barbarian in 1948 America after a premature Norse apocalypse.

Doctor Chaos – Sun 8 pm – Doctor Chaos (In Playtest)

GM: Jesse Burneko

Dr. Chaos is mighty. No single hero can defeat him. Dr. Chaos is significant. He could rule the world. Dr. Chaos is not an idiot. He understands all the things which could stop him. Dr. Chaos has a point. His outlook has its roots in human ideals. Dr. Chaos is masterful. He commands more presence than anyone else. This unusual supers game focuses not on the heroes, but on a shared ultra-villain.

DRAG2-3 Of Wild and Darkened Waters (levels 4-7) – Sun 9 am, Mon 9 am – RPGA - LFR - D&D 4e

Attacks on vessels has disrupted maritime trade on the Dragon Coast. Initially thought to be the next move in an escalating war between powerful criminal factions, evidence points to a new, unknown player in the game. Scrambling to neutralize this hidden threat, the Nine Golden Swords, Fire Knives and Westgate merchants have forged an uncomfortable alliance aimed at re-establishing the status quo.

EAST2-3 Nightmares (levels 11-14) – Fri, Sun 7 pm – RPGA - LFR - D&D 4e

Citizens of Hammergate are suffering sleepless nights, with visions of undead horrors invading their dreams. To one gnome, these nightmares have a special meaning. You must discover the secret of her visions or no one will ever sleep peacefully again. A Living Forgotten Realms adventure set in the East Rift for characters levels 11-14.

ELTU3-1 Good Intentions (levels 1-10) – Fri 2 pm, Mon 9 am – RPGA - LFR - D&D 4e

A string of grisly murders has hit the town of Triel... Word on the streets is that insanity is gripping the townspeople and a new cult is to blame. Are these just whispers in the dark or is something sinister behind it all? A Living Forgotten Realms adventure set in Triel in Elturgard for heroic tier characters levels 1-10.

ELTU3-2 Blue Wounds (levels 1-10) – Fri 7 pm, Mon 2 pm – RPGA - LFR - D&D 4e

With recent conflict against the Spellplagued hordes, the paladins of Elturel find themselves and their city pushed to the brink by blue fire corruption. Citizenry is overlooked as Torm's followers focus their duty as one of vengeance, not guardianship. In this backdrop, sometimes hero and villain alike can find common cause to do good - or are ulterior motives intertwined with villainous charity?

EPIC3-1 The Glorious Hunt Round 1 (level 21) – Sun 7 pm – RPGA - LFR - D&D 4e

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

EPIC3-1 The Glorious Hunt Round 2 (level 21) – Mon 9 am – RPGA - LFR - D&D 4e

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

EPIC3-1 The Glorious Hunt Round 3 (level 21) – Mon 2 pm – RPGA - LFR - D&D 4e

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

Fallout - Fly Me To The Moon – Sat 8 pm – Savage Worlds

GM: Andrew Linstrom
Trouble catches up with your team of Vault Dwellers as they recover the piece of lost technology that can save their home-trouble in power armor. Check your ammo and hang onto your Pipboy, boys and girls! It's going to be hot one in the Wasteland tonight.

Friday Night Firefight – Fri 8 pm – Alpha Omega

GM: Ron Shaw
Friday Night is always busy and lively and deadly in the ruins outside old Los Angeles. 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

GURPS Martial Arts - Power Teens! – Sat, Sun 9 am – GURPS Martial Arts

GM: Michale Shupe

“Green Star Dragon Sword Power!” Is what you may be shouting whilst smiting an evil enemy from beyond the stars in this homage to the Power Rangers. The characters choose a color, a shape, an animal and a weapon to gain powers that interact in a myriad different ways. What are you waiting for, “It’s Morphin’ Time!” Part of the GURPS Tournament.

Happy Jack’s Dresden Files – Sat, Sun 2 pm – Dresden Files (FATE)

GM: Casey Conner and Bruce Penner

It’s a Battle of the Bands as “Supernun and the Acolytes” take on your favorite evil, musically-inclined Dresden Files denizens! This musical showdown of the century is rife with intrigue, mystery, and good ol’ fashioned treachery! Do YOU have what it takes to Enlighten the masses, ROCK the enemy, and save the world?! Please Note: If you are religiously sensitive, this is NOT the game for you.

Happy Jack’s Fantasy Hero Game Pt. 2 – Sun 9 am – Fantasy Hero 5th Edition

GM: Casey Conner

Continuing previous convention games. The party has just successfully protected a brash young nobleman from an assassination attempt at a Ball held by one of the lower nobility. They then went through a scavenger hunt throughout the city and even into the deadly sewers below the city and won the prize of a house in the hills. Now they must travel to their new home. It will not be an easy trip.

Happy Jack’s Fantasy Hero Game Pt.1 – Sat 9 am – Hero 5th Edition

GM: Casey Conner and Bruce Penner

Continuing previous convention games. The party has just successfully protected a brash young nobleman from an assassination attempt at a Ball held by one of the lower nobility. They then went through a scavenger hunt throughout the city and even into the deadly sewers below the city and won the prize of a house in the hills. Now they must travel to their new home. It will not be an easy trip.

Happy Jack’s Terrible, Horrible, No-Good, Very Bad Field Trip – Sat 9 am – Grimm

GM: Maire Bourke

When a group of third-graders get lost on a field trip, they get really, really lost.

Happy Jacks - Hello Kitty’s Super Fun Adventure Time – Sat 9 am – Wild Talents

GM: Kimi and Matt

Beginners welcome. Pregens provided. Something strange has happened at Worthington High. The players have to save people important to them from some other high school group.

Happy Jacks - Last Voyage of the Sundowner – Sat 2 pm – Mongoose Traveller

GM: Stork, Happy Jacks Host and Dave Hoover Happy Jacks B-Team

The old, decrepit freighter Sundowner is on its final journey to the scrapyards. You are young cadets in training, here to learn from the seasoned crew. This adventure will confront the players with many choices. Will you deviate from this mission to make enough credits to refit the ship and save the Sundowner or do you continue the mission to impress the company with your loyalty? You decide!

Happy Jacks - TribeFATE (Dresden Files RPG) – Sat 2 pm – Dresden Files RPG

GM: Tappy and Matt

This game will be using the Dresden Files RPG FATE rules modified to play with the Tribe 8 RPG world by Dream Pod 9. Beginners welcome. Pregens provided. The PCs will be playing Fallen characters from the 8th Tribe.

Happy Jacks GURPS Fantasy Eldemy – Sat 9 am – GURPS 4th Edition

GM: Stuart Venable, Happy Jacks Host.

Perhaps through some dark magical backfire, a mysterious city has appeared in the land. Guards from this city have kidnapped the infant child of a noble family. The party has been hired to infiltrate the city and rescue the infant.

Happy Jacks Hero 6th Ed Champions – Sun 9 am – Hero 6th Edition

GM: Stu and Bill, Happy Jacks Hosts

A mysterious villain has a horrible plan, involving huge amounts of radiation. You are the World’s only hope.

Happy Jacks – Desert Respite – Sat 2 pm – Vampire: the Masquerade

GM: Kurt Hanna - Happy Jacks Listener

Players will be members of a Sabbat pack that roams the American southwest. Vampires and other supernatural creatures have been disappearing, and the pack investigates. Game is set in early 2000s, with certain assumptions that differ from White-Wolf canon. Gehenna didn’t happen, the Week of Nightmares did.

Happy Jacks – Vampires Gathered – Fri 8 pm – Vampire: the Masquerade

GM: Kurt Hanna - Happy Jacks Listener

Players will be playing vampires of varying age, clan, and sect affiliation, thrown together in unlikely circumstances. An organization known as “The Collective” has been growing in strength and audacity of late, though no one seems to be able to pin down their affiliation or goals. Game is set in early 2000s, with certain assumptions that differ from White-Wolf canon. Gehenna didn’t happen.

