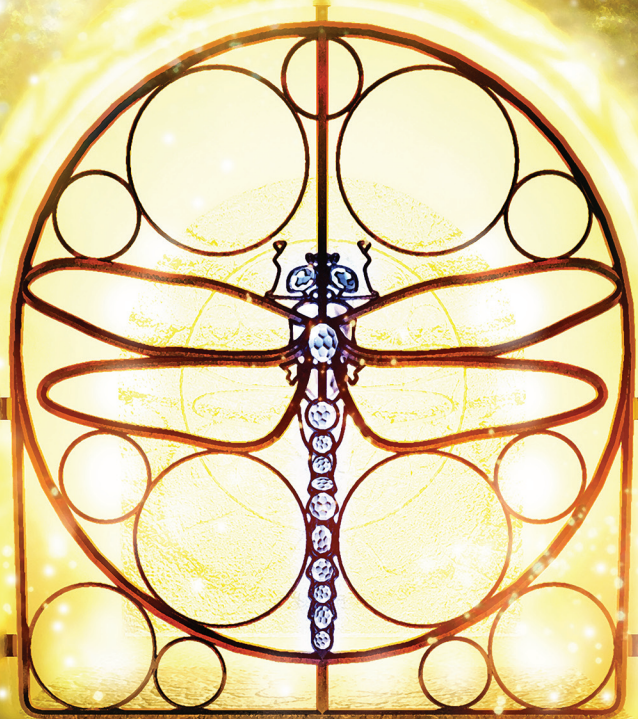


Sept. 4-7
2015

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GATEWAY



Los Angeles, California

STRATEGICON
Convention Adventure Guide

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The Beacon Hill Project

by R.B. FURGINSON

This project is a pdf download you print on cardstock, score, cut and glue. This is tabletop terrain looking for players with an imagination.

- Modular in design
- Stackable levels
- Vertical playing field
- Playable inside and out
- Tabletop "fog of war"
- Create your own layout

...AND IT ALL FOLDS FLAT



For more information please
Go to: 5thterrain.com

Or contact us at: tbhp@5thterrain.com

We are located in the hall just outside the dealer room for this conference

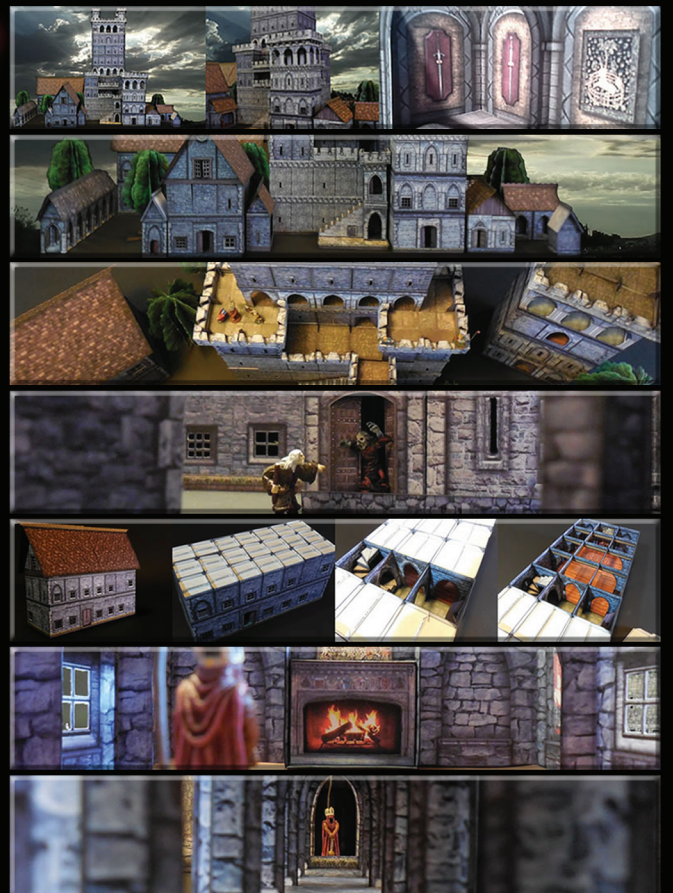


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Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Look for someone wearing a purple Strategicon vest or visit the Registration Desk.

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

Welcome

Strategicon welcomes you to Gateway 2015. Thank you for joining us. Gateway brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general. We also offer a wide selection of game retailers and manufacturers in the Dealer Room. New to the convention? If you have any questions, the convention staff will be glad to assist you. Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Common Rights of Event Officials

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

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

Event Registration

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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, \$20, \$10, \$5

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

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

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

Sponsored events will give some type of game or game expansion

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

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

2

A Guide to Gateway 2015 for Non-gamers

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend.

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

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

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

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

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

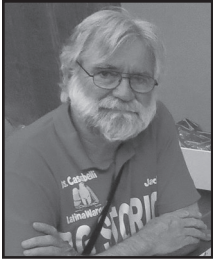
Enjoy the con!



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

Gateway 2015 Special Guests

Jack Greene



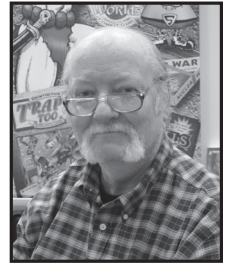
California native Jack Greene is semi-retired from the soils and geology inspections field. A wargamer since the 1960s, he has worked for SDC (best known for Conflict magazine), Avalon Hill and Battleline. He also ran Quarterdeck Games for 7 years. Jack has 6 published books and a dozen published games including Bismarck (1978 ed.), Ironbottom Sound, Norway-1940 and the forthcoming Jutlan: Fleet Admiral II from Consim Press.

His latest, Bear Flag Republic, centers on the the war for California in 1846-47 and represents where he envisions wargame designs are heading in this decade.

Rick Loomis

Started his game company in 1970 and started the “play by mail” industry at the same time. He claims to be the first person to buy a computer solely to play games on it (a Raytheon 704 minicomputer in 1972.) He still runs PBM games, although most players now play by email. In 1975 he bought the rights to publish the Nuclear War card game, which celebrates its 50th anniversary this year.

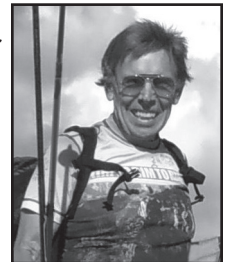
Rick created the expansion sets Nuclear Escalation, Nuclear Proliferation, and WMD. He also wrote the first solitaire adventure for any role playing game: “Buffalo Castle” for Tunnels & Trolls. You can follow him on Twitter at @buffalorick and find out more about his games at flyingbuffalo.com.



Doug Malewicki

Designed the Nuclear War card game in 1965 at age 26, while he was a rocket scientist doing structural dynamic analysis on the Apollo Man-to-the-Moon project. Did you know that Super Germ is a cartoon character based on the Apollo Command Module, the capsule where the 3 astronauts lived in very close quarters for the trip to and back from the Moon?

Now a very healthy 76-year-old Geezer. Nuclear War is the only game he ever produced; he bores easily and likes to try new things often, as you will see if you go through the invention list in the Appendix of his new eBook, *Fit at 75: 75 Is the New 50... If You Want It to Be!*



Jeff Siadek

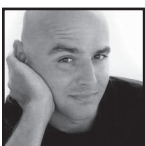


Gamesmiths and Gorilla Games founder Jeff Siadek has been a fixture of the L.A. convention scene since 1979. With Battlestations, Lifeboat, Worst Game Ever to Who Would Win?, he has made a career out of designing across a wide spectrum of gaming.

His lovely wife and 2 delightful daughters are the keys to any success he has. He doesn't own any goats and has great respect for people who read bios all the way to the end.

Gateway 2015 Artist

Kevin Hill



Art and gaming have both always been a part of my life, I even still own the original advanced D&D books. In college I majored in studio painting and sculpture at Texas Tech University, and later I quickly became an award-winning muralist in Virginia, followed by designing, building and painting large-scale scenery and props for Club Med.

From there, I worked as a Production Artist on over 30 video game titles, including Ghostbusters the Game, Spyro the Dragon, Scarface, World of Warcraft, TimeShift, Crash Bandicoot, and The Bourne Conspiracy. Today, when not teaching at Coastline Community College and working for Disney as a character artist, I enjoy creating my graphic novel called Tales From The Bloodstream (can be view on Tapastic: <http://tapastic.com/series/bloodstream>).

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+

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

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Fri, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	1	Clue Event		A	A	B
	2	Dogs of War Qualifier #1 Sponsored		A	A	B
	2	Liar's Dice Small		A	T	B
	2	Medici Event		A	T	B
	2	Perpetual Motion Machine Event		A	A	B
	4	Tactical Forces DEMO Demo		B	T	B
	1	What The Food? Event		A	A	B
	2	Yo, Bro! The Card Game DEMO Demo		B	A	B
	1	Formula De Gaming 101 Demo		B	A	B
	4	Ticket to Ride: Europe Tournament		E	A	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	4	Boss Monster	La Jolla	A	A	C
	2	Angry Town	La Jolla	A	A	C
	6	MERCS MERCS 1.9 Demo		B	T	M
	2	Robotech Tactics Robotech Tactics		A	A	M
1 pm	2	Chaosmos Small		A	A	B
	1	Cosmic Encounter Gaming 101 Demo		B	A	B
	3	Formula D Tournament		E	A	B
	1	King of Tokyo Gaming 101 Demo		B	A	B
	2	Pandemic: The Cure Event		A	A	B
	1	Scepter of Zavandor Gaming 101 Demo		B	A	B
	1	The Looney Bin Event		A	A	B
	1	Weiss Schwarz Gaming 101	La Jolla	B	T	C
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C
	9	Dungeons & Dragons 5e TPK Handbook Encounters (Quick and Dirty)	San Lorenzo A	A	A	R
	6	Star Frontiers / Savage Worlds Distress on Life Liner 928	San Lorenzo C	A	A	R
	6	Red Barricades (Scenarios) Event	Marina	E	T	W
2 pm	2	Anti-Social DEMO Demo		B	A	B
	2	Blood Bound #1 Event		A	T	B
	2	Colt Express Event		A	A	B
	3	Cosmic Encounter Tournament		E	A	B
	4	Duel of Ages II Event		A	A	B
	1	Lord of the Rings Deck Building Gaming 101 Demo		B	A	B
	2	Mars Attacks: The Dice Game Sponsored		A	A	B
	3	Scepter of Zavandor Small		E	T	B
	3	Thurn & Taxis: Power & Glory Small		E	A	B
	3	Exodus Trading Card Game Booster Draft Tournament	La Jolla	A	F	C
	3	Magic: The Gathering Sealed Deck Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	B	F	C
	4	Adventure Time: Card Wars	La Jolla	A	A	C
	2	Pathfinder Adventure Card Game	La Jolla	A	T	C
	6	Classic Battletech (25mm) A Meeting Engagement. - Clan Invasion.		A	A	M
	2	Robotech Tactics Tournament Robotech Tactics Tournament		A	A	M
	4	Dungeons & Dragons 5e Tenth Imperium Battle for Titan	San Lorenzo A	A	A	R
	4	Dungeon Crawl Classics RPG DCC #77.5: The Tower Out of Time	San Lorenzo E	B	F	R
	4	Dungeons & Dragons 5e DDEX03-02 Shackles of Blood (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-03 The Occupation of ... (lvl 5-10)		A	A	R
	4	DungeonWorld Vanilla Dungeon World	San Lorenzo E	A	T	R
	4	GURPS GURPS - Project ASPIRE	Santa Monica B	A	A	R
	4	GURPS 4th The Warriors: Come Out to Pla-ay	SL Boardroom	A	T	R
	5	Pathfinder RPG PFS 0-22: Fingerprints of the Fiend (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-09: By Way of Bloodcove (lvl 3-7)		E	T	R
	5	Pathfinder RPG PFS 6-21: Tapestry's Toil (lvl 5-9)		E	T	R
	5	Pathfinder RPG PFS 6-22: Out of Anarchy (lvl 1-5)		E	T	R

Friday

Fri, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder RPG PFS 6-23: The Darkest Abduction (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	4	Project Cassandra 4 Minutes to Midnight	San Lorenzo F	A	A	R
	4	Savage Worlds Johnny Quest	San Lorenzo B	A	A	R
	4	The Hero Instant The Hero Instant - Episode 1	San Lorenzo D	A	F	R
	4	The Victory System Into the Black Steel Keep	San Lorenzo B	A	A	R
3 pm	1	Dead of Winter Gaming 101 Demo		B	T	B
	2	Dungeon Petz Gaming 101 Demo		B	A	B
	2	Gremlins In Space PLAYTEST Demo		B	A	B
	3	Lord of the Rings Deck Building Small		E	A	B
	2	Monster Crush! PLAYTEST Demo		B	A	B
	2	No Thanks! Small		A	F	B
	1	Witness Event		A	T	B
	2	Yahtzee Free for All #1 Small		A	A	B
	1	Deus Gaming 101 Demo		B	A	B
	2	Force of Will Tournament	La Jolla	A	T	C
	1	Magic: The Gathering Gaming 101	La Jolla	B	A	C
	3	Fistful of Lead (original version) Fistful of Lead - Shootout		A	A	M
	4	Sails of Glory Tournament Tournament	Marina	A	A	W
4 pm	4	Dead of Winter Event		A	T	B
	2	Deus Small		E	A	B
	2	Dungeon Petz Event		E	T	B
	3	Francis Drake Small		E	T	B
	1	Paperback Event		A	A	B
	2	Star Munchkin Event		A	T	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	2	Mars Attacks Dice Game	La Jolla	A	A	C
5 pm	2	Battlestar Galactica Gaming 101 Demo		B	A	B
	1	Citadels Gaming 101 Demo		B	A	B
	1	Isle of Trains Event		A	A	B
	1	Lifeboat Gaming 101 Demo		B	A	B
	2	Lords of the Eastern Reach DEMO Demo		B	A	B
	2	Monopoly Deal #1 Small		A	A	B
	4	Rabbit Match: The Game PLAYTEST Demo		B	A	B
	2	Revolution! Small		E	A	B
	2	The Last Banquet Event		A	A	B
	1	Magic: The Gathering - Secret Alliances (Pauper)	La Jolla	A	T	C
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C
	4	Doomtown: Reloaded (ECG) Demo	La Jolla	B	A	C
	4	L5R CCG Storyline Demo Event	La Jolla	B	A	C
	4	AEG Games Open Demos	La Jolla	B	A	C
	4	Dealers' Room Opens		A	A	G
	6	Cry Joust Taste the Lance		A	A	M
	3	Warhammer 40K Intro to Warhammer 40K		A	A	M
	3	Warhammer: Age of Sigmar Intro to Age of Sigmar		A	A	M
6 pm	1	18xx Gaming 101 Demo		B	A	B
	2	Cash And Guns Board Game 2nd Edition Small		A	T	B
	2	Citadels Event		A	A	B
	2	Dogs of War Qualifier #2 Sponsored		A	A	B
	2	Lifeboat Tournament		E	A	B
	2	Love Letter #1 Small		A	A	B
	1	Mythotopia Gaming 101 Demo		B	A	B
	1	Rip It: The Farting Card Game PLAYTEST Demo		B	A	B
	1	Rise of the Zombies Sponsored		A	A	B
	1	Splendor Gaming 101 Demo		B	A	B
	3	Exodus Trading Card Game Tournament	La Jolla	A	F	C
	2	Pathfinder Adventure Card Game	La Jolla	A	A	C
	4	Uncharted Seas Uncharted Seas		A	T	M
	3	Warmachine / Hordes Warmachine / Hordes Demos		B	T	M
7 pm	4	18xx Small		E	T	B
	2	7 Wonders Expansions Gaming 101 Demo		B	A	B
	1	A Study in Emerald Gaming 101 Demo		B	A	B

Friday

Fri, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	5	Battlestar Galactica Event		A	A	B
	1	Mesopotamia Gaming 101 Demo		B	A	B
	3	Mythotopia Small		E	A	B
	1	Patchistory Gaming 101 Demo		B	A	B
	4	Railroad Tycoon: Western Expansion Event		A	A	B
	2	Revolution: Anarchy Sponsored		A	T	B
	3	Robo Rally Event		A	A	B
	3	Splendor Tournament		E	A	B
	1	The Castles of Burgundy Gaming 101 Demo		B	A	B
	1	Eclipse Gaming 101 Demo		B	T	B
	1	Eldritch Horror Gaming 101 Demo		B	A	B
	1	Power Grid Gaming 101 Demo		B	A	B
	1	Race for the Galaxy Gaming 101 Demo		B	A	B
	1	Weiss Schwarz Gaming 101	La Jolla	B	T	C
	4	Middle-Earth CCG - Arda (Hero)	La Jolla	A	A	C
	3	L5R CCG Tournament	La Jolla	A	A	C
	2	Ca\$h 'n Gun\$ Ca\$h 'n Gun\$ Live #1	Newport C	A	A	G
	1	Meet & Greet Meet & Greet		A	T	G
	1	Duel 2 *	La Jolla	A	A	G
	6	Flames of War 15mm Battle of Haroldvoka		A	A	M
	4	Dungeons & Dragons 5e DDEX02-13 The Howling Void (lvl 5-10)		A	A	R
	4	Dungeons & Dragons 5e DDEX02-16 Boltsmelter's Book (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-05 Bane of the Tradeways (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-07 Herald of the Moon (lvl 5-10)		A	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
8 pm	3	A Study in Emerald Small		E	A	B
	1	Battlestations Gaming 101 Demo		B	A	B
	1	Bling Bling Gemstone Event		A	A	B
	6	Eclipse Tournament		E	T	B
	3	Eldritch Horror: Strange Remnants Event		A	T	B
	1	Mesopotamia Event		A	A	B
	2	Patchistory Event		A	A	B
	2	Phase 10 #1 Small		A	A	B
	4	Race for the Galaxy 2-player Tournament		E	A	B
	2	Shadow Hunters Event		A	A	B
	3	The Castles of Burgundy Qualifier Event		E	A	B
	4	Power Grid World Tour: Brazil Special		E	A	B
	3	Magic: The Gathering- Friday Night Magic	La Jolla	A	A	C
	1	Dice Masters: Demo	La Jolla	B	F	C
	2	Flea Market		A	A	G
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	4	Car Wars Deluxe Edition Car Wars		A	A	M
	1	Warhammer Age of Sigmar Age of Sigmar Arena of Death		A	A	M
	4	Champions 5.5 Super Cruise	San Lorenzo D	A	F	R
	4	Disposable Adventurer Gaming System Rocks Fall Everyone Dies	San Lorenzo F	A	A	R
	4	Fantasy AGE Greyhawk x Fantasy AGE	San Lorenzo F	A	A	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS GURPS - World of Zombies	Santa Monica B	A	A	R
	4	Night Witches Canvas Wings of Death	San Lorenzo B	A	T	R
	5	Pathfinder RPG PFS 0-16: To Scale the Dragon (lvl 5-9)		E	T	R
	5	Pathfinder RPG PFS 3-25: Storming the Diamond Gate (lvl 3-7)		E	T	R
	5	Pathfinder RPG PFS 4-06: The Green Market (lvl 5-9)		E	T	R
	4	Pathfinder RPG PFS 4-07: Severing Ties (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 6-20: Returned to the Sky (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	4	Savage Worlds Xcom - Arctic Enigma	San Lorenzo A	A	T	R
	1	Werewolf Gaming 101	Plaza B	A	T	G
	4	Spirit of 77 Spirit of 77: Cruise Ship of the Damned	San Lorenzo B	A	A	R
	4	Star Wars D20 RPG Revised Star Wars D20 RPG Revised	San Lorenzo E	A	A	R
	4	Star Wars: Force and Destiny The Doom that came to Puldan	San Lorenzo E	A	T	R
	4	The Day After Ragnarok Fate Edition The Day After Ragnarok	San Lorenzo C	A	M	R
	4	The Hero Instant The Hero Instant - Episode 1	San Lorenzo D	A	F	R

