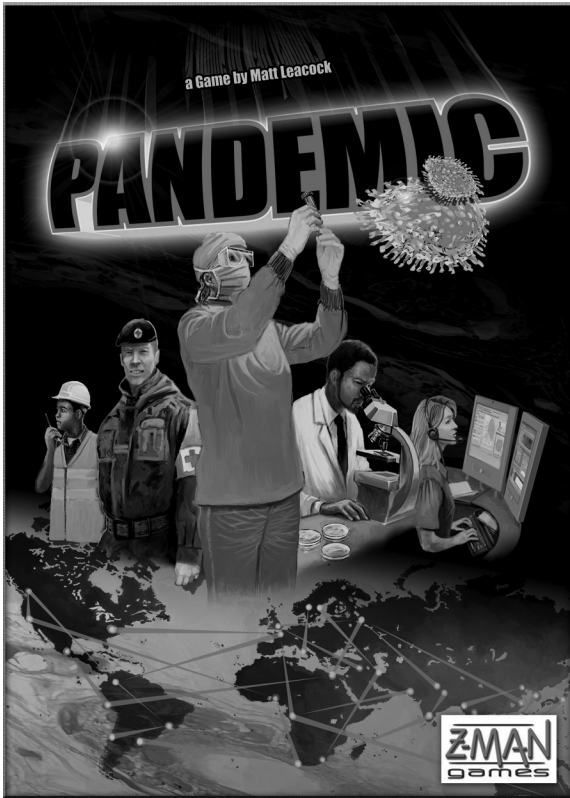


 **STRATEGICON** presents

# Orcon 2010



## **Guest of Honor Matt Leacock**

**Presidents' Day Weekend  
February 12th to 15th, 2010  
at the LAX Radisson Hotel**



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## Welcome

Strategicon welcomes you to Orcccon 2010. 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.

## Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Events	Tim Keennon
Exhibitor Hall	Janice Sellers, Steven Ong and RJ Held
Registration	Tracy Fryer
Advisor & Special Projects	John Paiva
Board Games	Eric Burgess, Gayle Charboneau and Karl Kreder
Collectibles	Victor Bugg
Computer and Video Games	Tim Keennon
Live Action Role Playing	Ryan McMullan
Miniatures	Jose Mendiola and Robyn L. Nixon
Role-Playing Games	Michael Fryer
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing and Robert Lionheart
Seminars and Movie Room	Joseph Eder
Lots of Stuff	Mark Hyman, Eric Nyquist and Michael Russell

## 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 Orccon 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 Orccon 2010 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 2010 Welcomes

### **Matt Leacock**

Matt Leacock is a user experience designer and game designer working in Mountain View, California. His first two widely published games, Pandemic and Roll Through the Ages: the Bronze Age have garnered many awards, includ-



ing Games Magazine's Family Game of the Year in 2008 and 2009 and a nomination for Spiel des Jahres in 2009. When not working on games, Matt currently heads User Experience at a Sococo where he's designing a communication platform that takes some cues from video games. Prior to Sococo he was a principal user experience designer at Yahoo! and AOL and an interaction designer at Netscape and Apple.

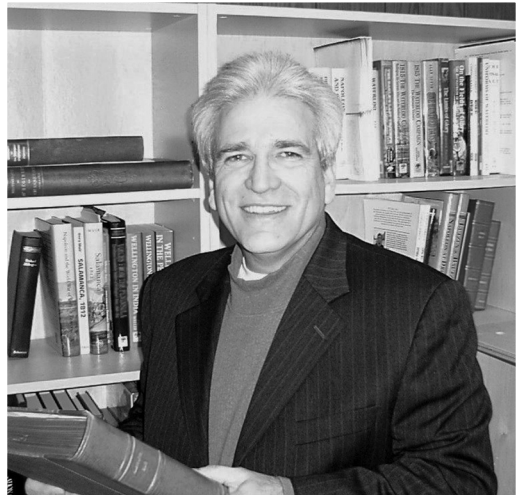
Matt will join Orcon 2010

attendees and help us host two big events around his hit games, Pandemic and Roll Through The Ages. He'll also be bringing prototypes of newer games so you can Play with the Creator!

### **Dana Lombardy**

Dana Lombardy is Associate Editor for the Weider History Group's online Web sites [ArmchairGeneral.com](http://ArmchairGeneral.com), [HistoryNet.com](http://HistoryNet.com), and [GreatHistory.com](http://GreatHistory.com).

Dana is best known for his multiple-award-winning Streets of Stalingrad board wargame (three separate editions since its first release in 1979) and for almost twenty television appearances, including multiple episodes of The History Channel's Tales of the Gun series. Dana has contributed as an editor, cartographer, graphic artist, and designer on many books, games, and magazines, and was Publisher of Napoleon Journal from 1996-2000.





## Food

In addition to the fine food served at the Radisson, the immediate area has many fine eating establishments. For more information, visit <http://www.strategicon.net/index.php?goto=eat>

### Restaurants

Subway Sandwiches	6151 W Century Blvd	310-645-5630
Shula's 347	6101 W Century Blvd	310-642-4820
Belle Mode Inc	5959 W Century Blvd #122	310-670-6575
Yo Deli	5933 W Century Blvd #110	310-641-1046
Burger King	9601 Airport Blvd	310-670-5188
In-N-Out Burger	9149 S Sepulveda Blvd	
Pacific Foods	5777 W Century Blvd	310-743-2889
Plaza Cafe	5777 W Century Blvd #104	310-645-7922
Euro Station Crepes & Waffles	5777 W Century Blvd #885	310-645-1211
Courtyard Cafe	8939 S Sepulveda Blvd #107	310-410-0770
Boston Market	8901 S Sepulveda Blvd	310-410-0111
Cilantro Fresh Mexican Grill	6308 W 89th St	310-338-9912
Pizza Hut	6312 W 89th St	310-641-1114
Togo's	6316 W 89th St	310-338-0419
Super Subs	5862 Arbor Vitae St	310-568-0254
Aliki's Greek Taverna	5862 Arbor Vitae St	310-645-9555
Quiznos Sub	8800 S Sepulveda Blvd	310-338-8703

### Convenience

Starbucks	6101 W Century Blvd	310-642-4820
Longs Drugs	8900 S Sepulveda Blvd	310-258-0264
Ralphs Super Market	8824 S Sepulveda Blvd	310-645-2035

### Pizza Delivery

Pizza Napoli	8730 S Sepulveda Blvd	310-670-6279
Dino's Pizza	1041 W Manchester Blvd	310-215-3700
Hank's Pizza On Arbor Vitae	429 W Arbor Vitae St	310-673-6666
Papa John's Pizza	10003 Hawthorne Blvd	310-412-7400

# Master Schedule of Events

	* = Play with the creator	
Department:	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars	
Start Time	<b>System</b> Title or Type	Dept.
<b>Fri, Feb 12th</b>		
Noon	<b>Cowpoker</b> Event	Board
	<b>Fantasy Chess Demonstrations</b> Event *	Board
	<b>Thunderstone DEMO</b> Event	Board
	<b>Arcane Legions: Feb League Event</b>	Coll
	<b>Rock Band Free Play</b> Rock Band Free Play	Comp
1 pm	<b>Incan Gold</b> Small	Board
	<b>Xtra Heart</b> *	Coll
2 pm	<b>18XX Classic</b> Event	Board
	<b>Party Game Session #1</b> Special	Board
	<b>Yugioh</b>	Coll
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORE2-1 Killing the Messenger	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORM2-1 For Crown and Kingdom	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DALE2-1 Forever	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> IMPI2-1 Goblins From Below	RPG
	<b>Advanced Dungeons And Dragons 2nd Edition.</b> Return to the Keep on the Borderlands	RPG
	<b>All Flesh Must Be Eaten</b> Ludlow Horror	RPG
	<b>Alpha Omega by Mindstorm Labs</b> Alpha Omega Demo - Guard Duty	RPG
	<b>Cortex K</b> Super Sekrit Margaret Weis Playtest	RPG
	<b>D&amp;D 4.0</b> D&D 4.0 Intro	RPG
	<b>Dragon Age</b> The Blight Begins	RPG
	<b>Dungeons &amp; Dragons 4th Edition</b> No Rest for the Weary - Part 2a	RPG
	<b>Palladium - Robotech</b> Ghost Ship	RPG
	<b>Savage Worlds</b> Savage Sands of Mars	RPG
3 pm	<b>Talisman</b> Event	Board
	<b>Dream Factory DEMO</b> Demo	Board

Start Time      System Title or Type

Dept.

**Fri, Feb 12th**

	<b>Formula Motor Racing</b> Small	Board
	<b>Huntik</b>	Coll
4 pm	<b>Slide 5 #1</b> Small	Board
	<b>Conflict of Heroes: Storms of Steel! - Kursk 1943</b> Event	Board
	<b>Jamaica</b> Small	Board
	<b>Kingdom Hearts</b>	Coll
5 pm	<b>FITS</b> Small	Board
	<b>Mystery Express DEMO</b> Demo	Board
	<b>Maria</b> Event	Board
	<b>Yugioh Limitless 5</b>	Coll
6 pm	<b>Europick #1 of #2</b> Event	Board
	<b>Small World DEMO</b> Demo	Board
	<b>Age of Empires III</b> Small	Board
	<b>Lost Cities: The Board Game</b> Small	Board
	<b>Tasty Minstrel games - Terra Prime + Homesteaders</b> Event *	Board
	<b>Tobago DEMO</b> Event	Board
	<b>Lord of the Fries</b> Sponsored	Board
	<b>Magic:The Gathering - Booster Draft</b>	Coll
	<b>Xtra Heart ccg</b> *	Coll
7 pm	<b>Hearts</b> Small	Board
	<b>Tobago</b> Small	Board
	<b>Fantasy Chess Playtest</b> Special	Board
	<b>Party Game Session #2</b> Event	Board
	<b>Ticket to Ride Pacific Qualifier - First Round</b> Sponsored	Board
	<b>Monsterpocalypse</b>	Coll
	<b>Rocketmen</b>	Coll
	<b>Coronel Redux</b>	Mini
	<b>Task Force Z</b>	Mini
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DALE1-6 The Vesperin Initiative	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> MOON2-1 Darkness Falls Over Moray	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 The Scourge of Scornubel	RPG

Start Time      **System** Title or Type

Dept.

**Fri, Feb 12th**

	<b>(Living Forgotten Realms - D&amp;D 4e)</b> WATE2-1 Gilding a Noble	RPG
8 pm	<b>Uno #1</b> Small	Board
	<b>Factory Manager (Power Grid)</b> Small	Board
	<b>Seafarers of Catan</b> Tournament	Board
	<b>Small World</b> Tournament	Board
	<b>18XX Short Slot</b> Event	Board
	<b>World of Warcraft: Quests &amp; Raids</b>	Coll
	<b>Vampire: the Masquerade</b> Muerte Libre presents Blood & Coffee	LARP
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Comp/Video Gaming	Comp
	<b>Advanced Dungeons And Dragons 2nd Edition.</b> Pools of Radiance Attack on Myth Drannor	RPG
	<b>Dungeons &amp; Dragons 4e</b> No Rest for the Weary - Part 2b	RPG
	<b>Dungeons &amp; Dragons 4e</b> Underdark: The Shallows	RPG
	<b>House of Cards (Playtest)</b> The Trans-Siberian Job	RPG
	<b>Leftovers</b> Leftovers: Bell, Book, and Tentacle	RPG
	<b>Serenity (Cortex)</b> The Graveyard of Sturges	RPG
	<b>Spione</b> Spione	RPG
	<b>Star Wars Saga Edition</b> Star Wars - Dawn of the Grey Knights	RPG
	<b>Flea Market</b>	Sem
9 pm	<b>Phase 10</b> Small	Board
	<b>Poker - 5 card draw</b> Sponsored	Board
	<b>Princes of Florence</b> Tournament	Board
	<b>Liar's Dice</b> Event	Board
10 pm	<b>Coloretto</b> Small	Board
	<b>Greed Quest</b> Sponsored	Board
	<b>Ubongo</b> Event	Board
11 pm	<b>Spades #1</b> Sponsored	Board
	<b>Yspahan</b> Small	Board
	<b>Cash &amp; Guns LIVE</b> Event	Board
	<b>Party Game Session #3</b> Event	Board
	* = Play with the creator	
Department:	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures,	
	Comp = Computers, RPG = RPGs, Sem = Seminars	
Start Time	<b>System</b> Title or Type	Dept.

<b>Sat, Feb 13th</b>		
Midnight	<b>Pit Small</b>	Board
	<b>Werewolf #1 Event</b>	Board
	<b>Palladium</b> Midnight Society Double Feature Weekend	RPG
	<b>Palladium System</b> Midnight: The Midnight Society: Operation Mount Valley	RPG
8 am	<b>Memoir '44 - Rats in the Factory Overlord Scenario</b> Event	Board
	<b>Flames of War Tournament</b>	Mini
	<b>Broadside Bash - 40k GT</b>	Mini
	<b>Broadside Bash - WHFB GT</b>	Mini
	<b>Broadside Bash - War of the Ring GT</b>	Mini
9 am	<b>Axis and Allies</b> Big	Board
	<b>Blokus</b> Small	Board
	<b>For Sale</b> Small	Board
	<b>Cowpoker</b> Event	Board
	<b>At The Gates of Loyang DEMO</b> Demo	Board
	<b>Tikal</b> Small	Board
	<b>TransAmerica</b> Small	Board
	<b>Naruto Chunin</b>	Coll
	<b>Speed Rally - Daytona Continental Road Course</b>	Mini
	<b>Miniatures Bootcamp Session 1</b>	Mini
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DALE1-7 Arts	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> QUES1-1 Black Cloaks and Bitter Rivalries	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 Blinking Eye of Fire	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 Dogs of War	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 Scout's Honor	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 The Morninglord's Laughter	RPG
	<b>Call of Cthulhu</b> Rain	RPG
	<b>Cortex K</b> Super Sekrit Margaret Weis Playtest	RPG
	<b>D&amp;D – Pathfinder Society</b> PSS #37: The Beggar's Pearl	RPG
	<b>D&amp;D 4.0</b> D&D 4.0 Intro #2	RPG
	<b>GURPS X FILES</b> The Problem with Scully	RPG
	<b>Leftovers</b> Leftovers: Bell, Book, and Tentacle	RPG
	<b>Spirit of the Century</b> Spirit of the American Hero	RPG

Start Time

System Title or Type

Dept.

Sat, Feb 13th

	<b>Star Wars D6</b> Star Wars 12 Blitzed Jawas	RPG
	<b>Star Wars: Saga Edition</b> Star Wars: Death to Darth Exodus	RPG
	<b>The Committee for the Exploration of Mysteries</b> Tales of the Tomb of the Forgotten King	RPG
	<b>World of Darkness</b> World of Darkness: Aliens Are Invading The Drive-In!	RPG
10 am	<b>1861: The Railroads of the Russian Empire</b> Small	Board
	<b>Power Grid</b> Big	Board
	<b>Uno #2</b> Small	Board
	<b>Hearts</b> Event	Board
	<b>Titan DEMO</b> Demo	Board
	<b>Command &amp; Colors: Ancients</b> Demo	Board
	<b>Conflict of Heroes</b> Demo	Board
	<b>Days of Steam DEMO</b> Event	Board
	<b>Pandemic Expansion #2 Playtest</b> Event	Board
	<b>Snow Tails</b> Small	Board
	<b>John Prados' Third Reich</b> Demo	Board
	<b>Manoeuvre</b> Demo	Board
	<b>Paths of Glory</b> Demo	Board
	<b>Smackatoa</b> Sponsored	Board
	<b>Sturm Europa! - NEW grand strategic block game</b> Demo	Board
	<b>FAB: The Bulge</b> Demo	Board
	<b>Napoleon's Triumph</b> Demo	Board
	<b>Warriors of God</b> Demo	Board
	<b>Magic:The Gathering - Legacy</b>	Coll
	<b>Vampire: the eternal struggle "Demo"</b>	Coll
	<b>The Wheat Field at Gettysburg HMGS</b>	Mini
	<b>Rounding the Horn</b>	Mini
	<b>Lay down your arms, you damned rebels..</b>	Mini
	<b>Miniatures Paint and Take</b>	Mini
	<b>WARMACHINE/HORDES MK2 25pt Brawl</b>	Mini
	<b>Malifaux</b>	Mini
	<b>Xbox 360</b> Xbox Arcade Showdown	Comp
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Comp/Video Gaming	Comp

Start Time      System Title or Type      Dept.  
**Sat, Feb 13th**

11 am	<b>American Megafauna 2nd ed</b> Event *	Board
	<b>Agricola DEMO</b> Demo	Board
	<b>Titan</b> Tournament	Board
	<b>Pandemic Expansion #2 Playtest</b> Event	Board
	<b>Saint Petersburg</b> Small	Board
	<b>Tasty Minstrel upcoming release: Belfort</b> Event	Board
	<b>Twilight Imperium III</b> Event	Board
	<b>Arcane Legions: Feb League Event</b>	Coll
	<b>Star Wars Minis: Sith Lord Event</b>	Coll
	<b>Vampire: the eternal struggle "Friend of Mine"</b>	Coll
	<b>Flea Market</b>	Sem
Noon	<b>Roll Through The Ages with Matt Leacock</b> Big	Board
	<b>Burn In Hell</b> Sponsored	Board
	<b>World Cup Soccer</b> Small	Board
	<b>Cardassonne DEMO</b> Event	Board
	<b>Parenthood</b> Demo	Board
	<b>Kriegbot</b> Event	Board
	<b>Nepal</b> Sponsored	Board
	<b>Villa Paletti</b> Event	Board
	<b>Thunderstone DEMO</b> Demo	Board
	<b>Monsterpocalypse</b>	Coll
	<b>WWE Raw Deal Charity Event</b>	Coll
	<b>Warlord: Orcon Championship</b>	Coll
	<b>"The Zareba"</b>	Mini
	<b>The "Soviet" Offensive against the US Army</b>	Sem
1 pm	<b>Agricola</b> Big	Board
	<b>Yahtzee Free For All</b> Small	Board
	<b>Cardassonne</b> Event	Board
	<b>Tasty Minstrel: Ground Floor</b> Event	Board
	<b>A Game of Thrones</b> Event	Board
	<b>Vampire: the eternal struggle: Demo</b>	Coll
	<b>Xtra Heart Pacific Coast Championship</b>	Coll
	<b>Miniatures Bootcamp Session 2</b>	Mini

Start Time **System Title or Type**

Dept.

**Sat, Feb 13th**

	<b>To The Skies!</b>	Mini
	<b>DS, PSP, iPod, Cellphone</b> Handheld Game Meetup	Comp
	<b>Naval Warfare in the Lost Era</b>	Sem
2 pm	<b>BattleTech - Death By Maumbo</b> Event	Board
	<b>Central Pacific</b> Sponsored	Board
	<b>Erosion</b> Event	Board
	<b>Thurn and Taxis</b> Tournament	Board
	<b>Chicken Cha Cha Cha (Young Players)</b> Event	Board
	<b>Lord of the Fries</b> Sponsored	Board
	<b>Deep Space DrillerAce: Orcon 2010 Championship *</b>	Coll
	<b>Kingdom Hearts</b>	Coll
	<b>Dying Kingdoms</b> In the World of Dying Kingdoms *	LARP
	<b>Old World of Darkness Minds eye Theater</b> Cross Roads	LARP
	<b>Xbox 360</b> Halo Tournament #1 (Halo Classic)	Comp
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> ADCP2-1 The Paladin's Plague	RPG
	<b>All Flesh Must Be Eaten</b> Ludlow Horror	RPG
	<b>Alpha Omega by Mindstorm Labs</b> Alpha Omega Demo - Guard Duty	RPG
	<b>Buffy the Vampier Slayer</b> A Slayers destiny	RPG
	<b>Dirty Secrets</b> Dirty Secrets	RPG
	<b>Dragon Age</b> The Blight Begins	RPG
	<b>Full Light, Full Steam</b> Jungle Fever	RPG
	<b>GURPS</b> The Jade Goddess	RPG
	<b>GURPS Fantasy</b> Dwarf Fortress	RPG
	<b>Hero System (5th Edition)</b> Avengers Assemble: Refuge	RPG
	<b>Paranoia XP (Straight)</b> Stealth Train	RPG
	<b>Savage Worlds</b> Savage Codex Alera - Slave Pits of Caulderon	RPG
	<b>Serenity (Cortex)</b> The Devil's in the Details	RPG
	<b>Spirit of the Century</b> The Sky Pirates of the South China Seas	RPG
	<b>Werewolf the Forsaken</b> Blood moon over Blackmoor	RPG
3 pm	<b>Stone Age</b> Big	Board
	<b>Finca</b> Small	Board
	<b>Vasco da Gama DEMO</b> Demo	Board



Start Time      System Title or Type

Dept.

