

STRATEGICON Presents

GATEWAY

2021



Returning to the
HILTON
LOS ANGELES AIRPORT
5711 W Century Blvd.
Los Angeles, California 90045

LABOR DAY WEEKEND
SEPTEMBER 3-6,

HC'2021

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Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Volunteers & Play To Win	Karla Freeman
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games & Pathfinder	William Hillstrom
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Pathfinder Society	Jon-Enee Merriex
Adventurers League	Mickey Tan
Auctioneer	Alfonzo Smith
Family Area and Webmaster	Tanya Aldrich
Library	David Holt
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Michael J. Russell
Quartermasters	Topher Suarez Danielle Suarez
CTO	Robert Prag
Social Media Coordinator	Malakai Unland

Welcome

Strategicon welcomes you to Gateway 2021. Thank you for joining us.

Gateway brings you the widest array of family, fantasy, historical, and science-fiction board, card, video, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general. We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

1. GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, 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 downgrade or cancel it.
5. GMs have the right to eject, if deemed necessary, any player from an event.

Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the

convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it, as tournaments are often limited by the number of game copies available.

Multiple Section Tournament Entry Limit

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Phase 10 #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 chances of participating.

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and Gateway can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

The prizes for board games will be as follows:

Events are played for the pure fun of the game

Tournaments are paid out as follows:

Mega - \$50, \$40, \$30, \$20

Big - \$20, \$15, \$10, \$5

Tournament - \$15, \$10, \$5

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

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

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

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

A Guide to Gateway 2021 for Non-gamers

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

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

Another type of game that you'll enjoy are semi-traditional "Card Games". These include fast and riotous action games such as Uno, 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.

We have also added many lighter games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule.

If you want to break the ice with new friends or better know old ones, the Party Games department runs fun, casual social games like Never Have I Ever and social-deduction games such as Ultimate Werewolf. Similar to Mafia, Werewolf games will test your ability to bluff, read your opponents, and deductively figure out who the werewolves are before it's too late.

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 more physically exerting, the LARP Department (Live-Action Role Play) runs a Boffer Showcase every convention, where you can learn all about safe foam combat with boffer swords and Nerf-type guns, full of physical challenges and great stories. These games are teenager- and family-friendly.

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!

Gateway 2021 Special Guests



Jeff Siadek

Jeff Siadek is the designer of *Battlestations*, *Lifeboat*, *Who Would Win?*, and a couple other dozen games that are even more obscure. Jeff's design sensibilities are focused on user experience and agency. His games are about living in a shared world for a brief moment that gives each player a chance to shine, even if they eventually fail miserably. *Life* is indeed a cooperative game and we all win by making it better for one another.

Jeff has been a fixture at the local shows since the 1970s and is thrilled to be back at his beloved convention.

Madi Jacobs

Madi Jacobs, (previously known as Matt Jacobs) is an Emmy award-winning software developer, comic writer, and the illustrious game designer/publisher of *Stupid Users: BETA*. Madi has been a gamer since the days of the Commodore 64. Her childhood was centered around D&D, learning to code, running a BBS (google it), finding every Easter egg in Mario, and creating stories.

Fusing her love of comic books, coding, and game design, Madi teamed up with her business partners, Mandy Jacobs and Brett Beers, to form Dent Ventures. Their company spent three years developing and playtesting *Stupid Users: BETA*. They designed and iterated (literally) thousands of cards while receiving invaluable support and critique from countless play-testers across dozens of gaming conventions.

In the fall of 2018, Dent Ventures launched a Kickstarter campaign to successfully publish *Stupid Users: BETA* the game and graphic novel.

Her love for games and stories continues. Madi and Dent are hard at work on two very different games: a dueling game based on a sci-fi western and a second battling game based on a futuristic space epic written by her father. She plans to begin play-testing early in 2022.



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

Friday

Master Schedule of Events

* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games,

L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Fri, Sep 03

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
12:00 Noon	1.5	Hero Realms 101		A	T	B	B
	2	Liar's Dice Small	International	B	A	B	B
	4	GURPS College Vamps Supernatural Union	San Lorenzo	B	A	T	R
	10	Axis and Allies Open Play	Los Angeles	C	A	T	B
1 pm	4	RFG Playtest *	International	B	B	A	B
	1	The King is Dead (2nd Edition) Small	International	B	A	A	B
2 pm	2	No Thanks! Small	International	B	A	A	B
	2	Thurn & Taxis: Power and Glory Small	International	B	A	A	B
	4	Dungeons & Dragons 5e CCC-BLD-01-01 Bleeding Gate: Pandem.	Los Angeles	A	B	A	R
	4	Dungeons & Dragons 5e CCC-SVH-01-01 Dawn of the Raven Lord	Los Angeles	A	E	A	R
	4	Dungeons & Dragons 5e DDAL00-02f The Definition of Heroism [...]	Los Angeles	A	E	T	R
	4	Dungeons & Dragons 5e DDAL10-09 Recipe for Retribution	Los Angeles	A	E	T	R
	4	Dungeons & Dragons 5e DDEX02-04 Mayhem in the Earthspur [...]	Los Angeles	A	E	T	R
	4	Dungeons & Dragons 5e DDEX02-10 Cloaks and Shadows	Los Angeles	A	A	T	R
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles	A	E	T	R
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles	A	E	T	R
	6	Warhammer 40K 9e Crusade Narrative	International	A	A	A	M
	2	No Quarter Playtest *	International	B	A	A	B
	4	Call of Cthulhu 7e Docksider Dogs	San Lorenzo	A	A	M	R
	4	Fading Suns 4 ed The Wedding of Yngmark	San Lorenzo	B	A	T	R
3 pm	1	Grand Austria Hotel 101	International	B	B	A	B
	1	Millennium Blades 101	International	B	B	T	B
	2	Battle of Souls - Deck builder Playtest *	International	B	A	T	B
4 pm	3	Coloretto Small	International	B	A	A	B
	4	Grand Austria Hotel Small	International	B	A	A	B
	1	Watergate 101	International	B	B	A	B
	4	Sails of Glory Tournament	Los Angeles	C	A	T	B
5 pm	2	Cursed Court Small	International	B	A	A	B
	2	Power Grid 101	International	B	B	A	B
	2	Watergate Small	International	B	A	A	B
	4	Dealer Room Opens	Pacific	A	A	A	G
	2	Game Shows @ Gateway - Super Password	Newport	B	A	A	B
	2	No Quarter Playtest *	International	B	A	A	B
6 pm	1	Blood Rage 101	International	B	A	T	B
	1	Stone Age 101	International	B	B	A	B
	2	Ticket to Ride: Mini Games Small	International	B	A	A	B
	0.25	Raffle Drawing!	Pacific	A	A	A	G
	2	Battlestations 2.0 *	International	A	A	A	M
	4	Boothill 1e HMGS-PSW Presents Big Trouble in Chiriaco Summit	International	A	A	A	M
	6	HMGS-PSW [...] Fate of a Nation Valley of Tears: Booster Ridge Demo *	International	A	A	T	M
	4	Zombicide	International	A	A	A	M
	3	Blood on the Clocktower	Newport	C	A	A	B
	2.5	Ultimate Werewolf 101	Catalina	B	A	A	B
	2	Battle of Souls - Deck builder Playtest *	International	B	A	T	B
7 pm	4	Blood Rage Small	International	B	A	T	B
	3	Power Grid World Tour Small	International	B	A	T	B
	1	Terraforming Mars: Ares Expedition 101	International	B	B	A	B
	1	Meet & Greet Special	Newport	C	A	A	G
	4	Dungeons & Dragons 5e CCC-BLD-01-02 Bleeding Gate: Amalg.	Los Angeles	A	B	A	R
	4	Dungeons & Dragons 5e CCC-SVH-01-02 Raven Lord's Aerie	Los Angeles	A	E	A	R
	4	Dungeons & Dragons 5e DDEX02-02 Embers of Elmwood	Los Angeles	A	A	T	R
	4	Dungeons & Dragons 5e DDEX02-14 The Sword of Sefaril	Los Angeles	A	E	T	R
	4	Dungeons & Dragons 5e DRW-09 Vile Bounty	Los Angeles	A	E	T	R
	2	Battletech: Alpha Strike Raid on Frankport	International	A	A	T	M
8 pm	4	Galactic Explorers Demo *	International	B	B	A	B
	3	Space Base Small	International	B	A	A	B
	3	Terraforming Mars: Ares Expedition Small	International	B	A	A	B
	3	Magic: the Gathering Draft (\$15) Sponsored Tournament	La Jolla	A	A	A	C

Friday

Fri, Sep 03

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Type	Dept.
	2		Flea Market	International F	A	A	G	G
	0.25		Raffle Drawing!	Pacific	A	A	G	G
	1		Stupid Users: BETA — Dealer Room Tourney Sponsored Tournament *	Pacific Foyer	A	A	G	G
	5		Pathfinder 1e PFS1 3-04: The Kortos Envoy (lvl 7-11)	Century A	A	T	R	F
	4		Freeform Panopticon Computer Systems Sleep Visualization *	Malibu Gard.	A	T	L	L
	2		Battlestations 2.0 *	International A	A	A	M	M
	2		Game Shows @ Gateway - Press Your Luck	Newport B	A	A	B	P
	4		Call of Cthulhu Petaluma 1942	San Lorenzo B	A	T	R	R
	4		Fantasy Trip (GURPS) Cave of the Goblin King	San Lorenzo A	A	T	R	R
	4		GURPS College Vamps Who's in charge?	San Lorenzo F	A	T	R	R
	4		GURPS Project: ASPIRE - What comes around... Sponsored	San Lorenzo C	A	T	R	R
	4		Mothership The Haunting of Ypsilon 14	San Lorenzo E	A	T	R	R
	4		Trinity Continuum: Aeon The Deimos Incident	San Lorenzo D	A	T	R	R
9 pm	2		Battle of Souls Playtest *	International B	B	T	B	B
	0		Dealer Room Closes	Pacific	A	A	G	G
	2.5		Ultimate Werewolf	Catalina B	A	A	B	P
	3		Ultimate Werewolf	Catalina C	A	A	B	P
	3		Ultimate Werewolf	Catalina D	A	A	B	P
11 pm	2		Battlestations 2.0 *	International A	A	A	M	M

* = Play with the creator

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games,

L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games

Sat, Sep 04

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3		Ultimate Werewolf	Catalina C	A	A	B	P
	3		Ultimate Werewolf	Catalina D	A	A	B	P
	2.5		Ultimate Werewolf	Catalina B	A	A	B	P
	4		Call of Cthulhu 7e Let's do the Time Warp Again! Sponsored	San Lorenzo C	A	T	R	R
8 am	1		A Game Of Thrones The Board Game 101	Los Angeles C	A	M	B	W
9 am	1		18Chesapeake 101	International B	B	T	B	B
	2		Munchkin Wonderland Sponsored	International B	A	F	B	B
	1		Ticket to Ride 101	International B	B	A	B	B
	1		Ticket to Ride: Expansions 101	International B	B	A	B	B
	1		Pokemon Workshop #1	La Jolla	A	A	C	C
	4		Dungeons & Dragons 5e CCC-APL01-01 It's Not Easy Being Gene	Los Angeles A	B	A	R	A
	4		Dungeons & Dragons 5e CCC-BLD-01-01 Bleeding Gate: Pandem.	Los Angeles A	B	A	R	A
	4		Dungeons & Dragons 5e CCC-SYH-01-03 Vault of the Raven Lord	Los Angeles A	E	A	R	A
	4		Dungeons & Dragons 5e DDAL00-01 Window to the Past (Tier 4)	Los Angeles A	E	T	R	A
	4		Dungeons & Dragons 5e DDAL10-09 Recipe for Retribution	Los Angeles A	E	T	R	A
	8		Dungeons & Dragons 5e DDEX02-09 Eye of the Tempest	Los Angeles A	E	T	R	A
	4		Dungeons & Dragons 5e DDEX02-14 The Sword of Selfair	Los Angeles A	E	T	R	A
	4		Dungeons & Dragons 5e DRW-10 Unsafe Harborage	Los Angeles A	E	T	R	A
	5		Pathfinder 1e PFS1 3-09: The Quest for Perfection I (level 1-5)	Century A	A	T	R	F
	2		Mutant Chronicles: Siege of the Citadel	International A	A	T	M	M
	4		Call of Cthulhu 7e Room With No Doors	San Lorenzo E	A	M	R	R
	8		Dungeons & Dragons 5e Player vs Player Sponsored Tournament	San Lorenzo D	E	T	R	R
	4		GURPS A Nation on Tracks	San Lorenzo A	A	T	R	R
	4		Monster of the Week The Crack of Doom	San Lorenzo F	A	T	R	R
	4		PbtA Hearts of Wulin - Escape the White Horse Inn	San Lorenzo C	A	M	R	R
	4		Vampire the Requiem 2nd The Final Performance of Spiral Jetty	San Lorenzo B	A	T	R	R
	5		A Game Of Thrones The Board Game Tournament	Los Angeles C	A	M	B	W
	12		Axis and Allies Tournament	Los Angeles C	A	T	B	W
9:30 am	9		Dealer Room Opens	Pacific	A	A	G	G
10 am	1		1861 101	International B	B	T	B	B
	2		Obsession 101	International B	B	A	B	B
	3		Power Grid World Tour Small	International B	A	T	B	B
	4		Ticket to Ride Small	International B	A	A	B	B
	3		Ascension #1 Tournament	La Jolla	A	A	C	C
	1		BGG No-Ship Math Trade	Bel Air	A	A	G	G
	1		LARP 101: Exercises and Q&A Seminar	Carmel	A	A	L	L

Saturday

Saturday

Sat, Sep 04

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.
	2	Battlestations 2.0 *	International A	A	A	M	M
	24	Flames of War The Longest Day Sponsored Tournament	International A	A	T	M	M
	8	HMGS/PSW Presents Bolt Action Big	International A	A	A	M	M
	7	Paint and Take	International A	A	A	M	M
	10	Warhammer 40K 9e Mega-Apocalypse	International A	A	A	M	M
	2	No Quarter Playtest *	International B	A	A	B	I
11 am	5	1861 Small *	International B	A	A	B	B
	4	Feuding Foodies Demo	International B	B	A	B	B
	2	Zombie Dice Sponsored	International B	A	A	B	B
	2	BGG Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	0.25	Raffle Drawing!	Pacific	A	A	G	G
	2	Parlor Larp Mech Force Nostalgia	Malibu Gard.	A	A	L	L
	8	Gepanzerte Faust – 15mm Operation Perch	International A	A	M	M	M
	6	HMGS-PSW [...] the Great Italian Wars 28mm Pike and Shotte Demo	International A	A	T	M	M
	2	Mutant Chronicles: Siege of the Citadel	International A	A	T	M	M
	4	Zombicide	International A	A	A	M	M
Noon	7	Advanced Civilization Small	International B	A	T	B	B
	5	Last Days of Athobrae Small	International B	A	T	B	B
	3	Obsession Small	International B	A	A	B	B
	2	Port Royal: Just One More Contract Small	International B	E	A	B	B
	1	Talisman 101	International B	B	T	B	B
	4	Star Wars Legion Small	International A	A	T	M	M
	2	Game Shows @ Gateway - Chain Reaction	Newport B	A	A	B	P
	4	1775 Rebellion Tournament	Los Angeles C	A	T	B	W
1 pm	2	Castles of Burgundy 101	International B	B	A	B	B
	4	Talisman Small	International B	E	T	B	B
	1	The Worst Game Ever Demo *	International B	A	A	B	B
	1	Flesh and Blood 101	La Jolla	A	T	C	C
	3	Magic: the Gathering Draft (\$15) Sponsored Tournament	La Jolla	A	A	C	C
	2	Battlestations 2.0 *	International A	A	A	M	M
	2	Mutant Chronicles: Siege of the Citadel	International A	A	T	M	M
	1.25	From The Shadows *	International B	A	A	B	I
	2	No Quarter Playtest *	International B	A	A	B	I
	3	War of Crown: The Battle of Xuanwu Gate *	International B	A	A	B	I
2 pm	1	illuminati 101	International B	A	T	B	B
	4	Puerto Rico Small	International B	E	A	B	B
	1	Rallyman: GT 101	International B	B	A	B	B
	3	Ticket ro Ride: Europe Small	International B	A	A	B	B
	3	Flesh and Blood Blitz - Constructed #1 Sponsored Tournament	La Jolla	A	T	C	C
	0.25	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5e CCC-BLD-01-02 Bleeding Gate: Amalg.	Los Angeles A	B	A	R	A
	4	Dungeons & Dragons 5e CCC-SVH-01-01 Dawn of the Raven Lord	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e DC-PoA-JGD-05 Shadows Under Ice	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDAL00-02f The Definition of Heroism [...]	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDEX02-04 Mayhem in the Earthspur [...]	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDEX02-10 Cloaks and Shadows	Los Angeles A	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 16 Alkazaar's Appendix	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DRW-09 Vile Bounty	Los Angeles A	E	T	R	A
	5	Pathfinder 1e PFS1 3-11: The Quest for Perfection II (level 1-5)	Century A	A	T	R	F
	4	Foam Combat Union of Good Guys, Unite	Bel Air	A	T	L	L
	2.5	Blood on the Clocktower	Newport C	B	T	B	P
	4	Dungeons & Dragons 5e Hidden Realm of the Medusa [...], Pt 1 *	San Lorenzo B	E	T	R	R
	4	Avatar Legends (PbtA) 100 Years of Loss	San Lorenzo E	A	A	R	R
	4	Cyberpunk Red The Apartment	San Lorenzo D	A	M	R	R
	4	GURPS Paragon U - Take off, to the Great White North Sponsored	San Lorenzo C	A	T	R	R
	4	GURPS Wires Crossed	San Lorenzo A	A	T	R	R
	4	PbtA Bedlam Hall	San Lorenzo F	A	M	R	R
3 pm	2	Brass: Birmingham 101	International B	B	A	B	B
	4	Castles of Burgundy Small	International B	A	T	B	B
	4	illuminati Sponsored	International B	E	T	B	B
	5	Strategicon Football League Tournament	Exec Boardrm	A	T	G	G
	2	Battlestations 2.0 *	International A	A	A	M	M
	2	Mutant Chronicles: Siege of the Citadel	International A	A	T	M	M
	2	Game Shows @ Gateway - Name That Tune	Newport B	A	A	B	P
4 pm	2	Lifeboat Deluxe Small *	International B	A	A	B	B
	3	Millennium Blades Demo	International B	B	T	B	B