Happy Jacks: Big Blue Monkeys From Outer Space! – Sat 2 pm – Hero Sys 6th Basic (Pulp)

GM: Stuart Venable

Grab your overcoat, Fly-boy, ‘cause we’re headed to Saturn! Word has it there’s something amiss at the banana plantations of Titan. So pack up your daring-do and get ready to open up a can of fisticuffery! Pre-gen PCs provided.

IMPI2-2 Wetwork (levels 11-14) – Fri 2 pm, Sun 9 am – RPGA - LFR - D&D 4e

Impiltur has been plagued by goblins throughout its long history. Now, an army of spellscarred goblinoids organized into a formidable force by a powerful bugbear waits beneath the surface of Impiltur in the Underdark to crush all of Impiltur. Adventurers learned of this threat and now the Grand Council wants this beast taken out the old fashioned way, quickly and quietly with a dagger in the dark. Second and final part of the Blue Fire Goblins quest started in IMPI2-1 Goblins From Below.

IMPI2-3 Rooting Out Corruption (levels 14-17) – Fri 7 pm, Sun 2 pm – RPGA - LFR - D&D 4e

The Fraternity of Tharos has troubled Impiltur since the devastation of the Spellplague. Today, the power of the Fraternity is great enough that they have penetrated all levels of life in Impiltur including the Grand Council. Now, there is an opportunity to begin putting an end to this corruption. This continues the major quest started in IMPI1-5 How to Hunt a Demon and IMPI1-6 The Ancient Temple.

In Dark Space – Sat 2 pm – Alternity/Stardrive

GM: Hong Kong Cavaliers

Taking place on the decommissioned cruiser that is being junked for parts, the players try to survive a living bomb planted there after the last battle of Hammer's Star? System mechanics are easy to learn and beginners welcome.

In The Dead of Night – Sun 2 pm – Alternity/Dark Matter

GM: Hong Kong Cavaliers

A museum during a nighttime exhibit brings about the crazies. Did I mention that it is Halloween? System mechanics are easy and beginners are welcome.

Iron Kingdoms - Big Trouble – Fri 2 pm – Project Badass (Warmachine/Hordes Mk II)

GM: Andrew Linstrom

When the city of Corvis finds itself on the front lines, the city watch turns to a band of rough and ready adventurers to foil a quisling's hell-raising plot. Experience the Iron Kingdoms through Project Badass: a homebrew conversion of the acclaimed Warmachine and Hordes Mk II miniature rules, adapted for highly kinetic, tactical action on a character scale.

It Rolls Downhill – Sun 9 am – Tunnels and Trolls (modified)

GM: Gary Mack

The Wizard City of Morninghold, with its grand alabaster edifices is a splendor to behold from afar, but look deeper and you may see its dark, dank underbelly. The wizard's college is looking for hardy souls to brave the foul depths of the city sewers to assist a previously sent expedition in retrieving a project that has been "misplaced".

Jailbreak – Sun 9 am – Unknown Armies

GM: Andrew Bonham

The classic Unknown Armies one-shot. Players take on the role of escaped convicts, their impromptu hostages, and the elderly couple whose farmhouse they've all been forced into by the intense hailstorm. But all is not as it seems, things go bump in the night, and the situation could explode. This scenario features intra-party conflict, but the goal is a tense, engaging, and above all fun story.

Just 'Cause You're Not Paranoid, Don't Mean They're Not After You – Sun Midnight – 44—A Game of Automatic Fear

GM: Albert Park

You have been awake subsisting on a steady diet of black coffee, cigarettes and conspiracy theories. Someone close to you, someone you trust, is not the same person they were yesterday. And now shadowy men in black suits and unblinking eyes seem to be everywhere. But you are no elite agent with special training. Paranoia is your only ally. So gird yourself. Try to survive. They are coming—for YOU.

Laughing Moon Adventures – Fri 2 pm, Sat, Sun 9 am –

Laughing Moon Adventures

GM: Todd VanHooser

Laughing Moon Adventures

Leftovers: The Battle of Wal-Mart – Fri 8 pm – Leftovers

GM: Mike Olson

In a post-apocalyptic wasteland ravaged by Horrors From Beyond, is there anything worth killing your fellow survivors over? Yeah, plenty - of course! And now you've found one thing more: a Wal-Mart, sealed and undisturbed since the day before the Great Big Ones arrived and ruined the world. Who knows what riches await inside, or who'll murder you to get to them before you do?

LURU2-3 Forgotten Crypts, Hidden Dangers (levels 1-4) – Sun 9 am, Mon 2 pm – RPGA - LFR - D&D 4e

A collapse in the famous Lady's College of Silvermoon reveals a network of forgotten catacombs. Engineers are sent down to ensure the stability of the university building, but more broods in the tunnels below than wood rot and crumbling walls. A Living Forgotten Realms adventure set in Luruar for character levels 1-4. First part of the Forbidden Lore series, ending in LURU2-4 (levels 4-7).

Marvel Slugfest – Sun 8 pm – Hero 5th Edition

GM: Venter Laird

Ever wonder who would win if some of Marvel's most iconic characters decided to throw down in a fight to the finish? Then the Slugfest is for you! Select from over 40 characters, use strategy, the arena environment, coalitions, brute force, agility, cunning, guile, and no small amount of luck, and you could claim the Slugfest Trophy (plus other cool prizes sponsored by Hero Games).

Me big bug bang! – Sun 9 am – OG—Unearthed Edition

GM: Albert Park

You are a caveman. A thick-browed moron. You prefer to hit things to make a point. On rare occasion you articulate your words, all six of them, with aplomb. So: a few nights ago the moon disappears and the sky lights up with a shower of bright dots. Tribe members start disappearing. Strange tracks lead to a big cavern. Now it is up to the tribe's smartest & strongest (and you) to find your people.

Mona Lisa Overville – Fri 8 pm – Smallville

GM: James Ritter

Cyberpunk in the spirit of William Gibson's Neuromancer and Mona Lisa Overville, using the Smallville RPG system.

Monoc Securities: Aftermath – Fri 8 pm – The Dresden Files (FATE)

GM: William Huggins

This Scenario will have SPOILERS FOR CHANGES. You're employed by the world's leading clued in private security firm. One week ago the supernatural community, hell the whole world, changed forever. As a result demand for your company's services has skyrocketed. Your team is tasked guarding one of the men trying to pick up the pieces in South America. Can you protect him from a supernatural threat?

Mutants of Metal vs. Ratt Punx – Sat 2 pm – Gamma World (1st Ed.)

GM: Bob Reed

As your touring mutant heavy metal band takes a breather in an idyllic island village, a group of rickety boats filled with Ratt Punx appears at the harbor. You soon discover that the Punx are systematically getting the local kids addicted to radioactive cough medicine. You must join forces with the angry moms of the island to save the children and to lead them down the righteous metal path.

Night of the Living Trekkies: The Wrath of Con – Sat 8 pm, Sun 9 am – White Wolf Storytelling System

GM: Gareth O'Neal

Star Trek cons have an average draw of only 350 trekkies. The con is run by fans, for fans, but this year, things are a little off. Security is short of staff cause of a cold...epidemic, guest speakers are not showing up, and people are complaining about the local college students organizing "zombie" flash mobs. Worst of all: they're running out of Redshirts...Presented by the Dead Gamers Society

Not Without My Fluffy!!! – Sat 9 am – D&D 4.0

GM: Ron Shaw

The town you're lodging in is in complete panic! The local crime gang and the doomsday cult are clashing again. Goblin raiding parties are encroaching and the townspeople are ready to evacuate! In the confusion the mayor's daughter lost her beloved pet fluffy. The mayor has pleaded with the local adventurer guild for aid. (Character level 5 Pre-gens available, reasonable custom char accepted)

Operation: Blackbird – Sun 2 pm – Lady Blackbird

GM: Andy Blanchard

The arch-evil organization B.E.D.L.A.M. is at it again! They're holding the world hostage by training their ultra long-range laser cannon at important world landmarks and will destroy one each week unless their demands are met. What do they want? Only complete control of every navy in the world! Your jobs, as the world's best secret agents, is to infiltrate their base and destroy the laser cannon!