**Sat, Feb 13th**

	<b>Zooloretto</b> Event	Board
	<b>Party Game Session #4</b> Event	Board
	<b>Magic: the Gathering- Deck Building Workshop</b>	Coll
	<b>Q&amp;A session with Matt Leacock</b>	Sem
4 pm	<b>Battlestations - Bot Wars</b> Event *	Board
	<b>Dominion - Seaside and Intrigue</b> Small	Board
	<b>Ticket to Ride Pacific Qualifier - First Round</b> Event	Board
	<b>Munchkin Booty</b> Event	Board
	<b>Abstract "Buffet"</b> Event	Board
	<b>Heroscape: Orcon Rumble</b>	Coll
	<b>Pokemon</b>	Coll
	<b>They Shalt not pass</b>	Mini
5 pm	<b>Forbidden Island Playtest with Matt Leacock</b> Event	Board
	<b>Brass</b> Small	Board
	<b>Spades #2</b> Sponsored	Board
	<b>Hansa Teutonica DEMO</b> Demo	Board
	<b>Greed Quest</b> Sponsored	Board
	<b>Friedrich</b> Small	Board
	<b>Star Wars Miniatures: Rebel Alliance Tourney</b>	Coll
	<b>Warlord: Kerebrus</b>	Coll
	<b>Battle of Brandywine Creek HMGS</b>	Mini
	<b>XBox 360</b> Guitar Hero Face-Off	Comp
	<b>xbox360</b> Modern Warfare2 tournament	Comp
	<b>About Your Neighbor, Victory Point Games</b>	Sem
6 pm	<b>Europick #2 of #2</b> Event	Board
	<b>Munchkin Bites!</b> Event	Board
	<b>1856</b> Small	Board
	<b>Lords of the Sierra Madre</b> Event *	Board
	<b>Magic:The Gathering - Sealed Deck</b>	Coll
	<b>Vampire the eternal struggle "Betrayal"</b>	Coll
	<b>San Orconi, Sicily 1943</b>	Mini
	<b>Rock Band Tournament</b> Rock Band Tournament	Comp
	<b>Xbox 360</b> Halo Tournament #2 (Halo: ODST)	Comp

Start Time      **System** Title or Type

Dept.

**Sat, Feb 13th**

7 pm	<b>Ra</b> Big	Board
	<b>Fight Klub</b>	Coll
	<b>Monsterpocalypse</b>	Coll
	<b>Desert Falcons</b>	Mini
	<b>The Jet Age Begins!</b>	Mini
8 pm	<b>Tichu DEMO</b> Demo	Board
	<b>Chaos in the Old World</b> Event	Board
	<b>Talisman - Open Event</b> Event	Board
	<b>Forbidden Island with Matt Leacock</b> Event	Board
	<b>Galaxy Trucker</b> Small	Board
	<b>San Juan</b> Small	Board
	<b>Tasty Minstrel: All For One</b> Event *	Board
	<b>Lifeboat</b> Event *	Board
	<b>Wits and Wagers</b> Event	Board
	<b>Empire Builder</b> Event	Board
	<b>Meepile</b> *	Coll
	<b>A Monstrous Assault!</b>	Coll
	<b>World of Warcraft: CMG Arena Battle</b>	Coll
	<b>Blood &amp; Tears</b> Houses of the Blooded: Blood Opera *	LARP
	<b>Vampire: the Masquerade</b> Muerte Libre presents Blood & Coffee	LARP
	<b>Buffy the Vampire Slayer</b> Flight to New France	RPG
	<b>Conspiracy X - Unisystem</b> Mind in the Masses	RPG
	<b>Dungeons &amp; Dragons 4th Edition</b> Underdark: The Deeps	RPG
	<b>FATE</b> Final Exam Crisis!	RPG
	<b>GURPS COPS</b> The Black Dahlia Murder	RPG
	<b>GURPS Special Ops</b> Operation Grey Moon	RPG
	<b>GURPS modified</b> Mass Effect - Awakening	RPG
	<b>Hero System (5th Edition)</b> Marvel Slugfest	RPG
	<b>Inspectres</b> A Very Special Episode of Inspectres!	RPG
	<b>SpecOps</b> The Mogh, 1993	RPG
	<b>Star Wars Saga Edition</b> Darkness Falls - Chaper 5: Whisper	RPG
	<b>Sat Night Flea Market</b>	Sem

Start Time	System Title or Type	Dept.
<b>Sat, Feb 13th</b>		
9 pm	<b>Poker - 7 card stud</b> Special	Board
	<b>Tichu Preliminary Round(s)</b> Special	Board
	<b>Kingsburg</b> Big	Board
	<b>Munchkin Fu</b> Sponsored	Board
	<b>25 Words or Less</b> Event	Board
	<b>Who Would Win?</b> Event *	Board
	<b>Pirates Pocketmodel: Tourney</b>	Coll
	<b>Uncharted Seas Megabattle Event</b>	Mini
10 pm	<b>Pandemic Expansion #2 Playtest</b> Event	Board
	<b>Shadow Hunters #1</b> Event	Board
	<b>Attack Vector Tactical</b> Demo	Board
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Comp/Video Gaming 18+	Comp
11 pm	<b>Party Game Session #5</b> Event	Board
	* = Play with the creator	
Department:	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars	
Start Time	System Title or Type	Dept.
<b>Sun, Feb 14th</b>		
Midnight	<b>Werewolf #2</b> Event	Board
	<b>Hollywood Lives</b> Event	Board
	<b>Palladium</b> Midnight Society Double Feature Weekend	RPG
9 am	<b>No Thanks</b> Small	Board
	<b>Cowpoker</b> Event	Board
	<b>Endeavor</b> Small	Board
	<b>Torres</b> Small	Board
	<b>Run Wild DEMO</b> Demo	Board
	<b>War of the Ring</b> Event	Board
	<b>Miniatures Bootcamp Session 3</b>	Mini
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORE2-1 Killing the Messenger	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORM2-1 For Crown and Kingdom	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DALE2-1 Forever	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> IMPI2-1 Goblins From Below	RPG

Start Time      System Title or Type

Dept.

Sun, Feb 14th

	<b>D&amp;D — Pathfinder Society</b> PSS #18: The Trouble with Secrets	RPG
	<b>D&amp;D — Pathfinder Society</b> PSS #3: Murder on the Silken Caravan	RPG
	<b>D&amp;D 4e</b> Beginner's Guide to Learning 4th Edition D&D	RPG
	<b>Doctor Who Adventures in Time and Space</b> Lost in Time	RPG
	<b>GURPS Fantasy</b> The Hand of the Mummy...	RPG
	<b>GURPS Modified</b> Mass Effect - Awakening (#2)	RPG
	<b>Star Wars D6</b> Star Wars 12 Blitzed Jawas (#2)	RPG
	<b>Star Wars: Saga Edition</b> Star Wars: While the Master is Away	RPG
	<b>Thornes (Playtest)</b> La Ville Vulgaire	RPG
	<b>Herding Cats (how to organize your game and get it out there)</b>	Sem
10 am	<b>Battlestar Galactica</b> Event	Board
	<b>Mille Bornes</b> Small	Board
	<b>Havana DEMO</b> Demo	Board
	<b>Le Havre</b> Tournament	Board
	<b>18XX Classic</b> Event	Board
	<b>Eurorails</b> Event	Board
	<b>Twilight Imperium III</b> Event	Board
	<b>Blue Panther Sneak Peek 2010</b> Sponsored	Board
	<b>Battle Cry</b> Small	Board
	<b>Star Wars Miniatures: Light Sabre Duel</b>	Coll
	<b>Breakout from Fort Donelson! HMGS</b>	Mini
	<b>Attack on Torre Muchia, Italy</b>	Mini
	<b>Miniatures Paint and Take</b>	Mini
	<b>Malifaux</b>	Mini
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Comp/Video Gaming	Comp
11 am	<b>Pandemic with Guest of Honor Matt Leacock</b> Special	Board
	<b>Uno #3</b> Small	Board
	<b>High Frontier</b> Event *	Board
	<b>Magic:The Gathering - Standard</b>	Coll
	<b>War in the Pacific</b>	Mini
	<b>EOD Warband Bash</b>	Mini
	<b>Flea Market</b>	Sem

Start Time      System Title or Type

Dept.

**Sun, Feb 14th**

Noon	<b>Cribbage</b> Sponsored	Board
	<b>Race For The Galaxy - 2 Player Tournament</b> Tournament	Board
	<b>Cosmic Encounter</b> Event	Board
	<b>Winner's Circle</b> Small	Board
	<b>Lord of the Fries</b> Event	Board
	<b>Collectibles trading post</b>	Coll
	<b>"The Zareba"</b>	Mini
	<b>The Battle of Kursk, the Real Story</b>	Sem
1 pm	<b>Elkfest</b> Small	Board
	<b>Talisman</b> Tournament	Board
	<b>March Madness</b> Event	Board
	<b>Robo Rally</b> Tournament	Board
	<b>Caylus</b> Tournament	Board
	<b>Kingdom Hearts: Valentine event</b>	Coll
	<b>Vampire: the eternal struggle "Left for Dead"</b>	Coll
	<b>Vampire: the eternal struggle: Demo</b>	Coll
	<b>Battletech Arena Returns!</b>	Mini
	<b>Miniatures Bootcamp Session 4</b>	Mini
	<b>Learn to Make Games</b>	Sem
2 pm	<b>Chez Guevara</b> Sponsored	Board
	<b>Carson City DEMO</b> Demo	Board
	<b>Gulo Gulo (Young Players)</b> Special	Board
	<b>Ticket to Ride Pacific Qualifier - Semi-Final Round</b> Event	Board
	<b>Origins, How We Became Human</b> Event *	Board
	<b>Here I Stand</b> Event	Board
	<b>Arcane Legions: Feb League Event</b>	Coll
	<b>Xtra Heart Valentine Tourney</b>	Coll
	<b>AOKP LARP</b> Artorian Order of the Knights of Pendragon *	LARP
	<b>Dying Kingdoms</b> Clan and King *	LARP
	<b>Xbox 360</b> Halo Tournament #3 (Halo 3 Teams)	Comp
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORM2-1 For Crown and Kingdom	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DALE1-6 The Vesperin Initiative	RPG

Start Time

System Title or Type

Dept.

Sun, Feb 14th

	<b>(Living Forgotten Realms - D&amp;D 4e)</b>	DRAG1-6 Crafts	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b>	MOON2-1 Darkness Falls Over Moray	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b>	WATE2-1 Gilding a Noble	RPG
	<b>Alpha Omega by Mindstorm Labs</b>	Alpha Omega Intro - The World is Shaking	RPG
	<b>Buffy the Vampire Slayer</b>	Armagedon	RPG
	<b>Burning Empires</b>	The Collapse of Villengard	RPG
	<b>Dogs in the Vineyard</b>	The Orange Blossom Branch	RPG
	<b>Dungeons and Dragons 4th edition</b>	The LAST	RPG
	<b>Gurps Traveller</b>	Judo Dogs and Karate Kittens	RPG
	<b>HeroQuest 2nd edition</b>	"The League of Extraordinary Young Ladies and Gentlemen"	RPG
	<b>House of Cards (Playtest)</b>	The Antwerp Job	RPG
	<b>Savage Worlds</b>	Savage Codex Alera - Slave Pits of Caulderon	RPG
	<b>Star Wars D6</b>	Barroom Brawl Cantina Crawl	RPG
	<b>Toon</b>	The Unthinkables	RPG
	<b>Vampire the Requiem</b>	New Wave Requiem Strikes Back	RPG
	<b>Naval Warfare in the Lost Era</b>		Sem
3 pm	<b>Battlestar Galactica</b>	Event	Board
	<b>Megacorps DEMO</b>	Demo	Board
	<b>Vegas Showdown</b>	Tournament	Board
	<b>Magic: the Gathering- Deck Buildin Workshop</b>		Coll
	<b>Star Wars Starship Battles Tournament</b>		Coll
4 pm	<b>Acquire - Dave Woolcott Memorial Tournament</b>	Special	Board
	<b>Say Anything!</b>	Small	Board
	<b>Scrabble</b>	Small	Board
	<b>Spades #3</b>	Sponsored	Board
	<b>Descent: Journeys in the Dark</b>	Event	Board
	<b>Alhambra</b>	Tournament	Board
	<b>Priests of Ra DEMO</b>	Event	Board
	<b>Greed Quest</b>	Sponsored	Board
	<b>Dancing Eggs</b>		Board
	<b>Munchkin Cthulhu</b>	Event	Board

Start Time      **System** Title or Type

Dept.

**Sun, Feb 14th**

	<b>Warhammer: Invasion</b>	Coll
	<b>To Be Decided</b> Last Minute Tournament!	Comp
5 pm	<b>Mystery Express DEMO</b> Demo	Board
6 pm	<b>Kriegbot</b> Event	Board
	<b>Lost Cities</b> Small	Board
	<b>Puerto Rico</b> Big	Board
	<b>Ticket to Ride Pacific Qualifier - Final Round</b> Event	Board
	<b>Munchkin Bites!</b> Event	Board
	<b>1870 - 18XX</b> Small	Board
	<b>Pirates Sink-N-Keep "Ticket to Sail"</b>	Coll
	<b>Xbox 360</b> Machinima Movie Making (Make a movie in a video game!)	Comp
	<b>How to talk to yourself or breaking into gaming media</b>	Sem
7 pm	<b>Apples to Apples</b> Event	Board
	<b>Zombie Fluxx</b> Small	Board
	<b>Guillotine</b> Small	Board
	<b>El Grande</b> Small	Board
	<b>Fantasy Chess Tournament</b> Event	Board
	<b>Lord of the Fries</b> Sponsored	Board
	<b>Monsterpocalypse: "My monster valentine"</b>	Coll
	<b>Task Force Z (Rein)</b>	Mini
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> MOON1-7 Treasure Hunt	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORE2-2 Rising of the Dark	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> WATE1-7 The Missing and the Missed	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 The Scourge of Scornubel	RPG
8 pm	<b>Settlers of Catan</b> Big	Board
	<b>Thunderstone Tournament</b> Event	Board
	<b>Magic:The Gathering - Poor Man Highlander</b>	Coll
	<b>Vampire: the Masquerade</b> Muerte Libre presents Blood & Coffee	LARP
	<b>Dungeons and Dragons 4th edition</b> The LAST	RPG
	<b>GURPS Vampire</b> Underworld 4: BloodSpace	RPG
	<b>HeroQuest 2nd edition</b> "Race to Snakepipe Hollow"	RPG

Start Time      **System** Title or Type      Dept.

**Sun, Feb 14th**

	<b>Paranoia</b> Courier Service	RPG
	<b>Spirit of the Century</b> Spirit of the American Hero	RPG
	<b>Star Wars D6</b> Barroom Brawl Cantina Crawl (#1)	RPG
	<b>Star Wars Saga Edition</b> Star Wars - Dawn of the Grey Knights (#2)	RPG
	<b>WoD 2nd Edition</b> World of Darkness: Zombie Mall!	RPG
	<b>Feedback Forum</b>	Sem
9 pm	<b>Tichu Finals Round</b> Special	Board
	<b>Steam</b> Small	Board
	<b>Cash &amp; Guns</b> Event	Board
10 pm	<b>Poker - Texas Hold 'Em</b> Event	Board
	<b>Race For The Galaxy</b>	Board
	<b>xxxenophile valentine day event</b>	Coll
	<b>Beatles: Rock Band</b> Beatles: Rock Band	Comp
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Comp/Video Gaming 18+	Comp
11 pm	<b>Chicago Express</b> Small	Board
	* = Play with the creator	
Department:	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars	
Start Time	<b>System</b> Title or Type	Dept.
<b>Mon, Feb 15th</b>		
Midnight	<b>Werewolf #3</b> Event	Board
9 am	<b>Cowpoker</b> Sponsored	Board
	<b>Dominion MEGA Tournament</b> Special	Board
	<b>Yugioh a team sport</b>	Coll
	<b>Never Trust an Elf...</b>	Mini
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DALE1-7 Arts	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> WATE1-7 The Missing and the Missed	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 Blinking Eye of Fire	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 The Morninglord's Laughter	RPG
	<b>Alpha Omega by Mindstorm Labs</b> Alpha Omega Intro - The World is Shaking	RPG
	<b>D&amp;D — Pathfinder Society</b> PSS #28: Lyrics of Extinction	RPG



	<b>Inspectres</b> Monday Morning Inspectres	RPG
	<b>Star Wars D6</b> Barroom Brawl Cantina Crawl (#2)	RPG
10 am	<b>Monopoly Deal: The Card Game!</b> Small	Board
	<b>Ingenious</b> Small	Board
	<b>Scepter of Zavandor</b> Special	Board
	<b>Magic:The Gathering - Planechase Eldar Dragon Highlander</b>	Coll
	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Comp/Video Gaming	Comp
	<b>Secret Turning Points of the American Civil War</b>	Sem
11 am	<b>BANG!</b> Event	Board
	<b>Atlantis DEMO</b> Demo	Board
	<b>Fantasy Chess Demonstrations</b> Event *	Board
	<b>The Napoleonic Wars</b> Event	Board
	<b>Kingdom Hearts</b>	Coll
	<b>Auction</b>	Sem
Noon	<b>Pillars of the Earth</b> Special	Board
	<b>Arcane Legions: Feb League Event</b>	Coll
1 pm	<b>Slide 5 #2</b> Sponsored	Board
	<b>Lord of the Fries</b> Sponsored	Board
	<b>Yugioh Maverick style</b>	Coll
2 pm	<b>Family Business</b> Special	Board
	<b>Shadow Hunters #2</b> Event	Board
	<b>Monsterpocalypse</b>	Coll
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> MOON1-7 Treasure Hunt	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> CORE2-2 Rising of the Dark	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> DRAG1-6 Crafts	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 Dogs of War	RPG
	<b>(Living Forgotten Realms - D&amp;D 4e)</b> SPEC2-1 Scout's Honor	RPG
	<b>D&amp;D — Pathfinder Society</b> PSS #38: No Plunder, No Pay	RPG
3 pm	<b>Greed Quest</b> Sponsored	Board
	* = Play with the creator	
	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures,	
	Comp = Computers, RPG = RPGs, Sem = Seminars	

## Annual Awards

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

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

For 2010 we will be adding Collectable games and Miniatures Games. Also, we will be including in our tallies games played at NeonCon in Las Vegas in November 2010.

The points people earn will be based on the following grid:

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

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

Party games are harder to determine, so each team member will get the points.

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

For 2009 the winners are:

Jack Butler: Darrell Stark

Card Games: Dan O'Farrell

Euro Games: Bruce Schlickbernd

Family Games: Nathaniel Taylor

Party Games: Darrell Stark

Rail Games: Todd Vanderpluym

Social Games: Chris Johnson

Strategy Games: Eric Downing

War Games: Dale Conklin

Strategicon Congratulates these fine gamers!

Presented by:  
LARP Alliance & Live Effects

# Wyrd ONE

*LIVE ACTION ROLE PLAYING CONVENTION*

**JUNE 11-13, 2010**

**COSTA MESA, CALIFORNIA**

AT THE COSTA MESA/ORANGE HILTON

**CELEBRATE THE ART OF LIVE ACTION ROLE PLAYING**  
WATCH • LEARN • INTERACT • PLAY

## :: Wyrd Con Welcomes Special Guests ::

**Larry Niven & Steven Barnes**

creators of DREAMPARK

&

**John Wick**

game designer for Legend of the Five Rings and Houses of the Blooded

## :: FEATURING ::

Live Action Combat, Theatre Style, and Alternate Reality Games & Events

Interactive Panels, Workshops, Classes, and Demos

Tournaments and Fighters Circle

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Dealers and Artists

"The Summit"

AND MORE!

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**MORE INFO & NEWS: [WWW.WYRDCON.COM](http://WWW.WYRDCON.COM)**

**WHAT IS LARP?**

"L.A.R.P. (Live Action Role Play) is an interactive, story-driven game or event in which people portray (roleplay) various goal-oriented characters within a created and changeable world."

Settings / genres :: Modern, Futuristic, Historical, Militaristic, Horror, Comedy, Romance, Fantasy, Sci-Fi, etc.

## Special Events and Seminars

### Santa Barbara, Ballroom Foyer, Ballroom D

#### **About Your Neighbor, Victory Point Games** – Sat, 5 pm

Did you know that there is a little boardgame company that TEACHES new game makers their craft? Based in Irvine and having published over 50 new releases in their first two years, Victory Point Games (VPG) is a group of gamers that you should meet! Future plans will be discussed questions are welcome.

#### **Auction** – Mon, 11 am

Our Monday morning game auction.

#### **Feedback Forum** – Sun, 8 pm

We're moving! All the details you want to know (or don't) provided. Plus, how are we doing? Weapons will be checked at the door. Pizza will be provided.

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

Come shop at our Bazaar of the Bizarre. Note the new times Sat and Sun.

#### **Herding Cats (how to organize your game and get it out there)** – Sun, 9 am

Frank Perkins presents how to organize your game and get it out there. These skills are what's needed to make your homebrew marketable or get people to play at your kitchen table. If you ever wanted to know how to make it happen and have no idea this is the place. Frank will take a humorous approach of getting players, marks or buyers for your game.

#### **How to talk to yourself or breaking into gaming media** – Sun, 6 pm

This will be a gaming media panel including Frank Perkins editor of gaming fixx and other gaming media people who will discuss their experiences and what they look for in people trying to cover their favorite games, comics or anime.

#### **Learn to Make Games** – Sun, 1 pm

Alan Emrich teaches game design, game prototyping, concepting / storytelling, game production, and game project management at The Art Institute of California: Orange County. Learn about an education and career as a game designer, programmer, artist or producer. Questions are welcome!

#### **Naval Warfare in the Lost Era** – Sat, 1 pm, Sun, 2 pm

A seminar on the development of naval warfare in the 1930s - the forgotten era - and its impact on the development of naval weapons and tactics in WW II. Explores the "battleship admiral" myth and the evolution of the role of the aircraft carrier to understand the perspective behind many of the early WW II decisions at sea. Presented by L. L. Gill, designer of General Quarters, TacFire and Historian for the Tank Destroyer Association"

#### **Q&A session with Matt Leacock** – Sat, 3 pm

Join us for a Q&A session with Guest of Honor Matt Leacock, recorded live for podcast on Boardgame Babylon.