Friday

Fri, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	The Sprawl The Hidalgo Hit	San Lorenzo C	A	M	R
	4	The Victory System Into the Black Steel Keep	San Lorenzo B	A	A	R
	4	Vampire: the Masquerade 20th An. Ed. Happy Jacks – The Irregulars Pack	SL Boardroom	A	T	R
9 pm	3	7 Wonders Expansions Big		E	A	B
	1	Boomtown Bandits Event		A	T	B
	1	Elementation #1 Event		A	T	B
	2	Ginkopolis Event		A	A	B
	1	Qwixx Small		E	A	B
	1	Sequence Event		A	A	B
	1	Through the Ages Gaming 101 Demo		B	A	B
	2	Tragedy Looper: First Steps Event		A	T	B
	2	Yo, Bro! The Card Game DEMO Demo		B	A	B
	3	Chaosmos Expansions Event		E	A	B
	0	Dealers' Room Closes		A	A	G
	2	Movie Board Game and A Movie	Carmel	A	A	G
	1	Duel 2 *	La Jolla	A	A	G
	2	40K Apocalypse Mega-Apocalypse Deployment		A	A	M
	1	Warhammer 40K 40K Arena of Death		A	A	M
	3	Werewolf #1	Plaza C	A	T	G
10 pm	3	Euphrat & Tigris Small		E	A	B
	2	Octopus' Garden Event		A	A	B
	1	The Worst Game Ever Event		A	A	B
	4	Through the ages Event		A	A	B
	1	Two of a Kind! PLAYTEST Demo		B	T	B
	2	Uno #1 Small		A	A	B
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
11 pm	1	Concept Duel Event		A	A	B
	2	Monster Derby Event		A	A	B
	2	San Juan 2nd Ed Small		E	A	B
	4	T'zolkin: The Mayan Calendar Small		E	A	B
	2	Gremlins in Space PLAYTEST Demo		B	A	B
	1	Magic: The Gathering - Horde	La Jolla	A	T	C
	2	Poker: Omaha 8		A	A	T
	1	Duel 2 *	La Jolla	A	A	G
	1	Ultimate Werewolf 101	Plaza B	A	M	G

* = Play with the creator

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

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

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

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	4	Lost Cities Small		E	A	B
	1	Magic: The Gathering - Late Night Casual Gathering	La Jolla	A	T	C
	4	Werewolf: Twilight Edition	Plaza Foyer	A	A	G
	3	Werewolf #2	Plaza C	A	T	G
	5	Ultimate Werewolf Advanced Werewolf	Plaza B	E	M	G
3 am	3	Werewolf #3	Plaza C	A	T	G
9 am	2	Be There Witches? Event		B	T	B
	3	Blue Moon City Small		E	A	B
	2	Dogs of War Qualifier #3 Sponsored		A	A	B
	2	Mage Knight Gaming 101 Demo		B	A	B
	2	Munchkin Steampunk Deluxe Sponsored		A	A	B
	2	Smash Up Small		E	A	B
	2	Villains & Henchmen! DEMO Demo		B	A	B
	1	Ticket to Ride: Team Asia Gaming 101 Demo		B	A	B
	1	Star Trek Attack Wing Demo	La Jolla	B	A	C
	2	Wrestling Supershow Card Game Demos	La Jolla	B	F	C
	1	Duel 2 *	La Jolla	A	A	G

Saturday

Saturday

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	8	40K Apocalypse Mega-Apocalypse Day 1		A	A	M
	9	Battletech - Mechwarrior Samba Saints - Battletech		E	A	M
	2	Clay-O-Rama! Clay-O-Rama!		A	F	M
	4	Warhammer Age of Sigmar Age of Sigmar Legendary Battle		A	A	M
	4	Zombicide Zombicide Tournament Qualifier		A	A	M
	4	Beast: The Primordial The Morning After	San Lorenzo B	A	T	R
	4	Dungeons & Dragons 5e Tenth Imperium Exiled to Hell	San Lorenzo A	A	A	R
	4	Dungeons & Dragons 5e Saving Throw Presents Perils of Doctrina	San Lorenzo D	A	A	R
	4	Demon Hunters: A Comedy of Terrors Motion in the Ocean	San Lorenzo B	A	T	R
	4	Disposable Adventurer Gaming System A Wizard Did It	San Lorenzo F	A	A	R
	4	Dungeons & Dragons 5e Greyhawk: Whither Wragby	Santa Monica B	A	A	R
	4	Dungeons & Dragons 5e DDEX02-10 Cloaks and Shadows (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX02-14 The Sword of Selfaril (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-02 Shackles of Blood (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-04 It's all in the ... Part 1 of 2 (lvl 11-16)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-07 Herald of the Moon (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e Greyhawk Reborn: Wither Wragby		A	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
	4	Edge of the Empire Carbonite Run	San Lorenzo D	A	T	R
	4	Feng Shui 2 Saving Throw Presents: Flying Fists of Ku Xing	San Lorenzo D	A	M	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS 4th The Warriors: Come Out to Pla-ay	San Lorenzo C	A	T	R
	4	Homebrood Sorcerer of the Haunted Tower *	San Lorenzo E	A	A	R
	4	Legend of the Five Rings Happy Jacks Presents: Journey of The Savage Six	San Lorenzo E	A	M	R
	4	Moment of Truth Happy Jacks Presents: Mundane Justice	San Lorenzo C	A	T	R
	4	Monster of the Week 2nd Ed A Tale of a Slayer	San Lorenzo B	B	T	R
	4	Omni System In the hands of The Strophe	San Lorenzo F	A	A	R
	4	Pathfinder RPG PFS 0-22: Fingerprints of the Fiend (lvl 7-11)		E	T	R
	4	Pathfinder RPG PFS 1-33: Assault on the Kingdom of the Impossible (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 1-34: Encounter at the Drowning Stones (lvl 7-11)		E	T	R
	4	Pathfinder RPG PFS 2-01: Before the Dawn—Part I: The ... (lvl 1-7)		E	T	R
	4	Pathfinder RPG PFS 3-20: The Rats of Round Mountain—Part I: ... (lvl 7-11)		E	T	R
	4	Pathfinder RPG PFS 6-09: By Way of Bloodcove (lvl 3-7)		E	T	R
	4	Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3: The ... (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 6-21: Tapestry's Toil (lvl 5-9)		E	T	R
	4	Pathfinder RPG PFS 6-22: Out of Anarchy (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 6-23: The Darkest Abduction (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	5	Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1)		A	F	R
	4	Savage Worlds Zombie Mall	San Lorenzo E	A	M	R
	4	Shadowrun 5e CMP 2015-01 Copperhead Road, Part 1		A	A	R
	4	The Hero Instant The Hero Instant - Episode 2	Santa Monica B	A	F	R
	4	Urban Shadows (Apocalypse Engine) Shadows Over New Orleans	San Lorenzo E	A	M	R
	4	WhiteHack-OSR Curse of the Witch King	San Lorenzo F	A	A	R
	4	Wild Talents Kimi's Amazing Wild Talents Game	SL Boardroom	A	T	R
	8	Axis & Allies Tournament	Marina	A	T	W
9:30 am	9	Dealers' Room Opens		A	A	G
10 am	1	Chutes and Ladders Event		A	K	B
	4	Descent Journeys in the Dark 2nd Ed Event		A	M	B
	1	Eldritch Horror Gaming 101 Demo		B	A	B
	4	Game of Thrones Event		E	M	B
	4	Healthy Heart Hospital DEMO Demo		B	A	B
	1	Magnum Opus Gaming 101 Demo		B	A	B
	2	Meeples To The Mothership! Small *		E	A	B
	4	Ticket to Ride: Team Asia Tournament		E	A	B
	1	Titan Gaming 101 Demo		B	T	B
	2	Uno #2 Small		A	A	B
	4	Battlestations Event		A	A	B
	1	Outpost Gaming 101 Demo		B	T	B
	3	Magic: The Gathering Booster Draft	La Jolla	A	A	C
	1	Pokemon Workshop	La Jolla	A	F	C
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C

Saturday

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Dice Masters Demo	La Jolla	B	A	C
	6	Doomtown: Reloaded (ECG) Demo	La Jolla	B	A	C
	6	L5R CCG Storyline Demo Event	La Jolla	B	A	C
	6	AEG Games Open Demos	La Jolla	B	A	C
	2	Movie Kid Friendly Movies #1	Carmel	A	A	G
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	8	PLAYER AIDES PLAYER AIDES		A	A	G
	9	Death from Above! Death from Above! *		A	T	M
	7	Dungeonland Dungeonland Demo *		B	A	M
	4	Hail Caesar Megiddo 1457 B.C.		B	F	M
	6	In Her Majesty's Name In Her Majesty's Name Demo		B	T	M
	7	La Bataille. 15mm Miniature Rules for Horse & Musket Battle of Planceniot		A	T	M
	4	Lion Rampant Lion Rampant		A	A	M
	6	Modified Fire and Fury Salamanca 1812		A	T	M
	8	Netherworld's Edge Netherworld's Edge *		A	A	M
	7	Paint and Take		A	A	M
	7	Parallax: Warbands Parallax: Warbands Demo *		B	A	M
	3	Showdown Relic Worlds Miniatures		A	A	M
	9	This is WAR! 15mm This is WAR! *		A	T	M
	6	Warlands Warlands Demo *		B	A	M
	3	Warmachine / Hordes Warmachine / Hordes Demos		B	T	M
	8	War of Ashes: Shieldbash War of Ashes: Shieldbash *		A	A	M
	6	X-Wing Miniatures X-Wing Miniatures Tournament		A	T	M
	12	Dungeons & Dragons 5e TPK Handbook Encounters (Quick and Dirty)	San Lorenzo A	A	A	R
	2	Hero Kids Adventures In Bayhaven		A	K	R
	4	Bear Flag Republic Demo		B	T	W
	1	1775 Rebellion 101 Demo	Marina	B	A	W
	11	Virgin Queen (Campaign Tournament) Tournament		E	T	W
11 am	1	Clash of Cultures Gaming 101 Demo		B	M	B
	1	Cock & Bull The American Pub Game Event		A	A	B
	5	Eldritch Horror: Mountains of Madness Event		A	T	B
	1	Fleet Gaming 101 Demo		B	T	B
	5	Mage Knight Event		A	A	B
	3	Magnum Opus Small		E	A	B
	2	Munchkin Treasure Hunt Sponsored		A	F	B
	3	Outpost Event		A	T	B
	12	Titan Tournament		E	T	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	3	Pokemon	La Jolla	A	F	C
	3	Dice Masters Tournament	La Jolla	A	A	C
	4	Ascension: Chronicle of the Godslayer	La Jolla	E	A	C
	6	Flea Market		A	A	G
	1	Duel 2 *	La Jolla	A	A	G
	2	Cry Joust Taste the Lance		A	F	M
	6	Gruntz Gruntz		A	A	M
	3	1775 Rebellion Tournament Event	Marina	A	A	W
Noon	4	Bountytown DEMO Demo		B	T	B
	3	Carcassonne Event		A	A	B
	5	Clash of Cultures Tournament		E	M	B
	3	Fleet Event		A	T	B
	1	Ghost Blitz Event		A	F	B
	2	Phase 10 #2 Small		A	A	B
	1	Zombie Dice Event		A	A	B
	1	Letter Tycoon Gaming 101 Demo		B	A	B
	3	Exodus Trading Card Game "Gateway" Tournament	La Jolla	A	F	C
	1	Magic: The Gathering - Planechase (Pauper)	La Jolla	A	T	C
	2	Herodix- Battle Royale	La Jolla	A	A	C
	4	L5R CCG FREE Booster Draft Tournament	La Jolla	A	A	C
	2	Movie Kid Friendly Movies #2	Carmel	A	A	G
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	12	Classic Battletech (w-25mm adaption) Operation Revival - Clan Invasion.		A	A	M
	8	Infinity The Battle for Los Angeles		A	A	M

Saturday

Saturday

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Wii U Super Smash Bros. for Wii U - Duels		A	A	V
	4	Sturm Europa Demo *	Marina	B	A	W
1 pm	2	Chaosmos Small		E	A	B
	3	Chaosmos Expansion Event		E	A	B
	4	Dungeon Brawl DEMO Demo		B	T	B
	1	Letter Tycoon Event		A	A	B
	2	Sentinels of the Multiverse Event		B	A	B
	3	Spell Stealers DEMO Demo		B	A	B
	3	The Castles of Burgundy Qualifier Event		E	A	B
	1	The Current Number of the Beast Event		A	T	B
	2	Lifeboat Event		A	A	B
	1	Merchant of Venus Gaming 101 Demo		B	A	B
	4	Middle-Earth CCG - Arda (Hero)		A	A	C
	1	Duel 2 *	La Jolla	A	A	G
	4	Self-created miniatures game Walkers (A Zombie Miniatures Game)		A	A	M
2 pm	2	Backgammon Event		A	A	B
	1	Bag-O-Loot Event		A	F	B
	1	Broom Service Gaming 101 Demo		B	A	B
	1	Kingdom Builder Gaming 101 Demo		B	A	B
	2	Mars Attacks: The Dice Game Sponsored		A	A	B
	6	Merchant of Venus Tournament		E	A	B
	1	Rip It: The Farting Card Game PLAYTEST Demo		B	A	B
	1	Speculation Gaming 101 Demo		B	A	B
	4	Battlestations Event		A	A	B
	1	Palaces Event		A	A	B
	3	Magic: The Gathering Sealed Deck Tournament	La Jolla	A	A	C
	1	Magic: The Gathering - Secret Alliances (Pauper)	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	B	F	C
	2	Pathfinder Adventure Card Game	La Jolla	A	T	C
	2	Hearts		A	A	T
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	4	Starship Valkyrie Starship Valkyrie *	Bel Air	A	T	L
	6	Hail Caesar The Hildebrand Memorial Open-Period Tournament		A	T	M
	6	MERCs MERCs 1.9 Demo		B	A	M
	4	Zombicide Zombicide Tournament Qualifier		A	A	M
	4	Dungeon Crawl Classics Sailors on the Starless Sea	San Lorenzo E	A	A	R
	4	Dungeon Crawl Classics RPG DCC: The Hypercube of Myt	Santa Monica B	A	F	R
	4	Dungeons and Dragons 5e Greyhawk Reborn: Oldred Under Dark	San Lorenzo E	A	A	R
	4	Dungeons and Dragons 5th Edition The Old Boneyard	San Lorenzo E	A	A	R
	4	Dungeons and Dragons: 5th Edition Saving Throw Presents: High Noon ...	San Lorenzo A	B	T	R
	4	Dungeons & Dragons 5e DDEX02-11 Oubliette of Fort Iron (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX02-15 The Black Heart of Vengeance (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-03 The Occupation of Szith ... (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-04 It's all in the ... Part 2 of 2 (lvl 11-16)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-05 Bane of the Tradeways (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e Greyhawk Reborn: Oldred Under Dark		A	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
	4	Fate Accelerated Spirit of the Spark	San Lorenzo C	A	T	R
	4	FateCore Titans Grave: Fate of Valkana	San Lorenzo C	A	T	R
	4	FATE Core Pacific Rim - Let's stomp some more monsters!	San Lorenzo D	A	M	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS Supers A New Age: The beginning	Santa Monica B	A	A	R
	4	Homebrew - rules lite The Young and the Brave	San Lorenzo B	A	T	R
	5	Kingdom The Stellar Eagle	San Lorenzo F	A	A	R
	4	Paranoia Spurious Targets	San Lorenzo B	A	T	R
	5	Pathfinder RPG PFS 0-16: To Scale the Dragon (lvl 5-9)		E	T	R
	5	Pathfinder RPG PFS 2-02: Before the Dawn—Part II: Rescue at ... (lvl 1-7)		E	T	R
	5	Pathfinder RPG PFS 3-19: The Icebound Outpost (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 3-22: The Rats of Round Mountain—Part II: ... (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 3-25: Storming the Diamond Gate (lvl 3-7)		E	T	R
	5	Pathfinder RPG PFS 4-06: The Green Market (lvl 5-9)		E	T	R
	5	Pathfinder RPG PFS 4-07: Severing Ties (lvl 1-5)		E	T	R