Operation: Blackbird – Sat 8 pm – Lady Blackbird

GM: Andy Blanchard

The arch-evil organization B.E.D.L.A.M. is at it again! They're holding the world hostage by training their ultra long-range laser cannon at important world landmarks and will destroy one each week unless their demands are met. What do they want? Only complete control of every navy in the world! Your jobs, as the world's best secret agents, is to infiltrate their base and destroy the laser cannon!

PFS - The Midnite Mauler - Special – Sat 7 pm – Pathfinder Society

GM: Robyn Nixon

The Decemvirate sends members of the Pathfinder Society to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked by the Society to look into the fate of Absalom's former Master of Blades, Vonran Vilks, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Can the PCs stop the rampage of the Midnight Mauler before he kills again?

An exclusive adventure to be run only by Venture-Captains.

Tiers 1-7

PFS Intro - Master of the Fallen Fortress – Sat, Sun 9 am – Pathfinder Society

A field of shattered weapons, barrow mounds, and graves surrounds the city of Absalom, a vast plain known as the Cairnlands. Like forgotten monuments to failed conquerors, the siege castles of Absalom beckon the brave, the fearless, and the foolish with the promise of adventure and untold treasures, ever ready to create heroes or to entomb the fallen. 1st Level characters with no experience only.

Play with the Author: IMP12-4 Goblins Strike Back (levels 17-20)

– Sun 7 pm – RPGA - LFR - D&D 4e

The death of their leader, Ekrilliek was supposed to end the threat of the goblins of Brikklext. Instead, it led to an opportunity for the demon, Morthak to seize control of the goblins. Now with Morthak and his powerful demon allies, the goblins of Brikklext are preparing to launch a decisive blow to the fair people of Impiltur. Will heroes rise up to stop the impending invasion?

Removing the Squatters – Fri 8 pm – Tunnels and Trolls (Modified)

GM: Gary Mack

The Wizard City of Morninghold, with its grand alabaster edifices is a splendor to behold from afar, but look deeper and you may see its dark, dank underbelly. The wizard-lords are putting out a call to all adventurers to clear out an infestation of orcs in the lower quarter of the city.

Respecting your Betters – Sat 2 pm – Tunnels and Trolls (modified)

GM: Gary Mack

The Wizard City of Morninghold, a mysterious benefactor is looking for a group of discrete well-trained individuals to liberate the prized possessions of a pompously overconfident duke. Discretion being what you are being well rewarded for, your benefactor wants no traces of this operation to be discovered and that includes any individuals foolish enough to be caught.

Scales & Salvage – Sat 9 am – D&D Gamma World

GM: Eric Boyd

Before the grizzled explorer died at your feet, he spoke of an unspoiled trove of treasures of the Ancients and a genie ready to reward those who freed him. Is there truth to his tales or are they mad ravings? Let's follow his trail into the wastes and find out! Come enjoy the madcap action of the new Gamma World game.

Scalped Happy Jack's affiliated game – Fri 8 pm – Savage Worlds

GM: Josh Lefebvre

Something is wrong in a quiet New Mexican settlement and it isn't your typical injun raid or band of riotous ruffians looking to rob a local stage. No, it seems the residents have begun to succumb to an epidemic, and it isn't cholera or consumption.... it's something else....it's the SCALPED!!! Join in the fun of this wild west zombie adventure, no brain eating necessary, but always encouraged

Signs in the Sand – Sat 8 pm, Sun 2 pm – All Flesh Must Be Eaten

GM: Mike Lowrey

The Ludlow Horror continues with Signs in the Sand. You are a squad of Marines deployed to a secret military base in the Mojave Desert where only hours ago a terrorist attack has occurred. Your commanding Officers believe the target of the attack was a scientist working on a new Nootropic drug. Your squad has been given a few small tasks to accomplish until ground forces arrive.

Smallship Troopers – Sat 9 am – Smallville RPG

GM: Hamish Cameron

Starship troopers with Smallville.

Smuggler's Blues – Sat Midnight – Star Wars D6

GM: Gary Mack

A down and out smuggling crew has been given the deal of a lifetime. Simply take a mysteriously heavy mag-sealed container from Nal-Hutta the smuggler's moon to Correnet on the Planet Correllia, but something is off... you never get offered THIS MUCH for a "low risk" run... "Let's just say they want to avoid any Imperial entanglements"....

SPEC3-1 Roots of Corruption: Dark Seeds (levels 11-20) – Sat 9 am, Sun 2 pm – RPGA - LFR - D&D 4e

Two years ago the city of Myth Drannor was overrun with vermin. While adventurers were able to purge the infestation, bigger problems at the time ensured the event was quickly forgotten. Now, worried by the spread of an awfully familiar fungi, adventurers must enter the Citadel of Fungi, a place so toxic nobody has approached it in living memory, to eliminate the source before it is too late.

SPEC3-1 Roots of Corruption: Infestation (levels 1-10) – Sat 9 am, Sun 2 pm – RPGA - LFR - D&D 4e

Two years ago the city of Myth Drannor was overrun with vermin. While adventurers were able to purge the infestation, bigger problems at the time ensured the event was quickly forgotten. Now an awfully familiar fungi spreads its tendrils through the ancient woodlands of Cormanthor and this time it's proving harder to kill... A LFR special adventure set in Myth Drannor for level 1 - 10.

Sundered Skies and Shattered Zones – Sat 8 pm – GURPS Traveller

GM: Mike Kelly

The Shatterzone sector is an unchartable and mysterious sector of space consisting of dark matter, strange gravitational phenomena, strange energy storms and asteroid fields. The Shatterzone is home to cult worshippers, pirates, alien exiles and - you! "The Shatterzone. You thought you were going to get rich. Now it looks like all you may get is dead." Beginners OK, characters & prizes provided.

The Antwerp Job – Fri 8 pm – House of Cards (Playtest)

GM: Eric Boyd

The Antwerp Diamond Center contains over \$100 million in cut and uncut diamonds. Your crew of thieves is going to rob it. Sure you've planned, but no plan can cover all the variables, especially for this job. And you have a reason for doing the job that could drive you to betray your crew out of greed, desperation, or revenge. Come playtest my quick-play role-playing game emulating heist films.

The Armageddon Deterrent – Fri, Sat, Sun 8 pm – Cthulhu (modified)

GM: Armand Morton

At the height of the cold war air force missileers lived and worked just minutes away from the end of the human race. In reinforced bunkers 100 feet below the surface they waited for a command they were sworn and trained to execute but hoped would never come. Until, one day, it did . . .

The Bank Job – Sat 8 pm – Star Wars D6

GM: Gary Mack

An elite Rebel infiltration team has been sent to Coruscant to procure additional funding for the Rebellion from an "off the books" Imperial Black Ops account... The Plans have been laid, the stage is set, and your quirky astromech droid keeps beeping out a sequence that roughly translates into "I have a bad feeling about this"...

The Black Company: Savage Lies – Fri 2 pm, 8 pm – Savage Worlds

GM: Sayler Van Merlin

The Black Company gets savaged! Enter the Savage Worlds game system version of Glen Cook's brilliant novels. A mercenary company navigates its way through the treacherous waters of wartime politics in this dark world of sorcery and betrayal.

The Black Company: Savage Lies – Sat Midnight – Savage Worlds

GM: Sayler Van Merlin

The Black Company gets savaged! Enter the Savage Worlds game system version of Glen Cook's brilliant novels. A mercenary company navigates its way through the treacherous waters of wartime politics in this dark world of sorcery and betrayal.

The Dare (World of Darkness Innocents) – Sat 2 pm – White Wolf Storytelling

GM: michael cantin

A group of neighborhood kids take up an ages old dare to stay at that freaky haunted house on the wrong side of town-only to find out far too late, that the truth is much more frightening than the old tales would suggest... A game of childhood terror for up to 6 players.