#### **Sat Night Flea Market** – Sat, 8 pm

The Broadside Bash's annual flea market that's open to all. You never know what you'll find out here.

**Secret Turning Points of the American Civil War** – Mon, 10 am

Dana Lombardy will explore the decisions (and nondecisions) that have been overlooked or downplayed in most books written about the American Civil War. Afterward he will introduce a number of Civil War games and host a game of Johnny Reb III. Beginners are encouraged.

**The “Soviet” Offensive against the US Army** – Sat, Noon

The Battle of the Bulge in December 1944 was the only time the United States Army ever faced a Soviet-style offensive: Initial massed artillery, armored spearheads trying to drive deep on narrow fronts, enormous communication loss early in the attack, etc. Do lessons from the Bulge show what might have happened if the USSR & USA became involved in a war in Europe in 1945? Q&A to follow.

**The Battle of Kursk, the Real Story** – Sun, Noon

In July 1943 both the Germans and Soviets believed that the panzers would always break through. The Battle of Kursk proved this to be both right and wrong. Little known pieces of the background story and battle are revealed. Learn why this was the last German blitzkrieg of World War II. New, more accurate figures on tank strengths and casualties at Kursk provide surprising data. Q&A to follow.

## **Board Games**

### **Ballrooms A-F**

**1856** – Sat, 6 pm

This 18xx game takes the basic mechanics from Tresham’s 1829, and adds several new elements.

**1861: The Railroads of the Russian Empire** – Sat, 10 am

1861 is an 18xx variant set in Russia. 1861’s defining characteristics include: 16 minor companies that are put up for auction during stock rounds, minors having the opportunity to merge or convert in to major corporations, and a non-player controlled government railway.

**1870 - 18XX** – Sun, 6 pm

This 18xx game takes the basic mechanics from Tresham’s 1829, and adds several new elements.

**18XX Classic** – Fri, 2 pm , Sun, 10 am

Part of the Rail Games Event.

**25 Words or Less** – Sat, 9 pm

Party Game Challenge event!

**A Game of Thrones** – Sat, 1 pm

Who will rule Westeros? An intense game of intrigue and warfare in George R.R. Martin’s world of a Song of Ice and Fire. Up to six warring houses vie for the throne. This will use the Game of Thrones base game with the ports options and the six player set up if needed.

**Abstract "Buffet"** – Sat, 4 pm

Visit the Abstract Games Buffet! Rules will be taught and games will be played of - Cannon (New classic), Tako Judo (Cephalopod wrestling), Sudoku Tactics (Challenging Sudoku-based), Courtyard (area enclosure), Pulling Strings (simultaneous movement) and YangTzee (tile matching). Try one, try 'em all! Winner receives a Blue Panther Knockdown (Wood) Dice Tower

**Acquire - Dave Woolcott Memorial Tournament** – Sun, 4 pm

The classic Sid Sackson game! This event is sponsored by friends of Dave Woolcott and Strategicon.

**Agricola** – Sat, 1 pm

Uwe Rosenberg's biggest and best game is all about farm life. Regular game (not the Family Game) will be played. Expansions may be used at the GM's discretion.

**Agricola DEMO** – Sat, 11 am

Learn the terrific Uwe Rosenberg game of medieval farming before the 1 PM tournament.

**Alhambra** – Sun, 4 pm

In Alhambra, players are acquiring buildings to be placed within their Alhambra complex.

**American Megafauna 2nd ed** – Sat, 11 am

Dinosaurs vs. mammals in ancient America. We will play 2nd ed. with the new expansion.

**Apples to Apples** – Sun, 7 pm

Each turn, the current referee selects a Description and players try to pick, from the cards in their hands, the Things that best match that Description. The referee then chooses the Thing that appeals most and awards the card to the player who played it. Once a player has won a pre-determined number of cards, that player wins. Party Game Challenge event!

**Atlantis DEMO** – Mon, 11 am

Learn the new Mayfair Game from Leo Colovini, Atlantis!

**Attack Vector Tactical** – Sat, 10 pm

You may have heard of this less-complex-than-it-seems game of Newtonian 3D space combat, now play it! Learn the basics or brush up on kinetic weaponry rules. This demo is part of the War Game Boot Camp.

**Axis and Allies** – Sat, 9 am

Axis and Allies is the most successful of Milton Bradley's Gamemaster series, depicting WWII on a grand scale, full global level.

**Battle Cry** – Sun, 10 am

Civil War Battle Game

**Battlestar Galactica** – Sun, 3 pm

Pegasus expansion will be used.

**Battlestar Galactica** – Sun, 10 am

Pegasus Expansion will be used. Players must be experienced with the basic game.

**Battlestations - Bot Wars** – Sat, 4 pm

Come playtest the newest expansion for Battlestations - the game of heroic starship adventure. The bots are revolting! Can you and your crew save the fate of not just humanity but that of all organics in the universe?!! Game Designer Jeff Siadek to referee.

**BattleTech - Death By Maumbo** – Sat, 2 pm

Build your lance: 260 tons. Only Innersphere tech allowed up to 3065. Pre-printed Fasa/Wizkids mech sheets only. Bring figures & dice. Standard Innersphere pilots only. Battle to the last mech standing.

**Blokus** – Sat, 9 am

Blokus is an abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board.

**Blue Panther Sneak Peek 2010** – Sun, 10 am

What's going on with Blue Panther in 2010? Check us out at the GPA Booth in the Dealer Room all day Sunday! Demo / play our 2010 releases - Triarchy, The Colony, Hokkaido.

**Burn In Hell** – Sat, Noon

Collect the souls of the damned! Try to assemble the tastiest "Circles" of history's sinners. Trade souls with your rivals...or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics, build sets of the Seven Deadly Sins. It will keep you on your toes - can you see the sets that fit together for the most points? Can you steal a rival's key card?

**Cardcassonne** – Sat, 1 pm

You read that right - CARDcassonne is a new game in the Carcassonne line but a charming game in its own right. Learn it at the demo an hour before if you haven't played it before.

**Cardcassonne DEMO** – Sat, Noon

Learn the new game and play in the tournament an hour later!

**Carson City DEMO** – Sun, 2 pm

Learn this exciting new Xavier Georges game from QWG and Eagle Games.

**Cash & Guns** – Sun, 9 pm

Part of the Party Game Challenge!

**Cash & Guns LIVE** – Fri, 11 pm

Time to get up from the table and move around - Cash and Guns LIVE involves being part of a gang and shooting it out with the other team! Game will be played in the Foyer. Last event in the Party Game Challenge!

**Central Pacific** – Sat, 2 pm

Can you build the first transcontinental railroad across the United States? Central Pacific is a 2-4 player, wide open game of building railroads. Build over and tunnel under mountains, through forests. Forge rail links between cities and steal a few of your opponents'. Winner receives a Blue Panther Knockdown (Wood) Dice Tower

**Chaos in the Old World** – Sat, 8 pm

The 4 Chaos gods (Khorne, Nurgle, Slaanesh, Tzeentch) battle for dominance of the Old World.

**Chez Guevara** – Sun, 2 pm

Even revolutionaries need some time off! Run raids, pull rank, and bed in more ways than one so you can get that precious slack.

**Command & Colors: Ancients** – Sat, 10 am

Using the same quick system (1-2 hours) as Battle Cry, Memoir 44, and Battle Lore. C&C Ancients simulates battles from antiquity. This demo is part of the War Game Boot Camp.

**Conflict of Heroes** – Sat, 10 am

Fight squad level battles on the Steppes of Russia during WWII in this easy to play game (2-3 hours for full game). This demo is part of the War Game Boot Camp..

**Conflict of Heroes: Storms of Steel! - Kursk 1943** – Fri, 4 pm

Massive tank battles for the historical wargame that Eurogamers love to play! Storms of Steel! makes you a witness to the greatest tank battle in history! After their stinging defeat at Stalingrad, the Germans mass their best forces for an all-out attack against the growing Soviet bulge at Kursk. The Soviets' network of master spies has caught wind of the German plans, and they are prepared to trap and decimate the best panzer forces the Germans can muster... No one is safe from the blazing steel rain

**Cowpoker** – Fri, Noon, Sat, Sun, Mon 9 am

Rustle each others' cattle and hire away each others' cowpokes. Recruit the wacky characters into your Ranch for points and bonuses, and collect them in tricks from the roundups and shootouts. Once all the cards are taken, make poker hands to score additional points! From Steve Jackson Games.

**Cribbage** – Sun, Noon

Cribbage is a card game that is played with a deck of standard playing cards and a signature piece of equipment called the Cribbage Board.

**Dancing Eggs** – Sun, 4 pm

A fun dexterity game for all ages!

**Days of Steam DEMO** – Sat, 10 am

Check out the latest Valley Games offering, a light train game.

**Descent: Journeys in the Dark** – Sun, 4 pm

Fight your way through an epic dungeon crawl against the hordes of the evil overlord!

**Dominion - Seaside and Intrigue** – Sat, 4 pm

One of the most innovative card games in years, in this simple yet fun game you will forge your humble lands into a true dominion. This will feature the two most recent expansions, Intrigue and Seaside. The MEGA event on Monday is just the standard set.

**Dominion MEGA Tournament** – Mon, 9 am

MEGA Dominion is back! 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. Join us early Monday morning for one of the biggest tournaments of the weekend! The first round will use the standard "Beginner 10" set of cards. Subsequent rounds will use a random mix of cards but all tables will use the same mix.

**Dream Factory DEMO** – Fri, 3 pm

Traumfabrik/Hollywood Blockbuster is back as Dream Factory. Learn Reiner Knizia's classic pure auction game about making it big in the movie business.

**Elkfest** – Sun, 1 pm

Fun dexterity game for two. Please bring a board!



**Empire Builder** – Sat, 8 pm

If you need to learn the game, please attend the demo event one hour prior. Part of the Rail Games event.

**Endeavor** – Sun, 9 am

One of the best new euros of 2009 is now joining the Strategicon tournament schedule. Two rounds maximum.

**Erosion** – Sat, 2 pm

Erosion, make mountains out of molehills. A new and astonishingly compelling geological card game, that is both uplifting and degrading. With the co-inventor Phil Eklund

**Europick** – Fri, Sat, 6 pm

Open event for play from a list of Euro Games. Play and get the most points over the course of the event to win!

**FAB: The Bulge** – Sat, 10 am

From Rick Young, designer of Europe Engulfed, comes a series of fun, tense block games. FAB games focus on speed and playability with low-unit density while keeping the history both accurate and exciting. This demo is part of the War Game Boot Camp.

**Factory Manager (Power Grid)** – Fri, 8 pm

The new Friedemann Friese game is called Power Grid but it is really its own game of building an efficient factory.

**Family Business** – Mon, 2 pm

Mobster fun in this quick-playing card game from Mayfair.

**Fantasy Chess Demonstrations** – Fri, Noon, Mon, 11 am

Learn how to play this chess variant. Traditional chess with a layer or 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 that square - FIGHT FOR IT!

**Fantasy Chess Playtest** – Fri, 7 pm

Come playtest Fantasy Chess (a chess variant with wargame rules and dice added) if you've never played this game before. It is blind playtesting where you read the rules, interpret it and play without comment by the author. Will pay \$10 in dealer dollars upon return of the evaluation form and you get a rulebook. Kids welcome under adult supervision. 3 hours.

**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 \$10 dealer Dollars or 15mm FC Troop and a rulebook. Second place gets a rulebook. Come cheer the bludgeoning of the King!

**Finca** – Sat, 3 pm

The gameboard of Finca shows the mediterranean island of Mallorca. Players try to crop and deliver the fruits of Mallorca (such as oranges, lemons, almonds, grapes etc.) by means of moving workers on a traditional windmill.

**FITS** – Fri, 5 pm

FITS (Fill In The Spaces) is essentially a multi-player Tetris.

**For Sale** – Sat, 9 am

For Sale is a quick, fun game nominally about buying and selling real estate. During the game's two distinct phases players first bid for several buildings, then, after all buildings have been bought, sell the buildings for the greatest profit possible. Two rounds maximum.

**Forbidden Island Playtest with Matt Leacock** – Sat, 5 pm

Come be one of the first to try out Forbidden Island - a thrilling new cooperative game by Matt Leacock.

**Formula Motor Racing** – Fri, 3 pm

Reiner Knizia's cool abstract racing game. Re-release from GMT Games sports some attractive cards, nifty little, multi-colored cars, a 12-sided die, a pad to keep track of races and a well written and brief rulebook.

**Friedrich** – Sat, 5 pm

Defeat Prussia before the Tsarina dies! Or be Frederick and struggle for survival. Accurately based on history with a slim set of rules, Friedrich offers wide open spaces for chess-like moves and great depth for decision making. Taken into Frederick's era, you will reflect on tactical finesse, smile about interspersed anecdotes, and be perplexed at how often you are not able to count to three.

**Greed Quest** – Fri, 10 pm, Sat, 5 pm, Sun, 4 pm, Mon, 3 pm

Greed is Good and there's treasure to be won, so what are you waiting for? 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! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack!

**Guillotine** – Sun, 7 pm

The French Revolution is famous in part for the use of the guillotine to put nobles to death, and this is the macabre subject of this light card game.

**Hansa Teutonica DEMO** – Sat, 5 pm

Try this new Essen release that is winning fans all over the world.

**Havana DEMO** – Sun, 10 am

Learn the hot new Rio Grande game, Havana!

**Hearts** – Fri, 7 pm, Sat, 10 am

Open Hearts event.

**Here I Stand** – Sun, 2 pm

This game covers all the action of the Wars of Reformation period using a unique card-driven game system that models both the political and religious conflicts of the period on a single point-to-point map. We will be using the shorter campaign scenario too keep the game a reasonable length.

**High Frontier** – Sun, 11 am

High Frontier. The near-future game of exploration and empire-building in the inner solar system. Design your own rockets and robonauts. This will be published by Sierra Madre Games later in 2010. Inventor Phil Eklund

**Hollywood Lives** – Sun, Midnight

Reiner Knizia's wild Hollywood Lives is part of our Party Game Challenge.

**Incan Gold** – Fri, 1 pm

Incan Gold is a quick, fun and tense game in which you and other adventurers explore an old Incan temple in search of gold and treasure.

**Ingenious** – Mon, 10 am

Original game without expansions or variants.

**Jamaica** – Fri, 4 pm

From BGG.com: In 1675, after a long career in piracy, Henry Morgan skillfully gets appointed Governor of Jamaica, with the explicit order to cleanse the Caribbean of pirates and buccaneers !

**John Prados' Third Reich** – Sat, 10 am

Want to learn a grand strategy war game but don't want to spend the whole weekend playing it? Come by the War Game Boot Camp! We will be running the 3 turn Barbarossa scenario for this classic grand strategy WWII game that should take 3-4 hours to learn and play.

**Kingsburg** – Sat, 9 pm

In Kingsburg, players are Lords running territories. At the end of five years, the player who best developed his assigned territory is the winner.

**Kriegbot** – Sat, Noon, Sun, 6 pm

Kriegbot, the future of robotic combat vehicles. Secretly outfit your robot with weapons like railguns, EMP blasters, and chainsaws. Add a couple of systems like targeting computers, incendiary munitions, or radar. Mount all of this hardware on a unique chassis, like a hovercraft or a helicopter, and then team up and battle it out with other kriegbots on a tactical terrain map.

**Le Havre** – Sun, 10 am

Uwe Rosenberg's latest is another complicated business game with an ever-expanding group of choices.

**Liar's Dice** – Fri, 9 pm

The classic bluffing game. New players welcome.

**Lifeboat** – Sat, 8 pm

Adrift at sea with your secret love, hated enemy and a few other unsavory characters in the Origins-Awards nominated card game of survival at sea! Playtest the newest expansion - Liquid Courage - will help you stand up for yourself and your loved ones and your loot... Beginners are welcome. Sharks are hungry.

**Lord of the Fries** – Fri, 6 pm , Sat, 2 pm , Sun, Noon , 7 pm, Mon, 1 pm

Our whole staff is dead, and really short on brains. But do your best to fill the order! Combine frighteningly generic ingredients like "Cow Meat," "Sauce," and "Drink." Play from eight different menus! But be quick - the customer is waiting!

**Lords of the Sierra Madre** – Sat, 6 pm

The classic empire-building game of pre-revolutionary Mexico. Anything goes, and we don't need no stinkin' badges. Presented by the Inventor: Phil Eklund

**Lost Cities** – Sun, 6 pm

A card game from the Kosmos two-player series. The object is to mount profitable expeditions to one or more of the five different lost cities.

**Lost Cities: The Board Game** – Fri, 6 pm

Players play cards to move their playing pieces along stone paths. There are cards with 5 different colors/symbols, each corresponding to one path in addition, each card shows a number (0-10, twice each). In each color, each player can play his cards either ascending or descending.

**Manoeuvre** – Sat, 10 am

Manoeuvre a game based on 19th century warfare. All the famous Napoleonic are generals and units ready to fight a fun and quick (1-2 hour) battle. This demo is part of the War Game Boot Camp.

**March Madness** – Sun, 1 pm

Replay NCAA basketball tournament. Fast pace and fun game

**Maria** – Fri, 5 pm

October 1740: The 23 year old Archduchess Maria Theresa ascends to the Austrian throne. Thinking her easy prey, Prussia invades Silesia and quickly conquers the Austrian province. Weeks later, Bavaria, France and Saxony attack as well, and the War of the Austrian Succession becomes general. But the attackers have underestimated the strength of character and fierce tenacity of Maria Theresa...

**Megacorps DEMO** – Sun, 3 pm

The new Z-Man Game from classic board game designer Greg Costikyan!

**Memoir '44 - Rats in the Factory Overlord Scenario** – Sat, 8 am

The German Army has struck deep into the heart of Stalingrad and the only thing stopping them are determined Soviet troops holed up in the Northern Factories. Your choices will decide the fate of the battle. An epic Overlord scenario for 2 to 8 players that uses the new Street Fight combat deck.

**Mille Bornes** – Sun, 10 am

One Thousand Milestones. On French roads there are small marker stones giving the distance in kilometres to the next town. In this famous old French card game, players compete to drive 1000 km, dealing with hazards along the way.

**Munchkin Bites!** – Sat, 6 pm, Sun, 6 pm

The Munchkins are now vampires . . . and werewolves . . . and changelings. Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff. Of course . . .

**Munchkin Booty** – Sat, 4 pm

Munchkin Booty brings the greatest gold-grabbers in history – pirates! – to the world of Munchkin. Use your Silver Long Johns to beat the Lobster Mobster, drink your Demon Rum to fight off the Viking Kittens! Plunder the seven seas! Taunt your foes with your horrible Accent – British, Spanish, Dutch, or French. Equip your Half-Galleon with a Crow's Nest and Figurehead. But above all ... level up!

**Munchkin Cthulhu** – Sun, 4 pm

Munchkins have hacked their way through dungeons, kung fu temples, starships, haunted houses, and super-foes. Now they face their greatest challenge – Cthulhu! Will they survive? Will they retain their sanity? Will they...level up? Munchkin Cthulhu is a stand-alone game in the Munchkin line, this time lampooning Lovecraft's Mythos and the horror gaming that surrounds it.

**Munchkin Fu** – Sat, 9 pm

The Munchkins are back! Now the game is chop-socky Hong Kong action. The characters are Samurai, Ninja, Yakuza and Monks. The foes are mooks, demons and assorted bad guys from all the worst martial arts films you've ever seen. Collect treasures and learn new styles to build up your character's powers. Kill the monsters, take their stuff and be the first one to 10th level!

**Mystery Express DEMO** – Fri, Sun, 5 pm

Learn the brand-new Days of Wonder game, Mystery Express.

**Napoleon's Triumph** – Sat, 10 am

This luckless game of Napoleonic battles will change the way you think about wargames. This demo is part of the War Game Boot Camp.

**Nepal** – Sat, Noon

Trade and intrigue at the top of the world! Nepal is the first of Blue Panther's "Destination" series. A little bit Euro in style, but it also allows for a bit of conflict - especially when those high powered trade routes are at stake.

**Origins, How We Became Human** – Sun, 2 pm

Origins, How We Became Human. A game that takes humanity from before the Ice Age to the present. We will play with the "Age of Reason" Era IV expansion, and the optional rules (livestock raiding, etc.). Presented by the inventor Phil Eklund.

**Pandemic Expansion #2 Playtest** – Sat, 10 am 11 am 10 pm

Come playtest the soon-to-be-released second Pandemic expansion with designer/Guest of Honor Matt Leacock.

**Pandemic with Guest of Honor Matt Leacock** – Sun, 11 am

Multi-round event - beat the game at Easy, Medium AND Hard level to win. The pot for the victory will rise as other players are knocked out. Details at the convention. Hosted by the designer, Matt Leacock.

**Parenthood** – Sat, Noon

Parenthood is a card game for 2 to 6 players in which individuals or couples attempt to score points by "raising children" and "getting them out of the house." The game is played in hands a single hand can be played in about 30 minutes.