Saturday

Sat, Sep 04

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.
	1	Race for the Galaxy 101	International B	B	T	B	B
	4	GKR Heavy Hitters Giant Killer Robots!	International A	A	A	M	M
	2	No Quarter Playtest *	International B	A	A	B	I
5 pm	1	7 Wonders Duel 101	International B	B	A	B	B
	3	Brass: Birmingham Small	International B	A	A	B	B
	4	Race for the Galaxy Small	International B	A	T	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	4	Digimon 101	La Jolla	A	A	C	C
	3	Magic: the Gathering Commander #1 Tournament	La Jolla	A	A	C	C
	0.25	Raffle Drawing!	Pacific	A	A	G	G
	2	Battlestations 2.0 *	International A	A	A	M	M
	6	Circus Maximus Tournament	International A	A	A	M	M
	2	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
6 pm	4	7 Wonders Duel	International B	A	F	B	B
	1	Suburbia 101 *	International B	B	A	B	B
	3	Thurn and Taxis Small	International B	E	A	B	B
	3	Ticket to Ride: France Small	International B	A	A	B	B
	3	Digimon Constructed #1 Sponsored Tournament	La Jolla	A	A	C	C
	4	Zombicide	International A	A	A	M	M
	3	Blood on the Clocktower	Catalina C	A	A	B	P
	2	Game Shows @ Gateway - Panel Quiz Attack 25	Newport B	A	A	B	P
	3	War of Crown: The Battle of Xuanwu Gate *	International B	A	A	B	I
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	Crusaders: Thy Will Be Done 101	International B	B	A	B	B
	4	Suburbia Small *	International B	A	A	B	B
	4	Dungeons & Dragons 5e CCC-BLD-01-03 Bleeding Gate: Lineage	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e RMH-EP-01 The Grand Masq. Special	Los Angeles A	A	T	R	A
	2	Warhammer 40K 9e Ironman Tournament	International A	A	A	M	M
8 pm	2	Crusaders: Thy Will Be Done Small	International B	A	A	B	B
	2.5	Eventurum *	International B	B	T	B	B
	4	Galactic Explorers Demo *	International B	B	A	B	B
	4	Stone Age Small	International B	A	T	B	B
	3	Magic: the Gathering Draft (\$15) Sponsored Tournament	La Jolla	A	A	C	C
	1	Geek Themed Magic and Comedy Show Seminar *	Carmel	A	F	G	G
	5	Pathfinder 1e PFS1 3-13: The Quest for Perfection III (level 1-5)	Century A	A	T	R	F
	4	Good Society The London Season	Malibu Gard.	A	T	L	L
	2	Battlestations 2.0 *	International A	A	A	M	M
	1.5	Parsely	Newport C	A	T	B	P
	2	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	4	Call of Cthulhu Petaluma 1942	San Lorenzo B	A	T	R	R
	4	Call of Cthulhu 7th Missing in the Woods	San Lorenzo A	A	M	R	R
	4	GURPS College Yamps Making Peace	San Lorenzo D	A	T	R	R
	4	GURPS Project ASPIRE - Return to Alpine, TX Sponsored	San Lorenzo C	A	T	R	R
	4	Steve Jackson's: Toon The Baker's Dirty Dozen	San Lorenzo F	A	M	R	R
9 pm	3	Nexus Ops Small	International B	A	A	B	B
	1	Geek Themed Magic and Comedy Show Seminar *	Carmel	A	F	G	G
	2.5	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
10 pm	2	Game Shows @ Gateway - Match Game	Newport B	A	M	B	P
11 pm	2	Battlestations 2.0 *	International A	A	A	M	M

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

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Sunday

Sun, Sep 05

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Magic: the Gathering Commander #2 Tournament	La Jolla	A	A	C	C
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	2.5	Ultimate Werewolf	Catalina B	A	A	B	P
9 am	1	Blood Rage 101	International B	B	T	B	B
	2	Deadly Doodles Sponsored	International B	A	A	B	B
	1	Dune 101	International B	B	M	B	B
	6	Formula Dé Small	International B	A	T	B	B
	1	Pokemon Workshop #2	La Jolla	A	A	C	C
	4	Dungeons & Dragons 5e CCC-SVH-01-02 Raven Lord's Aerie	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e DC-PoA-JGD-05 Shadows Under Ice	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDAL00-02f The Definition of Heroism [...]	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDEX02-02 Embers of Elmwood	Los Angeles A	A	T	R	A
	8	Dungeons & Dragons 5e DDEX02-09 Eye of the Tempest	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DRW-10 Unsafe Harborage	Los Angeles A	E	T	R	A
	4	Call of Cthulhu Petaluma 1942	San Lorenzo A	A	T	R	R
	4	Call of Cthulhu 7th Station S	San Lorenzo D	A	M	R	R
	4	Savage Worlds Necropolis 2350: Hold The Line	San Lorenzo B	A	T	R	R
	12	Axis and Allies Tournament	Los Angeles C	A	T	B	W
9:30 am	9	Dealer Room Opens	Pacific	A	A	G	G
10 am	3	Blood Rage Small	International B	A	T	B	B
	4	Dune	International B	A	M	B	B
	3	Power Grid World Tour Small	International B	A	T	B	B
	3	Terraforming Mars Qualifier	International B	A	T	B	B
	3	Parlor LARP The Hirelings	Malibu Gard.	A	T	L	L
	4	Bushido Learn to play /100 point	International A	A	T	M	M
	4	Konflikt 47 Tournament	International A	A	A	M	M
	7	Paint and Take	International A	A	A	M	M
	4	Warhammer 40K 9e Mega-Apocalypse	International A	A	A	M	M
	2	Game Shows @ Gateway - Countdown	Newport B	A	A	B	P
	2	No Quarter Playtest *	International B	A	A	B	I
11 am	3	Blue Moon City Small	International B	A	A	B	B
	2	Port Royal Sponsored	International B	B	A	B	B
	3	Ascension #2 Tournament	La Jolla	A	A	C	C
	6	Flea Market	International F	A	A	G	G
	0.25	Raffle Drawing!	Pacific	A	A	G	G
	6	HMGs-PSW [...] Fate of a Nation Valley of Tears: Booster Ridge	International A	A	T	M	M
Noon	5	Last Days of Athobrae Small	International B	A	T	B	B
	1	Oath: Chronicles of Empire and Exile 101	International B	B	T	B	B
	5	Spartacus A Game of Blood & Treachery Small	International B	A	M	B	B
	5	Stone Age Small	International B	E	A	B	B
	2	Terraforming Mars Semifinals	International B	A	T	B	B
	4	Star Wars Miniatures /X-Wing Minis Crossover Tournament	La Jolla	A	A	C	C
	1	Stupid Users: BETA — Dealer Room Tourney Sponsored Tournament *	Pacific Foyer	A	A	G	G
	1.25	From The Shadows	International B	A	A	B	I
	4	Battle Cry Tournament	Los Angeles C	A	T	B	W
1 pm	4	Galactic Explorers Demo *	International B	B	A	B	B
	4	Oath: Chronicles of Empire and Exile Small	International B	A	T	B	B
	5	Power Grid Small	International B	A	T	B	B
	1	Star Trek Ascendancy 101	International B	B	A	B	B
	1	Flesh and Blood 101	La Jolla	A	T	C	C
	3	Magic: the Gathering Draft (\$15) Sponsored Tournament	La Jolla	A	A	C	C
	2	Dirtside! *	International A	A	A	M	M
	2	Game Shows @ Gateway - Lingo	Newport B	A	A	B	P
	2	No Quarter Playtest *	International B	A	A	B	I
	3	War of Crown: The Battle of Xuanwu Gate *	International B	A	A	B	I
2 pm	3	Century: Spice Road Small	International B	A	A	B	B
	4	Star Trek Ascendancy Small	International B	A	A	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	3	Flesh and Blood Constructed #2 Sponsored Tournament	La Jolla	A	T	C	C
	0.25	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5e CCC-APL01-01 It's Not Easy Being Gene	Los Angeles A	B	A	R	A
	4	Dungeons & Dragons 5e CCC-SVH-01-03 Vault of the Raven Lord	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e DDAL00-01 Window to the Past (Tier 4)	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDAL10-09 Recipe for Retribution	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDEX02-10 Cloaks and Shadows	Los Angeles A	A	T	R	A

Sunday

Sun, Sep 05

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DRW-10 Unsafe Harborage	Los Angeles A	E	T	R	A
	4	Five Powers Sanctum *	Bel Air	A	M	L	L
	4	Parlor LARP Endgame	Malibu Gard.	A	T	L	L
	2	1-48 Tactics Demo	International A	A	T	M	M
	2	Paint Contest Judging	International A	A	A	M	M
	4	Dungeons & Dragons 5e Hidden Realm of the Medusa [...], Pt 2 *	San Lorenzo B	E	T	R	R
	4	Call of Cthulhu 7e Let's do the Time Warp Again! Sponsored	San Lorenzo C	A	T	R	R
	4	Dune Adventures in the Imperium The IX Problem	San Lorenzo D	A	T	R	R
	4	Low Life: Savage Worlds The Uncanny Valley of Uncanniness!	San Lorenzo E	A	A	R	R
	4	The Sprawl (PbtA) Fashion Police	San Lorenzo A	A	T	R	R
3 pm	1	Rising Sun 101	International B	B	T	B	B
	3	Ticket to Ride: Rails and Sails Small	International B	A	T	B	B
	2	Dirtside! *	International A	A	A	M	M
4 pm	2	Lifeboat Deluxe Small *	International B	A	A	B	B
	4	Rising Sun Small	International B	A	T	B	B
	3	Terraforming Mars Finals Small	International B	A	T	B	B
	0.25	GRID GAME Raffle Drawing!	Pacific	A	A	G	G
	4	1-48 Tactics Tournament	International A	A	T	M	M
	4	GKR Heavy Hitters Giant Killer Robots!	International A	A	A	M	M
	2	Game Show — You Can't Be Sirius! *	Newport B	A	A	B	P
	2	No Quarter Playtest *	International B	A	A	B	I
5 pm	3	Dream Factory Small	International B	A	A	B	B
	1	Digimon 101	La Jolla	A	A	C	C
	1	Fuzzy Heroes: Pirates Sponsored *	Family Area	A	K	C	C
	3	Magic: the Gathering Commander #3 Tournament	La Jolla	A	A	C	C
	0.25	Raffle Drawing!	Pacific	A	A	G	G
	2	Dirtside! *	International A	A	A	M	M
	5	Rising Sun 101	International A	A	T	M	M
	2	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
6 pm	4	Agricola Small	International B	A	T	B	B
	4	Caylus Small	International B	A	T	B	B
	1.5	Starship Samurai Small	International B	A	A	B	B
	3	Ticket to Ride: Japan Small	International B	A	A	B	B
	3	Digimon Constructed #2 Sponsored Tournament	La Jolla	A	A	C	C
	4	Star Wars Miniatures Sealed Booster Draft	La Jolla	A	A	C	C
	3	War of Crown: The Battle of Xuanwu Gate *	International B	A	A	B	I
	4	Sails of Glory Tournament	Los Angeles C	A	T	B	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	Azul 101	International B	B	A	B	B
	2	Feedback Forum	Carmel	A	A	G	G
	4	Dungeons & Dragons 5e CCC-BLD-01-01 Bleeding Gate: Pandem.	Los Angeles A	B	A	R	A
	4	Dungeons & Dragons 5e DDEP02 Mulmaster Undone Special	Los Angeles A	A	T	R	A
	1	The Tube Test (TV Trivia Quiz) *	Newport C	A	F	B	P
8 pm	4	Azul Small	International B	A	A	B	B
	2	Battle of Souls Playtest *	International B	B	T	B	B
	2.5	Eventurum *	International B	B	T	B	B
	1	The Worst Game Ever *	International B	A	A	B	B
	3	Magic: the Gathering Draft (\$15) Sponsored Tournament	La Jolla	A	A	C	C
	3	Homebrew The Death of the Emperor	3103	A	M	L	L
	2	Dirtside! *	International A	A	A	M	M
	4	Fantasy Trip (GURPS) Lair of the Lich	San Lorenzo A	A	T	R	R
9 pm	4	RFG Playtest *	International B	B	A	B	B
	2.5	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
10 pm	3	The Princes of Florence Small	International B	A	M	B	B
11 pm	2	Dirtside! *	International A	A	A	M	M

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Monday

Mon, Sep 06

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	2.5	Ultimate Werewolf	Catalina B	A	A	B	P
9 am	4	Dungeons & Dragons 5e CCC-BLD-01-01 Bleeding Gate: Pandem.	Los Angeles A	B	A	R	A
	4	Dungeons & Dragons 5e CCC-BLD-01-03 Bleeding Gate: Lineage	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e CCC-SVH-01-01 Dawn of the Raven Lord	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e DDAL00-02f The Definition of Heroism [...]	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDAL10-09 Recipe for Retribution	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDEX02-04 Mayhem in the Earthspur [...]	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 15 The Scrivener's Tale	Los Angeles A	E	T	R	A
9:30 am	5	Dealer Room Opens	Pacific	A	A	G	G
10 am	3	Power Grid World Tour Small	International B	A	T	B	B
	4	Formula De Super-Incredisized Spectacular Long Beach Grand Prix	International A	A	T	M	M
11 am	4	Galactic Explorers Demo *	International B	B	A	B	B
	3	Auction	Carmel	A	A	G	G
	4	Napoleonic Wars 2nd Ed	Los Angeles C	A	T	B	W
Noon	4	Vegas Showdown Small	International B	A	A	B	B
	0.25	Grand Raffle Drawing! *	Pacific	A	A	G	G
1 pm	2	Nuclear War Small	International B	A	T	B	B
2 pm	4	Dungeons & Dragons 5e CCC-APL01-01 It's Not Easy Being Gene	Los Angeles A	B	A	R	A
	4	Dungeons & Dragons 5e CCC-BLD-01-02 Bleeding Gate: Amalg.	Los Angeles A	B	A	R	A
	4	Dungeons & Dragons 5e CCC-SVH-01-02 Raven Lord's Aerie	Los Angeles A	E	A	R	A
	4	Dungeons & Dragons 5e DC-PoA-JGD-05 Shadows Under Ice	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDEX02-14 The Sword of Selfaril	Los Angeles A	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-CM 16 Alkazaar's Appendix	Los Angeles A	E	T	R	A
	2.5	Blood on the Clocktower	Newport C	B	T	B	P
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
3 pm	3	Category 5	International B	A	F	B	B

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Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

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STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Online!
Gateway 2020	Sep 4-7	Still Online!
Orcon 2021	Feb 12-15	Still @#%&* \$! Online!
Gamex 2021	May 28-31	Again Still @#%&* \$! Online!
Gateway 2021	Sep 3-6	Hilton Los Angeles Airport
Orcon 2022	Feb 18-21	Hilton Los Angeles Airport
Gamex 2022	May 27-30	Hilton Los Angeles Airport
Gateway 2022	Sep 2-5	Hilton Los Angeles Airport

Special Events and Seminars

Special Events and Seminars

Bel Air, Carmel, Newport C, 1635

Feedback Forum – Sun 7 pm

What's the state of the con? Stop by and find out! Let us know what you think too. What was good, where can we improve, and anything else con-related are all up for discussion. Throwing vegetables not provided. Carmel

Geek Themed Magic and Comedy Show – Sat 8 pm, 9 pm

Magic with a hint of geek. Frank Stiles magician presents - Magic with a hint of geek. A Board Game and RPG themed magic show with plenty of comedy for our convention crowd. Take an hour and enjoy some geek themed comedy magic. Carmel

LARP 101: Exercises and Q&A – Sat 10 am

GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers. Carmel

Meet & Greet – Fri 7 pm

Come join our special guests Jeff Siadek and Madi Jacobs for a special Meet & Greet Event. Food, drinks, and a great time chatting with the special guests . Suite 1635 Newport C



Board Games

Board Games

International Ballroom, San Lorenzo A, Catalina A (Family Area), La Jolla

Gaming 101

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

1861 101 – Sat 10 am

1861 – Sat 11 am

Railroad and stock game based in Russia - minor companies can either convert or merge into majors or get nationalized into the Russian State Railroad.