Saturday

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder RPG PFS 4-21: Way of the Kirin (lvl 3-7)		E	T	R
	5	Pathfinder RPG PFS 6-20: Returned to the Sky (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-22: Out of Anarchy (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	5	Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1)		A	F	R
	4	Pugmire RPG Pugmire	San Lorenzo F	A	A	R
	4	Rolemaster RMSS (by req.) "Well, it seemed good at the time..." (HJRPG)	San Lorenzo D	A	T	R
	4	Savage Worlds Happy Jacks- PHREQUE SHOW "Worlds"	SL Boardroom	A	M	R
	4	Shadowrun 4th Edition Manhunt	San Lorenzo B	A	T	R
	4	Shadowrun 5e CMP 2015-02 Rollin' On the River		A	A	R
	4	Spirit of 77 Spirit of 77: Wrath of Cons	San Lorenzo D	A	M	R
	4	Star Wars Edge of the Empire Saving Throw Presents A Hutt to Die For	San Lorenzo A	A	T	R
	4	The Hero Instant The Hero Instant - Episode 1	San Lorenzo F	A	F	R
	4	The Quiet Year The Quiet Year	Santa Monica B	A	F	R
	4	WhiteHack-OSR Curse of the Witch King	San Lorenzo E	A	A	R
	2	Increase Your Games Sales	Carmel	A	A	S
	2	Minecraft Spleef PvP		A	A	V
3 pm	3	Broom Service Event		A	A	B
	3	Kingdom Builder Tournament		E	T	B
	2	Monopoly Deal #2 Small		A	A	B
	2	Rasputin Event *		A	T	B
	4	Relic Worlds: The Lost Worlds DEMO Demo		B	A	B
	4	Runewars Event		A	M	B
	2	Seating At 6 Event		B	T	B
	1	Lords of Waterdeep Gaming 101 Demo		B	A	B
	2	Monster Derby Event		A	A	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	2	Force of Will Tournament	La Jolla	A	T	C
	1	Magic: The Gathering 101	La Jolla	B	A	C
	3	Dice Masters: Age of Ultron Rainbow Draft	La Jolla	A	A	C
	1	Duel 2 *	La Jolla	A	A	G
	5	Strategicon Football League Strategicon Football League		A	M	G
	6	Warmachine / Hordes Warmachine / Hordes Steamroller		A	A	M
4 pm	1	Battle Line Event		A	A	B
	2	Clown College DEMO Demo		B	A	B
	1	Kingsburg Gaming 101 Demo		B	A	B
	1	Letters From Whitechapel Gaming 101 Demo		B	T	B
	4	Lords of Waterdeep Tournament		E	A	B
	1	Set Event		A	F	B
	3	Speculation Event		A	A	B
	2	Star Munchkin Event		A	T	B
	3	The Last Stand PLAYTEST Demo *		B	T	B
	1	Weiss Schwarz Gaming 101	La Jolla	A	T	C
	3	My Little Pony	La Jolla	A	F	C
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	2	Minecraft Iron Block Challenge		A	A	V
	1	Wii U Super Smash Bros. for Wii U - Random Everything!		A	A	V
	4	Moral Conflict Demo *	Marina	B	T	W
5 pm	2	100 A.D. DEMO Demo		B	T	B
	2	Breaking News: Through the Generations Event		E	T	B
	1	Cards of Cthulhu Event		A	A	B
	1	Cards of Cthulhu Event		A	F	B
	4	Dungeon Brawl DEMO Demo		B	T	B
	4	Kingsburg Big		E	A	B
	3	Letters From Whitechapel Event		E	T	B
	2	Yahtzee Free for All #2 Small		A	A	B
	1	Cinque Terre Gaming 101 Demo		B	A	B
	3	Exodus Trading Card Game Booster Draft Tournament	La Jolla	A	F	C
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C
	1	Dice Masters: Demo	La Jolla	B	F	C
	4	Star Trek Attack Wing- A Matter Of Honor Event	La Jolla	A	A	C
	1	Duel 2 *	La Jolla	A	A	G

Saturday

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	5	Circus Maximus Circus Maximus		A	A	M
	2	Jack Greene speaks!	Carmel	A	A	S
6 pm	4	Andromeda Fight League Special		E	A	B
	5	Battlestar Galactica Expansions Event		E	M	B
	3	Cinque Terre Tournament		E	A	B
	2	Dogs of War Qualifier #4 Sponsored		A	A	B
	1	Down in Flames: Aces High Sponsored		A	A	B
	1	Elementation #2 Event		A	T	B
	1	Modern Art Event		A	A	B
	2	Six Gun Express PLAYTEST Demo *		B	T	B
	1	The Palaces of Carrara Gaming 101 Demo		B	A	B
	4	Battlestations Event		A	A	B
	2	Dominant Species Gaming 101 Demo		B	T	B
	1	Small World Gaming 101 Demo		B	T	B
	4	Middle-Earth CCG - Hero Constructed	La Jolla	A	A	C
	3	Dice Masters: "Grab Bag" Tournament	La Jolla	A	F	C
	1	Yu-Gi-Oh! Game Show	La Jolla	A	F	C
	2	Pathfinder Adventure Card Game	La Jolla	A	A	C
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	2	Hidden Role Social Game Two Rooms and a Boom		A	A	L
	2	Blood Bowl Blood Bowl		A	A	M
	2	PC League of Legends - Shadows Isles 3v3		B	A	V
6:30 pm	0	Dealers' Room Closes		A	A	G
7 pm	1	Age of Empires III: Age of Discovery Gaming 101 Demo		B	T	B
	1	Cat Lady Card Game PLAYTEST Demo		B	A	B
	4	Kanban DEMO Demo		B	T	B
	2	Love Letter #2 Small		A	A	B
	1	Modern Naval Battles Sponsored		A	A	B
	2	Revolution: Anarchy Sponsored		A	T	B
	1	Rough: The Card Game Gaming 101 Demo		B	A	B
	4	Small World Tournament		E	T	B
	3	The Palaces of Carrara Event		A	A	B
	1	Yahtzee Event		A	A	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	3	Yu-Gi-Oh! Tournament	La Jolla	E	A	C
	2	Ca\$h 'n Gun\$ Ca\$h 'n Gun\$ Live #2	Newport C	A	A	G
	1	Duel 2 *	La Jolla	A	A	G
	1	Trivia Super Nerd Trivia #1	Carmel	A	A	G
	4	Dungeons & Dragons 5e DDEP02 Mulmaster Undone		A	A	R
	4	Dungeons & Dragons 5e Greyhawk Reborn: Northern Alliances		A	A	R
8 pm	4	Age of Empires: Age of Discovery Small		E	T	B
	2	Castles of Mad King Ludwig Small		E	T	B
	1	Dead Things: Gas, Keys and Run Event		A	A	B
	4	Descent Journeys in the Dark 1st Ed Event		A	M	B
	4	Dominant Species Tournament		E	T	B
	1	Mondo Event		A	A	B
	2	Rough: The Card Game Sponsored		A	A	B
	4	Power Grid World Tour: Baden Wurtemberg Special		E	A	B
	4	Magic: The Gathering 8-player pod Draft	La Jolla	E	A	C
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	4	Long Live The King (modified) Crackdown Cyber1 *	Bel Air	B	T	L
	4	Steam Differential Steampunk Sharktank	3rd Floor Rooms	A	T	L
	2	Battle Fleet Gothic Battle Fleet Gothic		A	A	M
	4	Mantic Dreadball Xtreme Swiss Tournament Dreadball Xtreme Tournament		A	T	M
	3	Netherworld's Edge Netherworld's Edge *		A	A	M
	2	Warhammer Age of Sigmar Age of Sigmar Ironman Tournament		A	A	M
	3	War of Ashes: Shieldbash War of Ashes: Shieldbash *		A	A	M
	4	Zombicide Zombicide Tournament Qualifier		A	A	M
	4	Achtung! Cthulhu (Fate) Nameless City	San Lorenzo F	A	A	R
	4	Call of Cthulhu 7th Ed. Saving Throw Presents The Death of Sally Strike	San Lorenzo F	A	A	R
	4	Deluxe Tunnels and Trolls Dungeon of the Bear	San Lorenzo E	A	A	R
	4	Dread (Jenga Tower RPG) A Weekend Getaway	San Lorenzo C	A	M	R

Saturday

Sat, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	Dungeon Crawl Classics DCC: Six Guns and Sorcery	San Lorenzo A	B	T	R
	4	Dungeons and Dragons 5e Greyhawk Reborn: Northern Alliances	San Lorenzo A	A	A	R
	4	Faith Corps (Fate Accelerated/Cortex Plus Hybrid) Star Wars: Rebel Scum	SL Boardroom	A	M	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS GURPS - Star Hunters (Season Two)	Santa Monica B	A	A	R
	4	GURPS World of Zombies: A New Player	Santa Monica B	A	T	R
	4	GURPS STAR TREK ESCALATION OF NEEDS	Santa Monica B	A	A	R
	4	Homebrood Dancing Under a Pale Moon *	San Lorenzo E	A	A	R
	4	Monster of the Week 2nd Ed The Dresden Files	San Lorenzo B	A	T	R
	5	Pathfinder RPG PFS 6-97: Siege of Serpents (Special) (lvl 1-11)		A	T	R
	5	Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1)		A	F	R
	1	Werewolf Gaming 101	San Lorenzo D	A	T	G
	4	Star Wars D20 RPG Revised Star Wars D20 RPG Revised	San Lorenzo E	A	A	R
	4	Star Wars: Edge of the Empire Smuggler's Run	San Lorenzo E	A	T	R
	4	Vampire: The Masquerade V20 The Darkest Hour Chronicles: Blood Moon	San Lorenzo B	A	T	R
	3	Happy Jacks Live Show	Santa Monica C	A	M	S
	1	ComicBook Live!	Carmel	A	M	S
	1	Playstation 4 Rocket League		A	A	V
9 pm	4	Exodus: Edge of Extinction Event		E	T	B
	2	Gremlins In Space PLAYTEST Demo		B	A	B
	2	Mall Sprawl PLAYTEST Demo		B	A	B
	2	Medici Event		A	A	B
	2	Munchkin Steampunk Deluxe Sponsored		A	A	B
	1	7 Wonders Gaming 101 Demo		B	A	B
	3	Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	La Jolla	E	T	C
	2	Fun with P.S.T Improv	Carmel	A	M	S
	1	Duel 2 *	La Jolla	A	A	G
	3	Werewolf #4	Plaza Foyer	A	T	G
10 pm	2	7 Blunders Tournament		E	A	B
	2	Camel Up #1 Small		A	A	B
	4	Parenthood DEMO Demo		B	A	B
	2	Poker: No Limit Hold'em		A	A	T
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
11 pm	4	Brass Tournament		E	A	B
	2	Colt Express Event		A	A	B
	1	Duel 2 *	La Jolla	A	A	G

* = Play with the creator

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

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

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

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Chicago Express Event		A	A	B
	2	Ingenious Small		E	A	B
	3	Werewolf #5	Plaza Foyer	A	T	G
	5	Ultimate Werewolf Advanced Werewolf: Village of Exiles	San Lorenzo D	E	M	G
3 am	3	Werewolf #6	Plaza Foyer	A	T	G
8 am	1	Mike and Mystics Gaming 101 Demo		B	A	B
9 am	2	Breaking News: Through the Generations Event		E	T	B
	2	Dogs of War Qualifier #5 Sponsored		A	A	B
	3	Dream Factory Small		E	A	B
	1	Machi Koro Gaming 101 Demo		B	A	B
	2	Mike and Mystics Event		A	A	B
	2	Monster Crush! PLAYTEST Demo		B	A	B
	4	Power Grid Deluxe Europe/North America Big		E	T	B
	1	Suburbia Event		A	A	B
	2	XCOM: The Board Game Gaming 101 Demo		B	A	B
	4	Star Trek Attack Wing Demo	La Jolla	B	A	C

Sunday

Sunday

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	8	40K Apocalypse Mega-Apocalypse Day 2		A	A	M
	7	La Bataille. 15mm Miniature Rules for Horse & Musket Battle of ... Part II		A	T	M
	4	Wings of Glory/Wings of War What goes up must come down		A	A	M
	4	Dungeons & Dragons 5e DDEX02-16 Boltsmelter's Book (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-03 The Occupation of Szith ... (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-04 It's all in the ... Part 1 of 2 (lvl 11-16)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-05 Bane of the Tradeways (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
	4	Golden Sky Stories - Heartwarming Role-Playing A World of Laughter, ...	San Lorenzo D	A	A	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS Supers Aspire- Gods and men	Santa Monica B	A	A	R
	4	Homebrood Journey to the Floating Isles *	San Lorenzo E	A	A	R
	4	Moment of Truth Happy Jacks Presents: Mundane Justice	San Lorenzo F	A	A	R
	4	New World of Darkness The great escape	San Lorenzo B	E	T	R
	4	Pathfinder RPG PFS 0-22: Fingerprints of the Fiend (lvl 7-11)		E	T	R
	4	Pathfinder RPG PFS 1-34: Encounter at the Drowning Stones (lvl 7-11)		E	T	R
	4	Pathfinder RPG PFS 3-19: The Icebound Outpost (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 3-25: Storming the Diamond Gate (lvl 3-7)		E	T	R
	4	Pathfinder RPG PFS 4-07: Severing Ties (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 4-21: Way of the Kirin (lvl 3-7)		E	T	R
	4	Pathfinder RPG PFS 6-12: Scions of the Sky Key, Part 1: On ... (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 6-20: Returned to the Sky (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	5	Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1)		A	F	R
	4	Savage Worlds Dark Planet	San Lorenzo C	A	M	R
	2	Synthicide Synthicide *	San Lorenzo A	A	T	R
	4	The Hero Instant The Hero Instant - Episode 1	San Lorenzo E	A	F	R
9:30 am	9	Dealers' Room Opens		A	A	G
10 am	4	Game of Thrones Event		E	M	B
	4	Healthy Heart Hospital DEMO Demo		B	T	B
	1	Hiss Event		A	K	B
	1	Istanbul Gaming 101 Demo		B	A	B
	1	Kanzume Goddess Event		A	T	B
	2	Machi Koro Small		E	A	B
	1	Merchants & Marauders Gaming 101 Demo		B	M	B
	3	Ticker to Ride: USA 1910 Tournament		E	A	B
	3	XCOM: The Board Game Event		A	A	B
	4	Battlestations Event		A	A	B
	3	Magic: The Gathering Booster Draft	La Jolla	A	A	C
	1	Pokemon Workshop	La Jolla	A	F	C
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	8	PLAYER AIDES PLAYER AIDES		A	A	G
	2	Clay-O-Rama! Clay-O-Rama!		A	F	M
	2	Cry Joust Taste the Lance		A	F	M
	9	Death from Above! Death from Above! *		A	T	M
	7	Dungeonland Dungeonland Demo *		B	A	M
	12	Dust Tactics Dust Tactics Specific Orders		A	A	M
	6	GQ3 Dutch vs Russians		A	T	M
	4	In Her Majesty's Name In Her Majesty's Name Demo		B	A	M
	8	Netherworld's Edge Netherworld's Edge *		A	A	M
	7	Paint and Take		A	A	M
	7	Parallax: Warbands Parallax: Warbands Demo *		B	A	M
	6	Pike and Shotte Rules in 28mm Battle of Pavia		A	A	M
	6	Star Wars: Armada Star Wars Armada Tournament		A	A	M
	9	This is WAR! 15mm This is WAR! *		A	T	M
	7	Warhammer 40K Warhammer 40K RTT		A	A	M
	8	Warhammer Age of Sigmar Age of Sigmar Legendary Battle		A	A	M
	8	War of Ashes: Shieldbash War of Ashes: Shieldbash *		A	A	M
	12	Dungeons & Dragons 5e TPK Handbook Encounters (Quick and Dirty)	San Lorenzo A	A	A	R
	1	The Meeple Steeple	Carmel	A	A	S
	12	Kriegsspiel Event	Marina	A	T	W
	4	Maria Tournament	Marina	A	T	W