**Party Game Session #1 through #5** – Fri, 2 pm, 7 pm, 11 pm, Sat 3 pm, 11 pm

Get together a group and select a game from our list of Party Games to get points for the Party Game Challenge! Instead of individual prizes, all Party Games at the convention will be tracked in a point system. You get points for participating and more for winning! The overall top three winners will get dealer dollars and special prizes donated by Out of the Box, Mayfair Games and other great companies. Eligible games include:

25 Words or Less, Apples to Apples, Backseat Drawing (Bonus 2 points for playing!), Balderdash, The Chain Game (Bonus 2 points for playing!), Charades, Le Bomb, Password, Pictionary, Say Anything!, Scattergories, Such A Thing, Taboo, Time's Up, Time's Up: Title Recall, Trivial Pursuit, Wits and Wagers, Word on the Street (Bonus 2 points for playing!)

**Paths of Glory** – Sat, 10 am

#1 on BoardGameGeek for a short period, this is the golden standard of modern card-driven games. Come see what people are talking about. This demo is part of the War Game Boot Camp.

### **Phase 10** – Fri, 9 pm

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

### **Pillars of the Earth** – Mon, Noon

Original game based on the bestselling novel by Ken Follett and the 2006 game in the Kosmos line of literature-based games, without the expansion. Prize from the Board Games HQ (not dealer dollars due to late schedule).

### **Pit** – Sat, Midnight

In this loud, real-time trading game, players are given the task of cornering the market in one type of commodity.

### **Power Grid** – Sat, 10 am

Two rounds - first on the US or German map (per player vote). Final round is on the Brazil map. Please bring a copy of the game. The object of Power Grid is to supply the most cities with power.

### **Priests of Ra DEMO** – Sun, 4 pm

Learn Rio Grande Games' new Ra variant, Priests of Ra.

### **Princes of Florence** – Fri, 9 pm

This game involves developing medieval and renaissance cities to attract various professions, which enriches the cities culturally. Victory points are earned for creating powerful works by hiring the right mix of artisans, scientists and other workers.

### **Puerto Rico** – Sun, 6 pm

One of our BIG tournaments. The players are plantation owners in Puerto Rico in the days when ships had sails.

### **Ra** – Sat, 7 pm

Reiner Knizia's auction masterpiece, Ra is a light game for 3-5 players.

### **Race For The Galaxy** – Sun, 10 pm

Standard, four player game of Race For The Galaxy. Basic game will be used - no expansions.

### **Race For The Galaxy - 2 Player Tournament** – Sun, Noon

This is strictly for 2-player games of Race For The Galaxy. Limit of thirty-two people - meaning no more than five rounds of play. Please bring a copy of the game!

### **Robo Rally** – Sun, 1 pm

Your task is to move one of the stupid little robots out on the factory floor through a series of checkpoints scattered throughout the factory. The wrinkle, however, is that the factory floor is filled with all kinds of inconvenient (if not down-right deadly) obstacles located in various locations: conveyor belts, crushers, flame-throwers, pushers, teleporters, oil slicks, pits, et cetera.

### **Roll Through The Ages with Matt Leacock** – Sat, Noon

Matt Leacock's great new game. The final will be the Late Bronze Age variant. Players roll dice to obtain commodities and workers to build up their civilizations. Dice can be rerolled twice unless they come up as a hazard. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points.

**Run Wild DEMO** – Sun, 9 am

Come learn the fun new Out of the Box card game, Run Wild. You can also try Super Circles and 7 Ate 9 in the Strategicon Library.

**Saint Petersburg** – Sat, 11 am

Saint Petersburg is a card game in which you acquire workers for income, build buildings for fame, and attract aristocrats to your city in order to gain the most fame at the end of the game.

**Say Anything!** – Sun, 4 pm

The hilarious party game from the makers of Wits & Wagers. Say Anything is a light-hearted game about what you and your friends think.

**Scrabble** – Sun, 4 pm

Players use their seven drawn letter-tiles to form words on the game board.

**Settlers of Catan** – Sun, 8 pm

Trade wood for sheep and build the longest road in this thrilling classic board game. Standard Settlers rules (4th Edition). Please bring a copy of the game to ensure your participation.

**Shadow Hunters** – Sat, 10 pm, Mon, 2 pm

Shadow Hunters is a survival board game where three groups of characters, "Shadow (Monster like a Vampire)" "Hunter (exorcists)" and "Neutral (ordinary human)" struggle against each other to survive. The story takes place in a forest of devildom. You assume one of the three groups of characters concealing your identity from others' judgment. The Saturday section is part of the Party Game Challenge Event!

**Slide 5 #1, #2** – Fri, 4 pm, Mon, 1 pm

Players arrange their cards on the playing surface building "hills." Once a hill gets five cards high, the sixth card will cause an "Avalanche" and that player must take all of the cards in the row, leaving the sixth card to start a new hill. This is the re-themed version of 6 Nimmt!

**Smackatoa** – Sat, 10 am

Escape from the Volcanic Reality Show! You are a contestant on a reality show - but during the first episode, Smackatoa! starts erupting. Cooperate (but not too much) with the other players to build a raft and escape Smackatoa! Multi-option mayhem. A new card game from Blue Panther. Winner receives a Blue Panther "Knockdown" Wooden Dice Tower.

**Small World** – Fri, 8 pm

Two rounds, maximum 25 players. Please bring a copy of the game. In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all.

**Small World DEMO** – Fri, 6 pm

Learn the great new Days of Wonder board game, Small World, and then play in the tournament two hours later.

**Snow Tails** – Sat, 10 am

Race through the great white north in this new great race game from Asmodee.

**Spades #1, #2, #3** – Fri, 11 pm, Sat, 5 pm, Sun, 4 pm

The classic trick-taking game.

**Stone Age** – Sat, 3 pm

BIG Tournament so three rounds maximum. Players struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization.

**Sturm Europa! - NEW grand strategic block game** – Sat, 10 am

Sturm Europa is a grand strategic wargame from Academy Games (Conflict of Heroes) that recreates the entire European conflict during World War II. SE uses army level blocks with cards for political and technological developments. An amazing level of detail and realism has been achieved, yet it plays faster than any other WWII grand-sim! Check out the demo hosted by the designer to see it yourself.

**Talisman** – Sun, 1 pm

Fourth edition or fourth edition, revised will be used. The Prophetess reduction in powers will be used. For the final round, the Talisman: Dungeon 4th Revised expansion will be used (depending on availability). Bring your own games if requested, a brief teaching session will be held 15 minutes prior to the starting time.

**Talisman Open Event** – Fri, 3 pm, Sat, 8 pm

Be the first to retrieve the Fabled Crown of command. Submit or Die!

**Tasty Minstrel games - Terra Prime + Homesteaders** – Fri, 6 pm

Explore space! Fight aliens! Colonize planets! It's everything you'd want to do in outer space, all in about an hour. Play Terra Prime with the designer, Seth Jaffee. ALSO, Tasty Minstrel's auction and resource management game: Homesteaders! Starting with 1 worker on your Homestead, help build up a city in the old west - do the best job and it'll be named after you!

**Tasty Minstrel upcoming release: Belfort** – Sat, 11 am

Employ your Elves and Dwarves to collect wood, stone, metal and gold to build up a castle for the King! Build properties for influence in a district, and hire Gnomes to run them for abilities. Score points for dominating districts as well as for employing the largest workforce! Belfort is a Worker Placement / Area Control game coming out later this year from Tasty Minstrel Games.

**Tasty Minstrel: All For One** – Sat, 8 pm

France, 1630. The Royal Musketeers are personal guards of King Louis XIII, defending the King against the dubious plots of Cardinal Richelieu. Athos, Porthos, Aramis, d'Artagnan, Rochefort, and MiLady DiWinter move around Paris, fighting duels and completing missions to earn the favor of the King and Cardinal. The winner is the player who's earns the most Favor!

**Tasty Minstrel: Ground Floor** – Sat, 1 pm

Paperwork is done and filed... Business cards bought. You're officially open for business. So now what? Where do you spend your time and money to get ahead? What tasks are most important? No matter what route you decide to take to reach that corner office at the top of the tallest skyscraper, you must start with everyone else... AT THE GROUND FLOOR!



**The Napoleonic Wars** – Mon, 11 am

The Napoleonic Wars 2nd ed. The Napoleonic Wars, 1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history. Having a simple-to-learn strategic system and short rulebook, The Napoleonic Wars, can be played in an evening as the cards and Diplomatic Track make for tough decision-making in the face of ever changing enemy threats. This edition includes new cards, player aids,

**Thunderstone DEMO** – Fri, Sat Noon

Thunderstone is a new and exciting fantasy deck-building game from Alderac Entertainment Group. Fight the evils of the dungeon to prove your worth. Gain powerful weaponry and level into new and mighty hero classes. Claim the best cards and survive to take the Thunderstone. Featuring beautiful art from Jason Engle, Thunderstone is a welcome addition to any fantasy gamer's collection.

**Thunderstone Tournament** – Sun, 8 pm

Thunderstone is an exciting fantasy deck-building game. Create your adventuring party by gaining powerful weapons and leveling into mighty hero classes. Choose the best cards to claim the Thunderstone! Each game is different with a unique set up each time you play.

**Thurn and Taxis** – Sat, 2 pm

In Thurn & Taxis, players build post office routes across Bavaria and the regions around, collecting bonus points in various ways.

**Tichu DEMO** – Sat, 8 pm

Before the big Tichu tournament, learn the nuances of this popular ladder-climbing game. Then, play in the tournament an hour later!

**Tichu Finals Round** – Sun, 9 pm

Final round for the 16 players that qualify the previous night.

**Tichu Preliminary Round(s)** – Sat, 9 pm

Qualifying rounds for the finals to be played on Sunday at the same time.

**Ticket to Ride Pacific Qualifier - Final Round** – Sun, 6 pm

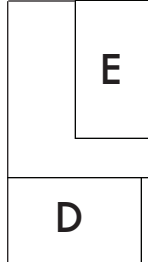
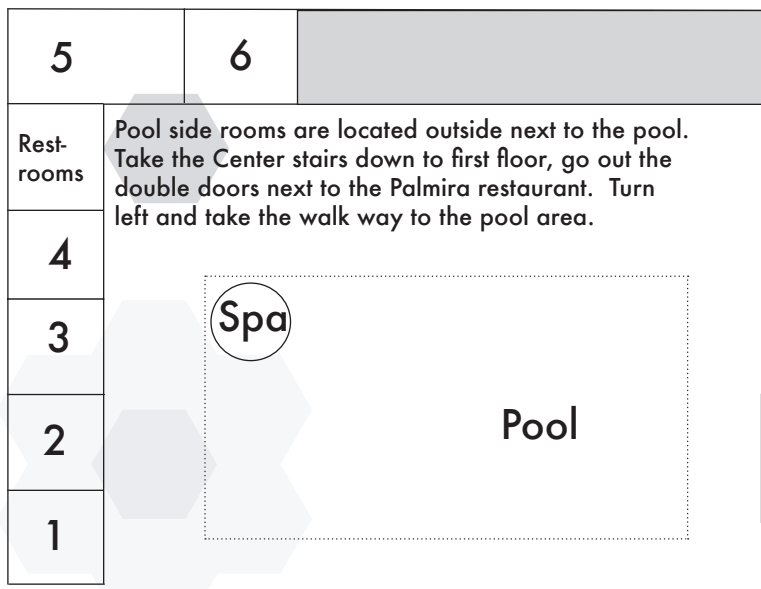
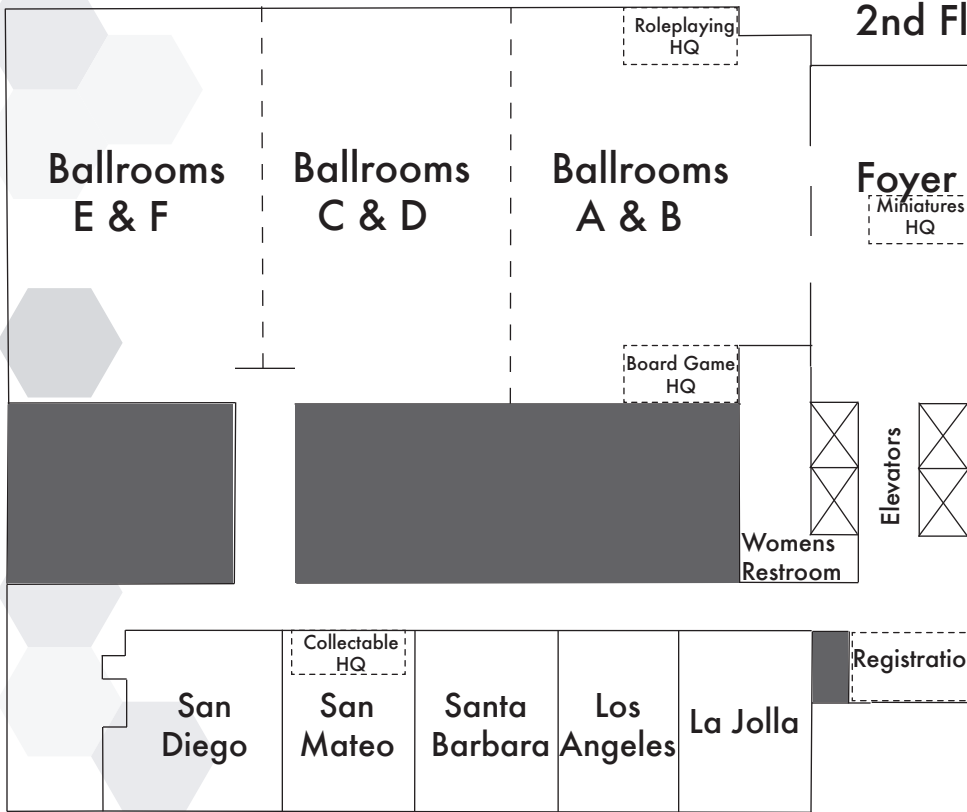
Final round - best 2 of 3 with original Ticket to Ride.

**Ticket to Ride Pacific Qualifier - First Round** – Fri, 7 pm, Sat, 4 pm

Orcon will host the Pacific US Regional Qualifying Tournament for the Ticket to Ride Championships. To participate you must sign-up on Days of Wonder's web site AND you must also register for Orcon. Please see the convention Special Events page for more details. Qualifying rounds. This event is for the qualifying rounds (two games - one each of Ticket to Ride and Ticket to Ride: Europe).

**Ticket to Ride Pacific Qualifier - Semi-Final Round** – Sun, 2 pm

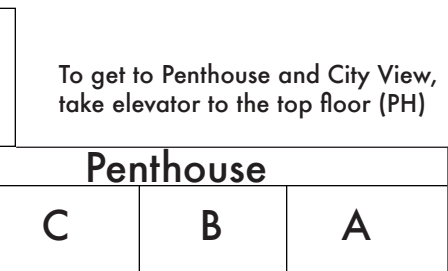
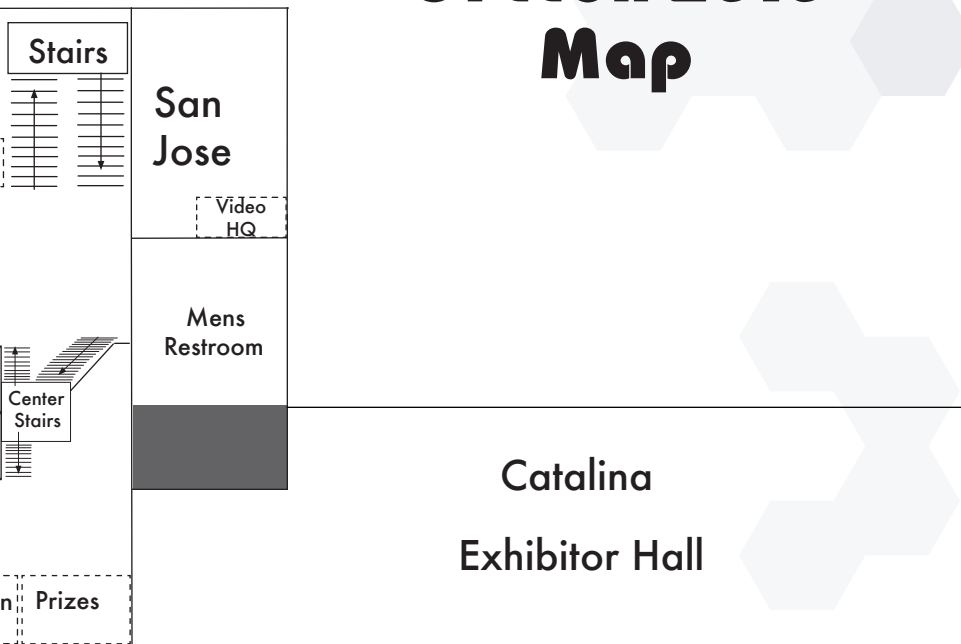
This is for the 10 highest-rated players from the first round. 2 games of 1910 will be played and the top two players will advance to the finals at 6 PM on Sunday night.



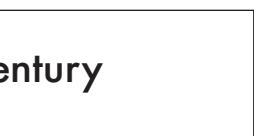
Century is located through the lobby hall, past the gift

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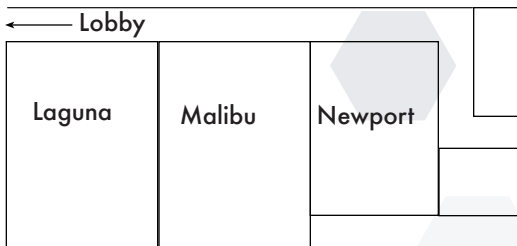
# Orcon 2010 Map



Laguna, Malibu and Newport rooms are located on the first floor. Take the Center stairs then turn right heading towards the double glass sliding doors



ed on first floor,  
y, at the end of the  
shop on the right.



**Tikal** – Sat, 9 am

Tikal is a game of exploration within the Central American jungles in search of lost temples and the treasures within. Players send their team of explorers into the jungle, exposing more and more of the terrain. Along the way, you find temples that require further uncovering and treasures. Players attempt to score points for occupying temples and holding onto treasure.

**Titan** – Sat, 11 am

The classic Monster Slugathon Game! Learn the game an hour earlier if this is your first time.

**Titan DEMO** – Sat, 10 am

Learn the game and then play in the tournament an hour later!

**Tobago** – Fri, 7 pm

Two rounds, maximum 16 players. Please bring a copy of the game.

**Tobago DEMO** – Fri, 6 pm

Learn the hot new Rio Grande game before playing in the tournament an hour later!

**Torres** – Sun, 9 am

Torres is an abstract game of resource management and tactical pawn movement. Players are attempting to build up castles and position their knights to score the most points each turn.

**Twilight Imperium III** – Sat, 11 am

Epic board game of galactic conquest, politics, and trade.

**Ubongo** – Fri, 10 pm

Players try to solve their own “puzzle”. The race is timed by a sand glass. The outcome of this race determines the play on the main playing board. Party Game Challenge event!

**Uno #1, #2, #3** – Fri, 8 pm, Sat, 10 am, Sun, 11 am

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

**Villa Paletti** – Sat, Noon

An architectural rush to the skies for 2 - 4 budding architects with a good head for heights.

**War of the Ring** – Sun, 9 am

The armies of Sauron march forth while the Nazgul hunt for the ring. Will you guide the Fellowship into the heart of Mordor, or will you trample the Free Peoples beneath your boots? The fate of Middle Earth is in your hands!

**Warriors of God** – Sat, 10 am

Come fight the 100 years war with a simple and fun game system (2-3 hours for the full game) the war between England & France in the 15 century. This demo is part of the War Game Boot Camp.

**Who Would Win?** – Sat, 9 pm

Do you like to argue about the stupidest things? This is the game for you. Who Would Win? is a party game for 3 or more players where you argue about random historical or fictional characters engaged in random events. Is Bill Gates a better Diver than Christopher Columbus? Would Bugs Bunny beat Brett Favre in a tug of war? These important questions must be decided.

**Winner's Circle** – Sun, Noon

A lively game of horse racing where players bet on several of seven horses to try to gain the most money by the end of the game.

**Wits and Wagers** – Sat, 8 pm

Wits & Wagers is a trivia game that lets you bet on anyone's answer. So you can win by making educated guesses, by playing the odds, or by knowing the interests of your friends. Party Game Challenge event.

**World Cup Soccer** – Sat, Noon

World Cup Soccer Tournament

**Yahtzee Free For All** – Sat, 1 pm

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

**Yspahan** – Fri, 11 pm

The players embody merchants trading with Yspahan. Meaning to take advantage of the coming of the Shah's supervisor, they score points by placing their merchandise in the right shops, by sending them to the caravan, and by constructing buildings.

**Zombie Fluxx** – Sun, 7 pm

Zombie Fluxx is the zombie uprising card game with ever-changing rules. Like Fluxx, players start off with the basic rules: draw 1, play 1. After that, everything changes! Meet the goal to win the game. A constantly-changing and challenging, but light and ultimately fun game.

**Zooloretto** – Sat, 3 pm

Standard game, no expansions. Winners will get a copy of the King K. Strategicon exclusive expansion.

## Collectables

Los Angeles, San Diego, San Mateo

**A Monstrous Assault!** – Sat, 8 pm

GM: *Jonathan Cassie*

Sometimes the Horde and the Alliance must fight together against even bigger enemies! A maximum of 2 Horde and 2 Alliance players will attempt to defend an outpost against a monstrous assault. It should be great fun!

**Arcane Legions: Feb League Event** – Fri, Mon, Noon, Sat, 11 am, Sun, 2 pm

GM: *Victor Bugg*

Arcane legions official february league events will run all weekend. Grab an opponent and battle and receive league participation and winner prizes.