18Chesapeake 101 – Sat 9 am

7 Wonders Duel 101 – Sat 5 pm

7 Wonders Duel – Sat 6 pm

Bracket Tournament 7 Wonders Duel is for two players, with the players drafting from a display of face-down and face-up cards arranged at the start of a round. A player can take a card only if it's not covered by any others, so timing comes into play.

Advanced Civilization – Sat Noon

A game that covers the development of ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome around the middle of the third century B.C.

Agricola – Sun 6 pm

The classic worker placement game about building a farm and feeding your family

Azul 101 – Sun 7 pm

Azul – Sun 8 pm

Players take turns drafting colored tiles from suppliers and players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets wasted supplies harm the player's score.

Battle of Souls – Fri 9 pm, Sun 8 pm

The legendary warrior has freed himself and has entered the battle of souls tournament. You and the other immortals must work together to stop him before he takes over the realm! Battle of Souls - deck builder puts the players against the game in a battle to save the realm.

Blood Rage 101 – Fri 6 pm, Sun 9 am

Blood Rage – Fri 7 pm, Sun 10 am

Ragnarök has come! Secure your place in Valhalla in epic Viking battles.

Blue Moon City – Sun 11 am

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

Brass: Birmingham 101 – Sat 3 pm

Brass: Birmingham – Sat 5 pm

Players are competing entrepreneurs in Birmingham during the industrial revolution. Develop, build, and establish your industries and network, in an effort to exploit low or high market demands. The player with the most VP wins.

Castles of Burgundy 101 – Sat 1 pm

Castles of Burgundy – Sat 3 pm

Take and place tiles to get points in many different ways, with castles, mines, ships, and buildings

Category 5 – Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and more rounds follow. The game is over when a player reaches 74 and low score wins. (This is the best version of 5 Nimmt!')

Caylus – Sun 6 pm

Each turn, players pay to place their workers in various buildings in the village. These buildings allow players to gather resources or money, or to build or upgrade buildings with those resources.

Century: Spice Road – Sun 2 pm

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

Coloretto – Fri 4 pm

Either draw a card to play to a row, or take a row of cards to add them to your collection. A row can have at most three cards, so at some point everyone is forced to take a row. Once all the rows have been claimed, players start a new round, drawing or taking once again.

Crusaders: Thy Will Be Done 101 – Sat 7 pm

Crusaders: Thy Will Be Done – Sat 8 pm

You are the head of a Knights Order during the Crusades. Using your rondel, you control the actions that will take place on the main board. As you continue to upgrade your order, you'll become more powerful and able to do more actions. The player with the most influence wins.

Cursed Court – Fri 5 pm

The Cursed Court is coming together, and there is intrigue and profit to be had! Place your bets on the appearances of certain members of the court- based on public and private information...

Deadly Doodles – Sun 9 am

In this quick-playing doodle game, 1-4 players simultaneously draw paths through a dangerous dungeon. Draw cards, draw a path through your dungeon, and rack up points! Collect loot and fight monsters . . . or run away screaming! Can you defeat the dragon for the big score?

Dream Factory – Sun 5 pm

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

Dune 101 – Sun 9 am – 101

Dune – Sun 10 am

You will become the leader of one of six great factions. Each wishes to control the most valuable resource in the universe - melange, the mysterious spice only found at great cost on the planet DUNE.

Eventurum – Sat, Sun 8 pm

Eventurum is a deck builder worker placement game where players are in a simulated reality that resets each round.

Board Games

Feuding Foodies – Sat 11 am

Partner up with your favorite buddy and face off against other teams in this wacky card game where players race to collect ingredients and cook recipes. The first team to build enough recipes wins! Feuding Foodies caters to 4, 6 or 8 players and plays in 30 to 60 minutes.

Formula Dé – Sun 9 am – Random Draw & Track

A two round tournament full of exciting races! All original F-Dé tracks! 40 racers competing for the winner's ribbon. Round 1 consists of 4 separate races of 10 drivers each. The first three finishers in each race qualify for the final: a 12 car race on the Zandvoort SuperLoop!

Galactic Explorers – Fri, Sat 8 pm, Sun 1 pm, Mon 11 am

Build your ship and then explore the galaxy. Transport miners and colonists while delivering resources back to the Homeworld. Plays in app. 15 min/player.

Grand Austria Hotel 101 – Fri 3 pm

Grand Austria Hotel – Fri 4 pm

Hotel game

Hero Realms 101 – Fri Noon

Illuminati 101 – Sat 2 pm

Illuminati – Sat 3 pm

They're all around us. Secret conspiracies are everywhere. In Illuminati, increase your wealth and power to take over the world until only YOU reign supreme. This classic game of conspiracy and conquest has been updated to include current events and new references! By SJ Games.

Last Days of Athobrae – Sat, Sun Noon

A resource gathering strategy game filled with unexpected turns and pitfalls. Players send out scouts in search of resources to build their ship, and technology to help their cities triumph. Each city has its own unique strengths and weaknesses.

Liar's Dice – Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die, if they were not the challenger.

Lifeboat Deluxe – Sat, Sun 4 pm

Adrift in uncharted waters, six people share a tiny lifeboat. As the supplies run low, they discover that some barrels are filled with jewels and art treasures instead of water or hardtack. Greed mixes with love and hatred as the passengers take sides...

Millennium Blades 101 – Fri 3 pm – Collusion Expansion Rule Set

Millennium Blades – Sat 4 pm – Collusion Expansion Rule Set
MB is a CCG-Simulator -- A game in which you play as a group of friends who play the fictional CCG "Millennium Blades". In this mental dexterity game, you will build decks, play the meta, acquire valuable collections, open random boosters, and compete in tournaments for prizes!

Munchkin Wonderland – Sat 9 am – Munchkin

Munchkin where the whole family can join in! Move around the illustrated game board, beat monsters with dice, and win treasure. When the deck of Treasure cards runs out, whoever has the most loot wins! By Steve Jackson Games.

Nexus Ops – Sat 9 pm

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

No Thanks! – Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Each table will play 3 games for a total.

Nuclear War – Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons... Historical Strategicon Rule: If World Destroyed ... ALL PLAYERS LOSE (no winner)!

Oath: Chronicles of Empire and Exile 101 – Sun Noon

Oath: Chronicles of Empire and Exile – Sun 1 pm

Take part in the course of history of a distant land in Oath: Chronicles of Empire and Exile. Be you Chancellor, Citizen, or Exile, everyone has a chance to impact the Chronicle...

Obsession 101 – Sat 10 am

Obsession – Sat Noon

It is a truth universally acknowledged, that a Victorian Genteel Family is in want to marry into a better family. Such a situation has arisen, but you are not the only family doing this. Upgrade the estate, seek better guests, & hire staff to get the most victory points to win.

Port Royal – Sun 11 am

Become the richest, most notorious merchant in Port Royal! Vie to hire the best to expand and fortify your vast shipping empire! Push your luck to amass the most wealth or to hire the best characters – but push too far, and you get nothing. By Steve Jackson Games.

Port Royal: Just One More Contract – Sat Noon

A card drafting game where you press your luck to collect coins, hire workers, complete expeditions and avoid taxes. The contract expansion will be used, which gives players an alternate way to score points and adds some new cards.

Power Grid 101 – Fri 5 pm

Power Grid – Sun 1 pm

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. To do that, you buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants to gain income.

Power Grid World Tour – Sat 10 am – Baden

Run a utility company, buying power plants, fuel, and distribution centers. Whoever can power the most cities wins. Play any or all of the four games in the weekend (one each day on different maps).

Power Grid World Tour – Mon 10 am – Middle East

Run a utility company, buying power plants, fuel, and distribution centers. Whoever can power the most cities wins. Play any or all of the four games in the weekend (one each day on different maps)

Power Grid World Tour – Fri 7 pm – Quebec

Run a utility company, buying power plants, fuel, and distribution centers. Play any or all of the four games in the weekend (one each day on different maps)

Power Grid World Tour – Sun 10 am – South Africa

Run a utility company, buying power plants, fuel, and distribution centers. Whoever can power the most cities wins. Play any or all of the four games in the weekend (one each day on different maps)

Board Games

Puerto Rico – Sat 2 pm

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

Race for the Galaxy 101 – Sat 4 pm

Race for the Galaxy – Sat 5 pm

Worlds await! Colonize, develop and conquer taking advantage of others' choices.

Rallyman: GT 101 – Sat 2 pm

RFG – Fri 1 pm, Sun 9 pm

Build your robot and then use it to blow up the other players robots while attempting to grab extra credits to upgrade your fighting machine.

Rising Sun 101 – Sun 3 pm

Rising Sun – Sun 4 pm

Use politics to further your cause, negotiate to seek the most profitable alliances, worship the Kami to gain their favor, recruit monsters out of legend to bolster your forces, and use your resources wisely to be victorious in battle.

Space Base – Fri 8 pm

Players buy cards (spaceships) that have different abilities which pay off when their number is rolled to see who can build up the best fleet of spaceships.

Spartacus A Game of Blood & Treachery – Sun Noon

Through a combination of political schemes and glorious battles on the arena sands your house will rise in fame and stature. As Dominus, you have a variety of resources at your disposal. Includes Both Expansions and Promo Cards. Original HBO edition game rating age 14+

Starship Samurai – Sun 6 pm

Go forth and claim honor as the Daimyo of your clan in Starship Samurai, a fast-paced area control game with imposing Samurai Mechs standing ready to make a difference.

Star Trek Ascendancy 101 – Sun 1 pm

Star Trek Ascendancy – Sun 2 pm

An excellent and fun recreation of the Star Trek universe. Exploring new worlds and intergalactic phenomenon is at the core. Factions thrive by acting true to their race. Great references to the original series baked in. The map is organic and changes with each game.

Stone Age 101 – Fri 6 pm

Stone Age – Sun Noon

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

Stone Age – Sat 8 pm – No Dice

For those of you tired of bad rolls, here's a no dice version of Stone Age. For production rolls, every pair rolls a 7 and any extra worker rolls a 3. For dice bars, you roll all six and each player picks one.

Suburbia 101 – Sat 6 pm

Suburbia – Sat 7 pm

A tile-laying game in which each player tries to build up an economic engine and infrastructure that will be initially self-sufficient, and eventually become both profitable and encourage population growth. Expansions may be used after the first round.

Talisman 101 – Sat Noon – Basic, Batman, Cataclysm, Star Wars

Talisman – Sat 1 pm – Basic, Batman, Cataclysm, Star Wars Fourth edition, revised will be used, The Prophetess power reduction will be used. For the final round, Talisman/Cataclysm and Expansions, Batman/Star Wars, will be included.

Terraforming Mars: Ares Expedition 101 – Fri 7 pm

Terraforming Mars: Ares Expedition – Fri 8 pm

An engine-building game in which players control interplanetary corporations with the goal of making Mars habitable (and profitable). This is a new, stand-alone game inspired by Terraforming Mars featuring faster gameplay.

Terraforming Mars Qualifier – Sun 10 am

First round will be base game, including Corporate Era, and will include drafting. Semifinal round will vote on expansions individually, 16 players will qualify, round starts at 2. Final round will include all expansions and promos, 4 players, round starts at 6.

Terraforming Mars Semifinals – Sun Noon

Second round of the Terraforming Mars tournament, must win 1st round, top 2nd place scorers may be admitted

Terraforming Mars Finals – Sun 4 pm

3rd round of Terraforming Mars tournament, must win a 2nd round match to qualify

The King is Dead (2nd Edition) – Fri 1 pm

The King is dead, leaving the land divided between three factions... With only a hand of 8 various power cards, the players must manipulate the power struggles over the land and end the game with the most favor of whichever faction wins...

The Princes of Florence – Sun 10 pm

Players attract artists and scholars trying to become the most prestigious in Florence. Each player is given a palace grid/reference chart to attempt to gain victory points. VPs can be gained in a variety of ways.

The Worst Game Ever – Sat 1 pm, Sun 8 pm

Creates mechanisms around everything people hate in games, gamers, and gaming. The goal is to have the most tokens when any player runs out of tokens. Players take turns attacking one another with a die roll to steal tokens and play cards to affect the game.

Thurn and Taxis 101 – Sat 5 pm

Thurn and Taxis – Sat 6 pm

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

Thurn & Taxis: Power and Glory – Fri 2 pm – Power and Glory Power & Glory map but regular rules. Thurn & Taxis board will be used if necessary

Ticket to Ride: Europe – Sat 2 pm

Mega European game

Ticket to Ride 101 – Sat 9 am

Ticket to Ride – Sat 10 am

Ticket to Ride, the best train game on the planet.

Ticket to Ride: Expansions 101 – Sat 9 am

Ticket to Ride: France – Sat 6 pm

Game allows you to select the color of the routes

Ticket to Ride: Japan – Sun 6 pm

Build the bullet train and share its route!

Ticket to Ride: Mini Games – Fri 6 pm

Event will feature each of the 3 mini games, with players playing each game. Winner will be the highest score, with points being given for placing in each game.

Board Games

Ticket to Ride: Rails and Sails 101 – Sun 2 pm

Ticket to Ride: Rails and Sails – Sun 3 pm

Collect both ship and rail cards. Build harbors (modified rules) when you have many connected routes. Use train and ship cards with two icons on the card. Use wild cards with devastating effects, Points are totaled.

Vegas Showdown – Mon Noon

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

Watergate 101 – Fri 4 pm

Watergate – Fri 5 pm

Play as either a representative of the Nixon administration or as the editor of The Washington Post in a game of tug of war over evidence, initiative, and momentum. A quick yet strategic dueling game.

Zombie Dice – Sat 11 am

You are a zombie. You want brains. More brains than any of your zombie buddies. The 13 custom dice represent victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn! By Steve Jackson Games



Indie New Games

International B

Battle of Souls - Deck builder – Fri 3 pm, 6 pm, Sat 5 pm, 8 pm, Sun 5 pm

The legendary warrior has freed himself and has entered the battle of souls tournament. You and the other immortals must work together to stop him before he takes over the realm! Battle of souls - deck builder puts the players against the game in battle to save your realm.

From The Shadows – Sat 1 pm, Sun Noon

From the Shadows is a unique card game where you become one of four Heroes hunting monsters for their bounty. You will need to be ruthless, but with restraint. Patience, and strategy play a key role. When and what to attack so as not to weaken your kill for another opponent. What kind of Hero are you?