Sunday

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
11 am	2	Clown College DEMO Demo		B	A	B
	1	Cock & Bull The American Pub Game Event		A	A	B
	1	Concordia Gaming 101 Demo		B	A	B
	3	DC Deck Builder: Crisis Event		B	T	B
	2	Istanbul Small		E	A	B
	5	Merchants & Marauders Tournament		E	M	B
	4	Middle Earth Quest Event		A	M	B
	7	LA Board Game Jam Games Demo		B	A	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	3	Pokemon	La Jolla	A	F	C
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C
	1	Dice Masters: Demo	La Jolla	B	F	C
	6	Flea Market		A	A	G
	1	Nuclear War: Still M.A.D. after 50 Years	Carmel	A	A	S
	Noon	1	Agricola Gaming 101 Demo		B	A
4		Concordia Tournament		E	A	B
1		In The Year of the Dragon Gaming 101 Demo		B	A	B
2		Munchkin Treasure Hunt Sponsored		A	F	B
4		Nuclear War Sponsored *		A	A	B
2		Phase 10 #3 Small		A	A	B
1		Squarrels Event		A	F	B
1		Talisman Gaming 101 Demo		B	T	B
1		Tanto Cuore Event		A	T	B
2		Uno #3 Small		A	A	B
3		Exodus Trading Card Game Tournament	La Jolla	A	F	C
4		Star Wars Miniatures "Evasive Action"	La Jolla	A	A	C
6		Doomtown: Reloaded (ECG) Demo	La Jolla	B	A	C
4		L5R CCG FREE Booster Draft Tournament	La Jolla	A	A	C
6		L5R CCG Storyline Demo Event	La Jolla	B	A	C
6		AEG Games Open Demos	La Jolla	B	A	C
1		Dwarves vs. Orcs *	La Jolla	A	A	G
1		Trivia Super Nerd Trivia #2	Carmel	A	A	G
12		Classic Battletech (w- 25mm adaption) Sibling Rivalry - The Refusal War.		A	A	M
3		Ganesha Games' Galleys and Galleons Galleys and Galleons - West Indies		A	A	M
4	Infinity Infinity One Day Achievement League		A	A	M	
2	Robotech Tactics Robotech Tactics		A	A	M	
1	Wii U Super Smash Bros for Wii U - Free For All		A	A	V	
1	Battle Cry 101 Event	Marina	A	A	W	
6	Many Parsecs of Space Demo	Marina	B	A	W	
1 pm	6	Agricola Big		E	A	B
	2	Chaosmos Small		E	A	B
	1	Galaxy Trucker Gaming 101 Demo		B	A	B
	3	In the Year of the Dragon Small		E	A	B
	2	Manila Small		E	A	B
	2	Roll Through the Ages Event		A	A	B
	3	Spell Stealers DEMO Demo		B	A	B
	6	Talisman Small		E	T	B
	2	Villains & Henchmen! DEMO Demo		B	A	B
	4	Middle-Earth CCG - Open Constructed	La Jolla	A	A	C
	4	Ascension: Chronicle of the Godslayer	La Jolla	E	A	C
	1	Duel 2 *	La Jolla	A	A	G
	1	Magic: the Gathering Arena of the Planeswalkers Magic: the Gathering 101		B	A	M
	3	Battle Cry Tournament Tournament	Marina	A	A	W
	2 pm	3	Chaosmos Expansion Event		E	A
1		Chinatown Gaming 101 Demo		B	A	B
1		Colt Express Gaming 101 Demo		B	A	B
3		Galaxy Trucker Tournament		E	A	B
4		Icarus DEMO Demo		B	A	B
2		Mars Attacks: The Dice Game Sponsored		A	A	B
2		Mission: Red Planet Event		A	A	B
1		Modern Naval Battles Sponsored		A	A	B
1		The Current Number of the Beast Event		A	T	B

Sunday

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Waterworks Event		A	F	B
	4	Battlestations Event		A	A	B
	1	Palaces Event		A	A	B
	1	Magic: The Gathering - Live Draft (Cube)	La Jolla	A	A	C
	3	Magic: The Gathering Sealed Deck Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	B	F	C
	2	Pathfinder Adventure Card Game	La Jolla	A	T	C
	2	Cribbage		A	A	T
	2	Spades		A	A	T
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	3	Magic: the Gathering Arena of the Planeswalkers Magic: the Gathering		E	A	M
	1	Painting Contest Judging		A	A	M
	2	Robotech Tactics Tournament Robotech Tactics Tournament		A	A	M
	4	Zombicide Zombicide Tournament Qualifier		A	A	M
	4	Dungeons & Dragons 5e Saving Throw Presents Ruins of the Iron ...	San Lorenzo A	A	M	R
	4	Dirty Secrets - A Game About Crime Dirty Secrets	San Lorenzo B	A	T	R
	4	Dungeon Crawl Classics DCC: Aztec Crawl Classics!	San Lorenzo F	E	T	R
	4	Dungeons and Dragons: 5th Edition Saving Throw Presents: High Noon ...	San Lorenzo B	A	T	R
	4	Dungeons & Dragons 5e DDEX02-10 Cloaks and Shadows (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX02-13 The Howling Void (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-02 Shackles of Blood (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-04 It's all in the ... Part 2 of 2 (lvl 11-16)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-07 Herald of the Moon (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
	4	Edge of the Empire Carbonite Run	San Lorenzo D	A	T	R
	4	Fantasy AGE Obviously It's Not Just Brigands	San Lorenzo D	A	T	R
	4	Fate Brave New World	San Lorenzo F	A	M	R
	4	Fate Accelerated Siri of the Spark Plug	San Lorenzo F	A	M	R
	4	Feng Shui 2 The Librarians and the Seventh Eye of Ventuzler	Santa Monica B	A	T	R
	4	Firefly Niska's Race	San Lorenzo E	A	A	R
	4	GRIMM Happy Jack's Presents: Back Through the Looking Glass	San Lorenzo E	A	A	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS GURPS - TOURNAMENT FINALS	Santa Monica B	A	A	R
	4	Homebrood Legend of the Lost Blade *	Santa Monica B	A	A	R
	4	Paranoia Rockumentary	San Lorenzo C	A	T	R
	2	Pathfinder (midgard campaign setting by kobold press Terror at the ...	Santa Monica B	A	A	R
	5	Pathfinder RPG PFS 0-22: Fingerprints of the Fiend (lvl 7-11)		E	T	R
	4	Pathfinder RPG PFS 1-33: Assault on the Kingdom of the Impossible (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 1-34: Encounter at the Drowning Stones (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 2-01: Before the Dawn—Part I: The ... (lvl 1-7)		E	T	R
	5	Pathfinder RPG PFS 3-20: The Rats of Round Mountain—Part I: ... (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 4-06: The Green Market (lvl 5-9)		E	T	R
	5	Pathfinder RPG PFS 4-23: Rivalry's End (lvl 3-7)		E	T	R
	5	Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2: Kaava ... (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 6-23: The Darkest Abduction (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	5	Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1)		A	F	R
	4	Savage worlds - Xcom Arctic Enigma	San Lorenzo C	A	T	R
	4	Shadowrun 5e CMP 2015-03 Cinco de Mayo in Memphis		A	A	R
	4	Spirit of 77 Seeekrit Adventure!	San Lorenzo D	A	M	R
	2	Synthicide Synthicide *	San Lorenzo A	A	T	R
	4	Tenra Bansho Zero Ruined Empire: Covert Machinations	San Lorenzo B	A	T	R
	4	The Call of Catthulhu The Call of Catthulhu	San Lorenzo E	A	A	R
	4	The Hero Instant The Hero Instant - Episode 2	San Lorenzo E	A	F	R
	2	Parting the Veil: DM Training Seminar	Carmel	B	A	S
3 pm	1	Acquire Gaming 101 Demo		B	A	B
	4	Andromeda Fight League Special		E	A	B
	1	Battle Sheep Event		A	A	B
	2	Chinatown Small		E	A	B
	4	Dungeon Brawl DEMO Demo		B	T	B
	2	Monopoly Deal #3 Small		A	A	B
	9	Star Wars Imperial Assault Event		A	M	B

Sunday

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	3	Tales of the Arabian Nights Event		A	A	B
	1	Exodus the Trading Card Game Demo	La Jolla	B	F	C
	2	Force of Will Tournament	La Jolla	A	T	C
	1	Magic: The Gathering Gaming 101	La Jolla	B	A	C
	1	Dice Masters: Demo	La Jolla	B	F	C
	4	Doomtown: Reloaded (ECG) Tournament	La Jolla	A	A	C
	1	Duel 2 *	La Jolla	A	A	G
	5	ASL Starter Kit #1 101 Event	Marina	B	T	W
4 pm	4	Acquire: David Woolcott Memorial Tournament Tournament		E	A	B
	4	Dogs of War Finals Sponsored		A	A	B
	2	Ghost Stories Event		B	M	B
	1	Hey! That's My Fish! Event		A	F	B
	2	Seating at 6 Event		B	T	B
	2	Star Munchkin Sponsored		A	T	B
	3	The Last Stand PLAYTEST Demo *		B	T	B
	1	Caverna: The Cave Farmers Gaming 101 Demo		B	A	B
	3	My Little Pony	La Jolla	A	F	C
	3	Dice Masters: 'Grab Bag' Tournament	La Jolla	A	F	C
	1	Weiss Schwarz Gaming 101		A	T	C
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	2	LA Board Game Jam	Bel Air	A	A	B
	3	Bolt Action Bolt Action Demo		B	A	M
	4	Warmachine/Hordes Attack on the fortress of Phranc		A	A	M
	2	Pathfinder (midgard campaign setting by kobold press Terror at the ...	Santa Monica B	A	A	R
	2	Minecraft Glass Block Challenge		A	A	V
	4	Friedrich Tournament	Marina	A	T	W
5 pm	5	Caverna: The Cave Farmers Big		E	A	B
	1	Down in Flames: Aces High Sponsored		A	A	B
	1	Puerto Rico Gaming 101 Demo		B	A	B
	3	Rabbit Match: The Game PLAYTEST Demo		B	A	B
	3	The Castles of Burgundy Final Big		E	A	B
	1	Universal Rails Gaming 101 Demo		B	A	B
	1	What the food? Event		A	A	B
	2	Yahtzee Free for All #3 Small		A	A	B
	3	Yspahan Small		E	A	B
	3	Exodus Trading Card Game Booster Draft Tournament	La Jolla	A	F	C
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C
	4	Lord of the Rings Miniatures, Parts 1 and 2	La Jolla	A	A	C
	4	Star Trek Attack Wing- The Collective Resistance Booster Wars	La Jolla	E	A	C
	1	Duel 2 *	La Jolla	A	A	G
	2	Gamers Of Comedy	Carmel	A	M	S
6 pm	1	Bruges Gaming 101 Demo		B	A	B
	2	Dungeon Small		E	T	B
	1	ILIOS DEMO Demo		B	A	B
	1	Modern Land Battles Sponsored		A	A	B
	4	Munchkin Sponsored		E	A	B
	4	Puerto Rico Tournament		E	A	B
	2	The Last Banquet Event		A	A	B
	1	Thunderstone Advance Gaming 101 Demo		B	T	B
	4	Universal Rails Small		E	A	B
	4	Battlestations Event		A	A	B
	1	King of Tokyo Gaming 101 Demo		B	F	B
	2	Pathfinder Adventure Card Game	La Jolla	A	A	C
	1	Dwarves vs. Orcs *	La Jolla	A	A	G
	3	Lion Rampant Lion Rampant Demo		B	A	M
	2	Mixed Hearthstone - Fireside Frolics		A	A	V
	1	C&C Napoleonic 101 Demo	Marina	B	A	W
6:30 pm	0	Dealers' Room Closes		A	A	G
7 pm	2	Bruges Event		A	A	B
	2	King of Tokyo Tournament		E	F	B
	2	Libertalia Event		A	A	B
	2	Lords of the Eastern Reach DEMO Demo		B	A	B

Sunday

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	Love Letter #3 Small		A	A	B
	2	Revolution: Anarchy Sponsored		A	T	B
	3	Thunderstone Advance Event		E	T	B
	2	Yo, Bro! The Card Game DEMO Demo		B	A	B
	1	Eldritch Horror Gaming 101 Demo		B	A	B
	1	Glory to Rome Gaming 101 Demo		B	A	B
	1	Tokaido Gaming 101 Demo		B	A	B
	4	Middle-Earth CCG - Arda (Hero)	La Jolla	A	A	C
	3	Yu-Gi-Oh! Tournament	La Jolla	E	A	C
	1	Pirates Pocketmodel: Sink-N-Keep "Despicable Me"	La Jolla	A	K	C
	2	Ca\$h 'n Gun\$ Ca\$h 'n Gun\$ Live #3	Newport C	A	A	G
	1	Duel 2 *	La Jolla	A	A	G
	2	Dungeons & Dragons 5e DDEX02-11 Oubliette of Fort Iron (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX02-14 The Sword of Selfaril (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-07 Herald of the Moon (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-05 Bane of the Tradeways (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
	4	Shadowrun 5e CMP 2015-04 Leavin' Tennessee		A	A	R
	2	Feedback Forum	Carmel	A	A	S
	3	C&C Napoleonic Tournament Tournament	Marina	A	A	W
	4	Sails of Glory Tournament Tournament	Marina	A	A	W
8 pm	2	Be There Witches? Event		B	T	B
	3	Eldritch Horror: Strange Remnants Event		A	T	B
	4	Glory To Rome Tournament		E	T	B
	4	Gremlins In Space PLAYTEST Demo		B	A	B
	2	Ra Event		A	A	B
	1	Two of a Kind! PLAYTEST Event		B	T	B
	4	Power Grid World Tour: Spain & Portugal Special		E	A	B
	4	The Amberden Affair DEMO Demo		B	A	B
	4	Magic: The Gathering 8-player pod Draft	La Jolla	E	A	C
	4	Spirit of '77 (Steam Differential) New Year's Disco Eve	3rd Floor Rooms	A	T	L
	3	Netherworld's Edge Netherworld's Edge *		A	A	M
	2	Warhammer 40K 40K Ironman Tournament		A	A	M
	3	War of Ashes: Shieldbash War of Ashes: Shieldbash *		A	A	M
	4	Zombicide Zombicide Tournament Finals		A	A	M
	4	Alternity - Dark Matter El Pollo Diablo	San Lorenzo D	A	A	R
	4	GURPS Earth Alpha Supers	Santa Monica B	A	A	R
	4	GURPS GURPS - Star Hunters (Season Two)	Santa Monica B	A	A	R
	4	Homebrood The Secret Castle *	San Lorenzo E	A	A	R
	5	Pathfinder RPG PFS 2-02: Before the Dawn—Part II: Rescue at ... (lvl 1-7)		E	T	R
	5	Pathfinder RPG PFS 3-22: The Rats of Round Mountain—Part II: ... (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-09: By Way of Bloodcove (lvl 3-7)		E	T	R
	5	Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3: The ... (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 6-20: Returned to the Sky (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-21: Tapestry's Toil (lvl 5-9)		E	T	R
	5	Pathfinder RPG PFS 6-22: Out of Anarchy (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 6-23: The Darkest Abduction (lvl 7-11)		E	T	R
	5	Pathfinder RPG PFS 6-98: Serpents Rise (level 7)		A	T	R
	5	Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1)		A	F	R
	4	Star Wars D20 RPG Revised Star Wars D20 RPG Revised	San Lorenzo C	A	A	R
	2	Synthicide Synthicide *	San Lorenzo A	A	T	R
	4	Torchbearer Torchbearer x Greyhawk	San Lorenzo B	A	A	R
9 pm	1	Alien Frontiers Gaming 101 Demo		B	A	B
	2	Last Chance Small		E	A	B
	2	Spyrium Small		E	A	B
	3	Werewolf #7	Plaza B	A	T	G
10 pm	2	Alien Frontiers Small		E	A	B
	2	Camel Up #2 Small		A	A	B
	2	Cards Against Humanity Event		A	M	B
	1	Concept Against Humanity Event		A	M	B
	1	Nexus Ops Gaming 101 Demo		B	A	B
	2	Safranito Event		A	A	B

Sun, Sep 6

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
11 pm	4	Nexus Ops Tournament		E	A	B
	1	Time's Up! Against Humanity Event		A	M	B

* = Play with the creator

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

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

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

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Mon, Sep 7

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Witness Event		A	T	B
	3	Werewolf #8	Plaza B	A	T	G
	5	Ultimate Werewolf Advanced Werewolf: Curse of the White Wolf	Plaza C	E	M	G
3 am	3	Werewolf #9	Plaza B	A	T	G
6 am	3	Werewolf #10	Plaza B	A	T	G
9 am	3	7 Wonders MEGA Special		E	A	B
	1	Forbidden Stars Gaming 101 Demo		B	M	B
	1	Saint Petersburg Gaming 101 Demo		B	A	B
	3	The Last Stand PLAYTEST Demo *		B	T	B
	2	Dungeons & Dragons 5e DDEX02-12 Dark Rites at Fort Dalton (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX02-15 The Black Heart of Vengeance (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-02 Shackles of Blood (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-04 It's all in the ... Part 1 of 2 (lvl 11-16)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-07 Herald of the Moon (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e Learn to Play D&D: DDEX03-01 Harried ... (lvl 1-2)		B	A	R
	4	GURPS GURPS - Star Hunters (Season Two)	Santa Monica B	A	A	R
	4	GURPS 4th The Warriors: Come Out to Pla-ay	SL Boardroom	A	T	R
	4	Pathfinder RPG Emerald Spire, Level 2--The Cellars (lvl 1-3)		E	T	R
	4	Pathfinder RPG PFS 3-25: Storming the Diamond Gate (lvl 3-7)		E	T	R
	4	Pathfinder RPG PFS 6-21: Tapestry's Toil (lvl 5-9)		E	T	R
	4	Pathfinder RPG PFS 6-22: Out of Anarchy (lvl 1-5)		E	T	R
	4	Pathfinder RPG PFS 6-23: The Darkest Abduction (lvl 7-11)		E	T	R
	4	The Hero Instant The Hero Instant - Episode 3	San Lorenzo E	A	F	R
9:30 am	5	Dealers' Room Opens		A	A	G
10 am	3	Battlestations Event		A	A	B
	4	Forbidden Stars Event		A	M	B
	3	Saint Petersburg Small		E	A	B
	2	Uno #4 Small		A	A	B
	4	Power Grid World Tour: Quebec Special		E	A	B
	8	Dungeons & Dragons 5e TPK Handbook Encounters (Quick and Dirty)	San Lorenzo A	A	A	R
	4	Napoleonic Wars (2nd Edition) Event	Marina	A	A	W
11 am	2	Attika Small		E	A	B
	1	Yu-Gi-Oh! Demo	La Jolla	B	F	C
	1	Dice Masters: Demo	La Jolla	B	F	C
	2	Pathfinder Adventure Card Game	La Jolla	A	T	C
	3	Game Auction		A	A	G
Noon	4	1846 Event		A	T	B
	3	Spell Stealers DEMO Demo		B	A	B
	1	Yahzee Event		A	A	B
	1	Zombie Dice Event		A	A	B
	2	Robotech Tactics Robotech Tactics		A	A	M
1 pm	4	Vegas Showdown Event		A	A	B
2 pm	1	Incan Gold Event		A	A	B
	4	Dungeons & Dragons 5e DDEX03-03 The Occupation of Szith ... (lvl 5-10)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-04 It's all in the ... Part 2 of 2 (lvl 11-16)		E	A	R
	4	Dungeons & Dragons 5e DDEX03-05 Bane of the Tradeways (lvl 1-4)		A	A	R
	4	Dungeons & Dragons 5e DDEX03-07 Herald of the Moon (lvl 5-10)		E	A	R
	5	Pathfinder RPG PFS 0-16: To Scale the Dragon (lvl 5-9)		E	T	R
	4	Pathfinder RPG PFS 4-07: Severing Ties (lvl 1-5)		E	T	R
	5	Pathfinder RPG PFS 6-09: By Way of Bloodcove (lvl 3-7)		E	T	R

Monday

Mon, Sep 7

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder RPG PFS 6-20: Returned to the Sky (lvl 7-11)		E	T	R
2:30 pm	0	Dealers' Room Closes		A	A	G
3 pm	2	Category 5 Event		A	F	B

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

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

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 9 game categories:

Board Management
 Card
 Collectible
 Dice Rolling
 Resource / Hand Management
 Social / Co-op
 Tile / Worker Placement
 Variable Player Powers
 War

The points earned will be based on the following grid:

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

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

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

For 2014 the winners are:

Jack Butler: Darrell Stark

Board Management: Jaye R

Card: Mary Taylor

Collectible: Michael Arsollon

Dice Rolling: Eric Downing, Lea Vical

Resource / Hand Management: Daniel Rush

Social / Co-op: Ella Lucas, Kelly Slizza, Krysta Fryer

Tile / Worker Placement: Darrell Stark

Variable Player Powers: Joshua Beller

War: Dale Conklin, Tim Towery

Strategicon Congratulates these fine gamers!