The Dark Side of Mardi Gras - Happy Jacks – Fri 8 pm – Savage Worlds

GM: Jason Tryon

Your childhood friend Remy has been found murdered in a grizzly fashion. In 1954 New Orleans murders are not uncommon. Finding a young white man murdered in a ceremony from the islands voodoo tradition is most uncommon not to mention horrifying. The police have no clues and even suspect you of involvement. You have to find out what happened and who killed Remy. It's the only chance you have to clear yourself, and bring justice to Remy's killer.

The Good, the Bad and the Wendigo – Fri 8 pm – Shadowrun 4th

GM: Jim Sandoval

Street Samurai, there was a different name for them yayhoos. We called em Gunfighters and Outlaws. After the Awakening everything changed. Yet there were spikes of Mana and sometimes, that made things a little weird in the wild west. Shadowrun, cowboy style. 6 players max pard, pregenerated characters to choose from. Rustle up some fun, tenderfoot.

The Hand of Mercy – Sun 8 pm – Alpha Omega

GM: Ron Shaw

Oracle Tech, a new up and coming research and development firm in an attempt to generate positive press is offering to treat and possibly reverse genetic mutations in all persons ages 5-50. Anticipating an overflow of applicants, you have been hired as an extra light security detail in order to help keep the crowds in line.

The Inglorious Bastards - Part 2 – Sun 2 pm – GURPS World War Two

GM: Mike Kelly

More WW2 Madness !!!! Based on the hit movie - a crack team of british scientists is in occupied France to kill Nazis. They hear about - Nazi mystic archmages, SS super "human" troops, secret bases, foo fighters. Now you can fight the occult Nazi menace!. Steal Nazi secrets and fight SS Werewolves in this unique adventure. Beginners welcome - characters & prizes provided by Steve Jackson Games.

The Leverage Files – Sat 9 am – The Dresden Files

GM: William Huggins

The rich, powerful, and super natural take what they want. You help get it back for them. You provide, Leverage. In this scenario you play a thieves with supernatural abilities. You have made the big score already. Now, you use your skills to help people. This is a Dresdenverse scenario inspired by the TV show Leverage.

The Ludlow Horror – Sat 2 pm – All Flesh Must Be Eaten

GM: Mike Lowrey

You will play a group of college friends headed out to Laughlin for a weekend of fun, but before making it too far out of LA you find that the car has some trouble. The closest town to find help is Ludlow. Ludlow is a small town off the old route 66 highway. Thankfully they have a mechanic who can help you, but you will have to spend the night in the town while the repairs are being made.

The Price of Freedom – Sun 9 am – Dragon Age

GM: Ron Shaw

With the Blight ended, the newly crowned royalty of Fereldan has decreed that the elves of the various alienages are to receive better treatment than in days past. While such a proclamation is wonderful to the ears of the downtrodden, putting into effect will take the work of negotiators and royal overseers. You have been hired to escort one such overseer from Denerim to the alienage in Highever

The Problem with Agent Scully – Sun 8 pm – GURPS X Files

GM: Mike Kelly

What actually happened after season nine. As the Earth slips further into chaos and despair, some places have far less to slide. Scully disappears while investigating New York's largest children's hospitals. The players enter this evil place to find out what happened to Scully. The X-Files are to begin a new chapter of fighting evil on the world. Beginners welcome - characters and prizes provided.

The Ram – Sat 8 pm – Call of Cthulhu

GM: Wes Otis

Oct 10, 1929. The sudden disappearance of Samuel Hodge has left his friends and family wondering what has happened. They try to follow the clues after the police prove to be no help to find him. What lays beyond is worse than death but none can turn back now.

The Tomb of Horrors – Fri 2 pm – Fiasco

GM: Hamish Cameron

Somewhere under a lost and lonely hill of grim aspect lies a mysterious and treasure-filled crypt of a long dead lich, every inch of its interior filled with ferocious monsters and murderous deathtraps. Sure, the Dungeon's bad, but what about those greedy murderous vagabonds you came in with... A playset for Fiasco, the story-game of powerful ambition and poor impulse control.

The Woods – Sun 8 pm – Psi*Run

GM: Hamish Cameron

CRASH! Smoke. Choking. Stumbling. Push open the door. Darkness. Trees. Fire. Bodies. Where am I? Who are these people? What happened?? ... Who am I? Psi-Run, a story-game of psychic amnesiacs on the run.

The World of Hurt – Sat 2 pm – Mage: Sorcerers Crusade

GM: Chris Czerniak

Six mages: 3 from the Order of Reason and 3 from the Traditions are caught in the same trap but they are not sure by who or why. The mages must decide what to do in the backdrop of the Renaissance where the Ascension War begins.

They Died Standing With Their Boots On – Sat 2 pm – GURPS

Old West

GM: Mike Kelly

There's something STRANGE happening in the dry gulch areas on the outskirts of Fort Worth, Texas....could it be Comanche Indians? Outlaws and Thieves? Or something FAR Stranger? The American frontier was a legend, even as it was happening. The Texas Rangers, Gunfighters, Indians, Cowboys - this is the Wild West as it was and should be remembered! Beginners welcome - prizes and characters provided.

Three Games About Murder #1 – Sat 2 pm – Dirty Secrets

GM: Jesse Burneko

Dirty Secrets inverts the classic RPG setup and features many players guiding a single investigator through a complex web of lies, corruption, and murder as he pursues that most elusive prey: the truth. Set in "your town, last week" the result is a contemporary hard-boiled detective story in the vein of Dashiell Hammet, Raymond Chandler and Ross MacDonald.

Three Games About Murder #2 – Sat 8 pm – A Taste For Murder

GM: Jesse Burneko

In an 1930s English country house, someone is about to commit a murder. In this GMless game each player takes on the role of a member of a proper English household. As you go through the game, each player's relationships with the other characters grow darker and more sinister until by the end, someone's motive for murder is discovered. Play produces a British murder mystery with no prep.

Three Games About Murder #3 – Sun 2 pm – Serial Homicide Unit

GM: Jesse Burneko

Serial Homicide Unit is a GMless game where the players alternate between playing the detectives pursuing a serial killer and developing the ordinary lives of his potential victims. Every round evidence is gathered increasing the likelihood of catching the killer but every round another character is cut down from the pursuit of his hopes and dreams. Will it be you?

Tom Cummings Game – Fri 8 pm, Sat 9 am, Sun 2 pm, Sun 9 am – Call of Cthulhu or Savage Worlds

GM: Tom Cummings

This will be a Call of Cthulhu or Savage Worlds game run by Tom Cummings

Trials of the Black Robe – Sun 8 pm – Star Wars D6

GM: Gary Mack

Inspired by the legendary success of the constantly inebriated and violently renegade "Trash Clan" a band of fellow outcast Jawas seek to join this rogue clan for survival... but first they must prove themselves worthy of the black robe by challenging the three main forces on Tatooine that prevent their people from claiming their rightful home.

Trouble In Hochen – Sun 8 pm – The Burning Wheel

GM: James Ritter

Poor hedge knight, haughty wizard, faithful priest, vengeful hunter, tricky elf and sturdy dwarf. Sent or called, you have come to the Hochen, a village in dire straits. Beset by famine in the dead of hard winter and rumors of infernal influence and pagan worship. There is trouble in Hochen.

TYMA2-3 Tying Up Loose Ends (levels 14-17) – Fri 2 pm, Mon 9 am – RPGA - LFR - D&D 4e

Someone from Ruinspoke knows that the recent success in the Black Ash Plains wasn't complete. They need someone (meaning you) to finish the job and put an end to any thought of a restart of operations. A Living Forgotten Realms adventure set in Tymander for characters level 14-17. Sequel to TYMA1-3 Tools of the Trade and TYMA 1-6 Troubled Roads.

TYMA2-4 Stand Against the Darkness (levels 7-10) – Sun 7 pm – RPGA - LFR - D&D 4e

With raids continuing upon the outlying farms of Ruinspoke, Lord Tuanek requests that you come and put a stop to it permanently. Will you assist Ruinspoke to stand against the rising darkness? A Living Forgotten Realms adventure set in Tymander for characters levels 7-10. The conclusion of the Rise of Darkness major quest started in TYMA2-1 or TYMA2-2.