**Collectibles trading post** – Sun, Noon

GM: *Kenneth Kaler*

Got too much of one thing in your deck/army? Bring your collectibles to the trading post and swap with those who want what you have.

**Deep Space DrillerAce: Orcon 2010 Championship** – Sat, 2 pm

GM: *Bobby Doran*

An abstract strategy game for 2 players. Players take turns placing glass Driller Domes on a hex board in an attempt to complete patterns that match the cards in their hand that when completed the player is allowed to immediately place more Driller Domes. First to place their 33 Driller Domes, or has the most Domes on the board when it is completely filled wins

**Fight Klub** – Sat, 7 pm

Fight Klub members are invited to come and battle. I would say more but rule #1 states I cannot talk about fight klub.

**Heroscape: Orcon Rumble** – Sat, 4 pm

GM: *Bobby Doran*

Come join the fun in this Heroscape royale rumble featuring a cool terrain build, fun, and prizes. Bring a 500 point force, dice, and be ready to rumble.

**Kingdom Hearts** – Fri, 4 pm, Sat, 2 pm, Mon, 11 am

Constructed format. Prizes for all participants.

**Kingdom Hearts "In-Vince-ible"** – Sat, 2pm

Constructed format. Beat the invincible Vince and win a special prize. Prizes also for all participants.

**Kingdom Hearts: Valentine event** – Sun, 1 pm

Players choice event. Prizes and valentine's day candy for all participants.

**Magic:The Gathering - Booster Draft** – Fri, 6 pm

GM: *Jack Cummings*

Friday Night Magic. Booster Draft. DCI Sanctioned. 1st place- sealed booster box 2nd place- 10 boosters 3rd place- 4 boosters 4th place- 4 boosters

**Magic:The Gathering - Legacy** – Sat, 10 am

GM: *Jack Cummings*

Legacy format. DCI Sanctioned. 1st place- sealed booster box 2nd place- 10 boosters 3rd place- 4 boosters 4th place- 4 boosters

**Magic: The Gathering - Planechase Eldar Dragon Highlander** – Mon, 10 am

GM: *Chuck Watson*

Eldar dragon Highlander format with planechase cards.

**Magic: The Gathering - Poor Man Highlander** – Sun, 8 pm

GM: *Chuck Watson*

Commons only. Any set. No more than 1 copy of any non-basic land card.

**Magic: The Gathering - Sealed Deck** – Sat, 6 pm

Sealed Deck format. DCI Sanctioned. 1st place- sealed booster box 2nd place- 10 boosters 3rd place- 4 boosters 4th place- 4 boosters

**Magic: The Gathering - Standard** – Sun, 11 am

GM: *Jack Cummings*

Standard format. DCI Sanctioned. 1st place- sealed booster box 2nd place- 10 boosters 3rd place- 4 boosters 4th place- 4 boosters

**Meepile** – Sat, 8 pm

GM: *Bobby Doran*

The goal in Meepile is to stack your supply of seven meeples onto the giant's outstretched hand. You take turns, keeping any that fall during your placement, and the round ends when someone places his final meepile on the stack. Players are penalized for their remaining meeples, and the game lasts a number of rounds equal to the number of players. Champion Meepile for the winner and other prizes.

**Naruto Chunin** – Sat, 9 am

GM: *Frank Perkins*

This is the Naruto chunin. A chunin is a large naruto tournament. Dealer dollars will be awarded plus all the other goodies. The cut is to top eight the top four receives boxes of what bandai gives us. Entry is \$5.00. Last tournament we had a good turn out and hope to match the 1st chunin with over 50 people.

**Pirates Pocketmodel: Tourney** – Sat, 9 pm

GM: *Rami Silverman & Chuck Watson*

Constructed format. 40 point fleets.

**Pirates Sink-N-Keep "Ticket to Sail"** – Sun, 6 pm

GM: *Victor Bugg*

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

**Pokemon** – Sat, 4 pm

GM: *Chuck Watson*

Food, fun and stuff for all participants. Constructed format. Swiss rounds.

**Rocketmen** – Fri, 9 pm

GM: *Rami Silverman & Fred Carmelia*

Come join the fun as we dust off packs of rocketmen and play a modified version of the game. It's pirates but in space.

**Star Wars Miniatures: Rebel Alliance Tourney** – Sat, 5 pm

GM: *Fred Carmelia*

Teams of 2. Each team must have 2 forces of exactly 100 points. Faction rules apply.

**Star Wars Minis: Sith Lord Event** – Sat, 11 am

GM: *Fred Carmelia*

150 pt. DCI tournament using figures from all expansions. Faction rules apply.

**Star Wars Starship Battles Tournament** – Sun, 3 pm

GM: *Kenneth Kaler*

Bring a 300 point fleet (light or dark side) and fight for the freedom of the galaxy, or battle to restore order to it.

**Vampire the Eternal Struggle "Betrayer"** – Sat, 6 pm

GM: *Aaron Clark and Robert Goudie*

VTES tourney #2- constructed format (2 rounds + 1 final)

**Vampire the Eternal Struggle "demo"** – Sat 10am, 1 pm, Sun 1 pm

GM: *Brandon Henriksen*

**Vampire: the Eternal Struggle "Friend of Mine"** – Sat, 11 am

GM: *Robert Goudie*

VTES ccg tourney- Constructed format (2 rounds + final).

**Vampire: the Eternal Struggle "Left for Dead"** – Sun, 1 pm

GM: *Aaron Clark*

VTES tourney #3- constructed format (2 rounds + 1 final)

**Warlord: Kerebrus** – Sat, 5 pm

GM: *Fred Carmelia*

Kerebrus format tourney (You may use any warlord, but the rest of your deck must be legal for the format). 4th edition rules. Swiss format.

**Warlord: Orcon Championship** – Sat, Noon

GM: *Fred Carmelia & Heather Sinauskas*

Come battle the other warlords to see who is the 2010 Orcon champion. 4th edition. Swiss format.

**World of Warcraft: Quests & Raids** – Fri, 8 pm

Come join other world of warcraft tcg players and raid Naxxramas, the black temple, onyxia's lair or the molten core. Prizes and treasure to be won.

**WWE Raw Deal Charity Event** – Sat, Noon

GM: *Tony Vela*

The So-Cal RAW Deal play group invites all RAW Deal players, both current and players of the past, to come join us for a full day of fun and excitement, all in the name of charity! What is this event you ask? It is the 2nd Annual Adam Crites Memorial Tournament, to be held Saturday, February 13th, 2010 at Orcon 2010. The format of the main tournament will be Classic (no REV cards of any kind), so any players who have not played in some time can feel right at home. Start time is at 12 noon and will

**Xtra Heart** – Fri, 1 pm, 6 pm

GM: *Jason Todd*

Xtra Heart ccg is a card game with superheroes played with chess-like strategy.

**Xtra Heart Pacific Coast Championship** – Sat, 1 pm

GM: *Jason todd*

Xtra Heart ccg Pacific Coast Championship 2010. Prizes include cds, t-shirts, and dealer dollars. Come join the fun. Xtra Heart ccg is a card game with superheroes played with chess-like strategy.



**Xtra Heart Valentine Tourney** – Sun, 2 pm

GM: Jason Todd

Valentine's day tourney. Xtra Heart ccg is a card game with superheroes played with chess-like strategy.

**XXXenophile Valentine's Day event** – Sun, 10 pm

GM: Josh Hollowell

Celebrate the love and spirit of Valentine's Day by playing a game of XXXenophile. Come join the fun and spread the luv.

**Yugioh** – Fri, 2 pm

GM: Frank Perkins

Wildfire, lately known for its naruto chunin, used to be known for making the most extreme yugioh tournaments. This week end we will turn back the clock and run 4 insane tournaments except the standard block but everything else will be crazy insane. Victor has constructed a steel cage just for this event... ok not really but these yugioh tournaments should be alot of fun. Standard block standard tournament rules. Check the official site before playing. Dealer dollar prizes will be awarded.

**Yugioh a team sport** – Mon, 9 am

GM: Frank Perkins

For a better description go this page [http://yugioh.wikia.com/wiki/Team\\_Dueling\\_Rules](http://yugioh.wikia.com/wiki/Team_Dueling_Rules). I will have copies at the tournament. Winners will receive dealer dollars and bragging rights. This is an interesting format I hope to see how it plays out

**Yugioh Limitless 5** – Fri, 5 pm

GM: Frank Perkins

Wildfire now known for its naruto chunin used to be known for its yugioh tournaments. These tournaments are crazy insane. This one is traditional format That mean no forbidden cards. You can also have 5 copies of any limited card. So you can have 2 yatas, 2 envoy of the end, 2 dark holes, 2 card destruction and 2 morphing jars and the rest only one copy of limited cards.

**Yugioh Maverick Style** – Mon, 1 pm

GM: Frank Perkins

This is a normal yugioh limited with one difference. Players must provide ante one card of 5 dollars or more. Majority of the pot goes to the winner. Please don't bring garbage. Just bring a decent rare worth 5 bucks and play its a normal swiss tournament.

## Computer and Video Games

### San Jose

#### **Beatles: Rock Band** – Sun, 10 pm

Come chill out with this version of Rock Band. 50+ Beatles hits come together in a new light, allowing all players to play. In the Seminar room.

#### **Guitar Hero Face-Off** – Sat, 5 pm

A Single-Elimination head-to-head ladder using the latest version(s) of Guitar Hero that are available. Versions may include Guitar Hero 3, Guitar Hero Aerosmith, and Guitar Hero Metallica, as well as others.

#### **Halo Tournament #1 (Halo Classic)** – Sat, 2 pm

Classic Halo tournament. That's right, we're going to play like it's 2001 in the original Halo: Combat Evolved! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time.

#### **Halo Tournament #2 (Halo: ODST)** – Sat, 6 pm

Halo: ODST Deathmatch. Our first ODST tournament. Sign up early, this time slot fills up fast! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

#### **Halo Tournament #3 (Halo 3 Teams)** – Sun, 2 pm

Halo 3 Teams. This tournament is 2 man teams, so find a partner. May the best spartans win! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time.

#### **Handheld Game Meetup** – Sat, 1 pm

Looking for someone to play against on your handheld Sony PSP, Nintendo DS, iPod Touch or iPhone? Want to trade items in games like Animal Crossing or Pokemon Diamond/Perl/Platinum? Head into the computer room so you can find other people to share with.

#### **Last Minute Tournament!** – Sun, 4 pm

Every con, we have requests for a tournament not already on the schedule. So this time, we're gonna schedule one, and see what hot new game or old favorite is in demand. Game to be decided at the start of the tournament.

#### **Machinima Movie Making (Make a movie in a video game!)** – Sun, 6 pm

Ever wanted to try your hand at making a movie using a video game as the set? Come join the fun in a new event for the computer room. Bring your ideas, but remember, our motto for this event is keep it simple! The movies from the last event will be shown before hand so you know what to expect.

#### **Modern Warfare2 tournament** – Sat, 5 pm

Entry player vote on knife battle, snipers only, pistols only, or regular death-match. Hardcore setting.

**Open Comp/Video Gaming – Fri, 8 pm**

New for Orcccon 2009 - The Video Gaming Room will be open on Friday night from 8pm - 12am.

**Open Comp/Video Gaming – 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-10pm Saturday 10am-10pm Sunday 10am-1pm Monday

**Open Comp/Video Gaming 18+ – Sat, Sun 10 pm**

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

**Rock Band Free Play – Fri, Noon**

Here It Goes Again... You Oughtta Know, One Way Or Another, you've got an Uncontrollable Urge, that Can't Stop Rockin'. It's Presidents' day weekend, which means School's Out, so Come Out And Play. We Got The Beat with a full electronic ION Drum Kit & personal monitor. This Is A Call to all you Girls Who Play Guitars and 21st Century Digital Boys to Don't Stop Believing and take your turn in the Limelight don't Linger, Run To The Hills, because you've got a Date With The Night. In the Seminar room.

**Rock Band Tournament – Sat, 6 pm**

Let the Good Times Roll because Tonight I'm Gonna Rock You Tonight. Come see the Bands that proved They're Red Hot and Bad To The Bone battle it out. Even if you didn't qualify come check out the music and possibly get chosen as a wildcard to compete in the show. Prizes included! In the Seminar room.

**Xbox Arcade Showdown – Sat, 10 am**

This ongoing tournament tests your skill at a selection of five hot Xbox Arcade games! Log your best scores and see who's the best. Don't have enough time to do it all at once? No problem! Play one game now, come back to play more later!

## **Open Gaming**

### **Main Ballroom**

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 played before or old favorites you don't have. Enjoy!

## LARP

### Laguna, Malibu, City View, San Jose Foyer

#### **Artorian Order of the Knights of Pendragon** – Sun, 2 pm – AOKP LARP

GM: *Anne Valliant*

In the chaos following the fall of Camelot, a new order of knights emerged, brave men and women dedicated to the ideals of Arthur and the virtues of the Light. They called themselves the Artorian Order of the Knights of Pendragon, or AOKP for short. Come find out what it takes to be a knight and there may be a quest for you to prove your worth.

#### **Clan and King** – Sun, 2 pm – *Dying Kingdoms*

GM: *Jesse Heinig*

In the highlands of Culberon, the five Great Clans come together to deal with the fractures in their kingdom. Come partake in the intrigue and political machinations of the Court in the Dying Kingdoms setting. One-shot characters are available and encouraged. Come and shape the future of the nations of the ongoing Dying Kingdoms world. Medieval fantasy setting, costuming encouraged but not mandatory, no live combat.

#### **Cross Roads** – Sat, 2 pm – *Old World of Darkness Mind's Eye Theater*

GM: *Frank Perkins*

At the crossroads bar and grill in Long Beach, CA sit down have a beer and chill out. This is the only bar where you can be of any daywalking supernatural and walk in and out of the front door unharmed as long as you play it cool. The genres for this game are Werewolf, Werecoyote, Ratkin, Werespider, Wereraven, Mage, Changeling and Ghoul. This game is based loosely in the OWBN LARP group and will be held during the day, Saturday only. We will have one-shot characters for anyone and invite anyone from OWBN to play with their regular characters.

#### **Houses of the Blooded: Blood Opera** – Sat, 8 pm – *Blood & Tears*

GM: *John Wick*

When the controversial Opera "A Symphony in Yellow" first opened on the stage, it was banned in seven provinces. Now, a young and daring Baron has sponsored a new production, promising the opportunity for scandal! Simply everyone will be there. But will the Opera's performance revisit the chaos and madness that it brought before? Blood & Tears is the live action version of Houses of the Blooded.

#### **In the World of Dying Kingdoms** – Sat, 2 pm – *Dying Kingdoms*

GM: *Robert Telmar, Jesse Heinig*

Come out and play a Table Top game in the world of Dying Kingdoms which will give you an inside scoop on the LARP on Sunday, "Clan and King". This allows characters to have a more personal story and engage in character development.

#### **Muerte Libre presents Blood & Coffee** – Fri, 8 pm – *Vampire: the Masquerade*

GM: *Erik Jameson*

One World By Night presents an evening of Vampire: the Masquerade. Local chronicle Muerte Libre will host an evening of "soft" role-play (combat is to be avoided if possible) as a prelude to the weekend's primary events, held Saturday and Sunday nights. Attendance those nights is not required to come and enjoy Friday night's activities, nor is membership in OWBN. New players welcome! Come meet the locals, the out-of-towners and possibly a special guest.

**Muerte Libre presents Blood & Coffee** – Sat, 8 pm – *Vampire: the Masquerade*  
GM: Erik Jameson

Muerte Libre and La Sangre de Los Angeles present “Blood & Coffee.” The Anarchs of the Free States are hosting a Grand Elysium...the Tower is invited. But to what purpose? What are the Anarchs hoping to accomplish by inviting Princes and Archons and maybe even a Justicar? A One World By Night game.

**Muerte Libre presents Blood & Coffee** – Sun, 8 pm – *Vampire: the Masquerade*

GM: Christian Kenney

Welcome to One World by Night in Southern California. Local chronicles Muerte Libre and La Sangre de Los Angeles are playing host to an event game welcoming Camarilla, Anarch and Independent characters from throughout the organization. New characters are welcome and pregenerated characters will be available to play at the door.

## Miniatures

### Penthouse, La Jolla, Ballroom Foyer, Ballroom A

**“The Zareba”** – Sat, Sun Noon – *The Sword & the Flame*

GM: Larry Stehle

“Them Dervishes is out there...skulking up on us in the night! So look sharp lads!” A British force is out scouting for the Dervishes Army and has found them. Riders have been sent with the news and now the detail just has to survive the night.

**Attack on Torre Muchia, Italy** – Sun, 10 am – *Mein Panzer*

GM: Sacha Schwartzkopf & Gregory Kuntz

The village of Torre Muchia lies on the Adriatic coast just north of Ortona, Italy, on the southern edge of the Riccio River. Canadian forces need to make “one more push” to take it from German Fallschirmjäegers and thus secure the town of Ortona. Come attack the pride of the German army, or defend against the determined Canadians.

**Battle of Brandywine Creek HMGS** – Sat, 5 pm – *15mm Patriots and Loyalists*

GM: adam hammer

Howe landed the cream of the British Army in a drive to capture Philadelphia. Washington’s army attempted to block the British and save the American city. Play out this pitched battle to see if King George gets stopped.

**Battletech Arena Returns!** – Sun, 1 pm – *Battletech*

GM: Special Projects Team

Battletech is re-released, and it’s back at Strategicon! Pick your side, strap on a ‘Mech, and do battle! We will start having tournaments at Gamex, so come learn and play one of the hottest miniatures rules ever.

**Breakout from Fort Donelson! HMGS** – Sun, 10 am – *Guns at Gettysburg*

GM: David Maupin and Greg Kildare

In February 1862, the Union army under Grant had the Confederate forces penned in at Ft Donelson. It seemed hopeless for the Rebels, but Nathan Bedford Forrest attempted to escape the trap. Can the besieged Confederates break through the encircling Union troops? Find out with 28mm Civil War figures and these regimental scale rules.

**Broadside Bash - 40k GT** – Sat, 8 am – GW WH40K 5th Edition

GM: *Pacific Marauders*

This is part of the national Games Workshop Independent Grand tournament circuit. This is a two day event

**Broadside Bash - War of the Ring GT** – Sat, 8 am – GW War of the Ring

GM: *Pacific Marauders*

This is part of the national Games Workshop Independent Grand tournament circuit. This is a two day event

**Broadside Bash - WHFB GT** – Sat, 8 am – GW WHFB 7th Edition

GM: *Pacific Marauders*

This is part of the national Games Workshop Independent Grand tournament circuit. This is a two day event.

**Coronel Redux** – Fri, 7 pm – *Fear God and Dread Nought*

The famous cruiser battle, fought off the west coast of South America, with both sides having minor additions to the historical order of battle. Still the British side must finesse its way to victory. Players: 2-8 Rules: Scale: 1/6000 Everything necessary for play will be provided.

**Desert Falcons** – Sat, 7 pm – *Jet Sortie - 1/285th Modern Jet Combat*

GM: *Jose Mendiola and Rick Hewitt*

1982 Over Lebanon - Israeli air cap for Operation Peace for Galilee encounter Syrian air interceptors. Israeli air superiority needs to be established in order their ground elements can move forward deeper into Lebanese territory in order to pursue Hamass fighters.

**EOD Warband Bash** – Sun, 11 am – *Wargods of Aegyptus*

GM: *Richard Rodgers*

On Sunday come and pit your skills against my Eaters of the Dead Warband. Bring your legal 1250 point Ka 1 Warband and see how you fare against the Eater's. Start time is at 11am and I will take on all Warbands until 4pm.

**Flames of War Tournament** – Sat, 8 am – *Flames of War 15mm*

GM: *Tim Keennon & Frank Vassallo*

This will be a 2,000 point mid-war doubles tournament, and will be a qualifier for the 2010 Nationals Tournament. All official published lists (army books and .pdf's) are legal. Each player gets 1,000 points to build a legal company. Up to 100 points can be shared with your team mate. This is a two day tournament and a national qualifier. Please arrive no later than 8:30 AM for check-in.

**Lay down your arms, you damned rebels..** – Sat, 10 am – *Home brew skirmish rules*

GM: *Robert Boyens*

28mm Battle of Lexington and Concord. Lead the British grenadiers, light troops, and marines through the gauntlet of rebels, or lead a militia band determined to make the lobsterbacks pay the ultimate price.

**Malifaux** – Sat, Sun, 10 am – *Wyrd Games - Malifaux*

GM: *Dan Weber*

A demonstration event of the new diceless miniature system.

**Miniatures Bootcamp Session 1** – Sat, 9 am – *Warhammer 40K, Wings of War, & Uncharted Seas*

GM: Special Projects Team

Come and learn one of the most popular and played systems on the market today! Session 1 includes Warhammer 40K, Wings of War and Uncharted Seas. Join in at any time!

**Miniatures Bootcamp Session 2** – Sat, 1 pm – *Warhammer Fantasy, Battletech, Warmachine & D&D Skirmish Battles*

GM: Special Projects Team

Session 2 includes Warhammer Fantasy, Battletech, Warmachine and D&D Skirmish Battles. Join in at any time!

**Miniatures Bootcamp Session 3** – Sun, 9 am – *Warhammer Fantasy, Battletech, Warmachine & D&D Skirmish Battles*

GM: Special Projects Team

Session 3 includes Warhammer Fantasy, Battletech, Warmachine and D&D Skirmish Battles. Join in at any time!