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Exodus
The Trading Card Game

NEW
• LIFE COUNTERS
NEW
• PLAYMATS
• BOOSTER DRAFTS
& TOURNAMENTS

IN THE COLLECTIBLES BALLROOM

LEARN TO PLAY AND WIN
A RARE LIMITED EDITION CARD!

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Seminars and Special Events

Special Events and Seminars

Carmel, Newport C, Santa Monica C

ComicBook Live! – Sat 8 pm

ComicBook Live is the Galaxy's premier Unscripted Cosplay Comedy show! Bringing live action, improvised stage adaptations to life! FREE comics every show!

Feedback Forum – Sun 7 pm

Size matters! How are we dealing with it? You tell us! The staff wants your input, and here is the place to give it to us live.

Fun with P.S.T Improv – Sat 9 pm

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

Gamers Of Comedy – Sun 5 pm

Javier Palenzuela, Edward Shannon, & James Burzelic the others are standup comedians & tabletop gamers that revel in the raunchiness of the geek world!

Happy Jacks Live Show – Sat 8 pm

Join the hosts of Happy Jacks RPG Podcast to discuss the day's gaming and role-playing in general

Increase Your Games Sales – Sat 2 pm

Impressions Games Distribution Mass Market Sales Rep and Published Designer Frank Zazanis. This seminar will teach you how to go from just kinda awkwardly talking about your game with a potential customer to setting yourself up for success in the dealer hall with customers, publishers, and distributors. This seminar is for designers, publishers, and anyone who wants to learn to sell more games

Jack Greene speaks! – Sat 5 pm

Jack will focus on events around the Mexican-American War and the seizure of California as well as how many of the local names in California originate from that conflict. An extended Q&A will allow for a far-ranging discussion from his days at Avalon Hill to the modern wargaming scene.

Nuclear War: Still M.A.D. after 50 Years – Sun 11 am

also, What's New from Flying Buffalo? Rick Loomis and Doug Malewicki discuss 50 years of Nuclear War and what's going on with Flying Buffalo Inc. Lots of stories and random facts. Meet the guy who built Robosaurus. Ask us questions. If we don't know the answers, we'll make them up.

Parting the Veil: DM Training Seminar – Sun 2 pm

Club TPK, the Los Angeles DMs' Guild, presents Parting the Veil: Greater L.A. DM Training. Four topics will be covered during the two-hour seminar, followed by an informal Q&A: - The Basics of DMing - Preparation - Combat - Pacing This seminar is geared towards new DMs, but seasoned DMs are more than welcome to attend. Please join us and take a bold step towards running your own Dungeons & Dragons adventures!

The Meeple Steeple – Sun 10 am

Eternity: it's the real long-term strategy. Don't miss Strategicon OR church today! Join us for a short Bible-based devotional, 1-2 songs & some pre-play prayers. Get your meeple to the steeple, so you can roll & move with God today. All Christians & curious gamers are welcome.

General Events

Pacific Ballroom, Carmel, 1635

Board Game and A Movie – Fri 9 pm

Tonight's game is Twister! Come for the game, stay for the movie.

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

In Ca\$h 'n Gun\$ Live, you're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their team mates.

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

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

Duel 2 – Fri 7 pm, 9 pm, 11 pm, Sat 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm, 11 pm, Sun 1 pm, 3 pm, 5 pm, 7 pm

Ever wish for the days of Rome? Try this fun, turn-based gladiatorial combat game. Create your warriors, outfit them, then fight them in the arena! Turns every two hours on the odd hours. Takes minutes to do a turn and you can join anytime in La Jolla.

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

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

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

Our thrice-a-con Bazaar of the Bizarre. Clear out your closet or fill it up. Either way, it's always interesting.

Game Auction – Mon 11 am

It's our last auction of the year! Come find games you've never heard of and some that you have. Bargains galore and always entertaining

Kid Friendly Movies – Sat 10 am, Noon

We invite children, parents and non-parents alike to watch Kid Friendly Movies with us. *Please note, this is not a babysitting service, the sole responsibility of the moderator is to make sure the equipment is running. Strategicon is NOT responsible for your children. *Family Track

Meet & Greet – Fri 7 pm

Come Meet our special guests Jeff Siadek, Jack Greene, Rick Loomis, and Doug Malewicki. In the President's Suite on the 16th floor (1635)

General Events

PLAYER AIDES – Sat, Sun 10 am

Missed your event? Eliminated? Back from lunch? Don't see anything interesting? Join veteran GMs Daniel McDairmant, Stephen Stewart, Ivan de Moura, & Kevin Garnica as we play & teach some of our favorite new/classic/underrated/OOP/Kickstarter games (not otherwise seen at the convention). We are in Open Gaming from 10am-6pm. New games begin as players show up, all throughout our session.

Strategicon Football League – Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 5th season of the SFL. Over 14 weeks teams will meet head-to-head as they compete in 4 divisions (2 conferences) before a 3 week post season. Beginners are welcome and there is no entry fee ... just have your convention badge. No keeper league using a standard QB, 2 RB, 2 WR, TE, K, X lineup & "basic (TD) scoring method" FIRST PICK AT 4 PM OR BEFORE!

Super Nerd Trivia – Sat 7 pm, Sun Noon

Super Nerd Trivia is a trivia show where contestants from the audience win great prizes (from Loot Crate) and get to answer tough trivia questions. We're working to separate the Meek from the Geek and find the Nerd Supreme.

Ultimate Werewolf 101 – Fri 11 pm – Ultimate Werewolf

GM: Monica Yencer

Come learn the basics of the game Ultimate Werewolf and all of the roles we play with in the Advanced games, including custom roles you can't find anywhere else! Strategies and pro-tips will help you become a great Werewolf player in no time! All levels welcome.

Ultimate Werewolf – Sat Midnight – Advanced Werewolf

Ultimate Werewolf – Mon Midnight – Advanced Werewolf: Curse of the White Wolf

Ultimate Werewolf – Sun Midnight – Advanced Werewolf: Village of Exiles

GM: Monica Yencer

Do you consider yourself an amateur detective born to hunt werewolves? Are you savvy enough to keep your inner wolf hidden to help your team triumph? New roles not found in Ultimate Werewolf, expert players and dynamic role sets take this great game to the next level. Come play!

Werewolf Gaming 101 – Fri, Sat 8 pm

GM: Mark Davis

For those who have never played or somewhat played the game Werewolf. In this 1 hr of time (before the real games starts), there will be explanation of how the game is played out~ Now since there will be new rules on how it's played out, and how it will be ran... all of those who have played it should also come out to hear how things will go throughout the late night play time!! It's more detailed

Werewolf – Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am, 6 am

GM: Mark Davis

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

Werewolf: Twilight Edition – Sat Midnight

GM: Alex Haley

Same Werewolf game, but with a third team. Bella, Edward and Jacob are a third team. Edward is killing additional villagers as the lone Vampire, but with a twist - it's a Cupid lovers love triangle. Jacob wakes up with the Wolves, but he is really a member of team Bella. Join us for this epic version of Werewolf.

Open Gaming

Plaza Ballroom A

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

Traditional Card Games

International Ballroom

Cribbage – Sun 2 pm

15 two, 15 four and there ain't no more! Can you outwit your opponent and get the cribs going your way? Format will be determined on site based on number of players.

Hearts – Sat 2 pm

Beware of the Queen of Spades in this classic card game. Format will be determined on site based on number of players.

Poker: No Limit Hold'em – Sat 10 pm

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

Poker: Omaha 8 – Fri 11 pm

Players are dealt 4 cards. Hi and (qualifying) low hands split the pot. Winning hands use exactly 2 cards from hand and three from the board.

Spades – Sun 2 pm

Play the game with a Trump that makes sense! Format will be determined on site depending on the number of players with a cumulative scoring system.

Board Games

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Space), Bel Air

100 A.D. DEMO – Sat 5 pm

The emperor is Trajan, who has ruled for two glorious years. The senate is largely perfunctory, but those in power still seek the Emperor's ear in order to push their own agendas. This game is about trying to gain Trajan's favor and rule Rome from the shadows.

1846 – Mon Noon

1846 is an 18xx game set in the Midwestern United States.

18xx Gaming 101 – Fri 6 pm

18xx – Fri 7 pm

Players are seeking to make the most money by buying and selling stock in various share companies located on eastern United States map.

7 Blunders – Sat 10 pm

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

7 Wonders Gaming 101 – Sat 9 pm

7 Wonders Expansions Gaming 101 – Fri 7 pm

7 Wonders Expansions – Fri 9 pm

The first round will use both the Leaders and Cities expansions. The final round may use both based on the decision of the players, but will include the Babel expansion (both the Tower and the Great Projects formats). All official Wonder boards will be in play (no fan boards).

7 Wonders MEGA – Mon 9 am

Lasts three ages. Each age, players receive seven cards, choose one of those cards, then pass the rest to an adjacent player. Players reveal their cards simultaneously, paying resources if needed, collecting resources or interacting with other players in various ways. The final round may include an official expansion.

Acquire Gaming 101 – Sun 3 pm **Acquire: David Woolcott**

Memorial Tournament – Sun 4 pm

Place tiles, build hotels, buy stock and merge hotel chains to make money. Whoever has the most money at the end of the game wins - Greed is Good!

Age of Empires: Age of Discovery – Sat 8 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you go through 3 ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, declare war.

Age of Empires III: Age of Discovery Gaming 101 – Sat 7 pm

Agricola Gaming 101 – Sun Noon

Agricola – Sun 1 pm

A real-time simulation of medieval farming! .more or less. A guideline detailing our draft and listing banned cards will be provided.

Alien Frontiers Gaming 101 – Sun 9 pm

Alien Frontiers – Sun 10 pm

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, An Alien world can be yours. Roll and place your dice to gain advantages over your opponents and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first!

Andromeda Fight League – Sat 6 pm, Sun 3 pm

Strategically place five Fighters on a Terrain Board opposite your opponent's Fighters. The objective is to tactically position and move your Fighters to battle and destroy your opponent's Fighters. It's like chess meets a battle card game. Quick to learn but very deep gameplay.

Anti-Social DEMO – Fri 2 pm

The Anti-Social, pro social game about playing with your friends, more than they play with you. In Anti-Social, the point is to develop negative personality disorders, or force others to play against themselves, but keep yourself off the board.

A Study in Emerald Gaming 101 – Fri 7 pm

A Study in Emerald – Fri 8 pm

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

Attika – Mon 11 am

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

Backgammon – Sat 2 pm

Watch the doubling cube grow in this classic game of luck and calculation! Easy to learn, hard to master!

Bag-O-Loot – Sat 2 pm

Gain points with collections, prevent stealing by turning each into a Bag-O-Loot. Beware, if your loot is a bluff and you're called on it, you lose it. Of course, if a Looter makes the bag, you will end up with their cards.

Battle Line – Sat 4 pm

Two opponents face off across a 'battle line' and attempt to win the battle by taking 5 of 9 flags or 3 adjacent flags. Flags are decided by placing cards into 3 card poker-type hands on either side of the flag (similar to straight flush, 3 of a kind, straight, flush, etc). The side with the highest 'formation' of cards wins the flag.

Battle Sheep – Sun 3 pm

Opposing sheep herds go to head to fluffy head in a strategy game the whole family will love. The goal is to occupy the most pastures with your sheep. Ages 7+ for 2-4 players per set.

Battlestar Galactica Gaming 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

Work as a group to save the remnants of the human race from the evil Cylons and everyday crises, but beware, at least one of you is not what he seems!

Battlestar Galactica Expansions – Sat 6 pm

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

Battlestations Gaming 101 – Fri 8 pm

Battlestations – Sat, Sun 10 am, 2 pm, 6 pm, Mon 10 am

Adventure in space in this boardgame/rpg of action and adventure with simultaneous ship to ship and boarding action!

Board Games

Be There Witches? – Sat 9 am, Sun 8 pm

A social/deduction card game for 3-6 players that plays in 30-45 minutes. There are 9 fellow villagers of Wenham that are being called before Reverend Abram Hale for questions and investigation. Will your testimony help Exonerate or Jail your neighbors?

Bling Bling Gemstone – Fri 8 pm

Features the same game play as Toc Toc Woodman, but now players have more to aim for. Players takes two swings at the disc tower with a plastic axe. If any gems or discs fall from the tower, the player must keep them. Just be careful the tower doesn't fall.

Blood Bound – Fri 2 pm

Players assume the roles of members of 2 clans: the brutal, animalistic warriors of the Clan Beast & the graceful, deadly members of the Clan Rose! And the solo human inquisition. Disguised by a secret identity, they try to kidnap the Elder of the opposing clan!

Blue Moon City – Sat 9 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 the game.

Boomtown Bandits – Fri 9 pm

2-5 players are trying to rob the town (6 different locations). Problem is, only one loot card per location per round. Shootouts occur, resolved by live dice rolling! Loot cards double as special powers themed by location for luck and strategy! 3-2-1 Draw!

Bountytown DEMO – Sat Noon

Players take on the role of unique characters in the Wild West, dueling bounties and each other in a race to build up the most renown in Bountytown. The bounty hunter who has earned the most Renown when the dust settles wins the game!

Brass – Sat 11 pm

Players represent industrialists in northern England during the heyday of the industrial revolution. Each player needs to build an economic engine that surpasses the other by the time railways are established and the foreign markets have been saturated with English cotton.

Breaking News: Through the Generations – Sat 5 pm, Sun 9 am

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

Broom Service Gaming 101 – Sat 2 pm

Broom Service – Sat 3 pm

Witches to your brooms! Choose 4 of 10 roles each round, being brave and risking greater rewards, or taking the cowardly role to insure that you get to where you need to be and that your potions get delivered. After 7 rounds, the most successful witch wins.

Bruges Gaming 101 – Sun 6 pm

Bruges – Sun 7 pm

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

Camel Up – Sat, Sun 10 pm

Players bet on five racing camels in a quick race around a pyramid. The earlier you place your bet, the more you can win. Camels don't run neatly, however, sometimes landing on top of another one and being carried toward the finish line.

Carcassonne – Sat Noon

Carcassonne is a classic award-winning tile-placement game

Cards Against Humanity – Sun 10 pm

A card game which involves a judge choosing a question card. Each player contributes card(s) to the judge anonymously. The card czar determines which card(s) are funniest in the context of the question or fill-in-the-blank card.

Cards of Cthulhu – Sat 5 pm

Rolling Dice, drawing cards, thwarting minions, and defeating Cthulhu's Minions with a chosen Investigator.

Cash And Guns Board Game 2nd Edition – Fri 6 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't agree on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The goal is to have more money than anyone else after eight rounds while still being alive.

Castles of Mad King Ludwig – Sat 8 pm

2 round, single elimination tournament. Games last about 90 minutes for mixed experience players. Winner of each game and top scorers as needed advance to the final round.

Category 5 – Mon 3 pm

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

Cat Lady Card Game PLAYTEST – Sat 7 pm

Much like Sushi Go. Players draft cats, food, and toys. Make sure you have enough food for your cats by the end.

Caverna: The Cave Farmers Gaming 101 – Sun 4 pm

Caverna: The Cave Farmers – Sun 5 pm

In the game, you begin with a farmer and his spouse. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises.

Chaosmos – Fri, Sat, Sun 1 pm

Balance your hand of cards and cleverly use your unique alien powers to secure the most important artifact in the universe, the Ovoid. A hand-management strategy game of spying, hoarding, deceiving, stashing and sneaking, all as the last seconds of the universe tick away.

Chaosmos Expansion – Fri 9 pm, Sat 1 pm, Sun 2 pm

This epic expansion adds up to 6 players, shifting team alliances, and several new cards and powers.

Chicago Express – Sun Midnight

The B&O, C&O, Pennsylvania and New York Central railroads drive from the East Coast across the growing eastern US to Chicago. Smaller, more aggressive railroads like the Wabash spring up to further expand America's extensive railroads. The sharpest railroad executives vie for the maximum return on their investment in this business game lasting about one hour.

Chinatown Gaming 101 – Sun 2 pm

Chinatown – Sun 3 pm

Welcome to Chinatown in the 1960s. You have just immigrated to the United States in hope of starting a business and fulfilling the American Dream. In this game you'll trade with the other players to truly get what you want. And in trading...anything goes. The player with the most money after 6 rounds is the winner.

Chutes and Ladders – Sat 10 am

The classic game of ups and downs.