Vampire: Requiem for Rome: The Deathless City – Fri 2 pm – White Wolf Storytelling System

GM: Louis Garcia

The glory of ancient Rome, a vision of civilization. But, just as in modern nights, the Kindred, vampires, lurk and play their deadly games in the Forums, Amphitheaters and Temples of Rome. Yet, all is not what it seems, for the Empire is crumbling and taking the Kindred with it. The Dead Gamers Society brings you Vampire the Requiem played in the halls of the greatest city of all time, Rome!

Warriors of the Nightcycle – Sun 8 pm – Paranoia

GM: Ed Murphy

Attention, Troubleshooters. Your mission, which you have no choice but to eagerly accept, is to report to Bush-I-DOE-6 at NIN Sector mission briefing room 3054826JA for further details on an extremely classified investigation you will be undertaking. Now! Should you not accept this mission, you will self-destruct in five seconds. Thank you for your cooperation. Three... Two...

We're Alive "Prison break" season 1 episode 1 – Fri 8 pm –

GURPS Horror

GM: James Freeman

Zombies, Zombies, ZOMBIES..... Part of a continuing campaign but new players are welcome and pregenerated characters are available. Part of the GURPS Tournament Character creation rules- 150pts 45pts-disadvantages and 5 quirks, and your character needs to have a reason for being at a federal prison, whether a prisoner or possibly staff or even a visitor. (please no inappropriate criminals).

We're Alive "Prison break" season 1 episode 2 – Sat 2 pm –

GURPS Horror

GM: Michale Shupe

Zombies, Zombies, ZOMBIES..... Part of a continuing campaign but new players are welcome and pregenerated characters are available. Part of the GURPS Tournament Character creation rules- 150pts 45pts-disadvantages and 5 quirks, and your character needs to have a reason for being at a federal prison, whether a prisoner or possibly staff or even a visitor. (please no inappropriate criminals).

We're Alive "Prison break" season 1 episode 3 – Sat 8 pm,

Sun 2 pm, 8 pm – GURPS Horror

GM: James Freeman or Michale Shupe

Zombies, Zombies, ZOMBIES..... Part of a continuing campaign but new players are welcome and pregenerated characters are available. Part of the GURPS Tournament Character creation rules- 150pts 45pts-disadvantages and 5 quirks, and your character needs to have a reason for being at a federal prison, whether a prisoner or possibly staff or even a visitor. (please no inappropriate criminals).

We're Alive "Prison break" season 1 episode 3 – Mon 9 am –

GURPS Tournament (invite only)

GM: Michale Shupe

GURPS Finals 6 players 2 alternates A mystery game of the most challenging order! Admittance limited to the winners of the GURPS Tournament! List of players will qualify for the tournament will be posted on door Monday morning.

White Plume Mt. 2.0 – Sat 9 am – 2nd Ed. AD&D

GM: Charles Wuchner

NOTE this is the ORIGINAL module not the "Return to..." Five objects of power were stolen by the Archmage Keraptis, it is your quest to retrieve them. Will you brave the infamous volcano to seek glory and riches?

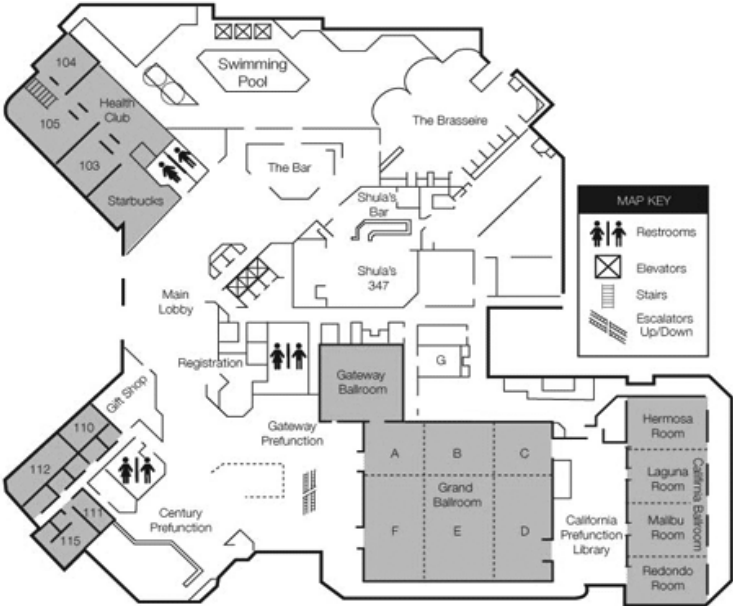


Open Gaming
Ballrooms D-F

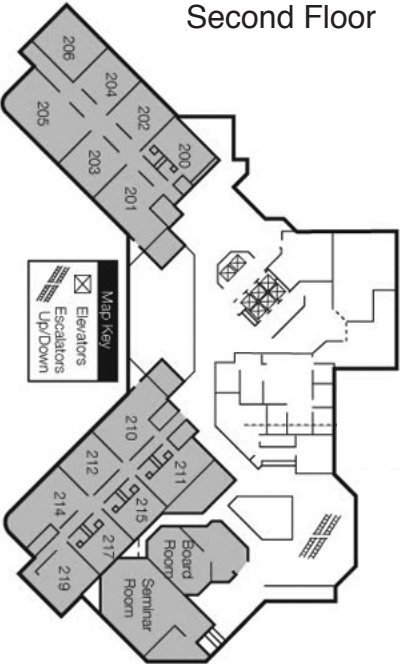
We've set aside a third of the main Ballroom for open gaming. While there, you can check out the Open Gaming Library so that you can try games you've never play before or old favorites you don't have. Enjoy!

Orccon 2011 Map

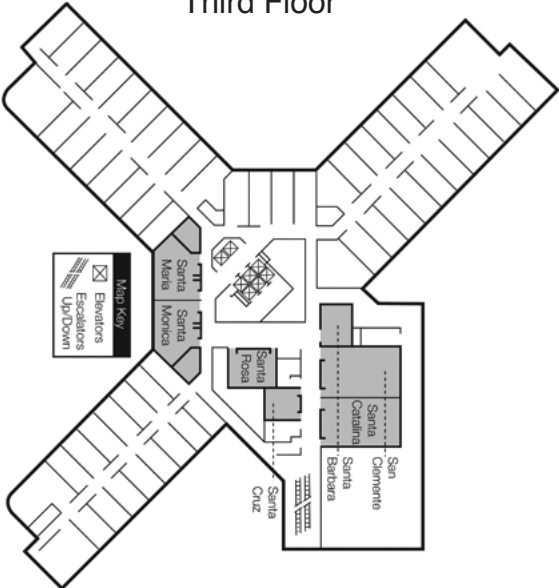
Lobby Level



Second Floor



Third Floor



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 Exhibitor Hall. 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, or else be disqualified.
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:

APBA Games	Minion Games
AEG	Mayfair Games
Ape Games	Northstar Games
Atlas Games	One Small Step
Avalanche Press	Out of the Box Games
Bastion Games	PKCards
Blue Panther Games	Privateer Press
Columbia Games	Reaper Miniatures
Conquest Miniatures	Rio Grande Games
Crusade and Conquer	RPGA, AD&D Events
Cryptozoic	Samurai Games
Days of Wonder	Steve Jackson Games
Duncan Toys	Stonehouse Miniatures
Extreme Fight Games	Stronghold Games
Fantasy Flight Games	Tasty Minstrel Games
FRED Distribution/Eagle Games	Time Well Spent Games
Games Workshop	Upper Deck
Gamewright Games	Valley Games
GMT Games	Wattsalpoag Games
Gozer Games	Well Expeditions
Impact Miniatures	Wizards of the Coast
Looney Labs	Wizkids
	Z-Man Games

Shopping

Exhibitor Hall

The Exhibitor Hall is located past the board gaming area in the Hermosa, Laguna, and Malibu rooms, next to the video game room (in Redondo room).