No Quarter – Fri 2 pm, 5 pm, Sat, Sun 10 am, 1 pm, 4 pm

Take on the role of a pirate captain in search of a legendary pirate treasure. Accumulate resources by plundering ports, unearthing minor treasures, and engaging rival captains while collecting map pieces to lead you to the glorious cache. But make haste upon the waves, for once word gets 'round you've captured the grand prize, you must return to the stronghold before your opponents unite in their aggressions and seek to make your hard-won riches their own.

War of Crown: The Battle of Xuanwu Gate – Sat, Sun 1 pm, 6 pm

War of Crown explores a historical tragedy where players assume the role of 3 princes from the bloody battle of Xuanwu Gate. As an eligible prince to the throne, how will you win over the emperor's heart? Will you manage political affairs, lead military campaigns, or undermine your opponent with schemes? One thing you know for sure, this war of crown will end with you on the throne, blood shed or not. (2-3 players, 1.5 hrs)

Party Games

Party Games

Chairman's Boardroom, Malibu Gardens, Newport, San Lorenzo E

Gaming 101

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

Blood on the Clocktower – Fri, Sat 6 pm

A bluffing game enjoyed by 5 to 20 players on opposing teams of Good and Evil. An iteration on the Classic Mafia/Werewolf formula - all players are given a unique role, and stay in the game even after being killed.

Blood on the Clocktower – Sat, Mon 2 pm – Trouble Brewing

The social deduction game Blood on the Clocktower is in the same family of games as Werewolf, but it does not have player elimination and everyone has a unique role. The game uses a moderator (the story teller) to balance the game and get the game to a thrilling ending.

Game Shows @ Gateway - Chain Reaction – Sat Noon

It's the game where one word leads to another! Solve the chain of linked words with your team for a chance to play the three-headed bonus round!

Game Shows @ Gateway - Countdown – Sun 10 am

Wake up your brains with the classic British import game of letters, numbers, maths and conundrums! Everyone in the room plays at the same time!

Game Shows @ Gateway - Lingo – Sun 1 pm

It's not just letters, it's Lingo! Solve the five-letter word puzzle, then complete your Lingo card for bonus points!

Game Shows @ Gateway - Match Game – Sat 10 pm

Get ready to match the stars! The wild and crazy game of fill-in-the-blank returns to Strategicon! Mature audiences only.

Game Shows @ Gateway - Name That Tune – Sat 3 pm

Test your knowledge of music from the past and present with the classic game show Name That Tune! Can you reach the Golden Medley?

Game Shows @ Gateway - Panel Quiz Attack 25 – Sat 6 pm

An fast-and-furious quiz show from Japan that mixes Q&A with the classic board game Reversi. Can you outsmart your opponents to become the Panel Quiz Attack champion?

Game Shows @ Gateway - Press Your Luck – Fri 8 pm

Big Bucks, No Whammies! The game of high stakes returns to Strategicon with LIVE Whammies!

Game Shows @ Gateway - Super Password – Fri 5 pm

Guess the secret word and solve the puzzle! The classic word game based on the hit 80s game show returns to Strategicon!

Game Show – You Can't Be Sirius! – Sun 4 pm

It's the original game show where coming up with just the right question can still lead to the wrong answers! Players compete to see who has the smart mouth to outsmart the smart device, RHODA (the Relatively Helpful Online Digital Assistant). Come play and laugh along with YCBS!

Parsely – Sat 8 pm

This cooperative text adventure simulator is great for those that like puzzles and extremely light role playing. I have many scenarios, I'll pick one that most people haven't played if possible.

The Tube Test (TV Trivia Quiz) – Sun 7 pm

Trivia quiz about network television through the years. Players are encouraged to bring a team of no more than four players. Individuals will be asked to join a team.

Ultimate Werewolf 101 – Fri 6 pm

There are going to be plenty of Werewolf events happening throughout this convention, but do you know how to play? Has it been a while since your last game? What does a Seer even do? Find out all this and more (e.g. roles, trial phases, etc.) with an introductory game!

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

Here you are living in your quiet village when the first of the bodies begin piling up. Soon you discover the presence of vicious werewolves in your previously safe home! It's your job to figure out who out of your friends and neighbors is the culprit! Are you up to the task?



Collectibles

Collectibles

La Jolla

Ascension – Sat 10 am, Sun 11 am

GM: George Carceres/Chuck Watson

Versions to be mixed/matched at GM discretion.

Digimon 101 – Sat, Sun 5 pm

GM: Diane Grotjohn/Jake Buchheit

Ever wanted to be a hacker but found all that computer language to be difficult? We have the solution! Learn how to play this fun and easy to pick-up game where you use Digital Monsters to navigate the cyber realm.

Digimon – Sat, Sun 6 pm – Constructed

GM: Jake Buchheit

Constructed Tournament for Digimon. Decks will be provided as necessary (limited amount). Prizes provided for top winners.

Flesh and Blood 101 – Sat, Sun 1 pm

GM: Diane Grotjohn

Flesh and Blood – Sat, Sun 2 pm – Blitz - Constructed

GM: Diane Grotjohn

A game where you kill other people. Y'know, for fun. Some decks will be provided as necessary. Blitz Constructed. Swiss Format. 50m per round. Prizes for top winners.

Fuzzy Heroes: Pirates – Sun 5 pm

GM: Victor Bugg, Assistant GM: Keith Aldrich

A family fun game of combat and adventure for toys and stuffed animals. It teaches basic miniatures, role playing, and tactics as well as providing wacky fun for even the most veteran gaming enthusiast. In the Family Area on the 2nd floor

Magic: the Gathering – Sat 5 pm, Sun Midnight, 5 pm – Commander

GM: Josh Badger/Dae Kim

Magic: the Gathering Commander (EDH) Format. Constructed Deck (all cards must be legal) / Highland rules. Pods will be formed of 3-4 players each, max 2 pods.

Magic: the Gathering – Fri 8 pm, Sat, Sun 1 pm, 8 pm – Draft (\$15)

GM: Josh Badger/Dae Kim

Magic: the Gathering Draft event. 3 Rounds, Swiss format. Packs provided to event winners (Pack per win).

Pokemon – Sat, Sun 9 am – Workshop

GM: Chuck Watson

Learn how to play, get tips on fine tuning your deck, discuss strategies, or just hang with like minded trainers. Or just jump into your local gym and prove that you're the best trainer of them all.

Star Wars Miniatures – Sun 6 pm – Sealed Booster Draft

GM: Mel Campbell

Virtual Set # 19, and Virtual Set #20. Each participant will receive 2 full sets of 30 cards each, plus 2 full sets of 6 cards each, and 2 booster sheets, to make a 200pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Star Wars Miniatures – Sun Noon – /X-Wing Minis Crossover

GM: Mel Campbell

Participants will be divided into 2 separate teams, each commanding a squadron, and will compete for supremacy of land and space. GM will provide minis to borrow.

Family Games

Catalina A

For Gateway 2021, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department's designated space. Please check the schedule or with the respective department HQ!

Kids

Fuzzy Heroes: Pirates Sponsored

Family

7 Wonders Duel

Category 5

Geek Themed Magic & Comedy Show Seminar (2)

Munchkin Wonderland Sponsored

The Tube Test (TV Trivia Quiz)

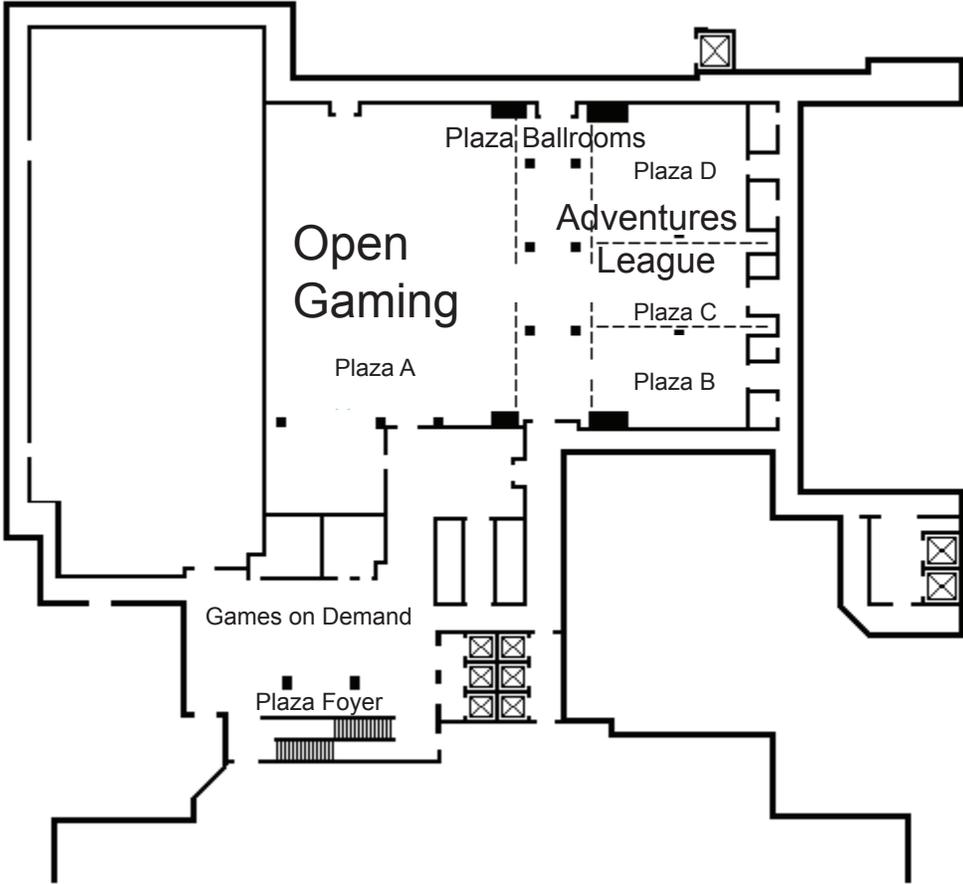


Video Games

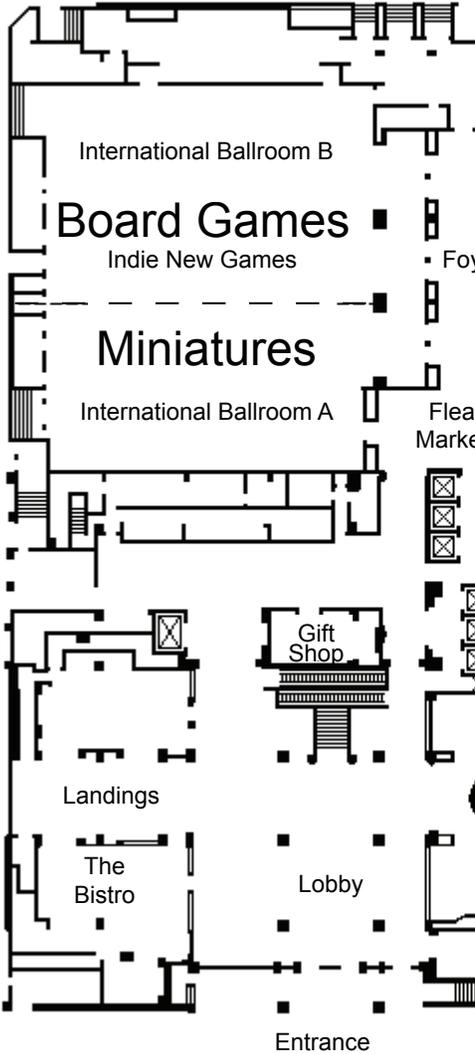
Marina – Open Gaming only

Gateway 2021 Maps

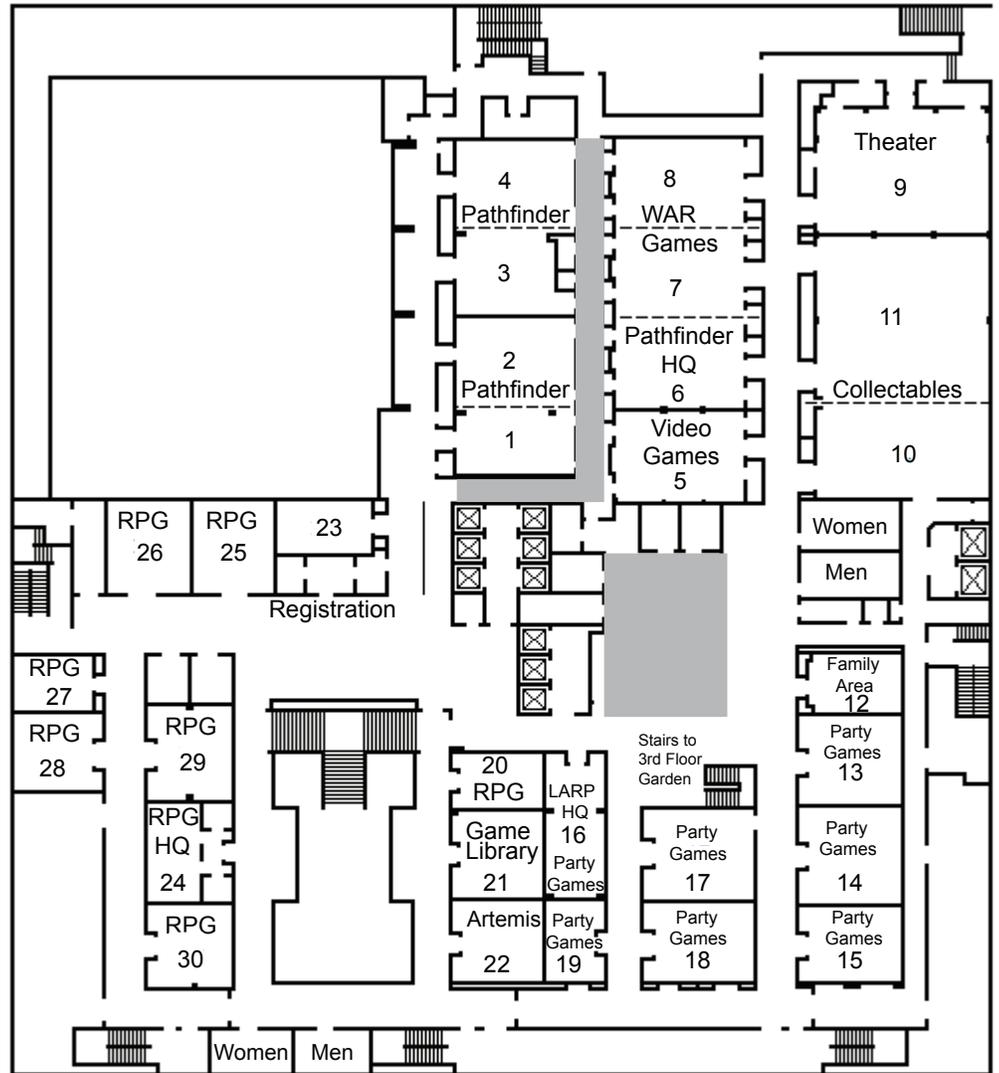
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

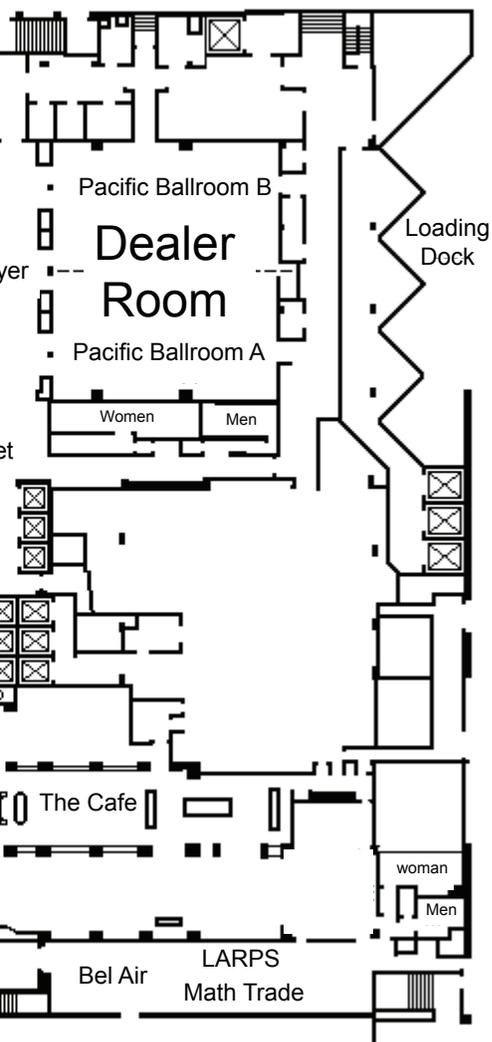


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



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

LARPs

LARPs

Bel Air, Newport A, 3103, Carmel

Endgame – Sun 2 pm – Parlor LARP

GM: Andrew Perrine

Endgame is a prohibition-era Murder Mystery, where a group of partygoers to a high-class private event must navigate a tangled web of hidden emotions and secret grudges to quietly find the murderer within their midst- it would be a disaster if the police found out about their less-than-legal activities, but is this less a disaster than letting a murderer go free? Period dress (semi-formal to formal) is encouraged, but not required.