**Miniatures Bootcamp Session 4** – Sun, 1 pm – *Warhammer 40K, Wings of War & Uncharted Seas*

GM: Special Projects Team

Session 4 includes Warhammer 40K, Wings of War and Uncharted Seas. Join in at any time!

**Miniatures Paint and Take** – Sat, Sun, 10 am – *N/A*

GM: Katie Gonzalez

Come to the Miniatures Paint and Take where we have everything you'll need to try out miniature painting, including miniatures you take with you when you are finished! Experienced instructors are on hand to give tips and advice. Hours are 10 am to 5 pm on Saturday and Sunday.

**Never Trust an Elf...** – Mon, 9 am – *Uncharted Seas Naval Miniatures*

GM: Special Projects Team

A Naval Armada advances against the Dragon Lords fleet, intent on crushing them forever! As the Imperial Commander looks to his flank, he remembers the Dwarf's warning as the Elven gunports open early.

**Rounding the Horn** – Sat, 10 am – *Fear God and Dread Nought*

GM: Tim Charlesworth and Rick Hewitt

Rounding the Horn - This Hypothetical Battle Assumes that Graf Spee and his ships made it around the Horn before being intercepted by the British Ships stationed in the South Atlantic. Its still very much a cruiser battle, but the British will have more teeth, and the Germans get to play the game of finesse. Players: 2-8 Scale 1/6000 Everything necessary for play will be provided.

**San Orconni, Sicily 1943** – Sat, 6 pm – *NUTS!*

GM: John Paul Bakshoian

The US army has bombed then outflanked the town of San Orconni. The Germans and Italians have just pulled out, but may counter-attack. Your squad (or squads if enough players) is to recon the town for enemy activity and to provide an Observation Post for artillery. 15mm WWII game. Town warfare and miniatures provided.

**Speed Rally - Daytona Continental Road Course** – Sat, 9 am – Speed Rally

GM: Michael Taylor

Daytona International Road Course - Hot Wheels Scale Game Start: Saturday, 9am-12pm Table Size: Track Size: 4' x 7'4" Number of Players: Up to 20 Fantastic races with miniature cars. Bring your own Hot Wheels or some will be supplied. Use 1000 points to create your own driver on-line (<http://jptrostle.com/downloads.html>) or drivers are supplied.

**Task Force Z** – Fri, 7 pm – General Quarters - Large Scale

GM: Special Projects Team

Task Force Z was dispatched to the South Pacific to protect Britain's interests in the region. What would have happened if the Japanese had faced them ship-to-ship? Rules are easy, tactics challenging, game fun!

**Task Force Z (Rein)** – Sun, 7 pm – General Quarters - Large Scale

GM: Special Projects Team

The Royal Navy seriously underestimated the strength of the IJN when they dispatched Task Force Z to the Indian Ocean. Let's see how a proper task force would do! Rules taught, join at any time.

**The Jet Age Begins!** – Sat, 7 pm – Mustangs and Messerschmitts

GM: Special Projects Team

The end of World War 2 is near and the Germans have introduced the ME-262, ME-163 and HE-162. Can the Americans counter with the P-51, P-47 and P-38? Come and find out! Rules taught.

**The Wheat Field at Gettysburg HMGS** – Sat, 10 am – 28mm Guns at Gettysburg

GM: Dave Maupin and Greg Kildare

On the 2nd day of Gettysburg, General Sickles decided to deploy his corp to a position in advance of the Union army that would forever be known in history as The Wheat Field. This exposed location put his men directly in the path of Lee's planned assault on the Union left flank. Was Sickles a genius or a fool? You decide. Fun regimental scale rules with over 700 28mm figures.

**They Shall Not Pass** – Sat, 4 pm – Wargods of Olympus

GM: Richard Rodgers

Xerxes the King of the Titans has finally escape Tartarus and has gathered a vast horde of Titans and Monsters and now marches on the city state of Sparta. Xerxes know that Sparta is the strongest city in Hellas and if Sparta falls to Xerxes the rest of the city states will easily be conquered. To this end Xerxes intends to make an example out of Sparta.

**To The Skies!** – Sat, 1 pm – Wings of War

GM: Special Projects Team

War in the skies of France in World War 1. Come and shoot down your friends! Fun for everyone!

**Uncharted Seas Megabattle** – Sat, 9 pm – Uncharted Seas Naval Miniatures

GM: Robyn Nixon

This is an Event to allow 600 points per person. This is a two sided event where participants will be divided into two equal and competing sides megabattle. The object of this event is FUN! so all levels of participants are encouraged to join in. The organizer will be bringing a couple of extra fleets so those who might want to join in, but need an extra ship or two can join in!



**War in the Pacific** – Sun, 11 am – GQ III

GM: Robert Boyens

Cruiser clash in the Pacific - IJN cruisers vs USN cruisers, using 1/2400 scale ships, with rain squalls.

**WARMACHINE/HORDES MK2 25pt Brawl** – Sat, 10 am – Warmachine/Hordes

GM: Anthony Nguyen

Using the new Warmachine MK2 and \*tournament official\* Hordes MK2 rule sets, players will create a 35pt and 50pt list. Players will battle it out with their 35pt list until the final round, where the 50pt list comes into play! SteamRoller 2010 rules (timed turns) and scenarios will be used.

**VS. NINJA!**

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## Roleplaying

### Poolside 1 - 6, Century, Malibu, Newport

**"Race to Snakepipe Hollow"** – Sun, 8 pm – *HeroQuest 2nd edition*

GM: *David Banuelos*

Something ancient and valuable has been unearthed in Snakepipe Hollow in the land of Dragon Pass. Both the lunar empire and the barbarian rebels want it. Who will claim the prize? And will they know what to do with it? Players will choose, as a group, whether to play as empirical soldiers or barbarian rebels. Newcomers welcome.

**"The League of Extraordinary Young Ladies and Gentlemen"** – Sun, 2 pm – *HeroQuest 2nd edition*

GM: *David Bañuelos*

Once more into the breach! After the defeat of the Martian invaders, the British Empire was safe . . . for a time. The League of Extraordinary Gentlemen are . . . unavailable. So a top secret group of young adventurers, including Mowgli, Dorothy, Peter Pan, Alice, and others, are sent forth to face this new threat. Newcomers welcome.

**A Slayers Destiny** – Sat, 2 pm – *Buffy the Vampier Slayer*

GM: *nicholas butler*

On the Eve of Violets 16th birthday she is approached by a man in a white suit proclaiming that she is active and must take on her duty to combat the forces of evil and that she is the new slayer. A prophecy foretells that slayer will die in the coming days can she stop her death the end may be near.

**A Very Special Episode of Inspectres!** – Sat, 8 pm – *Inspectres*

GM: *Dan Sherer*

The ratings leading reality show about the men and women who protect us from things that go bump in the night (for a reasonable fee) is back and no one knows what to expect!. On today's very special episode, we visit a new office and new employees to see how they deal with their unknown (but undoubtedly very special) challenges. Come for the ghosts, stay for the laughs! Beginners welcome.

**ADCP2-1 The Paladin's Plague** – Sat, 2 pm – *D&D 4e*

GM: *RPGA Staff*

The plagueland outside Elturel has recently begun spewing out even more twisted monstrosities than usual. The paladins have put out a call for the best and bravest explorers to venture to the border, if not into the plagueland itself. A convention-only, two-round continuous-play Living Forgotten Realms Battle Interactive set in Elturel for characters levels 1-17. It is recommended you play SPEC2-1 first though it is not required.

**Alpha Omega Demo - Guard Duty** – Fri, Sat, 2 pm – *Alpha Omega*

GM: *Jeffrey Cain*

The Vidal Corporate Arcology has received word that protesters may cause chaos in the next 24 hours. Chaos is bad for business, so Vidal is hiring additional freelance security - someone like you! Basic rules for the Alpha Omega RPG and 6-6 System will be taught. Characters provided. Bring all the dice you have!

**Alpha Omega Intro - The World is Shaking** – Sun, 2 pm, Mon, 9 am – Alpha Omega

GM: *Jeffrey Cain*

Strange seismic readings in the Catskill Mountains draw the attention of scientists. They have failed to check in twice during the last twelve hours. The NWSEC has asked for your assistance in locating them. This demo game will teach the basics of the Alpha Omega RPG and the 6-6 System. Characters provided. Bring all the dice you have!

**Armageddon** – Sun, 2 pm – *Buffy the Vampier Slayer*

GM: *nicholas butler*

The eve of the equinox is coming and it's time for the vamps and deomns to bring down the house with an end of the world party only problem is they will party while ending the world. It's up to Violet the new formed slayer and friends to stop them from destroying the world.

**Avengers Assemble: Refuge** – Sat, 2 pm – *Hero System (5th Edition)*

GM: *Venter Laird*

Disaster has struck an alternate Earth reality where costumed heroes and villains never existed. With less than 24 hours until their world is destroyed, the greatest minds on the planet have found a way to open a bridge into our world, hoping to escape oblivion. Now, Avengers must find a way to save an eerily familiar world, or allow 6 billion souls to die.

**Barroom Brawl Cantina Crawl** – Sun, 2 pm, 8 pm, Mon, 9 am – *Star Wars D6*

GM: *Gary Mack*

A smoke filled cantina, packed with criminals, rebels, Slicers and Hutt Thugs. Sly Snoodles plays familiar favorites in the background. All of the sudden, with no warning, an imperial squad kicks in the door for random inspection... The cantina patrons seem resistant...

**Beginner's Guide to Learning 4th Edition D&D** – Sun, 9 am – *D&D 4e*

GM: *RPGA Staff*

Curious about Dungeons and Dragons, but intimidated by learning the rules? This four hour event is the perfect way to learn at a slow pace. You'll learn how combat and skill challenges work, and get detailed help building a character that suits your personality and play style. Then put those skills to work in a short 90 minute adventure investigating a murder in the streets of Waterdeep. If you end up wanting more, you can then sign up for the RPGA and play in any of the many RPGA games at the con.

**Blood moon over Blackmoor** – Sat, 2 pm – *Werewolf the Forsaken*

GM: *Louis Garcia of the Dead Gamers Society*

Fear has gripped the quiet Victorian village of Blackmoor as the Wolfman has unleashed his primal fury. Your werewolf pack has arrived in Blackmoor in search of the Wolfman's alter ego, Lawrence Talbot, in an attempt to pick up the pieces and in turn faceoff with a deadly foe.

**CORE2-1 Killing the Messenger** – Fri, 2 pm, Sun, 9 am – *D&D 4e*

GM: *RPGA Staff*

An ancient drow city, long thought dead, has begun to stir and a battalion of Zhentarim soldiers marches to support it. Can you discover who is behind this unlikely partnership? A Living Forgotten Realms espionage adventure set in the Underdark for characters levels 11-14. Sequel to QUES1-1 Black Cloaks and Bitter Rivalries.

**CORE2-2 Rising of the Dark** – Sun, 7 pm, Mon, 2 pm – D&D 4e

GM: RPGA Staff

During the rise of the Netheril Empire, many battles were fought. One battle sank a Netherese ship, sending it below the waves of the Sea of Fallen Stars. There it lay for many years, vessel and cargo forgotten. Until now. A Living Forgotten Realms adventure set in the Sea of Fallen Stars for levels 11-14.

**CORM2-1 For Crown and Kingdom** – Fri, 2 pm, Sun, 9 am, 2 pm – D&D 4e

GM: RPGA Staff

For decades, knights-errant of Cormyr have sought glory in the untamed Stonelands. It is common for these knights to bring a retinue of adventurers on such quests, and what better way to make a name for oneself? A Living Forgotten Realms adventure for characters levels 1-4.

**Courier Service** – Sun, 8 pm – Paranoia

GM: Bay Grabowski

Citizen! Friend Computer calls upon you for glorious service! You will deliver a batch of harmless chemicals to Sector XPD. Please note that spreading rumors of Communist activity in Sector XPD is treason. Not accepting prototypes from R&D is treason. Traveling across sector lines without authorization is treason. Failing to arrive at your destination is treason. The Computer is your friend!

**D&D 4.0 Intro** – Fri, 2 pm, Sat, 9 am – D&D 4.0

GM: Ron Shaw

Slow paced introduction to D&D 4.0 Character creation, basic systems, will include creating own character and mini-adventure

**DALE1-6 The Vesperin Initiative** – Fri, 7 pm, Sun, 2 pm – D&D 4e

GM: RPGA Staff

By Mickey Tan. A trade consortium is being formed. All the players have been selected. Now if they could just agree to meet and finalize the trade pact. Why can't they all just get along? A Living Forgotten Realms adventure set in the Dalelands for characters levels 11-14. Final part of the 'Conspiracy of Ravens' quest, originally started in DALE1-1 The Prospect and DALE1-3 Master and Servant.

**DALE1-7 Arts** – Sat, 9 am, Mon, 9 am – D&D 4e

GM: RPGA Staff

Isolation can be a boon—but when strange events leave the members of an airborne boarding school for young nobles in High Dale ill, only aid from outside can offer a solution. Can the PCs solve this discretely and in time? A Living Forgotten Realms adventure set in the Dalelands for characters levels 1-4. Part of the 'Arts & Crafts' major quest, and prequel to the 'Pain and Suffering' arc, which starts in DRAG2-1 Discomfort.

**DALE2-1 Forever** – Fri, 2 pm, Sun, 9 am – D&D 4e

GM: RPGA Staff

In a world where even gods die, nothing lasts. Yet, some may seek any means to recover old glory, regain love, or cling to the vestiges of life itself. A Living Forgotten Realms adventure set in the Dalelands for characters levels 4-7.

**Darkness Falls - Chaper 5: Whisper** — Sat, 8 pm — *Star Wars Saga Edition*

GM: *Joe Burns*

The shadow of the Dark Side has covered the galaxy like thick, black wool. Adrift in space, the Jedi and their Clone Allies are trapped on a shuttle, their destination unknown. They have translated the prophecy of the One In Three but they cannot understand it. Can they uncover the truth?

**Dirty Secrets** — 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.

**DRAG1-6 Crafts** — Sun, 2 pm, Mon, 2 pm — *D&D 4e*

GM: *RPGA Staff*

Westgate is a haven for all races and creeds. But now madness and agony threatens to spread to all corners of the city if it is not dealt with in its infancy. A Living Forgotten Realms adventure set in the Dragon Coast for character levels 1-4. Part of the ‘Arts & Crafts’ major quest, and prequel to the paragon level ‘Pain and Suffering’ arc, which starts in DRAG2-1 Discomfort.

**Dwarf Fortress** — Sat, 2 pm — *GURPS Fantasy*

GM: *Bay Grabowski*

Imagine Moria run by an ill-managed group of surly, temperamental and ludicrously drunk dwarves. Luckily for you, they killed themselves off in a spiral of tantrums set off by an apocalyptic flood of magma. Now \*you\* get to brave the zombie carp, unlabeled doomsday levers and labyrinthine corridors to bring back fabled artifacts of legendary adamantium.

**Final Exam Crisis!** — Sat, 8 pm — *FATE*

GM: *Mike Olson*

Are you ready for some exciting but essentially non-lethal Silver Age-type action? When supervillainy threatens Pacific City, it’s up to Seaside High School’s motley assortment of teenage superheroes to put a stop to it. Come playtest this new superheroic version of FATE, the ruleset that powers Spirit of the Century, Diaspora, and the upcoming Legends of Anglerre.

**Flight to New France** — Sat, 8 pm — *Buffy the Vampire Slayer*

GM: *John Lumsdon*

Is it truly a Slayer’s Duty that forces her to travel from Bristol to Albany in this time of war? Perhaps it is rather that she flees a love that cannot be.

**Ghost Ship** — Fri, 2 pm — *Palladium - Robotech*

GM: *Joe Burns*

Earth attempts to rebuild after the devastation of the first Robotech war. Humans and Zentraedi struggle to find peace. But a series of disappearances, and a strange Zentraedi ship floating in the debris fields surrounding the moon, have gotten the attention of The UEDF. A squad of mecha pilots is dispatched to investigate. What will they find?

**IMPI2-1 Goblins From Below** – Fri, 2 pm, Sun, 9 am – *D&D 4e*

GM: *RPGA Staff*

Strange goblins wielding weird arcane powers have been spotted in the Earthspur Mountains. Arcane fire flares at the goblins' command and the authorities of Impiltur want to know the goblins' plans and where they came from. A Living Forgotten Realms adventure set in Impiltur for characters levels 7 - 10.

**Judo Dogs and Karate Kittens** – Sun, 2 pm – *GURPS Traveller*

GM: *Mike Kelly*

Earth, the late 22nd century. Following the atomic war of 2150, Earth has been devastated by nuclear holocaust. The survivors were warped by the mutating effects of Strontium 90 fallout. Mutants were forced take the only job open to them - bounty hunting. These Search/Destroy Agents hunt the criminals too dangerous for the Galactic Crime Commission. Characters provided - beginners welcome.

**Jungle Fever** – Sat, 2 pm – *Full Light, Full Steam*

GM: *Josh Roby*

HMS Imperial has gone down above Venus, betrayed from the inside by a crewmember. Now the great ethership has crash-landed in the wild Artemis Lowlands, behind enemy lines and surrounded by hostile natives. How will you get to safety? And who betrayed the ship?

**La Ville Vulgaire** – Sun, 9 am – *Thornes (Playtest)*

GM: *Jesse Burneko*

Part Sin City, part The Three Musketeers, Thornes is a swashbuckling film noir about sex and violence dressed up in lace and steel. The characters are dashing scoundrels and daring damsels of the morally corrupt city of La Ville Vulgaire. This is a public play-test and all feedback is appreciated.

**Leftovers: Bell, Book, and Tentacle** – Fri, 8 pm, Sat, 9 am – *Leftovers*

GM: *Mike Olson*

Suzanne may be young, but even she knows better than to leave the Trench by herself. There's no telling what might find her out there could be violence-crazed Grafters, unspeakable Horrors, or worse... the Order of St. Eurosia. Whatever it is, time's running out. This is an open playtest of Leftovers, a roleplaying game of post-apocalyptic survival in a horrific world but with a heart.

**Lost in Time** – Sun, 9 am – *Doctor Who Adventures in Time and Space*

GM: *Chris Czerniak*

The Doctor has detected another Tardis and people are getting kidnapped from different times. It is up to the time lost and The Doctor to put things right.

**Ludlow Horror** – Fri, 2 pm, Sat, 2 pm – *All Flesh Must Be Eaten*

GM: *Mike Lowrey*

You will play group of college friends headed out to Las Vegas for a weekend of fun, but before making it too far out of LA before the car has some trouble and the nearest town is Ludlow, 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 done. Hosted by: Low Level Games

**Marvel Slugfest** – Sat, 8 pm – *Hero System (5th Edition)*

GM: *Venter Laird*

After thirteen others had fallen, only three remained. Locked in battle, Rogue, Thing, and Wolverine plunged over Anubis falls, lost to the mists. Emerging alone, Wolverine proved the victor of Slugfest VIII. The trophy for Slugfest IX is polished and ready for a new owner. Use your brains, brawn, and cunning to guide one of over 40 of Marvel's classic heroes to victory, and it could be you.

**Mass Effect - Awakening** – Sat, 8 pm, Sun, 9 am – *GURPS Modified*

GM: *Ron Shaw*

You wake up freezing cold, the cryotube releases and you stumble forward, the tags on your neck read "Shepard as they jingle, you look to your left. A woman greets you after stumbling out of her own tube "Hi I'm Shepard" she says. A male voice opposite her says "Wait I'm Shepard..." (GURPS combat systems will be used but Character Creation and Skills Systems will be determined by GM)

**Midnight Society Double Feature Weekend** – Sat, Sun Midnight – *Palladium*

GM: *Joe Burns*

The Ordeal at Mountain Valley – Nestled in the mountains of the Pacific Northwest, Mountain Valley is an idyllic college town. Several years ago Umbrella made a large grant to the University's Science program that brought new life to Mountain Valley. But something sinister lurks beneath the surface. Can you survive the nightmare? This is a more cinematic game where role-playing takes precedence.

**Midnight: The Midnight Society: Operation Mount Valley** – Sat, Midnight – *Palladium System*

GM: *Tim Jenkins*

Midnight: The Midnight Society: Operation Mount Valley

**Mind in the Masses** – Sat, 8 pm – *Conspiracy X - Unisystem*

GM: *Chris Czerniak*

Strange events have been occurring in El Paso TX as investigators look into events that could lead to aliens, psychic phenomenon and of course... government conspiracy.

**Monday Morning Inspectres** – Mon, 9 am – *Inspectres*

GM: *Dan Sherer*

Tired? Run down after a long convention? Useless without your coffee? Well worry no more! Inspectres is here to help you through the morning! That's right, the hit reality show about the men and women who fight back against things that go bump in the night (and get dental benefits) is here to see you through the morning. Beginners welcome.

**MOON1-7 Treasure Hunt** – Sun, 7 pm, Mon, 2 pm – *D&D 4e*

GM: *RPGA Staff*

An old bard's tale, a sunken ship, and a foreign captain: Secrets lost for decades may come to light if you embark on this treasure hunt. You may find riches or be the main course on some beast's table. Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 7-10.

**MOON2-1 Darkness Falls Over Moray** – Fri 7 pm, Sun 2 pm – D&D 4e

GM: *RPGA Staff*

Only a sliver of light separates those who profit and those who perish on the island of Moray. When that light is extinguished, it is difficult for even the greatest heroes to find their way. A Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 4-7.