Hours:

Saturday	9:30 am to 7 pm
Sunday	9:30 am to 7 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at Orcccon in an unauthorized manner (i.e., not as an authorized dealer in the Exhibitor Hall, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orcccon welcomes the following exhibitors:

Manufacturers

- * 42 Games
- * Art of War Terrain
- * Ascension
- * Blue Panther
- * Conquest Miniatures
- * Decision Games
- * Eagle/Griffon Games
- * Fat Messiah Games
- * Flying Buffalo
- * GMT Games

- * GPA Showcase & Gorilla Games
- * Laughing Moon
- * RBM Studios
- * Three Sages Games

Retailers

- * Dapper Devil
- * Game Ogre
- * GMI Games
- * Last Grenadier
- * Legendary Lotus
- * Mr Dandy
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

Conventions and Events

- * D20 Girls
- * Kingdom Con
- * NeonCon
- * PolyCon
- * Renaissance Pleasure Faire

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 Ballroom D.

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 Ballroom D.**
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 reclaimed 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. Call out your bids loudly and clearly. Make sure you catch the auctioneer's attention when making your bids.
5. 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.
7. 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 Exhibitor Hall must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Radisson 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 9 pm.
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!



Strategicon wants your art!

We're looking for color and black and white art for web and print advertising, the conbook, and even T Shirts. It can be any genre you like — historical, fantasy, science fiction, what-have-you. Strategicon is looking to expand its involvement with local artists. We can't promise riches but we can promise exposure and a chance to sell your art to eager convention attendees. Contact stratcon_conman@strategicon.net for more details. We got some great stuff last time and are working on plans to use it. Thank you.

2010 Gateway Winners

Boardgame	1st Place	2nd Place	3rd Place
1835	Todd Vander Pluym	Joe Gray	Gary Norton
1856	Jonathan Flagg	Todd Vander Pluym	Bill Gallagher
1861	Jonathan Flagg	Todd Vander Pluym	Bill Gallagher
1870	Todd Vander Pluym	Gary Norton	Jonathan Flagg
18xx (short)	Gary Norton, Bill Gallagher, Todd Vander Pluym		
1960 The Making of a President	Aaron Cappocchi	John Perry	
Acquire - David Woolcott Memorial Tournament	Gilbert Songalia	Eric Downing	John Cassie
Advanced Civilization	Jeff Lake	Steve Jones	Brad
Age of Empires III	Winton Lemoine	Avery Callenbeck	Darrell Stone
Agricola - final round	David Hu	Tim Condit	David Zevin
Amun Re	James Cavenaugh	Dave Gerson, Bryant Fosgren	
Apples to Apples	Bruce Nelson	Bill Gallagher	Levi Chronister
Are You The Traitor?	Chad Munford	Thomas Acuna	Sallan Griffin
Arkham Horror	James Wing	Nikolaus Hammons	Miles Laisiter
Attribute	Karen Star, Zachary Cohn	Tarynn Fraigun	
Axis and Allies - Finals	Dale Conklin, Tim Towery	Jay Spowart	
Back To The Future: The Card Game Launch Tournament	Amber Lodge	Scott Weirick	Arthur O'Dwyer
Bananagrams	Trevor Heath	Levi Chronister	Stephanie Kelleher
Battle Cry	Tommy Lepore	Brian Wildrick	Lucio Rodriguez
Beowulf - the Movie Board Game	Ethan Stewart	Mason Stewart	Scott Weirick
Blokus	Tracy Ashizawa, Rae Yip		Bryan Reeves
Blue Moon City	Leslie Udvardi	Mary Ann Nguyen	Kirk Udvardi
Brass	Lei Zhang	Kyle Greenwood	Richard Heller
Ca\$h and Guns Live	Spencer Shuler, Matthew Murphy, Eric Isaacs, Jerrod Morten		
Ca\$h and Guns Live	G Builta	Alexis Armstrong	Cole Luebbbers
Carcassonne	Al Carpenter	Shelly Longoria	Jason Fowler
Carson City	Jonathan Degann	Davis Gerson	Mike Fryer
Cartagena	Darrell Stark	Eric Downing	Rick Baptist
Catan Dice Game	Eric Downing	Vincent Fryer	William Peterson
Caylus	Bruce Schlickbernd	David Gerson	Avery Callenbeck
Chaos	Mike Sarsoza	Darrell Stark	Robert Walter
Chaos in the Old World	Nick Smaldino	Zoe Griffin	
Chateau Roquefort	Jessica Escobedo		
Chinatown	Art Moy	Marieke Hensel	Stephen Stewart
Cities and Knights of Catan	William Beyermann	Jeff Becker	Jaye R
Clay-o-rama	Richard Wolfer	Erin Austin	Brian Wildrick
Colossal Arena	Jasmine	David Zevin	Rick
Colosseum	David Mines	Rick Baptist	Jim Herrington
Conquest of the Empire II	Bruce Ballard		
Container	Leo Libman	Kirk Uiddvardi	Mike Randle
Cosmic Encounter	John Perry	Winton Lemoine	Jonner Purington
Cribbage Tournament	Chia Richardson		
Cutthroat Caverns	John Spence	David Whiting	Marc Ward
Cyclades DEMO	Scott Hunter	Jay Christensen	Bob Mesrob
Death By Maumbo!?! - BattleTech	Warren Johnson	Phil Abramowitz	Marnius Vanderlubbe
Dice Town	Krysta Fryer	Lana Berman	Wyatt Earp
Dixit	John Perry	Sarah Boswell	Nick Fascitelli
Dog	Naomi McArthur	John Margeron	
Dominion - all expansion tournament	Bruce Schlickbernd	Laurel Saader	Joshua Singer
Dungeon Lords	Benjamin Leach	Ethan Stewart	Mason Stewart
El Grande	David Zevin	J L Robert	Mike Sarsoza
Elk Fest	Kari Linder	Brian Wildrick	Jim Herrington
Empire Builder International	Kyle Greenwood	Jonathan Flagg	Pete Van Ettinger
Endeavor	Johnny Lee	Darrel Stark	Rick Lepore
Escape	Rick Baptist	Kyle Greenwood	Darrell Stark
Fallen Lands	Ethan Stewart	Stephen Stewart	Mason Stewart
Fantasy Chess Tournament	Kevin Goudge	Mark Iksen	
Fearsome Floors	Jim Herrington	Kari Linder	Jasmine Baptist
Federation Commander	Eric Penick	Steve Outzen	Brett Lynen
For Sale	Larry Blumenthal	Carlos Hernandez	Kari Linder
Forbidden Island	Karla Sarsoza	David Thornton	Lila Thornton
Formula Motor Racing	William Peterson	Stephanie Kelleher	Chris Johnson
Fresto	David Mires	Jaye R.	Stephanie Sarsoza
Friedrich	Jason Fowler	Shelly Longovia	Kathleen Barth