LARP 101: Exercises and Q&A – Sat 10 am – Seminar

GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers. Carmel.

Mech Force Nostalgia – Sat 11 am – Parlor Larp

GM: Ross Cheung

Mech Force Nostalgia is a live-action role-playing game about giant robots and their pilots exploring a dead world littered with sorrow and memories. Players will play either gigantic robots, or their human pilot. The LARP will involve movement and require walking. Ages 7+. Young players must be able to approach cartoon-level violence (think GI Joe or Transformers).

Panopticon Computer Systems Sleep Visualization – Fri 8 pm – Freeform

GM: Andrew Perrine

Welcome to the Panopticon Sleep Therapy Program. We appreciate your interest in our group therapy program to help with your dreaming worries! Through our four-week course, you'll be experiencing lucid, recorded dreams every night, and have the wonders of technology to help you process them! Studies show this results in a 55% more restful sleep experience. LEGAL NOTICE: WE ARE NOT RESPONSIBLE FOR NIGHTMARES, BODILY FUNCTION CHANGES, NASCENT PARAPSYCHOLOGICAL MANIFESTATION, DRY SCREAMING, PHANTOM HEAVING, OR HEARTBURN. (Genre: Horror, Sci-Fi)

Sanctum – Sun 2 pm – Five Powers

GM: Christian Brown

You are one of five star-faring factions that have reached this unique star system, which has plentiful resources and several unique hazards. As the supreme leader (or leaders) of your faction you will attempt to attain your people's strategic goals, and counter your competitors with guile, diplomacy and military power. Play is conducted in turns, and the results of exploration and combat will be displayed on a central board. Colonists, resources and escort fleets will move at your command. Play to win, or talk it out. You set the victory conditions.

The Death of the Emperor – Sun 8 pm – Homebrew

GM: Evan Schauer

Place bets on gladiatorial fights and scheme to gain control of the great empire of Alemis. Four factions vie to kill the immortal Emperor and rule Alemis for themselves, and all their plans hinge on the results of the yearly Sovereignty Day gladiatorial arena fights, during which the Emperor traditionally fights the winner. Player will play nobles in one of these factions, watching and betting on the results of the tournament (streamed through Soulcalibur 6). The results and schemes of the players will determine the Empire's fate!

The Hirelings – Sun 10 am – Parlor LARP

GM: LARP Staff (Rob P)

In a world of perilous adventure and dark dungeons filled with precious riches, one group of aspiring adventurers are having their first day in a new job, and it's not quite working out as planned. The Hirelings is a role playing game in which you play out the preparations and the aftermath of a failed dungeon crawl.

The London Season – Sat 8 pm – Good Society

GM: Ross Cheung

It is 1812, and you are young members of the gentry staying in London for the season. There, you'll grapple between duty, desire, and the affairs of the heart, as you chase advantageous marriages, inheritance, and more. For part of the larp, you will take part of high society, and this will be broken up by epistolary chapters where letters are exchanged and rumors are spread. Note that there will be romance but with gender norms switched off.

Union of Good Guys, Unite – Sat 2 pm – Foam Combat

GM: LARP Staff (Rob P)

Join the Union of Good Guys, a league of second-string super heroes, and help them fight off the various forces of evil and chaos, protecting our fair city Lostropolis and generally doing good. Gameplay will be a mixture of roleplay and foam-based ranged combat, with humorous elements throughout.



Open Gaming

Plaza Ballroom A

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

Miniatures

Miniatures

International Ballroom A

1-48 Tactics – Sun 2 pm

GM: Donald Tseng

Come learn the dynamic and fast (under 1 hr.) skirmish game using your bolt action or whatever wwii figs - you won't regret it.

1-48 Tactics Tournament – Sun 4 pm

GM: Donald Tseng

36pt. tournament 3 rounds - each round a different scenario on 2 by 2 board. Will pair axis vs. allies if possible (can have two lists - axis & ally). 1hr. rounds/6 player turns each - loaner squads available.

Battlestations 2.0 – Fri 6 pm, 8 pm, 11 pm,

Sat 10 am, 1 pm, 3 pm, 5 pm, 8 pm, 11 pm

GM: Jeff Siadek

Award winning innovative design that bridges the gap between roleplaying and boardgaming in space by integrating ship to ship and boarding action. You and your friends play characters as the crew of a ship laid out in modular format. Your ship is on a hex map. The enemy controls whatever challenges you face. Your continuing characters rise in power as you face tougher and more exciting challenges.

Battletech: Alpha Strike – Fri 7 pm – Raid on Frankport

GM: Francisco Vassallo

Raid on Frankport. Each player will control a small unit of mechs either attacking or defending the spaceport of Frankport. Everything will be provided. If you wish to make your own lance, bring an 80 point, late succession war list, with at most 5 mechs.

Boothill 1e – Fri 6 pm – HMGS-PSW Presents Big Trouble in Chiriaco Summit

GM: DM Angelo

1975 edition of the Western-themed RPG by Brian Blume & Gary Gygax. There is big trouble in Chiriaco Summit! Every player will be in charge of a faction of characters who are given a specific goal to achieve in the town of Chiriaco Summit.

Bushido – Sun 10 am – Learn to play /100 point tournament

GM: Robert Courtney

Bushido is a Japanese fantasy tabletop miniature battle game for two players. Each player commands a force of no more than a handful of individuals. Bushido is a fast moving, skirmish game. Come join us in a small 100 point tournament or to learn the rules.

Circus Maximus – Sat 5 pm

GM: Jamie Vann

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

Dirtside! – Sun 1 pm, 3 pm, 5 pm, 8 pm, 11 pm

GM: Jeff Siadek

Take your characters dirtside in this up and coming expansion to the popular space adventure game Battlestations 2.0. Pilot Flying cars and tanks as you defeat dangerous natives or solve a mystery before the planet is consumed in a fiery caldera!

Flames of War – Sat 10 am – The Longest Day

GM: Igor Torgeson

The Longest(er) Day is an 8-game, 24-hour Flames of War mega-tournament. Players will compete to accumulate the most wins and battle points over the course of eight rounds to claim the title of Ironman Champion! Tournament is drop-in/drop-out, so there is no requirement to play all eight rounds- the players' commitments are only controlled by their sanity!

Formula De Super-Incredisized Spectacular – Mon 10 am – Long Beach Grand Prix

GM: John Paiva

Wrap up the con with a Super-Incredisized Formula De race! Lots of fun, everything is provided. Top 3 players get their name engraved on the perennial award plaque for years of bragging rights!! No experience needed, all rules taught! Event will be held in the Miniatures area.

Gepanzerte Faust – 15mm – Sat 11 am – Operation Perch

GM: Stephen Phenow

A British offensive of WW2 which took place during the Battle of Normandy intended to encircle and seize the German occupied city of Caen, a major Allied objective in the early stages of the invasion. This is the 50th (Northumbrian) Division's attack southwards to keep German forces from destroying 7th Armoured Division 14 June. Elements of Panzer-Lehr inflicted heavy losses upon the British, beating back the attack.

GKR Heavy Hitters – Sat, Sun 4 pm – Giant Killer Robots!

GM: Keyser Soze

Heavy Hitters are the giant fighting mechs in the advertising-driven, televised combat sport where mega corporations fight for lucrative salvage rights and advertising dominance in Earth's abandoned cities. Take your mech and support robots, use your skills as a pilot and tactician to win, gaining your Faction more fans, and more importantly, loyal consumers. All materials provided, beginners welcome!

HMGS/PSW Presents Bolt Action – Sat 10 am

GM: Luis Medrano, Jacob Shober

Sponsored by Warlord Games. Bolt action Tournament - - 1250 pts, single reinforced platoon, 3 rounds. Points count towards "Summer of Bolt Action". Prizes

HMGS-PSW Presents Fate of a Nation – Fri 6 pm, Sun 11 am – Valley of Tears: Booster Ridge

GM: Jason Perez, Adam Hammer and James Corbett

October 1973 the Syrian Army launched a combined arms assault against the IDF in an effort to retake the Golan Heights. Being caught unprepared, a very small but Elite, force of IDF tanks and infantry hold the line against a Tsunami of modernized, professional, and Soviet backed Syrian force. This is a demo game where all figures and terrain are provided. Just show up and play. Rules will be taught to beginners.

HMGS-PSW Presents the Great Italian Wars – Sat 11 am – 28mm Pike and Shotte

GM: Dana Hohn and Adam Hammer

Play this fun and flowing large sized demo game based on Renaissance Warfare. The Holy Roman Empire and Imperial Spain clash with France over dominion of the wealthy Italian City-States. This colorful game will include Landsknechts, Swiss Pikemen, Arquebusiers, Gendarmes and many others. The game is free flowing and we will play several battles throughout the day. All materials are provided.

Konflikt 47 – Sun 10 am

GM: Luis Medrano, Jacob Shober

Konflikt 47 narrative tournament. 2 rounds, 1000 points. Prizes.

Miniatures

Mutant Chronicles: Siege of the Citadel –

Sat 9 am, 11 am, 1 pm, 3 pm

GM: Michael Lynch

All materials provided, join at any time! Control one of five corporations: Imperial, Cybertronic, Mishima, Capitol, or Bauhaus and battle the Dark Legion. Each successful mission brings a new one with events that can help or hinder. Tactics, Co-op & Competitive with one winner.

Paint and Take – Sat, Sun 10 am

GM: Jeffery Small and Jula Kregear

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

Paint Contest Judging – Sun 2 pm

GM: Victor Bugg

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

Rising Sun 101 – Sun 5 pm

GM: Joseph Beck

I love this game and would like to run it at the con. I have the Kickstarter exclusive edition.

Star Wars Legion – Sat Noon

GM: Francisco Vassallo

3 round 500 point tournament. Games will be played on a 3x3 board.

Warhammer 40K 9th edition – Fri 2 pm – Crusade Narrative

GM: SoCal Crusaders

On the massive planet Archeos Prime a wealth of every mineral you could ever need has been discovered. It's a free for all as every side vies to take control of the mining facilities and defensive structures to establish a foothold. 1000 point Crusade armies where XP carries over into Mega-Apocalypse and the Ironman Tournament. Loaner armies available, new players welcome. No experience needed, all materials provided

Warhammer 40K 9th edition – Sat 7 pm – Ironman Tournament

GM: SoCal Crusaders

A dark ritual is being attempted to bring a demonic power onto Archeos. You have been dispatched to either see that the ritual succeeds or fails, but no help is coming, only your wits and mettle will keep you alive now. This is a 3 game 1k point tourney where losses don't recover, and victory is a matter of sacrifice. Custom Scenarios for quick and brutal rounds. Friday night Crusade experience applies! Armies available

Warhammer 40K 9th edition – Sat, Sun 10 am – Mega-Apocalypse

GM: SoCal Crusaders

Archeos Prime has come under attack from all sides. Armies arrive in the thousands turning the air toxic from artillery fire and plasma burn. All sides wish to conquer the planet for their goals. Is it the wealth of resources the planet represents? Is it some still yet darker secret? Army of 10K+5K of super heavies, please bring a list. Prizes for best painted army, best new player, and 2 random drawings.

Zombicide – Fri 6 pm, Sat 11 am, 6 pm

GM: Matt Pearson

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

War Games

Los Angeles B & C

1775 Rebellion – Sat Noon

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

A Game Of Thrones The Board Game 101 – Sat 8 am

Come learn how to play A Game Of Thrones The Board Game. Test your skills as you battle for control of Westeros as one of six great houses. Recommended for the following tournament.

A Game Of Thrones The Board Game – Sat 9 am

Take control of one of six great houses of Westeros and use diplomacy, military might, and cunning intellect to outwit your foes and become the one true ruler of Westeros. *attending AGOTboardgame 101 highly encouraged if first time playing*

Axis and Allies – Sat, Sun 9 am

Depicting WWII on a grand scale, full global level. Play as the major belligerents of World War II: Germany, Japan, the Soviet Union, the United Kingdom, and the United States.

Axis and Allies Open Play – Fri Noon

Depicting WWII on a grand scale, full global level. Play as the major belligerents of World War II: Germany, Japan, the Soviet Union, the United Kingdom, and the United States.

Battle Cry – Sun Noon

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

Napoleonic Wars 2nd Ed – Mon 11 am

A fast-paced, tension-filled, card-driven war game using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history.

Sails of Glory – Fri 4 pm, Sun 6 pm

Recreates naval combat in the Age of Sail (1750–1815).

Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanics.

Roleplaying

Newport, San Lorenzo

100 Years of Loss – Sat 2 pm – Avatar Legends (PbtA)

GM: Chris Czerniak

Avatar Ang has gone missing and the Firelord leads his troops to control the world. You are part of a small rebellious group doing what you can to stop the incoming storm. Play to find out in the world of Avatar.

A Nation on Tracks – Sat 9 am – GURPS

GM: Ron Shaw

GURPS Tournament Game. The fledgling railroad companies are looking to expand further than the East Coast and the advances in steam power have made that possible. Yet not everyone is happy with such plans and the authorities are baffled. Being that your crew is both, uniquely skilled and uniquely outfitted with the latest steam powered implants, the authorities have turned to you to look into things.

Bedlam Hall – Sat 2 pm – PbtA

GM: Faye Wang

You're just a lowly servant trying to get by. It's not your fault that Lady Cornelius might have some weird ritual in the basement, or miss Shelley insisted her dead brother was still alive, or nobody had seen Lord Cornelius for at least 3 years. You have your own worries, not to mention other staff all want to gain favors from the family. Well, at least the house wasn't haunted... Or was it?

Cave of the Goblin King – Fri 8 pm – Fantasy Trip (GURPS)

GM: Gary Mack

GURPS Tournament Game. The local goblins have gotten more bold and much more murderous lately. Several of the local towns' leadership have gotten together in order to pay your group to find out why....

College Vamps Making Peace – Sat 8 pm – GURPS

GM: Daniel Alvarez

Making peace with the other races. As young open minded college kids we like to unite the supernatural world as one.

College Vamps Supernatural Union – Fri Noon – GURPS

GM: Daniel Alvarez

The first one to join the Supernatural Union? We reached out to who will join who will fight us? Can this be done?

College Vamps Who's in charge? – Fri 8 pm – GURPS

GM: Daniel Alvarez

We are in charge now so what do we do? After Killing the Queen of the Vampire our new inexperienced Vamp need to learn quickly how to survive and stay in charge.

Dockside Dogs – Fri 2 pm – Call of Cthulhu 7th

GM: Sam Carter

A modern era CoC7th adventure. The setup is a bit like a certain Tarantino movie, but with some weird twists.

Fashion Police – Sun 2 pm – The Sprawl (PbtA)

GM: Daniel Webster

Hasoka Couture is releasing its new Fall Line, and the clothes are killer...literally. Can you and your team discover why rival operative teams are literally dying to get their hands on them? This Sprawl (PbtA) game will run with up to 4 players. We will spend the first hour reviewing the rules and making characters. Then we will spend the next 3 hours running the Op. No Sprawl or PbtA experience required.

Hearts of Wulin - Escape the White Horse Inn – Sat 9 am – PbtA

GM: Faye Wang

You're a martial art hero from traditional Chinese martial art movies. You're betrayed and on the run. You hide a dark secret and your intent might not be all that noble. Can you survive the night at the White Horse Inn?

Hidden Realm of the Medusa Empress, Part 1 – Sat 2 pm – 5th Edition Dungeons & Dragons

GM: Joe Pearce

A party of adventurers has been tasked with infiltrating a meeting with the reclusive Medusa Empress, who has created an alliance of monsters, and then capturing or neutralizing her. And then the plan goes sideways and turns from a hunt to an escape. Designed for characters between level 11 and 14. Pre-generated characters will be available. Note that there is no requirement that a player attend both parts 1 and 2.