**New Wave Requiem Strikes Back** – Sun, 2 pm – *Vampire the Requiem*

GM: *Mike Cantin of the Dead Gamers Society*

In the Spring of 1985 big hair was all the rage, especially amongst hard rocking werewolves! The masquerade is stretched thin beneath the glare of neon lights. You and your fellow undead must make battle and scheme to keep it under wraps, lest the world come crumbling down like WWII. Join the Dead Games Society for another sojourn to the 1980s when it was a good time to be a vampire.

**No Rest for the Weary - Part 2a** – Fri, 2 pm – D&D 4e

GM: *Robert Curtis*

After some well earned rest and relaxation at the Five League House, our hapless heroes figure it's time to continue on to Fallcrest to seek their fame and fortune. Landing some work as caravan guards seems ideal. Hitch a ride and get paid for it. What could possibly go wrong?

**No Rest for the Weary - Part 2b** – Fri, 8 pm – D&D 4e

GM: *Robert Curtis*

After some well earned rest and relaxation at the Five League House, our hapless heroes figure it's time to continue on to Fallcrest to seek their fame and fortune. Landing some work as caravan guards seems ideal. Hitch a ride and get paid for it. What could possibly go wrong? (This adventure is the second half of the previous adventure No Rest for the Weary - Part 2a)

**Operation Grey Moon** – Sat, 8 pm – *GURPS Special Ops*

GM: *Bay Grabowski*

Deep undercover in the middle of Nazi Germany, your team has been tasked with infiltrating the mansion of a noted general, acquiring plans to the newest Nazi war machine, and eliminating a troublesome German operative. A large party thrown by the general will give you the chance to sneak in.

**Pools of Radiance Attack on Myth Drannor** – Fri, 8 pm – *AD&D 2e*

GM: *Tim Jenkins*

The Cult of the Dragon found a pool of radiance that recently formed in the fallen city of Myth Drannor. The Cultists corrupted the pool, and it now reaches out to other pools across Toril, draining their life to feed itself. The Cult plans to immerse an evil Dracolich into the corrupted pool, to give it incredible powers. Can YOU stop this threat to Toril?

**PSS #18: The Trouble with Secrets (lvl 5-9)** – Sun, 9 am – *D&D – Pathfinder*

GM: *Pathfinder staff*

Decades ago, an Osiriani Pathfinder named Bossell locked his transformed lover in the vaults beneath the Sothis Pathfinder Lodge. The old and senile Bossell now relies on his assistant Fendel for everything, and the hapless assistant has disappeared into the vaults after reading his master's journal. Will you survive his secret or find yourself transformed as well?



**PSS #28: Lyrics of Extinction (lvl 7-11)** – Mon, 9 am – D&D – Pathfinder

GM: Pathfinder Staff

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

**PSS #37: The Beggar's Pearl (lvl 1-7)** – Sat, 9 am – D&D – Pathfinder

GM: Pathfinder Staff

When a thief arrives at the Pathfinder Lodge in Almas bearing stolen artifacts and writings pointing the way to a lost dwarven gallery, you are sent into the rugged Aspodell Mountains to find the famed dwarven explorer last known to be searching for it. Once there you find a tangled web of darklands creatures in the thrall of a charismatic cult leader with ties to the darkest shadows of the First Realm.

**PSS #38: No Plunder, No Pay (lvl 7-11)** – Mon, 2 pm – D&D – Pathfinder

GM: Pathfinder Staff

The famed Chelish pirate Captain Caradoc Alazario has finally been caught after stealing a fiendish artifact of twisted origins. He is the only one who knows where it came to rest off the coast of the rain-drenched Sodden Lands. You are charged to break Captain Alazario out of prison and use him to guide you to the lost artifact. Prison, pirates, and horrors of the deep await you in a land where an honest day's wage never comes honestly.

**PSS #3: Murder on the Silken Caravan (lvl 1-5)** – Sun, 9 am – D&D – Pathfinder

GM: Pathfinder Staff

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

**QUES1-1 Black Cloaks and Bitter Rivalries** – Sat, 9 am – D&D 4e

GM: RPGA Staff

You have haggled with a potter, given a coin to the stranger, and spared the life of an agent. Darkhold and the secrets of the Black Network await for those clever and ruthless enough to infiltrate the Zhentarim. You must have completed the Zhentarim Infiltration Quest to participate in this adventure. A Living Forgotten Realms adventure set in the Western Heartlands for characters levels 7-10.

**Rain** – Sat, 9 am – Call of Cthulhu

GM: Wes Otis

The city is decaying. The people are sinful and unrepentant. The rain has come to wash it all away. To deliver the citizens from sin and take them to a holy land. All they have to do is believe. All they have to do is submit to the way of the rain.

**Return to the Keep on the Borderlands** – Fri, 2 pm – AD&D 2e

GM: *Tim Jenkins*

Even from the road, the Keep is an impressive sight: a mighty castle perched on a flat-topped hill, with a path climbing steeply beneath frowning guard towers until it reaches the main gate. As you draw near, a clanging as of a great gong goes up from one of the towers that overlooks the path—clearly, your approach has been noticed. Now, it is time to Return to the Keep on the Borderlands.

**Savage Codex Alera - Slave Pits of Caulderon** – Sat, Sun, 2 pm – Savage Worlds

GM: *Andy Blanchard*

Fan of Jim Butcher? Love his Codex Alera fantasy series? Dream of playing an element-controlling furycrafter? Well then join the fun! Playtest the Savage Worlds tweak for the Codex Alera fantasy setting, and maybe even save some slaves from cruel and uncaring bastards while you're at it!

**Savage Sands of Mars** – Fri, 2 pm – Savage Worlds

GM: *Joel Arellano*

On the dying red planet, your mixed veteran group of apes, red and green men, and Earthlings are sent to discover why the life-sustaining waters seem to be driving the populace insane.

**SPEC2-1 Blinking Eye of Fire** – Sat, Mon 9 am – D&D 4e

GM: *RPGA Staff*

The second sun above Elturel blesses the land with never-ending light. But deep beneath the streets lurk things determined to see night fall. A Living Forgotten Realms adventure set in Elturgard for characters levels 11-14.

**SPEC2-1 Dogs of War** – Sat, 9 am, Mon, 2 pm – D&D 4e

GM: *RPGA Staff*

The paladins of Elturgard cannot tolerate a threat from the gnolls of the Reaching Woods at this time. Will heroes step forward to undertake a risky mission to foil the gnolls and their demon allies? A Living Forgotten Realms adventure set in Elturgard for characters levels 4-7.

**SPEC2-1 Scout's Honor** – Sat, 9 am, Mon, 2 pm – D&D 4e

GM: *RPGA Staff*

Amongst the towering trees of the Forest of Wyrms live countless serpents, dragons, and other fell creatures that few dare brave. Only the strongest adventurers can best the dangers within and help the paladins of Elturgard achieve victory. A Living Forgotten Realms adventure set in Elturgard for characters levels 14-17.

**SPEC2-1 The Morninglord's Laughter** – Sat, Mon 9 am – D&D 4e

GM: *RPGA Staff*

Three years ago the outpost of Fort Morninglord underwent a terrible catastrophe, and the leaders of Elturgard proclaimed that any who even approached the haunted place would be arrested. Now it appears that something locked inside the sealed fortress might be needed for an upcoming battle. A Living Forgotten Realms adventure set in Elturgard for characters levels 7-10.

**SPEC2-1 The Scourge of Scornubel** – Fri, Sun, 7 pm – D&D 4e

GM: *RPGA Staff*

The paladins of Elturgard are at wits end bandits are looting the trade city, Scornubel. With the depletion of much needed resources, someone needs to flush the bandits out of their nests – and perhaps become local heroes while doing it. A Living Forgotten Realms adventure set in Elturgard for characters levels 1-4.

**Spione** – Fri, 8 pm – *Spione*

GM: *Jesse Burneko*

Less Ian Fleming and more John LeCarre, Spione takes a more historical and psychological approach to espionage fiction. Set in Cold War Berlin the group guides two spies caught between the dehumanizing demands of their trade and the personal connections that define their very identity. KGB? CIA? It doesn't matter which side you're on it's all the same morally bleak landscape of The Cold.

**Spirit of the American Hero** – Sat, 9 am, Sun, 8 pm – *Spirit of the Century*

GM: *Morgan Ellis*

SWORD-ARM is the code name of America's daring, highly trained special mission force. Its mission to defend human freedom against CHIMERA a ruthless terrorist organization determined to rule the world! Join the Top-Secret, covert, military operatives of SWORD-ARM in this high-octane game of modern military action. A GI Joe and modern Military & Adventure fiction inspired Spirit of the Century game.

**Star Wars - Dawn of the Grey Knights** – Fri, Sun 8 pm – *Star Wars Saga Edition*

GM: *Ron Shaw*

It's been 2 Years since "The General" took off for parts unknown seeking Revan. The Ragtag band of followers that the 2 Charismatic Jedi assembled, dissalussioned with both the Jedi and the Sith have banded together, and begun gathering likeminded individuals to join their mercenary styled group which sees the Force in Shades of Gray

**Star Wars 12 Blitzed Jawas** – Sat, Sun, 9 am – *Star Wars D6*

GM: *Gary Mack*

You are the renegades which no clan wanted... you drink, you carry weapons, you look for trouble. An imperial shuttle has crashed in the dune sea and everyone wants it... the blitzed ones will claim it first...

**Star Wars: Death to Darth Exodus** – Sat, 9 am – *Star Wars: Saga Edition*

GM: *Tim Jenkins*

Star Wars: Death to Darth Exodus

**Star Wars: While the Master is Away** – Sun, 9 am – *Star Wars: Saga Edition*

GM: *Tim Jenkins*

Star Wars: While the Master is Away

**Stealth Train** – Sat, 2 pm – *Paranoia XP (Straight)*

GM: *Ed Murphy*

The Troubleshooters just put in two shifts in a row: locating a cyborged Computer Phreak whose virus snarled sector autocar traffic, then helping their service firms make up lost productivity. After missing dinner (except the mashed foamatoes) and the new Teela-O episode, they didn't even need Sleepy-Sleepy pills. One hour and 17 minutes later, the line printer spits out a mission alert...

**Super Sekrit Margaret Weis Playtest** – Fri, 2 pm, Sat, 9 am – *Cortex K*

GM: *Josh Roby*

Join the alpha playtest for the next game from Margaret Weis Productions, makers of *Battlestar Galactica* and *Supernatural* RPGs. Players will be required to sign an NDA.

**Tales of the Tomb of the Forgotten King** – Sat, 9 am – *The Committee for the Exploration of Mysteries*

GM: *Eric Boyd*

You and your fellow adventurers have returned from exploring the Tomb of the Forgotten King. Now, back at the tavern, you tell tales of your daring exploits, proving to the hardened adventurers, barmaids, and townsfolk gathered around you that you are the greatest dungeon delver of them all. What wonders did you see? What feats of daring did you achieve? Now is the time to tell your tales!

**The Antwerp Job** – Sun, 2 pm – *House of Cards (Playtest)*

GM: *Eric Boyd*

The Antwerp Diamond Center is a veritable fortress containing over \$100 million in cut and uncut diamonds. Your crew of grifters, safecrackers and thieves is going to rob it. Come playtest my quick-play heist game.

**The Black Dahlia Murder** – Sat, 8 pm – *GURPS COPS*

GM: *Mike Kelly*

The Famous actress The Black Dahlia was murdered in Hollywood in the 1940's. Never solved. Was it an occult killing? UFO's? Something stranger? The body was cut in half and no blood was found at the scene of the murder. Players are 1940s cops trying to solve the most evil unsolved murder Hollywood has ever had. Beginners welcome - characters and prizes provided by Steve Jackson Games

**The Blight Begins** – Fri, Sat, 2 pm – *Dragon Age*

GM: *Sayler Van Merlin*

Enter the dark world of Thedas. The Fifth Blight begins as Darkspawn erupt from the Deeps. The village of Vintiver on the borderlands of Ferelden and the Breilian Forest is in trouble. Genlocks have started raids on the outlying farms and the only hope is to warn the Grey Wardens. Can the heroes get word to them in time? DA is Green Ronin's new game of dark fantasy with simple, fun mechanics.

**The Collapse of Villengard** – Sun, 2 pm – *Burning Empires*

GM: *William Huggins*

The leaders saw the warnings but were too distracted by their petty concerns. Even when the Vaylen began landing troops they tried to maneuver things to their advantage. Now all that remains is a choice save yourself, take some Vaylen with you as you die, hold onto the slim hope for reinforcements, or evacuate as many people as you can. Familiarity with core Burning Wheel concepts is preferred.

**The Devil's in the Details** – Sat, 2 pm – *Serenity (Cortex)*

GM: *Kenneth Kaler*

So you've pulled some hot loot out of the black at the ship graveyard of Sturges, and now you've got to unload it. But when you stir up the past, the past can come back to bite you. This adventure continues the story from *The Graveyard of Sturges*, but participation in the first game is NOT required. (Characters Provided)

**The Graveyard of Sturges** – Fri, 8 pm – *Serenity (Cortex)*

GM: *Kenneth Kaler*

The Battle of Sturges was the biggest battle of the Independence War as was fought in the black. Now your crew has been hired to go to the battlefield and "retrieve" some goods lost there. Of course you don't have the salvage rights, but hey... (Characters provided.)

**The Hand of the Mummy...** – Sun, 9 am – *GURPS Fantasy*

GM: *Mike Kelly*

Take part in this epic adventure set in fantasy Egypt, detailing a journey to the tomb of an ancient undead evil. This adventure is one of the most brutal, well-thought-out dungeon crawls filled with nasty traps and horrific encounters that build, one upon another, into a tremendous climax. Beginners welcome and characters provided. A prize for the winner of this epic fantasy adventure.

**The Jade Goddess** – Sat, 2 pm – *GURPS*

GM: *Wes Otis*

A group of young Americans stumble onto a cult and their all powerful goddess. Now they have to stop their evil plot before it's too late! Good cliffhanger fun.

**The LAST** – Sun, 2 pm, 8 pm – *D&D 4e*

GM: *Frank Perkins*

A competitive dungeons and dragons game where players will play to stay alive. Players play legendary characters who have come to meet their makers. 6-9 players will play for 4 hours the last player standing will receive both the dealer dollars awarded by the con and prizes provided by wildfire. Entry is \$5.00.

**The Mogh, 1993** – Sat, 8 pm – *SpecOps*

GM: *Matt Eklund*

Modern special operations roleplaying. Beginners welcome.

**The Orange Blossom Branch** – Sun, 2 pm – *Dogs in the Vineyard*

GM: *Dan Sherer*

You are the Dogs, set aside by the King of Life to protect the faithful from the pride that blinds them, the sin that corrupts them, and the demons set upon them. Riding from town to town you do what is needed, what is right. A gruesome and sinister murder has tainted and riled the once innocent and peaceful hamlet of Orange Blossom. How will you save them? Beginners welcome.

**The Problem with Scully** – Sat, 9 am – *GURPS X FILES*

GM: *Mike Kelly*

Scully goes on a top secret mission to New Orleans and...she is never heard from again! She disappears without a trace! The players are crack FBI agents sent to New Orleans to find out - what happened to Scully! Beginners welcome - characters and prizes provided by Steve Jackson Games

**The Sky Pirates of the South China Seas** – Sat, 2 pm – *Spirit of the Century*

GM: *Morgan Ellis*

Join the daring ace adventures of the heroic Freelance Squadron! Thrill as they battle sinister sky pirates in death-defying dogfights high over the azure blue waters and lush tropic isles of the South China Seas. Only the valiant Knights of the Air roaring and soaring in their airborne steeds can stop an army of fiendish madmen bent on world conquest. An Adventure and Aviation Pulp inspired *Spirit of the Century* game!

**The Trans-Siberian Job** – Fri, 8 pm – *House of Cards (Playtest)*

GM: *Eric Boyd*

The Russian Mafia is sending \$500 million to Beijing on the Trans-Siberian Railway. Your crew is going to steal it. You'll either end up rich or dead - it's a no risk, no reward proposition. Come playtest my quick-play heist game.

**The Unthinkables** – Sun, 2 pm – *Toon*

GM: *Ed Murphy*

It's 1930, the height of Prohibition - but that doesn't stop Sammy the Nose, the biggest gangster in The Big City, from running a speakeasy open to anyone who knows the password. Someone has to stop this fiendish bootlegger from polluting the City with his booze, gambling, and sneezes. Can Elliott Mess and the G-Men infiltrate the undercover operation and shut down the Purple Duck for good?

**Underdark: The Deepes** – Sat, 8 pm – *D&D 4e*

GM: *Thomas McDermott*

A Paragon Tier adventure for 6 players, taking place in the recently released D&D 4th Edition *Underdark* book. Players new or familiar to 4th edition are welcome to play!

**Underdark: The Shallows** – Fri, 8 pm – *D&D 4e*

GM: *Thomas McDermott*

A Heroic Tier adventure for 6 players, taking place in the recently released D&D 4th Edition *Underdark* book. Players new or familiar to 4th edition are welcome to play!

**Underworld 4: BloodSpace** – Sun, 8 pm – *GURPS Vampire*

GM: *Mike Kelly*

In space no one can here you scream. The War between Lycan and Vampires is now in Space...this epic Vampire adventure takes off where the Underworld movie series left off and now its the future - will the war between Lycan and Vampire ever end? This adventure contains information from the next Underworld Movie. Beginners welcome - characters and prizes provided by Steve Jackson Games

**WATE1-7 The Missing and the Missed** – Sun, 7 pm, Mon, 9 am – *D&D 4e*

GM: *RPGA*

In a city built on closely guarded secrets, nothing goes unnoticed—including the strange disappearance of some of the town's poorest residents. While some remain indifferent to the plight of the missing, a City Watchman is determined to give justice to those who have nothing else. A Living Forgotten Realms adventure set in Waterdeep for characters levels 4-7.

**WATE2-1 Gilding a Noble** – Fri, 7 pm, Sun, 2 pm – *D&D 4e*

GM: *RPGA Staff*

Stedd Moonstar is planning the first, and hopefully the best, grand gala of the season. The Moonstar gala is almost ready only a few last-minute preparations are needed to make the party a huge success. This adventure starts the major quest Restoring Splendor, which continues in WATE2-2 and concludes in WATE2-3. A Living Forgotten Realms adventure set in Waterdeep for characters levels 7-10.

**World of Darkness: Aliens Are Invading The Drive-In!** – Sat, 9 am – *World of Darkness*

GM: *Steve Ramirez of the Dead Gamers Society*

It's Summer of 1953 and the citizens of a sleepy California town are enjoying a night out at the drive-in when they witness a meteor crash nearby. Soon, the townsfolk begin acting very strangely. Is it the beginning of an alien invasion or is something darker at work? Find out is this World of Darkness mortals game. Join the Dead Gamers Society and explore the darkside of 1950's America.

**World of Darkness: Zombie Mall!** – Sun, 8 pm – *WoD 2nd Edition*

GM: *Tim Jenkins*

World of Darkness: Zombie Mall!

# Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10:00 am Saturday until noon Sunday at the Painting Contest table in the Exhibitor Hall. Judging will take place at 4:00 pm on Sunday. Prizes will go 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 1:00 and 4:00 pm on Sunday if the original category has been canceled. Check back after 1:00 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:**

AEG

Atlas Games

Avalanche Press

Columbia Games

Conquest Miniatures

Days of Wonder

Duncan Toys

Fantasy Flight Games

Games Workshop

GMT Games

Impact Miniatures

Looney Labs

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Rio Grande Games

RPGA, AD&D Events

Steve Jackson Games

Stonehouse Miniatures

Upper Deck

Valley Games

Well Expeditions

Wizards of the Coast

Wizkids

Z-Man Games

Strategicon would like to thank Z-Man Games for allowing us to use the art from the game Pandemicon on the front cover of this booklet

# Shopping

## Exhibitor Hall

The Exhibitor Hall is located on the second floor in the Catalina room.

Hours:

Saturday 10 am to 7 pm

Sunday 10 am to 6 pm

Monday 10 am to Closing

On Monday, exhibitors begin tearing down at approximately 3 pm. Individuals found selling wares at Orcon 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.

Orcon welcomes the following exhibitors:

Manufacturers

- \* Art of War Terrain
- \* Caldwell Gameworks
- \* Chaosium (1)
- \* Decision Games
- \* Eagle Games (2)
- \* Fat Messiah Games (1)
- \* Flying Buffalo (1)
- \* GMT Games
- \* Gameslinger Enterprises
- \* GPA Showcase & Gorilla Games
- \* Hero Games (1)
- \* Memory Box
- \* Sierra Madre Games (1)
- \* Steve Jackson Games (3)
- \* Three Sages Games
- \* Victory Point Games
- \* White Wolf Publishing (3)
- \* Wicked Dead Brewing Company

Retailers

- \* Death Knight Games/Terminal Velocity Graphix
- \* Last Grenadier
- \* Seth's Games and Anime
- \* War House
- \* Weekend Warrior

Artists

- \* Wadey Graphics

Conventions

- \* PolyCon
- \* NeonCon
- \* Renaissance Pleasure Faire

(1) at Strategicon booth

(2) at Three Sages booth

(3) at the War House

## **Flea Market**

Flea Market tables are rented by the convention at \$10.00 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. A special "Broadside Bash" flea market will be held Saturday evening from 8 pm to 10 pm. It is open to everybody. 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 strategy games and related products. This entertainment highlight, known as "Bargain Central," 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, etc.