Glory to Rome	Eric Boehm	Iden Hebert	Winton Lemoine
Guillotine	Anthony Montoya	Lana Berman, Chris Allen	
Gulo Gulo	Kaela Sarsoza	Melvin Fitzgerald	Laura Fitzgerald
Hamsterolle	Bruce Padget	Peter Van Ettinger	Bryan Forsgren
Hanging Gardens	Scott Weinick	G. Buita	Mason Stewart
Hearts	Dan O'Farrell	Ron Fraigun	Kelsey Gaines
Hearts	Ron Fraigun	David Whiting	Larry Blumenthal
Hollywood Blockbuster/Dream Factory	Mark Hom	Art Moy	Carlos Hernandez
In the Year of the Dragon	Elisa Vomocil	Eric Downing	David Zevin
Incan Gold	Darrell Stark	Gina Peterson	Mike Sarsoza
Ingenious	Brian Fosgren	Darrell Stark	Lana Berman
Innovation	Grant Zweifel, Leslie Udvardi	Neil Figuracion, Abe Udvardi	
Kingmaker	Andrew Leigh	Daniel Parra	Rocco Garcia
Kingsburg	Avery Callenback	Sam Udvardi	Jessica Callenback
Last night on Earth	Sean Thompson	Tom Jolly	Donna Reeves
Last Night on Earth	James Thomas	Daniel Cetorelli	Mark Horn
Le Havre	Nat Chesey	Jessica Callenback	Kyle Greenwood
Liar's Dice	Michael Wilson	Robert Neff	Ethan Stewart
Lifeboat	Minna Leigh	Chris Allen	Beverly Goodman
Lost Cities	Karen Star	Mats Eckland	
Lost Cities: The Board Game	Brandon Kerr	Ron Roland	Bruce Ballard
Lost Worlds - Lost Worlds Combat Picture Books	Carlos Hernandez	Art Moy	Al Carpenter
Macao	Scott Samarel	Tarynn Fraigun	Eric Downing
March Madness	George Nickols	Wesley Kawato	Rick Lepore
Medici	Tracy Ashizawa	David Zevin	Tim Oates
Merchant of Venus	Jim Cowan	Roderick Lee	Mike Sarsoza
Metropolys	David Zevin	Drew Doggett	Rick Baptist
Monday MEGA Dominion!!!	David Hu	Eric Fletcher	3rd: Grant Zweifel, 4th: Jessica Escobedo
Monopoly Deal	Nick Chavez	William Peterson	Ethan Stewart
Municipium	Grant Zweifel	Leslie Udvardi	Abram Udvardi
Nexus Ops	Darrell Stark	Ronald Chavez	Rick Baptist
Niagara	John Stevenson	Robert Neff	Carlos Hernandez
Notre Dame	Jeff Becker	Peter Van Ettinger	Jonathan Flagg
Nuclear War	Walter Wichowski	Andrew Cohen	Venter Laird
Nuns on the Run	William Peterson	Shelly Longovia	Shaun Heally
Nuns on the Run #2	Dean Taylor	Joe Gray	Carlos Hernandez
Pandemic	Josh McFadden		
Pez	Grace Tsay	Chris Atkins	Tristan Beck
Phase 10	Shaun Bernard	Amanda Jenkins	Sarah Boswell
Phase 10 #2	Shaun Bernard	Nathaniel Taylor	Bob Lamarre
Pirate Fluxx Playtest	Daniel Watson	Bryan Symington	Charles Watson
Pirate vs. Pirate DEMO	Leonard Lopez		
Poker - Five Card Draw	Ryan Gan	Quinton Shimer	Dan O'Farrell
Poker - Seven Card Stud	Winton Lemoine	Dan O'Farrell	Levi Chronister
Poker - Texas Hold 'Em	Levi Chronister	Dan O'Farrell	Carlos Hernandez
Portrayal	Erin Austin	Jaye R.	Jessica Escobedo
Power Grid	Gerald Delker	David Hu	Bruce Schlickbernd
Power Grid: Factory Manager	Melissa Laface	Rich Crook	Karen Star
Princes of Florence	Robert Neff	Shannon Beets	Eric Elder
Puerto Rico	Scott Samarel	Alfonso Weilbach	Pete Van Ettinger
Puzzle Strike	Brian Wildrick	Lucio Rodriguez	Robert Walter
Puzzle Strike	Ben Leach		
Ra	Joe Gray	Andrew Leigh	David Zevin
Race For The Galaxy	Eric Boehm	Chris Johnson	Stephanie Kelleher
Race for the Galaxy - with take-overs!	David Hu	Nat Chesey	Chris Johnson
Race for the Galaxy: Two-player Tournament	David Zevin	Bryant Forsgren	Gus Mastrapa
Rat a Tat Cat	Kaela Sarsoza	Melvin Fitzgerald	
Rattus DEMO	Rae Yip	Jasmine Baptist	Rick Baptist
Road Kill Rally DEMO	Larry Blumenthal	Eric Burgess	James Wing
Robo-Rally	Nick Fascitelli	James Thomas	Jim Cowan
Rush 'n' Crush	Neil Figuracion	Darrell Stark	Eric Downing
Rush 'n' Crush	Zachary Cohn	Vincent Fryer	Chris Atkins
Saint Petersburg	Joshua Gottesnan	Peter Van Ettinger	Karen Star
Settlers of Catan	Dean Taylor	Al Asdair Burton	Nathaniel Thompson
Shadow Hunters #1	John Perry	Esther Udvardi	Minna Leigh
Small World	Chris Green	Kari Linder	Scott Weirick
Small World	Joseph Kim	Walter Wichowski	George Brandon
Spades	Kelsey Gaines, Al Gaines	Glen Davenport, Joe Rovere	
Strategicon Football League	Ronald Roland		
Stone Age	Karen Star	Chris Green	Joshua Singer
Strozzi	Eliza Vomocil	Darrell Stark	Winton Lemoine
Tales of the Arabian Nights DEMO	Chick Lewis	Dean Taylor	Donna Reeves

Talisman	Bruce Nelson - Monk	Mark Grady - Sorceress	Damon Walters - Sprite
Telestrations #1	Mia Cipriano	Jasmine Baptist	Christina Cipriano
Terra Prime	Eric Fletcher	Mary Ann Nguyen	Jim Herrington
Terra Prime Expansion Preview	Eric Fletcher	Jim Herrington	Kari Linder
That's Life	Micahel Wilson	Shelly Longoria	Jason Fowler
The Magic Labyrinth	Sammy Fuller	Kaela Sarsoza	Drew Doggett
The Motley Fool's Buy Low! Sell High!	Bill Gallagher	Andrew Cohen	Jonathan R
The Speicherstadt DEMO	Nicholas Wolter	Rick Baptist	Heather Sinauskas
Through the Ages	Ed Hess	Brad Keller	
Thurn and Taxis	Scott Samarel	Darrell Stark	Roderick Lee
Tichu Finals	Cheryl Aday, David Trice, Devi Hughes, Danniell Eppolito		
Ticket to Ride	Scott Samarel	Peter Van Ettinger	Todd Vander Pluym
Ticket to Ride: Europe	Darrell Stark	Al Carpenter	Kathleen Barth
Tier auf Tier	Esther Udvardi	Kaela Sarsoza	Laura Fitzgerald
Tigris and Euphrates	Ian Henrich	Kyle Greenwood	David Mines
Tikal	Darrell Stark	Bruce Schlickbernd	Keith Brusck
Time's Up	Lana Berman, Winton Lemoine, Alex Arjad	Darrell Stark, Andrew Cohen, Seth Jaffee	
Titan	William Beyermann	John Spence	Cory Ryken
Titan DEMO	James Orzechowski		
Tumblin' Dice	Martin Peivia	Brian Wildrick	Jasmine Baptist
Twilight Struggle	David Gerron	Darrell Stark	Joshua Gottesman
Uno	Vincent Fryer	Shaun Bernard	Bob Lamarre
Uno #2	Bob LaMarre	Marc Ward	Krysta Fryer
Uno #3	Nathaniel Taylor	Tim Maag	Leonard Lopez
Uno #4	Nathaniel Taylor	Mary Taylor	Shaun Bernard
Vasco Da Gama	Ken Hebert	David Miney	Scott Weirick
Wasabi	Laurel Sanders	Joseph D Moro	Roderick Lee
Washington's War	Roderick Lee	Richard Crook	
Werewolf #1	Mario Acuna	Conner Ryken	Ron Fraigun
Werewolf #2	Amakane Acuna	Nat Chesey	Kurt Stenzel
Werewolf #4	Chris Atkins	Kathleen Barth	Robert Fuentes
Who Would Win?	Bill Kemy		
Winner's Circle	Stephanie Sarsoza	Bruce Schlickbernd	Robert Neff
Wit & Wagers	Kaela Sarsoza	Laura Fitzgerald	Melvin Fitzgerald
World Cup Soccer	Rick Lepore	Jon Cassie	Levi Chronister
Yahtzee Free-for-All	Jaye R	Shaun Bernard	Krysta Fryer
Yspahan	Grant Zweifel	Colin Kameoka	Nat Chesey
Zombie State DEMO	Cole L	Bruce	Jonathan
Collectible Cards & Minis	1st Place	2nd Place	3rd Place
Deepspace Driller Ace	Lucio Rodriguez	Robert Wolfer	Scott Hunter
Meepile	Kari Linder	Jan Foutz	James Warren
Pirates	Daniel Watson	Ashley Charboneau	Jon Brown
Pirates Pocketmodel "Piranha 3D"	Fred Carmelia	Jon Brown	Bryan Reeves
Pirates Pocketmodel "The Expendables"	Daniel Watson	Josh Griset	Jason Todd
Pirates Sink-n-Keep	Fred Carmelia	Chuck Watson	Heather Sinauskas
Pokemon	Joep Hensel	Pim Hensel	
Star Wars minis "Blue Harvest"	Mel Campbell	James Branzuela	Connor Mowatt
Star Wars minis "Escape from the Death Star"			
Star Wars minis "Fantastic Four"	James Branzuela	Mel Campbell	Connor Mowatt
Vampire: the Eternal Struggle #1	Matt Wedge	Fred Scott	Michel Zajac
Vampire: the Eternal Struggle #2	Mike Courtois	Robert Goudie	R. Scythe
Vampire: the Eternal Struggle #3	Mike Courtois	Michael Zajac	Fred Scott
Vampire: the Eternal Struggle #4			
Warlord "Class in Session"	Chris Schoenthal	Steve Collier	Mike Leaper
Warlord "Kerebus"	Chris Schoenthal	Steve Collier	Rami Silverman
Warlord "Speed Singles"	Don Tsuchiyama	Mike Leader	Shawna Leader
Warlord Ancients	Steve Collier	Chris Schoenthal	Shanna Leaper
Warlord Singles	Chris Schoenthal	Steve Collier	Rami Silverman
Yugioh #1	Chris Robinson	Matt Cuneo	John Cuneo
Miniatures	1st Place	2nd Place	3rd Place
40K RTT	Best Overall: Nick Clark	Best General: Vincent Welbert	Best Sportsman: Anthony Bruccolieri
Fantasy RTT	Best Overall: Tom Romillard	Best General: Bob Knusen	Best Sportsman: Wade Durrant
Uncharted Seas Tournament	Tom Romillard	John Macomar	Paul Thomsen
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Shawn Hendrix		
Fantasy Large	Shawn Hendrix	Mikael Astron	Cory Ryken
Fantasy Single	Mikael Astrom	Shawn Hendrix	Max Peters
Fantasy Unit	Mikael Astrom	Shawn Hendrix	Frank Vasello
Historical Large	Shawn Hendrix	Carlos Tapia	
Historical/Sci Fi Large	Shawn Hendrix	Frank Vasello	