Hidden Realm of the Medusa Empress, Part 2 – Sun 2 pm – 5th Ed Dungeons & Dragons

GM: Joe Pearce

A party of adventurers continue their attempt to escape from the realm of the Medusa Empress and her alliance of monsters, and maybe still fulfill their mission of capturing or neutralizing her. This scenario is designed for characters between level 11 and 14. Pre-generated characters will be available. Note that there is no requirement that a player have attended part 1, as background on prior events will be provided.

Lair of the Lich – Sun 8 pm – Fantasy Trip (GURPS)

GM: Gary Mack

It has been long rumored that the Mad Undead Mage blew himself up in some sort of failed experiment. Now his keep lies in ruins undisturbed decades later. Do you have the courage to plunder the ruins for any riches that it may hold?

Let's do the Time Warp Again! – Sat Midnight, Sun 2 pm –

Call of Cthulhu 7th Edition

GM: Michale Shupe

Pulp Hero Cthulhu various era heroes, with time twists and turns in Luxembourg, circa 1829

Missing in the Woods – Sat 8 pm – Call of Cthulhu 7th

GM: Sam Carter

A CoC7th scenario in the modern age. Seems a young woman has gone missing from a nearby campground, and you have volunteered to assist Search & Rescue to help try to find her. It may be a decision you regret...

Necropolis 2350: Hold The Line – Sun 9 am – Savage Worlds

GM: Damon Sutton

The year is 2350, Humanity's last survivors are on a far off world and under siege by The Undead...Your squad of future knights must guard an evacuation while The Enemy reveals new and more powerful magicks to plague humanity...

Paragon U - Take off, to the Great White North – Sat 2 pm – GURPS

GM: Michale Shupe

A field trip for the Paragon U students to Niagra Falls. Nothing will go wrong, right? Pregens Available part of the GURPS tournament. Play 2 games before Sunday 9am to qualify!

Petaluma 1942 – Fri, Sat 8 pm, Sun 9 am – Call of Cthulhu

GM: Tom Cummings

A few months after American entry into WW2 a group of newly commissioned army officers investigate a case of suspected sabotage

RPGs

Player vs Player Tournament – Sat 9 am – Dungeons & Dragons 5.0

GM: David Arvizu

The ultimate PVP experience: Fight to survive against other players in this Kill-or-be-Killed tournament. Hunt other players in an underground maze using the best character that you can create or use our Pre-Gens. Earn points based on how much damage you inflict on other players. Combat is round-to-round. Survivors: expect to play the full 8 hours. Come early (8am) for help with creation rules. 50 Bucks for 1st.

Project ASPIRE - Return to Alpine, TX – Sat 8 pm – GURPS

GM: Michale Shupe

ASPIRE is once again sent to Alpine, Texas, as strange goings on have returned! Pregens Available. Part of the GURPS Tournament. Play in 2 games before Sunday Morning 9am to possibly qualify.

Project: ASPIRE - What comes around... – Fri 8 pm – GURPS

GM: Michale Shupe

ASPIRE agents are stuck in a Time Loop! They need to find out what needs to be changed to free them! Pregens Available. Part of the GURPS Tournament. Play in 2 games before Sunday Morning 9am to possibly qualify.

Room With No Doors – Sat 9 am – Call of Cthulhu 7th

GM: Sam Carter

A CoC7th adventure set in Arkham in the classic era (1928). A woman you know needs your help. You see, she thinks the property she purchased is haunted...

Station S – Sun 9 am – Call of Cthulhu 7th

GM: Sam Carter

A CoC7th scenario set in the WW2 era. Something has gone very wrong at a secret research installation in Scotland, and your team needs to sort it out.

The Apartment – Sat 2 pm – Cyberpunk Red

GM: Scott Joest

Your apartment might not be much to look at, but it's yours. The rent helps cover needed repairs and the bribes needed to keep the building safe. Of course, this close to the Zone, nobody comes to collect property tax, the downside of this is that there are no government services available in the area but the roof has a view of the city that could be on a postcard. So, of course, somebody wants to take it from you....

The Baker's Dirty Dozen – Sat 8 pm – Steve Jackson's: Toon

GM: Dimitri Del Castillo

The year is 1944: Allies have received info that German scientists are on the verge of a major breakthrough in culinary warfare-SlayDough! This could jeopardize the invasion plans! Join the rag-tag group of furry fighters to stop this menace. Advisory: this will be an all out Gonzo assault, so those with social temperance issues be warned.

The Crack of Doom – Sat 9 am – Monster of the Week

GM: Daniel Webster

5 people in your town have been struck by lightning... and one of them twice! You and your band of Hunters will get to the bottom of this Mystery, and slay the Monster is behind it! This will be a Monster of the Week (PbtA) game for up to 4 players. We will spend the first hour reviewing the rules, and making characters. Then we will spend the next 3 hours solving the mystery. No MotW or PbtA experience required.

The Deimos Incident – Fri 8 pm – Trinity Continuum: Aeon

GM: Louis Garcia

You are psion, a psychic with extraordinary powers of the mind. You are part of the Aeon Trinity, an organization of the many diverse types of psions. The Aeon Trinity has dispatched your team of psions to the Mars space station to investigate word of a rogue psion. This is your time to make a name for yourselves within the Aeon Trinity. Presented by the Dead Gamers Society

The Final Performance of Spiral Jetty – Sat 9 am – Vampire the Requiem 2nd

GM: Louis Garcia

The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is The Requiem Chronicles. Presented by the Dead Gamers Society Convention: Gateway 2020

The Haunting of Ypsilon 14 – Fri 8 pm – Mothership

GM: Scott Joest

During a routine cargo job on a remote asteroid mining base you learn that one of the workers has disappeared. No blood, no body, no record of the airlock opening. Just gone. And that's not the only unexplainable thing that's been happening at Ypsilon 14...

The IX Problem – Sun 2 pm – Dune Adventures in the Imperium

GM: Chris Czerniak

Servants of House Atreides are sent out in search of illegal tech from the Butlerian Jihad before their enemies. A game of intrigue and mystery on the world of Arrakis.

The Uncanny Valley of Uncannynity! – Sun 2 pm – Low Life:

Savage Worlds

GM: Damon Sutton

In the far, far, far, far, far, I mean really far future, The Planet has been taken over by cockroaches, worms, piles of ooze, and sentient snack cakes. Low Life is the stories of these far future peeps. The Happy Little Accidents are beneficent magical painters, known to all of Low Life's denizens as kind and gentle. However even they have a dark side, as one fugitive hunting group is going to find out...

The Wedding of Yngmark – Fri 2 pm – Fading Suns 4 ed

GM: Chris Czerniak

Sir Hector Hawkwood has retired from the Emperor's service and retired on the barbarian world Hargard. He is to be married to Sara Justinian but all is not well in Yngmark as some do not want the marriage to succeed, a creature threatens the people and rumors of a treasure abound. Intrigue, romance and adventure beyond the Known Worlds.

Wires Crossed – Sat 2 pm – GURPS

GM: Ron Shaw

GURPS Tournament Game. After helping with the railroads' troubles, the Bell company has hired your group of steam-powered augmented individuals to find out who is sabotaging their efforts to stretch telephone wires across the known territories before things become more deadly than they already have.

Adventurers League Los Angeles A

CCC-APL01-01 It's Not Easy Being Gene –

Sat 9 am, Sun, Mon 2 pm – Dungeons & Dragons 5th Edition
The Applebottom Bros may have just arrived in the bustling city of Thentia, but novelty draws rumor, lighting imaginations with whispers of miraculous creations in development. Now comes an open invitation to capable adventurers willing to assist them in securing information, rare components, and political favors—before rivals snatch them up. This mod is dedicated in loving memory of Cambria McDaniel (1997-2017)

CCC-BLD-01-01 Bleeding Gate: Pandemonium – Fri 2 pm, Sat 9 am, Sun 7 pm, Mon 9 am – Dungeons & Dragons 5th Edition
Hired as security escorts for a group of noble children on a pilgrimage to the underground town of Emudomier, you meet a strange tiefling being hunted by the father of her unborn. After facing dangers on the road, you're welcomed into the sanctuary of Emudomier and given the opportunity to become renowned Peacesmith with all the benefits that entails. But even the peaceful people of Emudomier can't escape tragedy.

CCC-BLD-01-02 Bleeding Gate: Amalgamation – Fri 7 pm, Sat, Mon 2 pm – Dungeons & Dragons 5th Edition
When the party is hired to assist a covert organization, investigating the disappearances of Peacesmith, they are sent deep into the bowels of the town. It's dirty work and the party certainly smells the stench of conspiracy (among other things). But after charging into a colossal mess in the Border Forest, they come face-to-face with the culprit. Part 2 of 3.

CCC-BLD-01-03 Bleeding Gate: Lineage – Sat 7 pm, Mon 9 am – Dungeons & Dragons 5th Edition
A towering aberration threatens Emudomier. The mastermind behind its creation and the Peacesmith killings remain unknown. Can the adventurers end the chaos or will Emudomier, the Moonsea, and all of Toril be overwhelmed? Part 3 of 3. A 4-hour adventure for 5th-10th level characters (optimized for APL 7)

CCC-SVH-01-01 Dawn of the Raven Lord – Fri, Sat 2 pm, Mon 9 am – Dungeons & Dragons 5th Edition
Barbarian Raids have been disrupting life in the farms outside the mining town of Glistar. Thrusk Tharmuil, the town's elder has determined that the forces of the Glistar are incapable of stopping the raids and puts out a call for assistance before the farms are destroyed and the barbarian horde sets its sights on Glistar. Part One of the Save Versus Hunger 2018 adventure series.

CCC-SVH-01-02 Raven Lord's Aerie – Fri 7 pm, Sun 9 am, Mon 2 pm – Dungeons & Dragons 5th Edition
Raids by the forces of the Raven Lord Attatarxes have taken their toll on the villages near Glistar. Having finally gained an upper hand in repelling a raid, Thrusk Tharmuil seeks aid in taking the fight to the Raven Lord. Part Two of the Save Versus Hunger 2018 adventure series. A Four-Hour Adventure for Tier 3 Characters. Optimized for APL 13.

CCC-SVH-01-03 Vault of the Raven Lord – Sat 9 am, Sun 2 pm – Dungeons & Dragons 5th Edition
After sabotaging the Raven Lord's Aerie Thrusk Tharmuil prepares to send an expedition to attempt to eliminate Attatarxes once and for all. Part Three of the Save Versus Hunger 2018 adventure series. A Four-Hour Adventure for Tier 3 Characters. Optimized for APL 13.

DC-PoA-JGD-05 Shadows Under Ice – Sat 2 pm, Sun 9 am, Mon 2 pm – Dungeons & Dragons 5th Edition
Like shadows under ice, a dark secret threatens this town. Townsfolk act out of the norm for themselves, and you are no less vulnerable. But you can give them the help they request and face the truth beneath the ice. All proceeds go to Jasper's Game Day and the American Association of Suicidology for suicide prevention and awareness efforts!

DDAL00-01 Window to the Past (Tier 4) – Sat 9 am, Sun 2 pm – Dungeons & Dragons 5th Edition
When a Thayan research expedition returns from the Glacier of the White Wyrm with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers.

DDAL00-02f The Definition of Heroism (Lost Tales of Myth Drannor) – Fri, Sat 2 pm, Sun, Mon 9 am – Dungeons & Dragons 5th Edition
Myth Drannor lies under a layer of debris that is nearly a quarter-mile thick. But there are secrets in the chaos, and some of those secrets yearn to be made known once more. Within the rubble of Thultanthar and Myth Drannor can be heard ethereal voices - but of what they speak, no sane mind has yet to report. Chapter 9 of Lost Tales of Myth Drannor.

DDAL10-09 Recipe for Retribution – Fri 2 pm, Sat 9 am, Sun 2 pm, Mon 9 am – Dungeons & Dragons 5th Edition
The plan is in motion, and you must scour the width and breadth of Icewind Dale for the components to create explosive devices that an extra-planar stranger wants to use to bury the ancient, Abeiran city of Xorvintroth and seal away the horrors that reside within.

DDEP02 Mulmaster Undone – Sun 7 pm – Dungeons & Dragons 5th Edition
The Cults of Elemental Evil have been unveiled within the City of Danger and in retaliation, they seek to use the fundamental forces of nature to destroy it from within. Join your factions as well as the Blades, Cloaks, Hawks and Soldiers alike in defending Mulmaster against those that would burn, crush, drown, and buffet it into oblivion

DDEX02-02 Embers of Elmwood – Fri 7 pm, Sun 9 am – Dungeons & Dragons 5th Edition
A derelict raft drifts into Mulmaster's harbor carrying a young woman. Delirious with hunger, the only words she seems able to speak so far have been "ash and fire." The only other clue to her identity is an ornate tattoo. Is the woman insane, or is something nefarious at play?

DDEX02-04 Mayhem in the Earthspur Mines – Fri, Sat 2 pm, Mon 9 am – Dungeons & Dragons 5th Edition
Riddled with veins of precious ore, the Earthspur Mountains have long been a valuable resource. One mine has gone silent. More concerning than its shipment is the fate of the soldiers sent to discover what happened to its workers. Though the mine lay in a region once claimed by a clan of reclusive dwarves, the Ludwakazar clan wouldn't be so bold as to violate their long-standing peace with Mulmaster. Would they?

Adventurers League

DDEX02-09 Eye of the Tempest – Sat, Sun 9 am –
Dungeons & Dragons 5th Edition

A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled to Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. Can you brave the elements and convince the monks to escape?

DDEX02-10 Cloaks and Shadows – Fri, Sat, Sun 2 pm –
Dungeons & Dragons 5th Edition

The Cloaks of Mulmaster have taken an interest in your progress, and may be looking to sponsor adventurers for future work. You've been offered an interview with one of their ranking members at the Theater of the Stars, but you never know what to expect in the City of Danger.

DDEX02-14 The Sword of Selfaril – Fri 7 pm, Sat 9 am, Mon 2 pm –
Dungeons & Dragons 5th Edition

The fabled sword of Selfaril is told to bestow wisdom and power upon whomever wields it, so naturally its discovery has caused quite a stir in Mulmaster. All of this is complicated when a masked benefactor claims to not only know the truth about the blade, but also how it can be used to benefit the oppressed people of Mulmaster. Can it truly change Mulmaster for the better?

DDHC-CM 15 The Scrivener's Tale – Fri 2 pm, Sat 7 pm, Sun 9 am, 2 pm, Mon 9 am –
Dungeons & Dragons 5th Edition

A tome leaves its magical mark on the adventurers, dooming them unless they can find a way to remove it. An adventure for Tier 3 characters. Optimized for APL 14.

DDHC-CM 16 Alkazaar's Appendix – Sat 2 pm, Mon 2 pm –
Dungeons & Dragons 5th Edition

A book chronicles an unsolved mystery about a wandering stone golem in the desert. An adventure for Tier 3 characters. Optimized for APL 15.

DRW-09 Vile Bounty – Fri 7 pm, Sat 2 pm –
Dungeons & Dragons 5th Edition

Ships have gone missing in the Sea of Swords and Queen Serissa wants to know why. *****CONTENT WARNING: Abduction, enslavement (forced labor, combat), imprisonment, natural disasters (earthquake, eruption), violence (physical, spiritual), drowning (mention)

DRW-10 Unsafe Harborage – Sat 9 am, Sun 9 am, 2 pm –
Dungeons & Dragons 5th Edition

Thayan agents plague Waterdeep's Dock Ward and you're tasked with discovering who's pulling their strings, but you aren't the only ones interested in the Red Wizards. CONTENT WARNING: Human trafficking, slavery, physical illness, cannibalism (mention), unjust laws, imprisonment, violence (flogging, execution), abduction, suicide

RMH-EP-01 The Grand Masquerade – Sat 7 pm –
Dungeons & Dragons 5th Edition

You're approached by Alanik Ray, an investigator working on behalf of a secret society, who asks that you attend the Grand Masquerade—a great ball held in the city of Port-a-Lucine—to aid in his search for a missing person. Hope you brought your dancing shoes! An Epic adventure in the Ravenloft: Mist Hunters campaign for 1st-level.



Pathfinder Society

Pathfinder Society Century A

PFS1 3-04: The Kortos Envoy (lvl 7-11) – Fri 8 pm – Pathfinder 1st Edition

The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains. Head to our website to sign up for games.

PFS1 3-09: The Quest for Perfection I (level 1-5) – Sat 9 am – Pathfinder 1st Edition

In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament. Head to our website to sign up for games.