Board Games

Cinque Terre Gaming 101 – Sat 5 pm

Cinque Terre – Sat 6 pm

The Cinque Terre are five coastal villages in Italy between Genoa and Tuscany, and a popular tourist destination. In this pick-up and delivery game, players fulfill orders by transporting produce from inland farms to sell to the villages, in a mechanic similar to Ticket to Ride.

Citadels Gaming 101 – Fri 5 pm

Citadels – Fri 6 pm

Each round select a character, use their power, and build up your city. The player with the highest point city at the end of the game wins. Game end is triggered by someone building their 8th district.

Clash of Cultures Gaming 101 – Sat 11 am

Clash of Cultures – Sat Noon

Empire building game that focuses on 12 cultural categories (and 3 forms of government) with 4 advances per category. Cities grow with 5 distinct city pieces. The Civilizations expansion will be used: Cavalry, Elephants, 3 new buildings, special advances unique to each historical civilization, and leaders.

Clown College DEMO – Sat 4 pm, Sun 11 am

Finally realize your dream of being an R.A. at a clown college! Race to prepare students for finals in four subjects: balloon-twisting, joke-telling, mime, and theater. Clown College is a party game with set collection elements. Winner of the L.A. Board Game Jam at Gamex 2015.

Clue – Fri Noon

Try to deduce who killed Mr. Body while avoiding suspicion yourself. Are those Mr. Green's fingerprints on the candlestick, or was it that hottie Mrs. Scarlet who seems to like the Lounge all too much?

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

A battle over territory and a race to the finish happen simultaneously in this fast paced two player dice game. Players can rocket ahead or fall behind repeatedly, not knowing if they will win or lose until the last second! Demos in just 5 minutes at the Cock & Bull dealer table.

Colt Express Gaming 101 – Sun 2 pm

Colt Express – Fri 2 pm, Sat 11 pm

Pits bandits against each other in the wild west. Aboard a train, players program their moves to run and jump while punching and shooting each other in a mad dash for the most money.

Concept Against Humanity – Sun 10 pm

Party game mashup! We'll play Concept using cards from Cards Against Humanity. It's Concept for horrible people!

Concept Duel – Fri 11 pm

Played much like Concept except there are two or more teams at multiple boards. Who can guess the answer first gets the points.

Concordia Gaming 101 – Sun 11 am

Concordia – Sun Noon

Building, production, and card building game

Cosmic Encounter Gaming 101 – Fri 1 pm

Cosmic Encounter – Fri 2 pm

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

DC Deck Builder: Crisis – Sun 11 am

This event will use the Crisis 1 & 2 decks along with the main expansions of the DC Deck Builder.

Dead of Winter Gaming 101 – Fri 3 pm

Dead of Winter – Fri 4 pm

Can you survive a zombie apocalypse in the middle of a harsh winter? You will need to work together in this semi-cooperative game to make it through the cold. Watch out! One of your fellow survivors may have a more selfish bent to their plans, and may be planning to take you out.

Dead Things: Gas, Keys and Run – Sat 8 pm

You have escaped from the mall, now you just need to find a car with keys and gas, but the zombies are getting closer.

Descent Journeys in the Dark 1st Ed – Sat 8 pm

A semi-cooperative game in which up to four players will choose characters to be the heroes who will explore dungeons. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters.

Descent Journeys in the Dark 2nd Ed – Sat 10 am

One player takes on the role of the treacherous overlord and up to four other players take on the roles of courageous heroes. During each game, the heroes embark on quests and venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot.

Deus Gaming 101 – Fri 3 pm

Deus – Fri 4 pm

Players work to develop their own civilizations in a shared environment. Each player starts the game with five building cards, and on a turn a player either uses one of these cards to construct a building or discards one or more cards to make an offering to a god.

Dogs of War Finals – Sun 4 pm

Dogs of War final rounds.

Dogs of War Qualifier – Fri Noon, 6 pm, Sat 9 am, 6 pm, Sun 9 am

Five qualifier rounds for the Dogs of War sponsored tournament.

Dominant Species Gaming 101 – Sat 6 pm

Dominant Species – Sat 8 pm

An abstract recreation of the encroachment of an ice age and what that entails for the creatures trying to adapt to the slowly-changing earth. Each player assumes the role of one of six major animal classes mammal, reptile, bird, amphibian, arachnid or insect.

Down in Flames: Aces High – Sat 6 pm, Sun 5 pm

A fast paced, card playing, WWII airplane combat game.

Dream Factory – Sun 9 am

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

Duel of Ages II – Fri 2 pm

In the distant future, a virtual arena... DoA II is an adventure game where two teams of 1-4 players battle for achievements using exploration, pick-up-and-deliver, and tactical skirmish mechanics. Historical/fictional characters use diverse equipment in a memorable clash.

Board Games

Dungeon – Sun 6 pm

Simplified Dungeons & Dragons transformed into a board game! Players explore a dungeon divided into levels of increasing difficulty, fighting monsters for valuable treasure! As players venture deeper, the dungeon monsters become more difficult & more valuable!!

Dungeon Brawl DEMO – Sat 1 pm, 5 pm, Sun 3 pm

A Build-A-Deck, Free-For-Brawler for 3-7 players. You all think you deserve more gold from defeating the dragon... Now it's all out war! Choose a class, create a deck... Then attack, block damage, and hope you walk out with the least amount of wounds and the gold!

Dungeon Petz Gaming 101 – Fri 3 pm

Dungeon Petz – Fri 4 pm

A worker placement game of several rounds in which players prepare themselves for the uneasy task of raising pets and pleasing their needs in order to sell them as grown and scary creatures to Lords.

Eclipse Gaming 101 – Fri 7 pm

Eclipse – Fri 8 pm

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

Eldritch Horror Gaming 101 – Fri 7 pm, Sat 10 am, Sun 7 pm

Eldritch Horror: Mountains of Madness – Sat 11 am

Do you have the strength to survive Antarctica's frozen wastes, encounter the Mountains of Madness, and stave off the end of human civilization?

Eldritch Horror: Strange Remnants – Fri, Sun 8 pm

You and your fellow investigators must travel to ancient ruins, investigate these uncanny landmarks and piece together their mysteries before time runs out and the entire Earth is devoured.

Elementation – Fri 9 pm, Sat 6 pm

You are a celestial being trying to forge your own planet from available resources strewn across the galaxy. Utilizing the power of the six elements, you must outmaneuver your opponents as you race to acquire the elements of your planet in this game of chance and tactical skill.

Euphrat & Tigris – Fri 10 pm

Players collect victory points in four different colors by playing tiles of the same color. They must defend their kingdoms from possible conflicts with opponents or choose to ignite conflict on their own.

Exodus: Edge of Extinction – Sat 9 pm

Six factions fight for dominance in an epic empire-building game, striving to build a new human empire on the ashes of the Centaurian civilization.

Fleet Gaming 101 – Sat 11 am

Fleet – Sat Noon

A card game with in-depth decisions and thrilling game play that new and experienced gamers can enjoy! You'll acquire licenses, launch boats, and fish the great sea. The player who best manages his resources will build the strongest fleet and lead his crew to victory!

Forbidden Stars Gaming 101 – Mon 9 am

Forbidden Stars – Mon 10 am

Challenges you to take command of a mighty fighting force: the Ultramarines chapter of Space Marines, the Eldar of Craftworld Lyanden, the Evil Sunz Ork clan, or the World Eaters Warband of the Chaos Space Marines. Each faction offers unique armies and play styles, but your goal remains the same – to claim the key objectives selected for your faction.

Formula De Gaming 101 – Fri Noon

Formula D – Fri 1 pm

Take the wheel of a Formula 1 Car and race your fellow players on various courses (both real and fake) around the world. Players will roll the dice to determine their speed, but they'll have to keep in mind the wear their cars will face when taking tight turns and risking collisions.

Francis Drake – Fri 4 pm

A race to see who can set sail & reach the Spanish Main first. Many tough decisions must be made before each voyage: How many crew members, guns & trade goods be needed? What supplies are needed to reach deep into the Caribbean? Will a stronger galleon be needed to attack the treasure fleets? Will Drake himself be available to guide the voyage? Get ready for the voyage of a lifetime!

Galaxy Trucker Gaming 101 – Sun 1 pm

Galaxy Trucker – Sun 2 pm

Build a spaceship and watch it get smashed to pieces by asteroids and space pirates in this tile laying adventure.

Game of Thrones – Sat, Sun 10 am

Second edition with Greyjoy/Lannister variant, or expansions.

Ghost Blitz – Sat Noon

A fast reaction game. Help Balduin, the house ghost, figure out what item he wanted to make disappear, when the photos he took don't quite match the items. Even 5 year olds can be contenders.

Ghost Stories – Sun 4 pm

Players defend a village, with the help of the villagers, against a variety of ghosts. Players win by defeating one of the Incarnations of Wu-Feng (mega-ghost).

Ginkopolis – Fri 9 pm

Compete with up to four other players to see who can build the most environmentally efficient city.

Glory to Rome Gaming 101 – Sun 7 pm

Glory To Rome – Sun 8 pm

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

Gremlins In Space PLAYTEST – Fri 3 pm, 11 pm, Sat 9 pm, Sun 8 pm

You are the crew of the USS Spitwire. Gremlins have invaded your ship. You have to repair the damage they do if you ever want to get home. And you must do it before you go crazy or the ship blows up.

Healthy Heart Hospital DEMO – Sat, Sun 10 am

In an effort to save the Hospital, you and your allies among its leading Physicians have taken over the Hospital to restore its prestige. Does your team have what it takes to bring Healthy Heart Hospital back to its former glory without becoming Hard Hearted in the process?

Hey! That's My Fish! – Sun 4 pm

Penguins jump from ice floe to ice floe trying to collect the most fish. As the floes disappear try to secure a fishing area. Lots of strategy or just lots of fun.

Hiss – Sun 10 am

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

Board Games

Icarus DEMO – Sun 2 pm

A new Reiner Knizia game of bidding, bluffing, and BS-ing. Players draw one card each from 7 different-colored decks bids an amount of one of those colors which they believe is less than the sum of every player's card in that color.

ILIOS DEMO – Sun 6 pm

A 2-4 person abstract mind game set in Ancient Troy, coming to Kickstarter soon! If you like Go, Othello, Hive, or The Duke, you should join us for this demo of ILIOS!

Incan Gold – Mon 2 pm

Come and join us on this tricked out version of Incan Gold. The deeper you go into the ruins, the more you can win, but the more likely you may lose it all.

Ingenious – Sun Midnight

A classic abstract color-matching tile-placement game.

In The Year of the Dragon Gaming 101 – Sun Noon

In The Year of the Dragon – Sun 1 pm

Players take on the role of Chinese rulers around the year 1000. The game plays out in twelve rounds, each round representing one month in a year that seems to go from bad to worse. With disease, drought, and Mongol attacks, careful planning is the key to survival and victory.

Isle of Trains – Fri 5 pm

Build the best train to deliver the goods more efficiently and collect the most points.

Istanbul Gaming 101 – Sun 10 am

Istanbul – Sun 11 am

The bazaar is open and the race is on. Lead your Merchant and his 4 assistants around Istanbul, using your wheelbarrow to collect goods to exchange for rubies. The first to 5 rubies wins, but the longer you wait, the harder they are to get. Make every move count.

Kanban DEMO – Sat 7 pm

Kanzume Goddess – Sun 10 am

A deck building game about a war between two rival pantheons of Gods and Goddesses the Norse Gods led by Odin and the Greek Gods led by Zeus. Each player takes the role of one of the Gods and battles to come out on top using various warriors based upon the Zodiac.

Kingdom Builder Gaming 101 – Sat 2 pm

Kingdom Builder – Sat 3 pm

Place your settlements wisely to earn the most points.

King of Tokyo Gaming 101 – Fri 1 pm, Sun 6 pm

King of Tokyo – Sun 7 pm

Look out! When the dice roll and the Kaiju monsters start growing wings, breathing fire, throwing tanks and smashing buildings, even a 7-year-old could beat you silly! This event will incorporate a meta-game point system to keep things to two fierce 45-minute rounds of play.

Kingsburg Gaming 101 – Sat 4 pm

Kingsburg – Sat 5 pm

Roll the dice and influence the King's Advisers to give you resources with which to expand your village, and prepare for battle at the end of the year!

LA Board Game Jam Games – Sun 11 am

LA Board Game Jam Playtest – Sun 4 pm

A competition where teams have just five hours to brainstorm, design, test, and complete a board game. Come and play the games created during this competition at the Bel Air room.

Last Chance – Sun 9 pm

If you've been brain-burning & cube-pushing all weekend, Last Chance is the break you're looking for. Up to 7 players roll dice & win chips, but the real fun is side-betting on your opponents: will they succeed or fail? Every game turns into loud crazy fun, even for the skeptics!

Letters From Whitechapel Gaming 101 – Sat 4 pm

Letters From Whitechapel – Sat 5 pm

A bluffing and deduction game based on the infamous Jack the Ripper murders of 1888 in the seedy Whitechapel district of London. One player is Jack the Ripper, who must take 5 victims without being caught. The others play as detectives who work together to locate and arrest Jack.

Letter Tycoon Gaming 101 – Sat Noon

Letter Tycoon – Sat 1 pm

A word game where you own the alphabet! Build words, buy letters and make money when someone else uses your letters.

Liar's Dice – Fri Noon

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

Libertalia – Sun 7 pm

Create a pirate crew and go on three sea voyages. Watch out though, your opponents are doing the same thing and may thwart all of your plans. In the tradition of Turn the Tide, this is a blind bidding game where players scramble for a limited amount of resources.

Lifeboat Gaming 101 – Fri 5 pm

Lifeboat – Fri 6 pm, Sat 1 pm

The classic game of survival at sea with your secret love, hated enemy and a few other shady characters. Yes, this is the game with the hats.

Lord of the Rings Deck Building Gaming 101 – Fri 2 pm

Lord of the Rings Deck Building – Fri 3 pm

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

Lords of the Eastern Reach DEMO – Fri 5 pm, Sun 7 pm

A 2-4 player fantasy card game based on the Pillars of Eternity computer game. Build your city, recruit troops and hire heroes to adventure in the dungeon or pillage your opponents.

Lords of Waterdeep Gaming 101 – Sat 3 pm

Lords of Waterdeep – Sat 4 pm

You take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf. Base game only in preliminary rounds the expansion may be used in the final.

Lost Cities – Sat Midnight

The object the game is to gain points by mounting profitable archaeological expeditions to the different sites represented by the 5 colors.

Love Letter – Fri 6 pm, Sat, Sun 7 pm

A game of risk, deduction, and luck for 2-4 players. Your goal is to get your love letter into Princess Annette's hands while deflecting the letters from competing suitors. Games are fast with only 16 cards in the deck. Draw one card and play one card.

Board Games

Machi Koro Gaming 101 – Sun 9 am

Machi Koro – Sun 10 am

You've just been elected Mayor. Unfortunately the citizens have some big demands. Armed only with your trusty die and a dream you will need to collect income from developments, build public works, and steal from your neighbors. Just make sure they aren't doing the same to you!

Mage Knight Gaming 101 – Sat 9 am

Mage Knight – Sat 11 am

A portal has opened and mysterious beings known as Mage Knights are starting to come out of them. You are one of these Mage Knights and the council has commanded that you and your fellow knights must find & conquer all four cities in 72 hours. The Knight with the most fame wins.

Magnum Opus Gaming 101 – Sat 10 am

Magnum Opus – Sat 11 am

Alchemists! The race for immortality is on! Build up trade skills, use compounds, tools, preparations, & knowledge you build into your deck. Transmute combinations to discover the clues to the Philosopher's Stone. The first to successfully transmute their three elements will win.

Mall Sprawl PLAYTEST – Sat 9 pm

Players build their malls while claiming shoppers and special abilities while trying to build the most successful mall

Manila – Sun 1 pm

Wager on black market barges on their way to the port of Manila. Risk it all and win big, or go home in rags, its all up to you

Mars Attacks: The Dice Game – Fri, Sat, Sun 2 pm

Destroy the humans! Take their cities! Conquer Earth! Lead your team of Martian invaders to conquer Earth. Destroy cities, get your picture taken in front of famous monuments, and be the Martian with the most Earthling kills! But watch out because the Earthlings might nuke you...

Medici – Fri Noon, Sat 9 pm

A fantastic bidding game with 4 to 6 players. It plays in under an hour and has great tension. A classic Reiner Kinizia game.

Meeples To The Mothership! – Sat 10 am

Planet Hex is collapsing! Race against your opponents to get your maple explorers off of the surface and into the really comfy seats on the mothership! Simple rules, a surprising amount of strategy, and dash of dumb luck are all you need in this light game of impending doom!

Merchant of Venus Gaming 101 – Sat 1 pm

Merchant of Venus – Sat 2 pm

Players explore the board, discovering alien cultures and building trade routes. Initial round is to \$2000 with a final round to \$3000. If using an FFG copy, playing Classic rules only.

Merchants & Marauders Gaming 101 – Sun 10 am

Merchants & Marauders – Sun 11 am

A game of seeking your fortune through trade, rumor hunting, missions, and plundering. We will play with some of the options from the Seas of Glory expansion. Will you be a merchant or a pirate?

Mesopotamia Gaming 101 – Fri 7 pm

Mesopotamia – Fri 8 pm

Lead your clan of people, explore areas, build huts, create holy places, and deliver offerings to the temple.

Mice and Mystics Gaming 101 – Sun 8 am

Mice and Mystics – Sun 9 am

Can you and your fellow heroes save the kingdom from the evil queen who has usurped it? Can you do it even after you've been transformed into field mice? Join us in this cooperative adventure game which will be presented with fully painted miniatures.

Middle Earth Quest – Sun 11 am

Takes place approximately ten years after Bilbo Baggins leaves the Shire, and several years before Frodo leaves Bag End on his journey leading to the destruction of the One Ring. Thus, Middle Earth Quest will take place in a time of growing darkness. Players will take control of characters such as a Gondorian Captain, a Rider from the Westfold, or numerous other character types.