## **A Note About Lots**

A lot is auctioned off as a single unit. It may contain any number of items (such as a trilogy of games or a year's worth of back issues). Mention should be made on the Lot Registration Slip of what specific items are in the lot, along with any concise notes as to any special features of the item(s). These notes might include which edition of the games, unpunched counters, extra sheets or variants included, etc.

## **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 wrapped together in some way. The convention does not supply twine, rubber bands, or 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. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collectors' item games will be determined by the auction staff prior to the commencement of the auction. If you want to know if your item qualifies, you should see the auctioneer prior to the start of the auction.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items not picked up immediately following the auction become the property of the convention.
8. Money due will be distributed in Ballroom D approximately 30 minutes after the conclusion of the Auction.

### **Auction Buyer rules**

1. All sales are cash only. That means no credit cards or personal checks will be accepted. Travelers' Checks and Dealer Dollars from this convention **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 is \$1.00 for all items unless a lower minimum bid is announced by the auctioneer before the sale of a particular item.
4. The emphasis of these auctions is on speed. Hard as the auctioneers may try, bids are occasionally missed or confused. All decisions made by the auctioneer are final and binding.
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. If you made the winning bid for an item proceed immediately to the cashier's table to pay for 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. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.
10. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the dealer room must be wrapped and removed to your room or car immediately.
11. No smoking is allowed anywhere within the Radisson Hotel.
12. Do not use the fire exits unless there is an emergency.

## 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.

## Radisson Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or pool-side. 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 (spilling ashtrays, etc.).
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!

## 2009 Gateway Winners

Game: 1st; 2nd; 3rd

### Board Games

18XX: Todd Vanderpluym; Jonathan Flagg; Max Luta  
1856: Todd Vanderpluym; Joe Gray; Jonathan Flagg  
1861 Rails of Russia: Todd Vanderpluym; Bill Gallagher; Joe Gray  
1870 - 18XX: Joe Gray; Todd Vanderpluym; Richard Heller  
18XX Classic: Joe Gray; Todd Vanderpluym; Richard Heller  
18XX Short Slot: Todd Vanderpluym; Bill Gallagher; Mark Luna  
1960: The Making of the President - Final Round: Rick Lepore; Neil Figuracion; Michael Sheeter  
25 Words or Less: Rob Escalante, Mandy Meyer, Grant Zweifel, Stephanie Kelleher; Cody Smith, Tristan Beck, Nicole Zweifel, Kevin Bryant  
Acquire: Eric Downing; Matt Myra; Gerald Delker  
Advanced Civilization: Steve Jones; Gerald Delker; Andrew Cohen  
Age of Empires III: Winton Lemoine; Stephen Stewart; Kyle Greenwood  
Agricola: Jamie Bosio, Eric Boehm, Daniel Eppolito, James Kemper  
Alhambra: Ben Mack; Jeff Becker; Larry York  
American Megafauna: John Douglass; Ben Boyer; Jimmy  
Amun-Re: James Cavanaugh; Daniel Eppolito; Andrew Cohen  
Apples to Apples: Brandon Hendrickson; G Builta  
Arkham Horror: Mr Steel; Eric Boehm; Amber Lodge  
Axis and Allies: Tim Towery, Dale Conklin; Daryl Albright  
Battle Cry: Darrell Stark; George Nickols; Tommy Lepore  
Battlestar Galactica: Chris Allen, Jon Wagner, John Perry  
Battlestar Galactica #3: Chris Allen, Justin Clouter  
Blokus: Chris Johnson; Darrell Stark; Chia Richardson  
Brass: J Karen Star; Kyle Greenwood; Jonathan Degann

Burn in Hell: Martin Padilla; Alyssa Freeman; Rob Escalante  
Burn in Hell: Ben Mack; Emilio Segura; Wade Hattan  
Burn in Hell: Jeff Bergman; James Cavanaugh; Alysia Chang  
Burn in Hell: Joe Neelon; Leslie Udvardi; Kirk Udvardi  
Burn in Hell: Leslie Uvardi; Alyssa Freeman; Karla Freeman  
Cartagena: Bruce Schlickbernd; Darrell Stark; Karen Star  
Catch Phrase: Ed Roske, Eddie M, Stephanie F; Kevin Bryant, Kristie Brown, Heather Hughes; Roderick Lee, Ann Jahmsin, Darrell Stark  
Caylus: Ian Henrich; Jonathan Flagg; Danny Crouch  
Charades #1: Michael Mendez, Francis Bradford, Seth Jaffee, Kevin Brant, Darrell Stark; Edward Roske, Martin Padilla, Jeff Becker, Elisa Vomolil, Winton Lemoine  
Chess: Rob Esconlante; Ben Tobin  
Chez Dork: Martin; S Buitta; Matt Detering  
Chez Geek: Jacob Aubuchon; Ched Barnett; Neil Figuracion  
Chez Geek: Matt Grimaldi; Chris Allen  
Chez Guevara: Rocco Garcia; Matt Hyra; Sam Thomas  
Chicago Express: Ian Henrich; William Beyermann; Neil Figuracion  
Chicken Cha Cha Cha: Esther Udvardi; Sara Acuña; Georgia Acuña  
Coloretto: Greg Richardson; Scott Samarel; Aaron Capocchi  
Cosmic Encounter: Ivan DeMoura  
Cribbage: Don Bryant; Bernadette Hammer; Edward Roske  
Descent: Matthew Smith; Ethan Stewart; Alison Hutt  
Dino Hunt: Alyssa Freeman; Karla Freeman  
Dominion Intrigue: Bruce Schlickbernd; Michael Wong; Ariel Levi  
Dork Tower: Alex ValDivia; Emilio Segura; Rami Silverman  
Dork Tower: Ethan Stewart; Miranda Sharp; Greg Smith  
Elkfest: Leslie Uvardi; Francis Bradford  
Empire Builder: James Thomas; Cameron Aronson; Jeff Schwartz  
Epic Munchkin: Chris Allen; Nathen Hansen; Martin Padilla  
Erosion: Matt Eklund; Steve Packard; John Douglass  
Euro Rails: Jonathan Flagg; Colin Kameoka; Peter VanEttinger  
Felix: The Cat in the Sack: Nathaniel Taylor; Dana Decker; Alex Decker  
FITS: Chia Richardson; Darrell Stark/Greg Richardson  
For Sale: Angela DeMoura; Mary Anne Nguyen; Ivan DeMoura  
Formula D: Rocco Garcia; Mary Taylor; Chris Allen  
Formula Motor Racing: Wes Kowato; Robert Neff; Darrell Stark  
Frag Gold Open Server: Andreas Pluchar; Marc Nicholson; Martin Padilla  
Friedrich: Michael Sheet; David Ells; Kurt Heckley  
Galaxy Trucker: Chia Richardson; Stephanie Kelleher; Robert Heff  
Good Bad Munchkin: Chris Allen; Kris Freeman; Andreas Pluchar  
Guillotine #1: Andreas Pluchar; Edward Roske; Joe Neelon  
Guillotine #2: Seth Jaffee; Edward Roske; Chia Richardson  
Hacker Card Game: G Bailta; James Clawson; Martin Padilla  
Hanging Gardens: Tom Finkle; G Buita; Sean DeMoura  
Hearts #1: Gerald Delker; Jeff Becker; Dan O'Farrell  
Illuminati: Ryan Gam; ; Braulo Busquiazio  
Incan Gold: Heather Hughes; Robert Neff; Alex Dumas  
Ingenious: Kevin King; Elisa Vomilic; Michael Wong  
Khet: Sean DeMoura; Sarah Boswell; Scott Dunnington  
Kingsburg: David Zevin; Paris Therimen; Alasdair Burton  
Kriegbot: John Douglass; Chris Carlson; Ira Traborn  
Last Night on Earth: Jillian Burcar; Daniel Watson; Ian Foutz  
Le Havre: Bruce Schlickbernd; Shannon Beets; Daniel Eppolito  
Liar's Dice #1: Chia Richardson; Chris Johnson; Darrell Stark  
Lifeboat: Aaron K; Wayne S; Scott Dunnington  
Long Shot: Sean DeMoura; Ivan DeMoura; Jon Carrie



Lord of the Fries: Robert Neff; Ashley Charboneau; Paul Camantigue  
 Lord of the Fries: Martin Padilla; Alyssa Freeman; Karla Freeman  
 Lost Cities: Chris Johnson; Brian Peters; Karen Star  
 Lost Cities the Boardgame: Stefanie Lauson; Scott Dunnington; Karen Star  
 MEGA Dominion: Bruce Schlickbernd; William Beyermann; Chia Richardson 3rd, Leslie Uvardi 4th  
 Merchant of Venus: Jim Cowan; Venter Laird; James Thomas  
 Mille Bornes: Kevin Bryant, Don Bryant  
 Moto Grand Prix: Todd Piston; Rich Baptist; Joe Brody  
 Munchkin Bites: Kris Freeman; Chuck Watson; James Freeman  
 Munchkin Cthulhu: Jackson Sharp; Ross Edwards; Kirk Udvardi  
 Munchkin Fu: Jennifer Sharp; Rocco Garcia; Jackson Sharp  
 Munchkin Fu: Andreas Pluchar; Rami Silverman; Steven Buchard  
 Munchkin Impossible: Kris Freeman; Matthew Detering  
 Munchkin Quest: James Kemper; Cody Smith; Kris Freeman  
 Munchkin Quest: Venter Laird; James Seller; Mason Stenait  
 Munchkin Rules!: Matthew Detaz; Pam; Daniel Montson  
 Munchkin Quest: Victor Ippolito  
 Munchkin Rules!: Vincent Fryer; James Cavanaugh; Daniel Montson  
 Municipium: Cherie Belkin; Kirk Udvardi; Leslie Uvardi  
 Nexus Ops: Rick Baptist; Jeff Carlicaburu  
 No Thanks #1: Scott Samarel; Mary Anne Nguyen; Darrell Stark  
 Pez #2: Robert Neff; Cindy Venuti; Nicole Zweifel  
 Phase 10 #1: Joe Neelon; Nathaniel Taylor; Debra Brinkman  
 Phase 10 #2: Nathaniel Taylor; Scott Dunnington; Sarah Boswell  
 Pit: Edward Roske; Peggy Newvine; Matt Grimaldi  
 Poker - 5 Card Draw: Colin Kameoka; Ryan Gan; Daniel Hurlbut  
 Poker - 7 Card Stud: Winton Lemoine; Kelsey Gaines; Jonathan Kotter  
 Poker - Texas Hold 'Em: Colin Kameoka; Bill Gallagher; Jonathan Kottler  
 Power Grid: Michael Wong; Bruce Schlickbernd; Sam Udvardi  
 Powerboats: Joe Brock; Steve Jones; Paul Tully  
 Princes of Florence: Danny Crouch; Seth Jaffee; Elisa Vomocil  
 Puerto Rico: Jamie Bussio; Bruce Schlickbernd; Scott Samarel  
 Quelf: Robert Larsen; Daniel Watson; Ian Foutz  
 Ra: Michael Wong; Burt Hunt; Bradley Burcar  
 Race for the Galaxy: Eric Boehm; Greg Richardson; Martin Bowers  
 Race For The Galaxy - 2 Player Tournament: Chris Johnson; Elisa Vomocil; Jeff Becker  
 Race the Wind: Paul Tully; Brian Crotean; Jon Carrie  
 Robo Rally: Phil Fleischmann; Joe Neelon; Kyle Greenwood  
 Rock Band: Ester Udvard, Abram Udvard, Sam Udvard, Leslie Udvard; Ashley Charboneau, April Charboneau, Cody Smith, David Hushes; Edward Roske, Stephanie Kelleher, Kristue Brown, ann Jalirnisn  
 Roll Through the Ages: Bradley Burcar; Brian Symington; Chia Richardson  
 Rorschach: Eugene Hourany; Chris Johnson; David Larson  
 Saint Petersburg: Karen Star; Scott Weirick; Chris Venuti  
 San Juan: Winton Lemoine; Tracy Ashizawa; Bill Beyermann  
 Say Anything!: Nathaniel Taylor; Alex Decker; Mary Taylor  
 Scrabble: Alfonzo Smith; Rob Escalante; Edward Williams  
 Seafarers of Catan: Alasdair Burton; Chuck Watson; Ben Tobin  
 Settlers of Catan: David Zevin; Andreas Pluchar; Shane Sauby  
 Shadow Hunters: ; Scott Samarel; Joe Neelon  
 Slide 5 #1: Elisa Vomock; Edward Roske; Matt Grimaldi  
 Small World: Mark Hom; James Kemper; Walter Wichowski  
 Snow Tails: Bruce Schlickbernd; Darrell Stark; Steven Buchard  
 Spades #1: Dan O'Farrell, Krysta Fryer; Eric Downing, Mandy Meyer; Edward Roske, Jeff Becker  
 Spades #2: Edward Roske, Rocco Garcia; Dan O'Farrell, Krysta Fryer

Spades #3: John Hughes, Walter Wichoski; Andrew Cohen, Dan O'Farrell;  
 Scott Weirick, Stephen Stewart  
 SPANC: David Zevin; Sam Uvardi; G. Baiha  
 Star Munchkin: Jason Duvall; Sallan Griffin; Wade Hattan  
 Stone Age: Dave Zevin; Seth Jaffee; Stephen Stewart  
 Street Illegal: Rick Pottoff; John Spencer; Joe Brock  
 Super Munchkin: Rocco Garcia; Miranda Sharp; Wade Hattan  
 Talisman: Kris Calnon; James Kemper; Charles Peck  
 Thurn and Taxis: Gerald Delker; Roderick Lee; Matt Hyra  
 Tichu Finals: Cheryl Aday, Ben Helbrols; James Cavanaugh, Eric Fletcher;  
 Eugene Hourany, Mike Wilfe  
 Ticket to Ride: Kenneth Heilfrom; Steve Jones; Mario Acuña  
 Ticket To Ride CHALLENGE: Charles Kersten; Darrell Stark  
 Ticket to Ride Europe: Robert Neff; Heather Sinauskas; Samantha Hennderon  
 Ticket to Ride: The Card Game: Stephanie Kelleher; Matt Grimaldi; Chia Richardson  
 Tigris and Euphrates: G Buidta; Neil Figuracion; David Mines  
 Times Up: Chris Johnson, Stephanie Keller, Rob Escalate; Darrell Stark, Ed Roske, GM  
 Brock; Bill Gallagher, Kevin Bryant, Eddie H  
 Titan: Ben Tobin; Alasdair Burton; William Beyermann  
 TransAmerica: Matt Grimaldi; Michael Wong; J karen Star  
 Twilight Imperium: Martin Bowers; John Perry; Matthew Smith  
 Twilight Struggle: Roderick Lee; Rick Lepore; David Gerson  
 Ubongo: Michael Wong; Chris Johnson; Nicole Zweifel  
 Uno #1: Nathaniel Taylor; Pat Griffith; Vincent Fryer  
 Uno #2: Debra Brinkman; Kevin Bryant; Nathan DeMoura  
 Uno #3: Pat Griffith; Leonard Lopez; Alex Decker  
 Uno #4: Nathaniel Taylor; Mary Taylor; Edward Roske  
 Vegas Showdown: David Mines; Kevin King; Charles Peck  
 Werewolf #1: Walter Widowski; James Cavanaugh; Ashley Charboneau  
 Werewolf #2: Eric Fletcher; Daniel Brinkman; John Brinkman  
 Werewolf #3: Andrew Cohen; Daniel Watson; Spencer Shulem  
 Werewolf #4: John Brown; Adam; Miranda  
 Werewolf Early: Eli Morton; Nathaniel Taylor; David Larson  
 Winner's Circle: Erin Brocher; Todd Preston; Joe Brocha  
 Wiits and Wagers: Darrell Stark; Chris Johnson; Eugene Hourany  
 Yahtzee Free For All: Don Bryant; Chris Allen; Neil Figuracion  
 Yspahan: Roderick Lee; James Kemper; Daniel Eppolito  
 Zombie Fluxx: Danniell Monson; Seth Halbersen; Alex Murphy  
 Zooloretto: Elisa Vomocil; Rick Baptist; Kyle Greenwood

### **Collectible Games**

A Game of Thrones LCG: Steve Buckwald; Ariel Levi; Beverly Goodman  
 Anachronism: Nick Chavez; Hoss Bennett  
 Heroscape: Robby Kellogg; Rob Kellogg; Jennifer Starling  
 Kingdom Hearts: Vincent Fryer; Tristen Bell  
 Meepiles: Bob Kellogg; Tristen Bell; John Brown  
 Monsterpocalypse: Robert Charboneau; Joe Brock; Josh Hollowel  
 Monsterpocalypse #2: Josh Hollowel; Alysia Chang; Christina Hollowel  
 Monsterpocalypse #3: Robert Charboneau; Josh Hollowel; Christina Hollowel  
 Naruto Chunin: Darryl Huang; Victor Rivas; Lance Huang  
 Pirates Pocketmodel: Lloyd Adams; Fred Carmelia; Heather Sinauskas  
 Pirates Pocketmodel #2: Fred Carmela, Lloyd Adams; Karsten Hochschild, Heather  
 Sinauskas; John Mundy, John Brown  
 Pirates Sink-N-Keep: Chuck Watson, Crystal Koontz, Heather Sinauskas; Lloyd Adams,  
 Daniel Watson, Fred Carmelia  
 Pokemon: Thomas Acuña; Alex Murphy

Pokemon #2: Thomas Acuña; Alex Murphy; Hoss Bennett  
Star Wars Miniatures: Dynamic Duo: Mel Campbell; Daniel Watson; Morris Milchman  
Star Wars Miniatures: Jedi Master Event: Mel Campbell; Fred Carmelia; Morris Milchman  
Star Wars Miniatures: Mass Carnage: Daniel Watson; Will Peterson; Chuck Watson  
Vampire: The Eternal Struggle "Sixofsword29" Moreton: Andy Fernandez; Matt Wedge; Aaron Clark  
Warlord: Gateway championship: Brandon Henderson; Lloyd Adams; Rami Silverman  
Yu-Gi-Oh!: Robert Charboneau; Taylor Johnston; Allen Dykes

### **Computer and Video Games**

City of Heroes Costume Contest: Todd Schlickbernd; Kelly Mai; Mario Goldgorin  
Gears of War 2 Tourney: John Albright, Tyler King; Mile O'Connor, Sam Ozechowski; Connor Vassallo, Grant Orzechowski  
Halo Tournament #1 (Halo Classic): Paul Camantigue; Todd Schlickbernd; David Larson  
Halo Tournament #2 (Deathmatch): Paul Camantigue; David Larson; Jeremy Callenback  
Halo Tournament #3 (Teams): Todd Schlickbernd, Kelly Mai; Paul Camantigue, Calvin  
Rock Band Tournament Finale: Sallan Griffin, Stanley Cascone, Nick Cascone; Edward Roske, Steph Kelleher, Seth Jaffee, Robbie Charboneau; Cody Smith, David Hughes, Alaric Burgess, Gwyndolyn Burgess  
Sheen; Jeremy Callenback, Adam Taylor  
Street Fighter IV Tourney: Todd Schlickbernd; Steven Buchwald  
Super Smash Bros. Brawl #1: William Jackson; Vincent Fryer; Kelly Mai  
Super Smash Bros. Brawl #2: William Jackson; Todd Schlickbernd; Sam Udvardi

### **Miniatures Games**

Warhammer Fantasy Best Overall: Vern Harlow  
Warhammer Fantasy Best General: Quentin Bohm  
Warhammer Fantasy Best Sportsman: Jacob Hanah  
Warhammer Fantasy Best Painted: Andrew Wallin  
Warhammer 40k Best Overall: Quinton Bohn  
Warhammer 40k Best General: Ron McLaughlin  
Warhammer 40k Best Sportsman: Keith Nelson  
Warhammer 40k Best Painted: Dana Hohn  
Warmachine Steamroller: Frank Vassallo; Paul Main; Glorious Tran  
Warhammer Ancients: Dave Maupin; Adam Hammer; Harold Hildebrandt  
Warhammer Fantasy: Quinton Bohn; Ron McLaughlin; Vern Harlow, Dana Hohn  
Warhammer 40K: Vern Harlow; Quentin; Andrew Wallin

### **Painting Contest**

Best of Show: Frank Vassallo  
Fantasy Large: Frank Vassallo  
Fantasy Single: Malcolm Hee; Parker Gibson; William Hoskins  
Fantasy Unit: Tom Seeling  
Historical Single: Tom Seeling  
Historical Unit: Tom Seeling; Jason Robert  
Science Fiction Large: Anthony Nguyen; Paul Main  
Science Fiction Single: Anthony Nguyen; Katie Gonzalez; Paul Main  
Science Fiction Unit: Anthony Nguyen; Solomon Chang  
Strategikids: Doug Keennon; Sean DeMoura; Mason Stewart

# STRATEGICON IS MOVING!

## Convention

Gamex 2010  
Gateway 2010  
Orcon 2011  
Gamex 2011  
Gateway 2011  
Orcon 2012  
Gamex 2012  
Gateway 2012

## Dates

May 28-31  
Sep 3-6  
Feb 18-21  
May 27-30  
Sep 2-5  
Feb 17-20  
May 25-28  
Aug 31-Sep 3

## Location

Sheraton Gateway  
Radisson  
Sheraton Gateway  
Sheraton Gateway  
Sheraton Gateway  
Sheraton Gateway  
Sheraton Gateway  
Sheraton Gateway