PFS1 3-11: The Quest for Perfection II (level 1-5) – Sat 2 pm – Pathfinder 1st Edition

With an ancient Iroran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact. Head to our website to sign up for games.

PFS1 3-13: The Quest for Perfection III (level 1-5) – Sat 8 pm – Pathfinder 1st Edition

As the Pathfinders approach the village of Nesting Swallow in the Tian nation of Shokuro, they find it besieged by a gang of tengu bandits. Before their contact in the village will aid them in restoring the Iroran relic that brought them hundreds of miles to the isolated town, you must face off against a bandits' charge. Head to our website to sign up for games.



Annual Awards

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

For 2019 the winners are:

Jack Butler Award: 1st - Darrell Stark
2nd - Eric Downing
3rd - Brian Rush

Short Board Games: 1st - Darrell Stark
2nd - Sean Growley
3rd - Eric Downing

Medium Board Games: 1st - Darrell Stark
2nd - Jaye R
3rd - Josh Ballard

Long Board Games: 1st - Bruce Schlickbernd
2nd - Maria Loram
3rd - Jay Spowart

Collectible Games: 1st - Gene Berry,
James Branzuela

Video Games: 1st - Ryan Caven
2nd - Jason Bailey

Kids' Games: 1st - James Aldrich
2nd - Aeri Holland,
Arryn Holland

Strategicon congratulates these fine gamers!

General Events

General Events

Pacific Ballroom, Carmel, International F, 1635, Newport C

Auction – Mon 11 am

The triumphant return of what passes for live entertainment at our convention – Strategicon's Game Auction! Join our intrepid auctioneers for an adventure in game redistribution. One never knows what games will be sold – be there to find out!

BGG No-Ship Math Trade – Sat 10 am

This is a No-Shipping Math Trade specifically for Strategicon attendees. You must have a badge to participate, which can be purchased at the convention. Please arrive at noon so no one has to wait and know what you're trading/picking up. SIGNS WITH YOUR BGG NAME ON THEM ARE A GREAT IDEA FOR TRADE DAY.

BGG Virtual Flea Market – Sat 11 am

This Physical event is for pickup only, You must have a badge to participate, which can be purchased at the convention. The show bears no responsibility for no shows, not receiving your product, missing pieces /misinformation about said product and/or payments. All transactions are between you and the buyer/seller. For more information contact Todd Geller toddgeller@gmail.com or Brutusbear on BGG.

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

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

Feedback Forum – Sun 7 pm – Seminar

What's the state of the con? Stop by and find out! Let us know what you think too. What was good, where can we improve, and anything else con-related are all up for discussion. Throwing vegetables not provided.

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

The long-awaited expanded return of our bazaar of the bizarre. One never knows what will show up here. Saturday we potentially plan on taking over the Pasadena Gardens, doubling our usual capacity (the decision will be made Saturday morning).

Geek Themed Magic and Comedy Show – Sat 8 pm, 9 pm

Magic with a hint of geek. Frank Stiles magician presents - Magic with a hint of geek. A Board Game and RPG themed magic show with plenty of comedy for our convention crowd. Take an hour and enjoy some geek themed comedy magic.

Grand Raffle Drawing! – Mon Noon

Raffle drawing in the Dealers Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon booth and see if you win! There will be additional tickets drawn for people attending this drawing for more prizes. Pre-reg will each get chance to win a prizes so sign up.

GRID GAME Raffle Drawing! – Sun 4 pm

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

Meet & Greet – Fri 7 pm

Come join our special guests Jeff Siadek and Madi Jacobs for a special Meet & Greet Event. Food, drinks, and a great time chatting with the special guests . Suite 1635

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

Raffle drawing at the Strategicon Booth in the Dealers Room! Four tickets will be pulled to win 10 Dealer Tokens each

Strategicon Football League – Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 12th season of the SFL. Over 15 weeks teams play head-to-head as they compete (4 divisions) w/3 week post season. Beginners are welcome and there is no entry fee -- YOUR BADGE IS YOUR ENTRY!.

Stupid Users: BETA- -Dealer Room Tourney – Fri 8 pm, Sun Noon

Tourney with dealer dollar prizes and swag...plus you get to play with the creator. Quick, easy, fun-filled, trash-talking, 15-25 minute filler/gateway game for 2-6 players. BETA is a one of a kind, IT vs Zombies, army building card game where you steal or loot anything to win.



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted from 10 am Saturday until noon Sunday at the Painting Contest table in Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

Categories

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

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

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

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

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

* Strategikids: For contestants 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

* Stratigiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

Rules

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

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

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

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

11. All entries will be photographed, and a submission to the competition indicates permission for Strategicon to use such images for any purpose, including posting to an online photo gallery or to social media for marketing purposes.

Our sponsors include:

Advanced Grafix	Kayenta Publishing
AEG	Konami
Arcane Wonders	Looney Labs
Army Painter	Magic Meeple Games
Blue Panther	Mayday Games
Critical Hit Games	Paizo Publishing
Dan Verssen Games	Reaper Paints & Miniatures
Days of Wonder	Renegade Game Studios
Decision Games	Rio Grande Games
Dust Studios, USA	SleepWalkAir
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Warhouse
Fire & Dice	Ultra Pro
Gamecraft Miniatures	Vallejo Paints
Games Workshop	Warlord Games
Gate Keeper Games	White Wizard Games
Imperial Outpost Games	Wizards of the Coast

Shopping

Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

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

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

Gateway 2021 Dealer Room Vendors:

Arcknight	Frog Knight Games
Area 88	Game Foundry
At Ease Games	Gap Closer Games
Board Game Paradise	GoodDay Games
Board Game Promos	Gorilla Games
Bubbles and Things Soaps	Gridopolis Games
Cantrip Candles	Loscon
Crazy Bob's Dream Emporium	Meepleshop
Critical Hit Games	Midnight Garden Crafts
Dent Ventures	Moonlit Moor Games
Dice Envy	Mtg Vendor
Dice Tower Dungeons	Naming Your Little Geek
Fire & Dice	North Valley Games

Numbskull Games
RosaleenDhu Designs
Sand Box Gaming
Seth's Games
Shawnsolo Games
Snake Eyes Designs

Strategicon Market
The Goods Merchant
The Warehouse
The Weekend Warrior
Warlord Games
Yu-Gi-Holics

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.

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will briefly tell you about their show specials, new products, describe their game, etc.

Sheets do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps you have acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.

2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables.

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"). The convention does not verify any claims made by the sellers. Shop carefully and ask questions.

2. Price and terms are to be determined between the seller and buyer. Standard terms are cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!

2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is 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. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game to go around. 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 safekeeping of your belongings, with the exception of items left with us at the auction.
 - 4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.
5. Single day badges gain you 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 (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with LARP are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without 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, except at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work. The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. A 10 pm, "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.

Orcon 2020 (plus virtual cons) Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1846: The Race for the Midwest	Todd Vander Pluym	Andrew Schoonmaker	Jonathan Flagg
7 Wonders	Matt Schwartz	Michael Swinson	Sean Growley
7 Wonders	Kyle Greenwood	Jeremy Estrella	Lumin Sperling
7 Wonders: Armada	Michael Swinson	Cameron David	Darrell Stark
Acquire David Woolcott Memorial Tournament	Jonner Purinton	Samir Shah	Steven Estrella
Agricola	Reid Barkell	Lumin Sperling	Mike Munson
Anti-Gricola	Lumin Sperling, Jonathan Swartz	Reid Barkell, Drew Conley	Lisa King, Mara Kenyon
Azul	Sean Rich	Maria Loram	Dakota Peay
Battlestar Galactica	Cylons 1 : Humans 1		
Blue Moon City	Mara Kenyon	Darrell Stark	Winton Lemoine
Bora Bora	Heather Kelley		
Brass: Birmingham	Alvin Kim	Stanton Peay	Bruce Schlickbernd
Carpe Diem	Gregory Huber		
Catan	My Thanh Kim	Jeffrey Millegan	Stephen Scott
Category 5	Lisa Burola	David Parayre	Tracy Ashizawa
Caylus	Robert Neff	Bruce Schlickbernd	Ed Murphy
Century: Spice Road	Mike Fryer	Karen Star	Darrell Stark
Cohorts and Cronies	Jack Sanders	Andrew Holmes	
Colt Express	Jeremy Langdon	Benjamin Chernik	Bill Persaud
Concordia	Ozgun Tumer	David Mines	Todd Vander Pluym
Cosmic Encounter	Jeff Jung	Paul Slavich	
Cyclades	Joey Curti		
Defenders of the Realm	Mark Dierking	Ivan Demoura	
Disney Villainous	Stevie Wegrzyn	Richard Potthoff	Mike Fryer
Disney Villainous	Rachel Adams	David Spencer	
Dream Factory	Andre Chautard	Michael Swinson	Ramon Vinluan
Eclipse : New Dawn for the Galaxy	Prince Aj Of House Aj	Alfonso Weilbach	Jonathan Zev
Eldritch Horror	Azathoth		
Everdell	Jonathan Zev	David Mines	Gregory Huber
Fallout: The Board Game	Lawrence Chieng		
Fantastic Factories	Dave Intner	Michael Swinson	Ken Woodruff
Fireball Island	Rj Maxwell	Jaime Lopez Alvarez	Darrell Stark
Fireball Island: Curse of Vul-Kar	Alex Georges	Carrie Olson	Erick Olson
Firefly: The Board Game	Trevor Lincoln	Kimberly Mumford	
Flash Point: Fire Rescue	Game		
Flash Point: Fire Rescue	Players		
Forbidden Island/Desert/Sky	Game		
Fury of Dracula 4th Ed	Hunters		
Good Cop Bad Cop	Alastair Valyocsik		
Grand Austria Hotel	David Mines	Chris Buskirk	Winton Lemoine
Hanabi	Players		
Hanabi	Game		
Kemet	Richard Jankowski	Andres Fresquez	
Kingdom Builder	John Clair	Alex Ho	Chris Green
Kingsburg	Darrell Stark	Ed Bodge	Bruce Schlickbernd
LAMA	Samina Schiller	Jennifer Ursich	Cameo Baranowski
LAMA	Dennis Baranowski	Suzy Kenney	Leslie Pineda
LAMA	Nancy Sprute	Michelle Paradis	Dennis Baranowski
Legendary: Marvel Deck Building Game	Players		
Liar's Dice	Gilbert Quinonez	Robert Larson	Gerald Delker
Lord of the Rings Journey Through Middle Earth	Players		
Lords of Waterdeep	John Clair	Venessa Martinez	Jenn Van Persaud
Love Letter	Sean Rich	Saharrah McComb	Lucas Takaohaun
Love Letter	Sander Valyocsik	Johnathan Laursen	Clyde Kim
Love Letter	Alastair Valyocsik	Georgia Acuña	Sander Valyocsik
Magic Cube	Chad Morse	Shane Sauby	Noah Massaro, Alex Georges
Mansions of Madness 2nd Edition	Yig		
Merchant of Venus	Heather Kelley	Savannah Farr	Alex Ho
Mysterium	Players		
New Salem	Jeremy Langdon		
No Thanks!	John Clair	Stanton Peay	Richard Potthoff
Nuclear War	John Spence	Robert Neff	Bruce Schlickbernd
Paris: New Eden	Mark Nadeski	Gregory Huber	Jamie Bussio
Peak Oil	Andre Chautard	Gregory Huber	Darrell Stark
Phase 10	Jaye R.	Judy Ann Blake	Michelle Paradis
Phase 10	Stevie Wegrzyn	Nicole Naffaa	Cameo Baranowski
Phase 10	Karin Yospe	Cameo Baranowski	Amy Caddell
Play 5	Susan Heffington	Nicole Naffaa	Sage Garver
Port Royal: Just One More Contract	Bill Harris	Susan Fintland	Gilbert Quinonez
Power Grid	Mike Munson	Neil Poloso	Reid Barkell
Power Grid World Tour: Benelux	Gilbert Quinonez	Mike Munson	Lisa Burola

Power Grid World Tour: Central Europe	Michael Gilman, Lisa Burola, Jeanne Acker	Drewkitty, Chris Mills, Bill Harris	Reid Barkell, Christine Marciniak, Nick Chavez
Power Grid World Tour: China	Mike Munson, Drewkitty, Scott Samarel, Christine Marciniak	Gilbert Quinonez, Chris Mills, Jay Spowart, Bill Harris	Reid Barkell, Michael Sarsoza, Davd Whiting, John Byun
Power Grid World Tour: Korea	Gilbert Quinonez, Lisa Burola, Michelle Mills, Bootsie Brenner	Mike Munson, Reid Barkell, Bruce Schlickernd, Sean Rich	Drewkitty, Nick Chavez, Bill Gallagher, Ramon Vinluan
Power Rangers : Heroes of the Grid	Not the Players	Warren Usui	Cameron David
Puerto Rico	Winton Lemoine	David Mikkelson	Matt Schwartz
Rajas of the Ganges	Gregory Huber		
Reckoners	Not the Players		
Red Dragon Inn	Ruthany Hour	Dennis Baranowski	Robert Knight
Res Arcana	Jenn Van Persaud	Rj Maxwell	
Shadows over Camelot	The Loyal Knights		
Sid Meier's Civilization: A New Dawn	Nick Smith	Jeff Jung	Daniel Schuelke
Sid Meier's Civilization: A New Dawn	Eric Downing	Matthew Robinson	Jeff Jung
Splender	Paul Schipitsch	Jaye R.	Sean Rich
Starship Samurai	Tyler Lyman	Jared Rutledge	Isabelle Lovell
Stone Age	Bruce Schlickbernd	Jaye R.	Sean Rich
Suburbia	Andrew Ma	Matthew Murphy	
Survive!	Andrew Ma	David Parayre	Jake Jobe
Talisman/Batman/Kingdom Hearts/Cataclysm	David Whiting	G. Jay Christensen	
Terraforming Mars	Galen Loram	Lumin Sperling	Stan Cascone
The Castles of Burgundy: The Dice Game	Michael Swinson	Robin Stout	Sean Growley
The Godfather: Corleone's Empire	Jeff Gray	Eric Valenzuela	William Valenzuela
The Hobbit Board Game	John Spence	Mario Campanile	Craig Caven
The Zorro Dice Game	Robin Stout		
Thunderstone Quest	Ephraim Silverman	Richard Jankowski	Alex Haley
Thunderstone Quest	Lisa Gray	Zachary Boyd	Daniel Gonzalez
Thurn and Taxis	Gilbert Quinonez	Darrell Stark	Ozgun Tumer
Thurn and Taxis: Power and Glory	Gilbert Quinonez	Lisa Burola	Toni Gonsalves
Ticket To Ride	Jaye R.	Darrell Stark	Jeremy Estrella
Ticket to Ride Mega Europe	Neal Leitereg	Chad Morse	Rosie D
Ticket to Ride World Tour: United Kingdom	Gilbert Quinonez	Brandon Muller	Gerald Delker
Ticket to Ride: Alpine	Jay Spowart	Jaye R.	Ivan Yospe
Ticket to Ride: Rails & Sails	Darrell Stark	Jay Spowart	Kyle Greenwood
Ticket to Ride: USA 1910	Jay Spowart	Rosie D	Cheryl Aday
Tiny Towns	Eric Downing	Lumin Sperling	Kevin Roberts
Titan	Alasdair Burton	Tall Paul	Gordon Schick
Tokaido	Amanda Hoffert	Nicholas Sobko	Alexandra Henninger
Twilight Imperium 3rd Ed	Jon Joy	Martin Deolden	Ryan Iyengar
Uno	Naseem Zubi	Ryan Noorizadeh	Ivan Yospe
Uno	Soulless Ginger	Cameo Baranowski	Saharrah McComb
Uno	Nancy Sprute	Jaye R.	Shaun Bernard
Uno	Jaye R.	Dennis Baranowski	Karin Yospe
Vegas Showdown	Darrell Stark	David Mines	Jonathan Flagg,
Wingspan	Alan Wood	Alvin Kim	Todd Vander Pluym
Yahtzee Free for All	Darrell Stark	Judy Ann Blake	Fletcher Friesen
Yahtzee Free for All	Christopher Sprute	Vincent Fryer	Mary Ann Canfield
Yahtzee Free for All	Shaun Bernard	Billy Guisto	Shaun Bernard
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
7 Wonders Duel	Jonathan Swartz	Brad Cohen	Nicole Naffaa
Andromeda Fight League - Orccon 2020 AFL Championship	Greg Wagstaff	Kyle Byron	Tom Byron
Ascension - Godslayers #1	Ephraim Silverman	Lisa Adams	Melissa Weiss
Ascension - Godslayers #2	Joe Ruggieri	Devon Durand	Ivan Yospe
Clash Royale (Mobile) - Strategic-Placement-Con	Robbie Vazquez	Tyler Neal	Luis Vazquez
Dice Masters	Dave Intner		
Exodus TCG - Qualifier	Victor Moscone, Alecks	Edward Borers, Adam	Zachary Carlson, Alex
Fleet the Dice Game	Horchata	Carlson	Puente
Keyforge - Archon Reversal	Toni Gonsalves	Brad Cohen	
Keyforge - Sealed	Richard Matney	Dylan P.	Alfred Lee
Lost Cities	Alfred Lee	Randy Koeneke	Allan Gonzalez
Magic: the Gathering - Commander' #1	Steven Estrella	Jennifer Langill	Samir Shah
Magic: the Gathering - Commander' #2	Jonathan Murray	Natalie Palagonia	Mark Garcia
Magic: the Gathering - Commander' #3	Mike Rofloc	Natalie Palagonia	Christopher Waters
Magic: The Gathering - Horde	Jon Joy	Martin Deolden	Andrew Knight
Magic: The Gathering - K & J Pauper	The Horde Wins	The Players Lose	
Magic: The Gathering - Planechase: Capture The Flag	Greg Wagstaff	Michael Arsollon	Tanya Aldrich
Magic: The Gathering - Planechase: Capture The Flag	Austin Tran	Hunter Swanson	Lucas Takaohaun
Magic: The Gathering - Sealed! (\$25)	Michael Arsollon	Greg Wagstaff	Colin Beasley
Middle-Earth CCG (ICE)	Dae Kim	Ruthany Hour	Georgia Acuña
	Gene Berry		