Mission: Red Planet – Sun 2 pm

In a vibrant steampunk era Mars exploration is underway. You play a mining company. Select one of your agents each round to help your astronauts colonize areas of Mars and gain dominance over the resources. There are three scoring rounds and secret conditions for more points.

Modern Art – Sat 6 pm

Accumulate the most money by auctioning and buying art over 4 rounds. There are 5 auction types, making for a variety of interactions with your fellow art lovers.

Modern Land Battles – Sun 6 pm

Tactical and Strategic Nation based Land combat.

Modern Naval Battles – Sat 7 pm, Sun 2 pm

Tactical and Strategic Nation based Ship combat.

Mondo – Sat 8 pm

A fast-paced tile-laying game in which you compete against the other players and the clock to create the highest scoring world over three rounds. Additional points are gained if you are the first to complete available combinations of animals or terrain.

Monopoly Deal – Fri 5 pm, Sat, Sun 3 pm

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

Monster Crush! PLAYTEST – Fri 3 pm, Sun 9 am

Get up, guard dungeons, raid villages. Have lunch. Terrorize a countryside, strike fear into men's hearts. Go home. Where's the work/life balance? Monster Crush! is the premier dating game for fiends, fey, and other ferocious creatures. After all, monsters need love too!

Monster Derby – Fri 11 pm, Sat 3 pm

Race monsters and get the ones that you bet on to cross the finish line first!

Munchkin – Sun 6 pm

Sure, you can steal treasures and kill monsters within your own group, but are you Munchkin enough to win a really big game? Munchkin Tournament Rules will be used. The first 2 hours will consist of qualifying games.

Munchkin Steampunk Deluxe – Sat 9 pm

Grab your gears, put on your top hat, whack the monsters, and grab the treasure . . . with the power of SCIENCE! Munchkin Steampunk Deluxe brings the zaniness of Munchkin to the pseudo-Victorian steampunk era. Bully! Be one of the first to play - release date Oct 2015!

Board Games

Munchkin Treasure Hunt – Sat 11 am, Sun Noon

Now everyone in the family can be a Munchkin! Move around the board, land on a monster, find out how tough it is, then roll a dice and use your Treasures to beat it. When you run out of Treasure cards whoever has the most gold in their hand wins.

Mythotopia Gaming 101 – Fri 6 pm

Mythotopia – Fri 7 pm

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

Nexus Ops Gaming 101 – Sun 10 pm

Nexus Ops – Sun 11 pm

Nexus Ops is a light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles are compensated with Energize cards.

No Thanks! – Fri 3 pm

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

Nuclear War – Sun Noon

Have fun blowing up your friends and enemies alike in this card-based game of nuclear fun! Tournament brackets will be determined based upon number of participants and unique prizes will be awarded by Flying Buffalo in addition to Dealer Tokens! You might even get a chance to play Nuclear War with Doug Malewicki (the inventor) and Rick Loomis (the publisher). Come and have a good time!

Octopus' Garden – Fri 10 pm

Create the most beautiful garden while trying to keep the starfish from eating your oysters until you want him to.

Outpost Gaming 101 – Sat 10 am

Outpost – Sat 11 am

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase outpost improvements which give different advantages.

Palaces – Sat, Sun 2 pm

Deck-building bidding game where you build towers as you build your deck. Clever combos and resource management keep this game tight.

Pandemic: The Cure – Fri 1 pm

Dice-based version of the popular Pandemic board game, sets up in less than a minute and plays in 30 minutes. As in the board game, four diseases threaten the world and it's up to your team to save humanity. You and your team must keep the world's hotspots in check before they break out of control, while researching cures to the four plagues.

Paperback – Fri 4 pm

Word-building meets deck-building in this unique game. Players start with a deck of letter cards and wild cards. Each turn they form words and purchase more powerful letters based on how well the word scored. Ultimately words purchase books (ie. victory points). Like Dominion.

Parenthood DEMO – Sat 10 pm

A humorous social card game where players try to sabotage the neighbor kids so that their own kids can graduate and get out of their house. Plays in 20 to 30 minutes.

Patchistory Gaming 101 – Fri 7 pm

Patchistory – Fri 8 pm

Patch your civilization into a 5x5 grid. It gets larger as you pass through the ages.

Perpetual Motion Machine – Fri Noon

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

Phase 10 – Fri 8 pm, Sat, Sun Noon

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

Power Grid Gaming 101 – Fri 7 pm

Power Grid Deluxe Europe/North America – Sun 9 am

Power Grid Deluxe is a standalone version of the classic game, with a new Europe and North America map. There is a new power plant deck with new fuels, as well as new playing pieces and rule modifications to make playing this version a fresh experience.

Power Grid World Tour: Baden Wurttemberg – Sat 8 pm

Power Grid World Tour: Brazil – Fri 8 pm

Power Grid World Tour: Quebec – Mon 10 am

Power Grid World Tour: Spain & Portugal – Sun 8 pm

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

Puerto Rico Gaming 101 – Sun 5 pm

Puerto Rico – Sun 6 pm

Assume the role of a colonial governor on the island of Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings. Puerto Rico is considered a classic Eurogame.

Qwixx – Fri 9 pm

Qwixx is a fast and easy to learn press-your-luck dice game. Each turn, dice are rolled and each player decides if they want to score any combination of the numbers rolled. Do you take easy points early or press your luck for bigger scoring later?

Ra – Sun 8 pm

In Ra the theme is Egyptian and the mechanic is tile collection with multiple scoring paths in eight different types of tiles.

Rabbit Match: The Game PLAYTEST – Fri, Sun 5 pm

A semi-cooperative card game. Match bunny to bunny, bunny to adopter, while dealing with a constant influx of abandoned rabbits, cultural fads – from culinary to haute couture–flaky foster homes, Easter and more. Plays 2-4 in 30 min.

Race for the Galaxy Gaming 101 – Fri 7 pm

Race for the Galaxy 2-player – Fri 8 pm

San Juan in space! The cards are your planets. The cards are your improvements. The cards are what you spend, ship, and earn. They're everything! Played round-robin, double elimination.

Board Games

Railroad Tycoon: Western Expansion — Fri 7 pm

Standard Railroad Tycoon game but using the Western Expansion map

Rasputin — Sat 3 pm

Infiltrate the Winter Palace, eliminate the guards and infuriate your opponents as you race to assassinate history's most unkillable man, Grigori Yefimovich Rasputin!

Relic Worlds: The Lost Worlds DEMO — Sat 3 pm

As humanity spreads into the cosmos, aliens have not been found but the ruins and relics of their ancient civilizations have. Play one of 10 characters searching these planets for priceless artifacts. Game time is approximately an hour

Revolution! — Fri 5 pm

Secretly bid against your opponents to gain the support of the people, win territory, and gather more Gold, Blackmail, and Force for the next round of bidding. It's a game of bluff, counter-bluff, and surprise.

Revolution: Anarchy — Fri, Sat, Sun 7 pm

Secretly bid against your opponents to gain the support of the people, win territory, and collect more Gold, Blackmail, and Force for the next round of bidding! Knowing where to push for support and where to back away is the key to victory.

Rip It: The Farting Card Game PLAYTEST — Fri 6 pm, Sat 2 pm

A silly game about farting. Eat food, move next to a friend, and roll to fart on them. Players next to you lose points of air. When players have lost enough air they pass out. Cause enough pass outs before the food runs out, and you win!

Rise of the Zombies — Fri 6 pm

Tactical and Strategic, escaping to the Helicopter, while Hordes of Zombies chase after you.

Robo Rally — Fri 7 pm

A Frenzied Race Filled with Computer-Driven Chaos!!!! Program your own robot to race through a maze of obstacles, like pits, lasers and of course other robots. The first one to touch all the flags and cross the finish line, will win the honor, glory, and respect of all computers.

Roll Through the Ages — Sun 1 pm

In Roll Through the Ages, players roll dice to obtain commodities and workers to build up their civilizations. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points.

Rough: The Card Game Gaming 101 — Sat 7 pm

Rough: The Card Game — Sat 8 pm

Some games are tough, but this game is Rough. This game strives to take the dynamics everyone is used to and turn them on their head. A game where people are sometimes eliminated before they even get to play a card.

Runewars — Sat 3 pm

Runewars is an epic board game of conquest, adventure, and fantasy empires for two to four players. Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

Safranito — Sun 10 pm

Players toss coins on the spice board to bargain for the precious ingredients they need to make their exquisite meals. Try to arrange your coins on the board to allow you to both sell spices at a high price and purchase cheap spices.

Saint Petersburg Gaming 101 — Mon 9 am

Saint Petersburg — Mon 10 am

Card driven game of workers, markets, buildings and nobles

San Juan 2nd Ed — Fri 11 pm

San Juan is a card game based on Puerto Rico. In each round, each player selects an available role, such as producing goods or constructing buildings. The person who picks the role gets a benefit, such as producing more goods or building more cheaply.

Scepter of Zavandor Gaming 101 — Fri 1 pm

Scepter of Zavandor — Fri 2 pm

The Scepter of Zavandor is about magic and power. Players represent young magicians who have gained possession of old magic knowledge.

Seating at 6 — Sat 3 pm, Sun 4 pm

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

Sentinels of the Multiverse — Sat 1 pm

A mad scientist holds the world hostage with his terrifying inventions. An alien warlord from a far away galaxy brings his limitless army of bizarre minions to conquer the planet. And who will stand in their way? A team of heroes!

Sequence — Fri 9 pm

Play a card from your hand, place a chip on a corresponding space on the game board. When you have five in a row, it's a Sequence. Learn to block your opponents, remove their chips. Watch out for the jacks- they're wild!

Set — Sat 4 pm

Can you find the most sets? Each set must be all the same or all different for each of the four features, number, symbol, shading, and color.

Shadow Hunters — Fri 8 pm

A survival board game in which three groups of characters—the Shadows, creatures of the night, the Hunters, humans who try to destroy supernatural creatures, and the Neutrals, civilians caught in the middle, struggle against each other to survive.

Six Gun Express PLAYTEST — Sat 6 pm

The west gets wild when the express train comes under siege! Battle for control as the bandits or the railroad detectives in this new game featuring poker-based combat. (NOTE: This has nothing to do with any other game with Six Gun in its name.)

Small World Gaming 101 — Sat 6 pm

Small World — Sat 7 pm

This accessible strategy game from Days of Wonder offers endless possibilities to conquer thy neighbors but limits you from conquering the world. Light-hearted theme, medium difficulty & Hard to resist! The final game will be played on a custom board, with Expansion races/powers.

Smash Up — Sat 9 am

Players take two factions, such as pirates, ninja, robots, zombies, and more, and combine their decks into a force to be reckoned with! (No Zombie Robots.)

Speculation Gaming 101 — Sat 2 pm

Speculation — Sat 4 pm

Players buy and sell shares of stock, trying to have the most money at the end of the game.

Spell Stealers DEMO — Sat, Sun 1 pm, Mon Noon

Roll the dice. Score your points. Don't get robbed! Players assume the role of master thieves in a race to steal a powerful magic spell hidden within an enchanted temple. Spell Stealers is for 2 to 6 players, ages 8+, and plays in 20-30 minutes.

Splendor Gaming 101 — Fri 6 pm

Splendor — Fri 7 pm

Collect gems and earn the favor of the Nobles to win.

Board Games

Spyrium – Sun 9 pm

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

Squarrels – Sun Noon

Be a squirrel and collect and store acorns before winter, but other squirrels will try taking them away before you can store them. Cards are mostly numbers with a few cards containing one or two words.

Star Munchkin – Fri, Sat, Sun 4 pm

The Munchkins are back – and they're in space! Now they're Mutants, Cyborgs, and Cat People grabbing Lasers, Vibroswords, and Nova Grenades fighting Fanged Fuzzballs, Bionic Bimbos, and the Brain In A Jar.

Star Wars Imperial Assault – Sun 3 pm

We will be playing a mini-campaign that will last at least 9 hours. You need not commit to the full 9 hrs.

Suburbia – Sun 9 am

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby towns. Your goal is to have your borough thrive and end up with a greater population than any of your opponents.

Tactical Forces DEMO – Fri Noon

Two players on a board of 144 squares, 24 pieces for each one, 6 ways to arrange the pieces, 2 moves per turn, 1 key piece that you have to hide and protect, 3 ways to win, infinite possibilities to approach your victory. Average time per game is 45 min.

Tales of the Arabian Nights – Sun 3 pm

In Tales of the Arabian Nights, you are the hero or heroine in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan!

Talisman Gaming 101 – Sun Noon

Talisman – Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round (3 hrs.) the City, Highland, new Woodland Expansion, Firelands, The new Harbinger, and Deep Realms may be used.

Tanto Cuore – Sun Noon

You are competing with the others to employ the best maid staff for your mansion. Bad events can be used to hinder your opponents and the house may be expanded. When the game ends, who will be the greatest Master of Maids?

The Amberden Affair DEMO – Sun 8 pm

A "murder mystery"/"hidden traitor" game. Players are domestic servants for a grand soiree held in the esteemed Amberden Manor. While carrying out orders, players attempt to root out the impostor who is secretly trying to poison certain targets. Plays in 60 minutes.

The Castles of Burgundy Final – Sun 5 pm

You need to have qualified on Friday or Saturday to participate in this tournament.

The Castles of Burgundy Gaming 101 – Fri 7 pm

The Castles of Burgundy Qualifier – Fri 8 pm, Sat 1 pm

Two qualifiers for the Finals on Sunday. There will be 1 round with the winner from each table qualifying for Sunday's Finals. Seating and setup will be random.

The Current Number of the Beast – Sat 1 pm, Sun 2 pm

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

The Last Banquet – Fri 5 pm, Sun 6 pm

A hidden role social deduction game (like The Resistance) for 6-25 players. In The Last Banquet, each player is a guest at the feast and needs to help his faction reach its goal and ensure that this will truly be the king's last banquet. We will play 2 scenarios over the 2 hrs.

The Last Stand PLAYTEST – Sat, Sun 4 pm, Mon 9 am

A fully cooperative, tower defense game for 2-4 players. You and your team must work together to defend a house from an onslaught of enemies. Can you survive long enough for help to arrive? 2-4 players, age 13+, 45-60 minutes.

The Looney Bin – Fri 1 pm

Be the first therapist to heal all the patients in your ward by deducing which treatments they will respond to while simultaneously trying to prevent other therapists from curing theirs. (White coats are not required).

The Palaces of Carrara Gaming 101 – Sat 6 pm

The Palaces of Carrara – Sat 7 pm

Architects of Italy! Buy your marble at the best prices so that you may build palaces in the cities of Italy, building what will draw people from around the world for centuries. Claim your riches and prestige from your cities and building types to be the best builder of all.

The Worst Game Ever – Fri 10 pm

Everything you could hate about games, gamers and gaming crammed into one deck of cards. Cheating, Dice-whining, Kingmaking, Lost turns, Missing Cards, Denial? All this and 95 more cards make this terrible game the most fun you'll have or we'll refund the price to play. (of course, the event is free anyway!)

Through the Ages Gaming 101 – Fri 9 pm

Through the Ages – Fri 10 pm

Build your civilization from the ancient Era to the modern era.

Thunderstone Advance Gaming 101 – Sun 6 pm

Thunderstone Advance – Sun 7 pm

A competitive fantasy deck building game. Players get to build a deck by going to the village or can score victory points by going to the the dungeon and defeating various kinds of monsters.

Thurn & Taxis: Power & Glory – Fri 2 pm

Standard Thurn & Taxis rules but using the Power & Glory map.

Ticker to Ride: USA 1910 – Sun 10 am

Ticket to Ride: USA 1910 is a card expansion for the original Ticket to Ride boardgame.

Ticket to Ride: Europe – Fri Noon

Ticket to Ride: Europe takes you on a new train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe.

Ticket to Ride: Team Asia Gaming 101 – Sat 9 am

Ticket to Ride: Team Asia – Sat 10 am

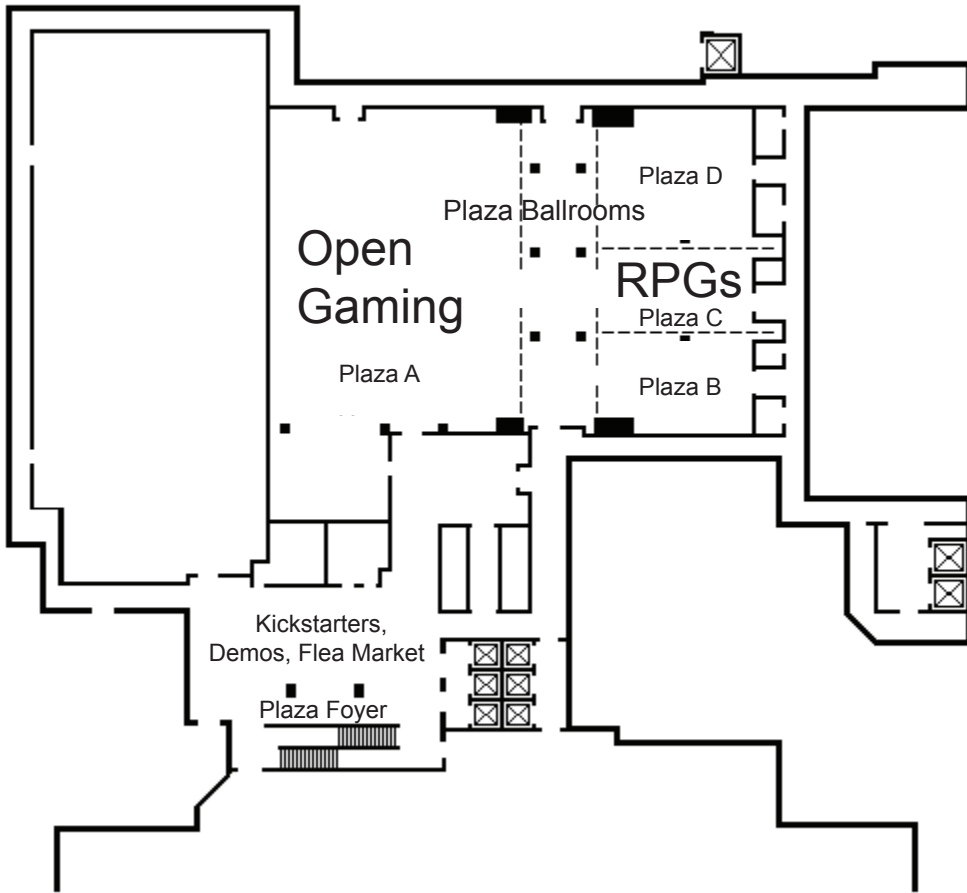
Teams will be formed for single participants.