Historical/Sci Fi Single	Mikael Astrom	Shawn Hendrix	Frank Vasello
Historical/Sci Fi Single	Bill Willhans	Mark Nicdholson	Carlos Tapia
Historical/Sci Fi Unit	Mikael Astrom	Shawn Hendrix	Frank Vasello
Historical/Sci Fi Unit	Dave Maupin	Bill Witthans	Frank Vasello
Open	Shawn Hendrix	Bill Williams	
Strategikids	Connor Vassello	Mason Stewart	Connor Vassello
RPG	1st Place	2nd Place	3rd Place
RPG Slot 3	Kurt Hanna	Patrick Rowley	
RPG Slot 4	Brendon Gaines	Christopher Jackson	
RPG Slot 5	Andrew Bonham	Teisha Rowland	
RPG Slot 6	James Ritter	Meghann Roby	
RPGA	1st Place	2nd Place	3rd Place
RPGA Slot 1	Forrest McDonald	Chris Wolfe	Jocelyn Eisenhour
RPGA Slot 2	Ben Adams	Dave Monson	Rob Latimer
RPGA Slot 3	David Berge	Len Knowles	Ilya Rokhlin
RPGA Slot 4	Ariel Tan	Nick Lowe	Norman Thellheimer
RPGA Slot 5	Heidi Houk	Wes McCann	
RPGA Slot 6	David Villareal	Dave Monson	
Video Games	1st Place	2nd Place	3rd Place
Blur	Todd Schlickbernd	Vincent Fryer	Anthony Montoya
Call of Duty: Modern Warfare 2	Calvin Sheen	Kelly Mai	Mats Ecklund
Halo #1	Chris Robinson	Edward Holguin	Alex Sharp
Halo #2	Kelly Mai	Kyle Della-Rocca	Kris Freeman
Halo #3 : Griffball	Mats Ecklund, Calvin Sheen, Analique Acuna, Nathaniel Taylor	Vince Fryer, Jeremy Callenback, David G, Corey G	Connor Vassallo, Eric Issacs, Chris Atkins, John Denny
Mario Kart	Vince Fryer	Alaric Burgess	Ian Lynam
Starcraft 2	Michael Leung	Luke Hardman	Steve Sheppard
Super Smash Brothers	Ryan Kaplan	Shaun Bernard	Todd Schlickbernd
Super Street Fighter 4	Evan Hashimoto	Jason DuVall	Shaun Bernard
Tatsunoko Vs. Capcom	Evan Hashimoto	Ian Lynam	Jason Duvall
TBD Tournament - Super Smash Brothers Brawl	Shaun Bernard	Sam Udvardi	Nick Fascitelli

Interactive Theater
 Live Action Role Play
 Alternate Reality Games
 Panels, Costumes, Workshops, and More!



June 10th - 12th, 2011
 Hilton Costa Mesa, California

GameX 2011

Memorial Day Weekend
May 27th - 30th, 2011

Featuring the best gaming in all of California

Guests of Honor: Jeff Siadek & Gorilla Games

Over 500 tournaments and events including a
North American Catan Championship Qualifier

Registration is \$40 before May 20, 2011,
or \$50 at the door.

Sheraton Gateway

6101 West Century Boulevard
Los Angeles, CA 90045
Reservations: 800-325-3535
Room Rates: \$99 per night

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

STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2011	Feb 18-21	Sheraton Gateway (Glad you could make it!)
GameX 2011	May 27-30	Sheraton Gateway
Gateway 2011	Sep 2-5	Sheraton Gateway
Orcon 2012	Feb 17-20	Sheraton Gateway
GameX 2012	May 25-28	Sheraton Gateway
Gateway 2012	Aug 31-Sep 3	Sheraton Gateway

**GMT
GAMES**

Meet Stategicon's
2011 GUEST OF HONOR
Rodger B. MacGowan
at the GMT/C3i Booth

NEW PRODUCT RELEASES IN 2010

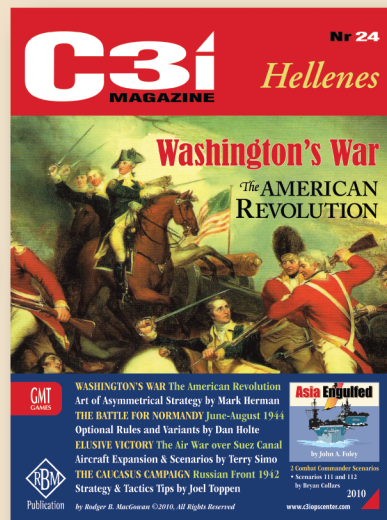


Easy to Play • Tough to Win • Never the Same

**C3i
MAGAZINE**

Winner of the
Charles S. Roberts Award for
Best Professional Game Magazine
Publisher & Editor,
Rodger B. MacGowan

CSR
Charles S. Roberts
AWARDS



Bruno Faidutti

ISLA DORADA™

Alan P. Moon - Andrea Angiolino - Piergiorgio Paglia

IF THE ISLAND
DOESN'T GET YOU,
YOUR FRIENDS WILL.



MEET DESIGNER BRUNO FAIDUTTI!

See schedule for more details...

WWW.FANTASYFLIGHTGAMES.COM