Middle-Earth CCG (ICE)	Gene Berry		
Middle-Earth CCG (ICE)	Dan Johnson	Gene Berry	Christopher Davis
Middle-Earth CCG (ICE)	Larry Page		
Middle-Earth CCG (ICE)	Christopher Davis		
Munchkin - The Tournament	Julia Spencer	Monty Mccabe	Taylor Bazley
Pokemon - #1	Philip Piceno		
Thats Pretty Clever	Toni Gonsalves	Bill Harris	
Transformers TCG - Constructed	Jake Buchheit	Preda Jittannon	Alicia Mclauchlin
Transformers TCG - Transformers Turbo	Joey Vigil	Perrin	
Transformers TCG - Transformers TCG Turbo Draft	Perrin	Adam Hicks	Owen Saunders
Vanguard - Light	Duncan Lawrence	Tyler Hicks	
Welcome to...	Bill Harris	Toni Gonsalves	
Yu-Gi-Oh! - Advance	Edgardo Cerritos	Kai Bunyak	Michael Howell
Yu-Gi-Oh! - Advance	Kevin Commons	Michael Howell	Kai Bunyak
Yu-Gi-Oh! - Draft (\$20)	Kevin Commons	Michael Howell	Kai Bunyak
Yu-Gi-Oh! - Draft Tournament (\$20)	Tyler Hicks	Kai Bunyak	James Aldrich
Yu-Gi-Oh! - Light	Kai Bunyak	Tyler Hicks	Michael Howell
Yu-Gi-Oh! - Light	Alfonso Weilbach	Josh Taylor	Kai Bunyak
Family Games	1st Place	2nd Place	3rd Place
Click Clack Lumberjack	James Aldrich	Tanya Aldrich	
Dragonwood	Joseph Cordero,	Keira Estrella,	Dalyn Goldstein,
Hit the Throttle!	James Aldrich	Tanya Aldrich	Abbie Gill
Sushi Go!	Diego Martinez	Paisley Lamarre	James Aldrich
Trans Europa	Lorena Parra	John Gonzalez	Leslie Pineda
	Allie Hyman,	Keith Aldrich,	
	Tanya Aldrich	James Aldrich	
Fuzzy Heroes - Be My Valentine Tinker Bell	Kids Won		
Miniatures	1st Place	2nd Place	3rd Place
Bushido: Risen Sun	Frank Vassallo	Greg Mazourek	Randy Koenek
Circus Maximus	Vincent Weibert	Tsing Miller	Rebecca Ou
CMON - A Song of Ice and Fire	Bill Mattson	John Davis	Shawn Torno
Cthulhu: Xothic Wars - Invitational	Conner Amaya	Sarai Gonzalez-Hicks	Andrew Ritz
Formula De	Bruce Schlickbernd	Daniel Cramer	Ulric
Star Wars Legion - Skirmish rules	Frank Vassallo	Dan Pineda	Robert Courtney
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Jesse Boyens,		
Fantasy Large	Erin Prichard		
Fantasy Single	Ben Norman	Jenna Norman	Jesse Boyens
Fantasy Unit	Jen Greenwald	Andrew Mundi	Erin Prichard
Historical Large	Andrew Mundi	Frank Vassallo	Blake Livesay
Historical Single	Rob Boyens		
Historical Unit	Rob Boyens		
Open	Rob Boyens		
Sci Fi Large	Ben Carr	Erin Prichard	
Sci Fi Single	Justin Dent	Quinn Ziegert	
Sci Fi Unit	Andrew Mundi	Mike Wenski	Jesse Boyens
Strategikids	Ben Carr	Mike Wenski	Justin Dent
Party Games	1st Place	2nd Place	3rd Place
Altiplano	Braden Jones	Brynn Aday	John Adams
Architects of the West Kingdom	David Mikkelson	Jenn Van Persaud	Bill Persaud
Beauty Queen Death Match	Mark Nadeski	Fletcher Friesen	Gregory Huber
Bunco	Angie Cecere	Marcus Chavez	Scott Rogers
	Ryan Burbridge	Carrie Ly	Kayla Barbosa
Cash 'n Guns Live	Suicide Squad	Dark Side of the Fur	Pandas are an endangered Species, Save as all, I luv charizard
Cash 'n Guns Live	Tis but a scratch	Team Won	Hentai
Clank!	Michael Vassallo,	Brian Schultz,	Rob Hagmaier,
Clank!	Jake Jobe	William Boller	Jasmine Le
Cleocatra	Ivan Yospe, Jonathan Zev	Stephanie Gill,	Richard Jankowski,
Dice City	Valerie Lake	Joseph Guerin	Stephanie Hootman
Dino Diner	Bill Persaud	Monty Mccabe	David Moskowitz
Dino Diner	Kristen Perez	Vincent Fryer	Richard Potthoff
Dino Diner	Jami Eidson	Thomas Barbosa	Keira Estrella
Dino Diner	Ken Woodruff	Josh Pineda	Miguel Ochoa
Funemployed	William Brevard	Jaycy Woodruff	Sage Garver
Game Show Playalong - Blockbusters	Marie Adams		
Game Show Playalong - Concentration	C Robert Dimitri	Warren Usui	Joman Diec
Game Show Playalong - Countdown	Chubbs Le Werewolf	Chris Ngoon	Dea Abruzzo
Game Show Playalong - Lingo	C Robert Dimitri	Warren Usui	Emily Millegan
Game Show Playalong - Only Connect	Nicole Naffaa	Kelsey Rico,	Samantha &
	C Robert Dimitri, Chris &	Jeffrey Millegan	Daniel Ihlenfeldt
	Tricia Ngoon	Nicole Naffaa, Andre	
		Chautard, Kenneth Phuong	

Game Show Playalong - The Price is Right	Frankie Parrenas	Lisa Adams	
Kingdomino X Tiny Towns	Jason Liu	Ken Woodruff	
Magical Myrioramas - The Mystery Mansion	Jami Eidson	Asheley Adams	Sabrina Weiner
Macaron	Samir Shah		
Murder Happens: iron Death-heads: Bikes are Killer	Cindy Massaro		
Murder Happens: Super Hero: The Dark Side	Kelsey Rico		
Paladins of the West Kingdom	Mark Nadeski	Fletcher Friesen	Brett Lamont7 Holbrook
Raiders of the North Sea	Troy Weipert	Rudy Kraft	Edward Tu
Raiders of the North Sea	Jenn Van Persaud	Bill Persaud	Ram Vaidyanathan
Skully Bunnies	Jami Eidson		
Skully Bunnies	Brian Conwell		
Snake Oil	Marie Adams		
Stupid Users: BETA	Brandi Hoffman,		
	Gregory Rose		
Stupid Users: BETA	Eric Hole, Jared Quiroga		
The Zorro Dice Game	Ben Norman		
The Zorro Dice Game	Ram Vaidyanathan		
The Zorro Dice Game	Karin Yospe	Philip Piceno	
Trivia!	Andre Chautard	Samina Schiller	Keira Estrella
Ultimate Werewolf	Wolves 1, Zombie 1,		
	Villagers 4		
Ultimate Werewolf - Texas Style	Texan Villagers		
RPGs	1st Place	2nd Place	3rd Place
Dungeon Crawl Classics - Tournament of Pigs	Jason Wynsen	Michael Ochi	Scott Joest
Dungeons & Dragons 5.0 - PvP Battle Royale	Albert Ramirez		
Savage RIFTS - The Pirate's Code: Part Two	Mike Rozycki	Milo Burr	Andrew Berk
Savage RIFTS - The Pursuit of Pazuzu	Andrea Mccoll	Andrew Berk	Anthony Hansen
GURPS - Project ASPIRE - Training Days	Donovan Hurley	Gary Gandara	Dustin Laurence
Video Games	1st Place	2nd Place	3rd Place
Mario Kart 8 - Wii U/Switch	Devin Patil	Joseph Cordero	Keith Aldrich
		James Aldrich, Joseph	Christopher Alexander,
Mario Kart Team Races - Wii/Switch	Tyler Neal, Tyler Hicks	Cordero	Galadriel Alexander
		William Jackson	Colin Moreno
Smash Bros Ultimate #1 - FFA - Switch	Kyle Moreno	Corbin Sharp	Ryder
Smash Bros Ultimate #2 - Lockout - Switch	Luke Spencer	Bailey Vincent	
StarCraft Classic - PC	Robbie Vazquez	Jason Duvall	Nathan Yospe
Super Street Fighter 2 - PS4	Eugene Hourany		
WarGames	1st Place	2nd Place	3rd Place
1775 Rebellion	Ryan Noorizadeh	Craig Caven	
1812 - The Invasion of Canada	Bly Johnson	Braden Boe	
	Charles Bantum,	Emanuel Volakis,	
Axis & Allies	Ryan Voznick	Dale Conklin	
	Bly Johnson	Ryan Voznick	
Battle Cry	Matt Elstein	Braden Boe	Barry Lew
Friedrich	Emily Moran	Benjamin Ou	David Levi
Kriegspiel - Franco-Prussian War	Benjamin Ou	Marsall Neal	
Maria	Benjamin Ou	Rebecca Ou	
Root	Bruce Schlickbernd	Gabe Resneck	
Sails of Glory	Terry Newton	Cameron Rhodes	
Sails of Glory - Frigates	Ian Mcgee	Matt Elstein	Bly Johnson
Sturm Europa	Rebecca Ou	Benjamin Ou	
Tank Duel			
Virtual Board & Card Games	1st Place	2nd Place	3rd Place
Castles of Burgundy	Mark Shocklee	Mike Munson	Sean Growley
Catan Qualifier	My Thanh Kim	Jeffery Millegan	
Deadly Doodles	Conner Schiller		
Ghost Fightin' Treasure Hunters!	Ghosts Won		
Ghost Fightin' Treasure Hunters!	Hunters Won		
Ice Cream You Scream!	Reimer Tran		
Ice Cream You Scream!	Keira Estrella		
Ice Cream You Scream!	Karla Freeman, J R		
Kingdomino	Cameron	Keira	Ian
Kingdomino	Stella Guisto	Reimer Tran	Keira Estrella, Ian Manka
Octopus' Garden	Tanya Aldrich	Stella Guisto	Keira Estrella
		Keith Aldrich,	
Phase 10	James Aldrich	Tanya Aldrich	
		Nancy Sprute	Tanya Aldrich
Phase 10	Samina Schiller	Toni Gonsalves	Gilbert Quinonez
Port Royal	Bill Harris	Michelle Mills	Jack Munson
Power Grid World Tour	Chris Mills	Gilbert Quinonez	Ramon Vinluan
Stone Age	Matt Schwartz	Steve Estrella	Matt Schwartz
Stone Age	Mike Munson	Bill Harris	Matt Schwartz
Stone Age with Expansions	Gilbert Quinonez	Gilbert Quinonez	Ramon Vinluan
Thurn and Taxis	Steve Estrella		
Thurn and Taxis	Ramon		
Thurn and Taxis	Gilbert Quinonez	Ramon Vinluan	Bill Harris
Z-Shot	Jake McGuigan		

Strategicon Doxxing and Social Media Harassment Policy

While Strategicon Conventions normally concerns itself primarily with incidents that occur at Strategicon shows, we also recognize that our staff, volunteers, and supervisors are operating digitally in the course of their duties.

Strategicon will not tolerate:

Digital or in-person harassment of a Strategicon volunteer, member of staff, or supervisor for acting in the course of their duties
Social media campaigns against particular members of staff, volunteers, or supervisors in order to create pressure on staff, engender a change in policy, or force an issue.

Doxxing of volunteers and their personal information including private phone numbers, email addresses, social media handles, physical address, etc.

Spamming, phishing, sending malware, shock images or otherwise engaging in adverse digital actions against Strategicon staff members, volunteers, supervisors, or any participant as a result of their activities at or for Strategicon.

General social media posts discussing general policy or concerns are fine, but targeting and attacking a particular member of staff or volunteer will not be tolerated. If you have any questions or concerns regarding the actions of a volunteer, supervisor, or member of staff for Strategicon Conventions, please contact a member of the board in order to resolve it at safety_help@strategicon.net.

In Memoriam

Ed Bodge
Morgan Ellis
Gary Gandara
John C. Hellman
Steve Perrin

Chuck Robbins
Monica Stephens
Paul Thomsen
Rob and Catherine Walker



A Word (or two) from the Con Man

Sign of the Apocalypse

Way back in 2008 or so, I off-handedly joked about how "if we ever hit 2,500, it'll be the sign of the apocalypse." Well, we hit that at Orcon 2020. Sorry.

... but we're not sure where we've been

In case you hadn't heard, this is the first live show since February 2020. In the intervening year and a half we held four virtual conventions. While they came no where near the scope of our live shows, they were fun in their own way. And while I don't wish to have to run one again, one great thing about them was we got to meet a lot of people that we'd never have had the chance to otherwise, with attendees from all over the globe. For those that joined us on those adventures, thank you and I hope you had fun.

Let's Get It On!

It took a lot more effort to get this show together than usual, mostly due to the uncertainties presented by a Pandemic. My goal is to have a lot of fun this show while staying safe. I'm looking forward to gaming face to face for the first time in 18 months. We can't take this for granted, so let's make the most of it.

Pandemics can make planning impossible

As much as we plan these shows, with a pandemic going on it's hard to plan on all contingencies. We had to curtail features that we'd normally have due to not knowing if the people could make it. At the time of this writing there are some things that might still happen, but we won't

know until the con itself whether they can or can't. This uncertainty also works in reverse. We think some things might happen, but an unexpected positive test could derail a lot of plans. Expect the unexpected – watch the web site and Twitter for changes as they happen.

Better Late Than Never

Right after Orcon 2020, we finally posted the 2019 Annual Awards to the web site. However, we haven't had a show since. So I'm proud to announce that we've got the winners listed herein, and yes, that's one of my kids listed there.

Still in jail

I'm still on lockdown. Will be until at least January 2022 – so for at least 22 months. It does make working on the con a lot easier, however.

To Absent Friends

Finally, since Orcon 2020, we've lost some people that were part of our convention in one way or another. The list above is by no means complete, but it's sobering none-the-less. There's regulars, staff, volunteers, friends, vendors, and even former guests of the con on there. They are all missed and can't be replaced. They should also all be remembered.

And please, no live-action Pandemic this show.

T-Shirts!

Design 1

Design 2 (all year)



Two different Convention Shirts
Available in the Dealer Room for \$20
\$25 for the annual shirt
All sizes from S to 4XL
Men's, Women's and Youth shirts are available.