Time's Up! Against Humanity – Sun 11 pm

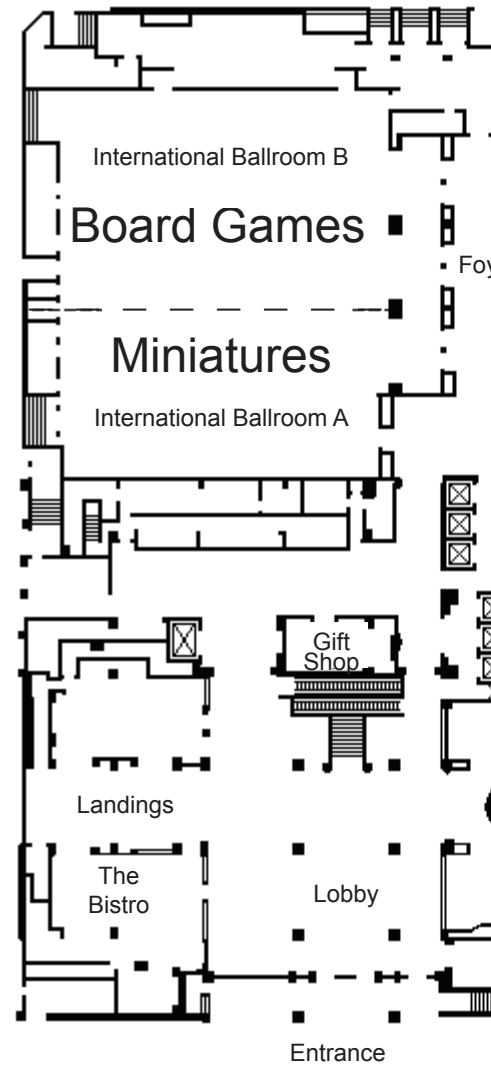
Party game mashup! We'll play Time's Up! using cards from Cards Against Humanity. It's Time's Up! for horrible people!

Gateway 2015 Maps

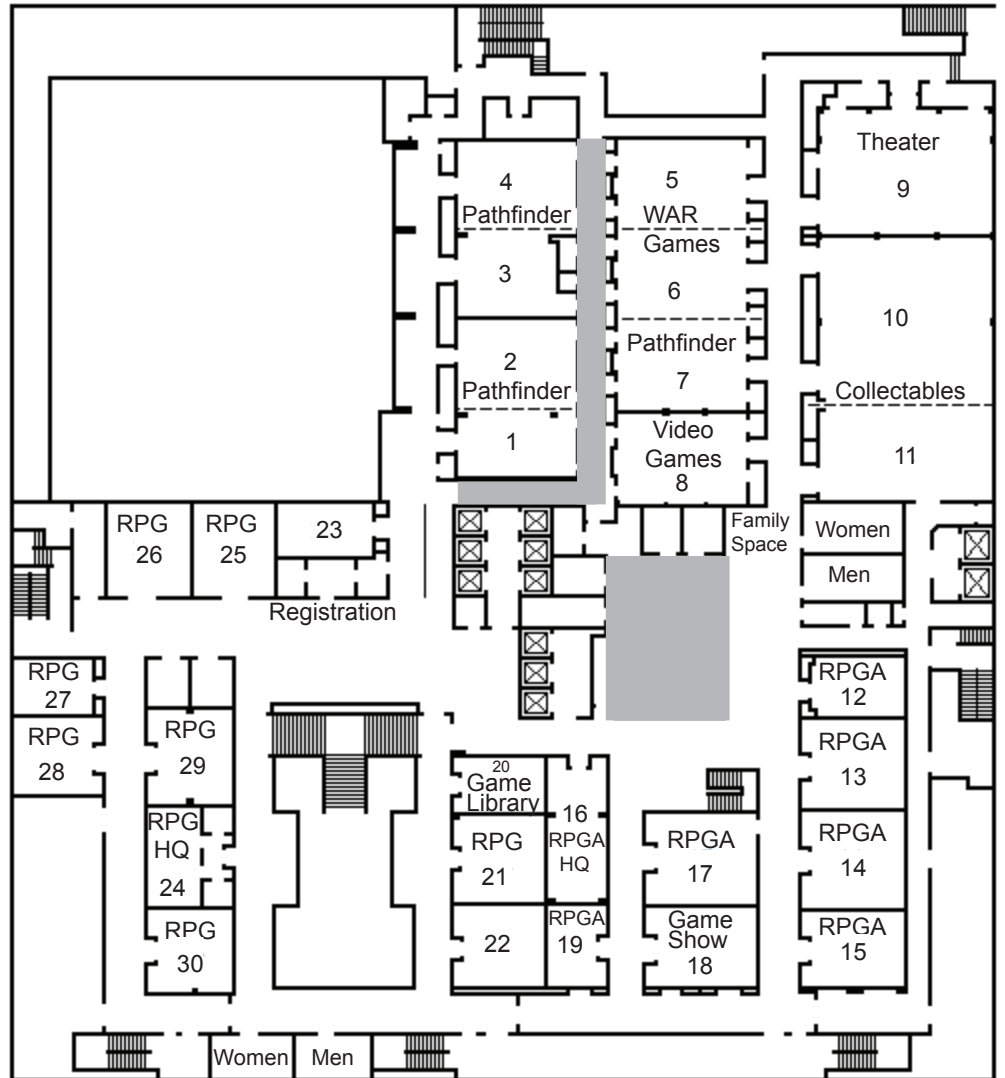
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

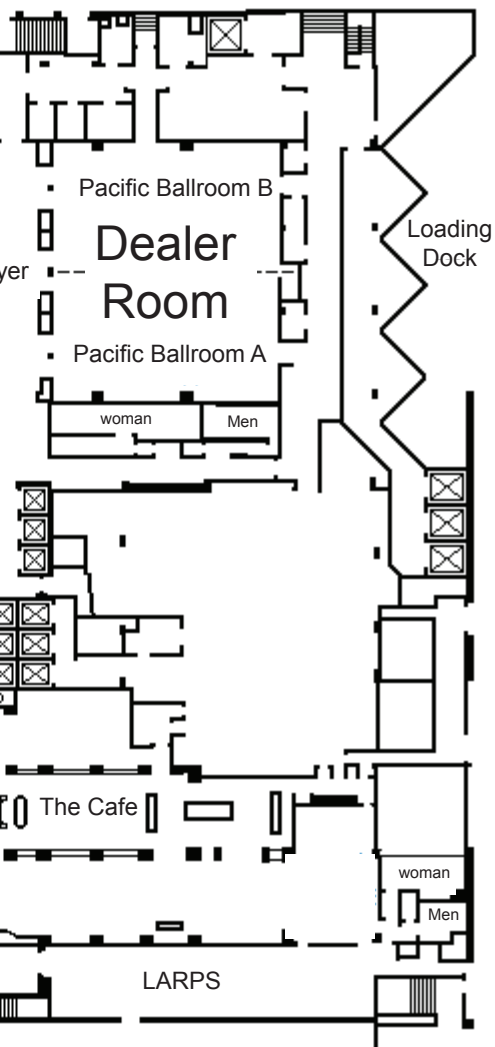


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



Board Games

Titan Gaming 101 – Sat 10 am

Titan – Sat 11 am

Titan will have a 6-player final - played until there is only 1 player left alive ! Can *you* be The One ? First round, when needed, will be a 3-4 hour time-limited game, highest-point players from first-round heats to advance to the final.

Tokaido Gaming 101 – Sun 7 pm

Tragedy Looper: First Steps – Fri 9 pm

The Protagonists must prevent certain tragedies from happening in a time loop. A Mastermind opposes the Protagonists by facilitating those tragedies. Each failure sends the Protagonists back in time to the beginning of the loop. Fail too often, and they'll arrive at a Bad End.

Two of a Kind! PLAYTEST – Fri 10 pm, Sun 8 pm

Fans of party games like Time's Up! and word games like Password will enjoy this brain-stretcher in which players come up with clues to connect two seemingly unrelated items. It's challenging, creative, and a ton of fun!

T'zolkin: The Mayan Calendar – Fri 11 pm

T'zolkin: The Mayan Calendar presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

Universal Rails Gaming 101 – Sun 5 pm

Universal Rails – Sun 6 pm

Rail building and commodity delivery game - any agreed upon map may be used

Uno – Fri 10 pm, Sat 10 am, Sun Noon, Mon 10 am

The classic family card game. Be the first to play all of your cards by matching the color or number. All other players score points based on their hands and you do not want points. Why are we explaining this? It's UNO!

Vegas Showdown – Mon 1 pm

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.

Villains & Henchmen! DEMO – Sat 9 am, Sun 1 pm

The world's most diabolical super-villain has been imprisoned by heroes. As henchmen, you must orchestrate an escape! Acquire powers, battle heroes, overcome obstacles, and work together to free the super-villain from a maximum-security prison in this semi-cooperative game!

Waterworks – Sun 2 pm

The original leaky pipe card game. Be the first to complete your pipeline from valve to spout, while your opponents give you leaky pipes. Cards have no words, but game does require some strategic thought.

What The Food? – Fri Noon, Sun 5 pm

What the Food?! is a card game where players take on the role of one of over a dozen classmates caught in the middle of a classic cafeteria fight. Pick up food, throw funny combos at your friends and duck to avoid humiliation points from flying food impact.

Witness – Fri 3 pm, Mon Midnight

You each represent one of four characters and your goal is to solve mysteries by whispering information to one another. But you are only allowed to give information to one player at a time. After 3 rounds the players separately answer questions about the case scoring as a team.

XCOM: The Board Game Gaming 101 – Sun 9 am

XCOM: The Board Game – Sun 10 am

You are one of four key personnel of the Extraterrestrial Combat Unit (or XCOM) fighting to save the Earth from an alien threat. The game is split into two phases each round, a timed phase with a randomized action order and a resolution phase. Fight aliens, research new tech, and finish missions to unlock the final mission to win the game. Remember we will be watching.

Yahtzee – Sat 7 pm, Mon Noon

The classic dice-rolling game. Highest score wins!

Yahtzee Free for All – Fri 3 pm, Sat, Sun 5 pm

Yahtzee Free for All is a new twist on Yahtzee. Players try to roll dice to match cards that are face up on the board.

Yo, Bro! The Card Game DEMO – Fri Noon, 9 pm, Sun 7 pm

On a player's turn they accessorize one item, or challenge another player to a Bro-off. To Bro-Off, players add up their accessories and combine the number of a die roll. The player with the higher combination of their die and score win, and steal a popped collar from the loser.

Yspahan – Sun 5 pm

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

Zombie Dice – Sat, Mon Noon

You are a zombie. Through the role of the dice, you hunt down human victims. But you have to be careful for your potential victims have the capability of fighting back. If you receive three shotgun blasts during a round of play before you decide to collect, you will lose the brains that you happen to have gathered for that given round. If you have gathered 13 brains during game play, you win.

Collectibles

Collectibles

La Jolla

Adventure Time: Card Wars – Fri 2 pm

GM: Golden State Gaming Network

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

AEG Games Open Demos – Fri 5 pm, Sat 10 am, Sun Noon

GM: AEG

Come try games from AEG’s 5-minute fun line like love letter, lost legacy, & cypher....or try smash up, agent hunter or a variety of other AEG games.

Angry Town – Fri Noon

GM: Vincent Burris

Angry Town takes all of the fun and joy of Fighting Games into a quick and fast paced Card Game. It allows you to do amazing combos and build up your meter to BLAST your opponent away. Choose from 8 fighters with their own deck, style and special moves.

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

GM: Brandon Weiss

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

Boss Monster – Fri Noon

GM: Golden State Gaming Network

Boss Monster, the retro-inspired dungeon-building card game packed with nostalgic references to 8-bit video games, dungeon-crawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a side-scrolling dungeon.

Dice Masters: “Grab Bag” Tournament – Sat 6 pm

GM: Diane Grotjohn

New to Dice Masters? Looking for something casual? Get a free random grab bag to play with (6 cards, 15 dice team (+ 2 Basic Action cards)and come have fun. Prizes.

Dice Masters: Age of Ultron Rainbow Draft – Sat 3 pm

GM: Adam French

This will be Age of Ultron, unless War of Light is available by then. <http://dicemasters.com/wp-content/uploads/2014/05/DM-Rainbow-Draft.pdf>

Dice Masters Demo – Fri 8 pm, Sat 10 am, 5 pm, Sun 11 am, 3 pm, Mon 11 am

GM: AJ / Diane Grotjohn

Come learn to play the collectible dice-building game of comic book superheroes and fantasy warriors. Marvel, DC, Yugioh, D&D!

Dice Masters: ‘Grab Bag’ Tournament – Sun 4 pm

GM: Diane Grotjohn

New to Dice Masters? Looking for something casual? Get a free random grab bag to play with (6 cards, 15 dice team (+ 2 Basic Action cards)and come have fun. Prizes.

Dice Masters Tournament – Sat 11 am

GM: AJ

New to Dice Masters? Looking for something a little more casual? Don’t have your own set? We got you covered! If you do: bring a 6 card, 15 dice team (+ 2 Basic Action cards). No Super Rares, but bring any cards you like, from any set.

Doomtown: Reloaded (ECG) Demo – Fri 5 pm, Sat 10 am, Sun Noon

GM: AEG

The weird west Expandable card game by Alderac Entertainment Group where your outfit fights for control of Gomorra, CA.

Doomtown: Reloaded (ECG) Tournament – Sun 3 pm

GM: AEG

Doomtown: Reloaded is the weird west Expandable card game by Alderac Entertainment Group where your outfit fights for control of Gomorra, CA.

Exodus the Trading Card Game Demo – Fri Noon, 4 pm, Sat 11 am, 3 pm, 7 pm, Sun 11 am, 3 pm

GM: Existence Games

Exodus is simple: Draw phase, Energy phase, Creature phase, & Attack phase. Thru the game, players can also play Symmetry cards that slightly bend the rules of the four phases to give a temp advantage. Lose 10 Life Points you are out of the game. Demos are 15 min and run all day.

Exodus Trading Card Game “Gateway” Tournament – Sat Noon

GM: Existence Games

Constructed. Prize support includes promo cards for everyone, raffles at the end of each round, plus dealer dollars, ribbons, “Champion” playmat, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards for top 3 finishers.

Exodus Trading Card Game Booster Draft Tournament – Fri 2 pm, Sat, Sun 5 pm

GM: Existence Games

4 booster pack draft. Foil box toppers raffled off at the end of swiss rounds. Prizes.

Exodus Trading Card Game Tournament – Fri 6 pm, Sun Noon

GM: Existence Games

Constructed. Prize support includes promo cards for everyone, raffles at the end of each round, plus dealer dollars, ribbons, “Champion” playmat, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards for top 3 finishers.

Force of Will Tournament – Fri, Sat, Sun 3 pm

GM: Dae Kim

Constructed. Swiss, 3 rounds. Prizes.

Herodix- Battle Royale – Sat Noon

GM: Rich Pizann

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

L5R CCG FREE Booster Draft Tournament – Sat, Sun Noon

GM: AEG

Booster draft tournament. Free entry. Come join the fun!

L5R CCG Storyline Demo Event – Fri 5 pm, Sat 10 am, Sun Noon

GM: AEG

Learn how to play L5R, get free cards after demoing, choose your favorite clan to influence the story! Demo is 15 to 30 minutes

L5R CCG Tournament – Fri 7 pm

GM: AEG

Constructed Tournament. Prizes.

Collectibles

Lord of the Rings Miniatures, Part 1 "Escape from the Mines of Moria" and part 2 "The Battle at Amon Hen" – Sun 5 pm

GM: Mel Campbell

Gandalf, Aragorn, Legolas, Gimli, Boromir, Frodo, Sam, Merry, and Pippin will battle Moria Goblins, a Cave Troll, The Balrog of Morgoth, and a band of Uruk-Hais led by Lurtz. Participants command the "Fellowship" and the Forces of Darkness will be commanded by the GM.

Magic: The Gathering Gaming 101 – Fri, Sat, Sun 3 pm

GM: Michael Arsellon / Dae Kim

Learn to play Magic: The Gathering. Deck construction and how to play. Cards provided or bring yours.

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

GM: Dae Kim

3 booster packs, pod draft, swiss, 3 rounds, prizes.

Magic: The Gathering- Friday Night Magic – Fri 8 pm

GM: Dae Kim

3 packs of origins, swiss, 3 rounds, prizes.

Magic: The Gathering - Horde – Fri 11 pm

GM: Michael Arsellon

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

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

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

Magic: The Gathering - Late Night Casual Gathering – Sat

Midnight

GM: Michael Arsellon

Are you a Planeswalker? Discuss, trade, and play the world's original trading card game without the pressures of being in a competitive tournament.

Magic: The Gathering - Live Draft (Cube) – Sun 2 pm

GM: Michael Arsellon

It's the cube you draft while you play! The GM will provide all cards used in this casual multiplayer event.

Magic: The Gathering - Planechase (Pauper) – Sat Noon

GM: Michael Arsellon

Battle across the many worlds of the multiverse in this multiplayer variant. The GM will provide a shared planar deck. Players decks may only consist of commons and basic land.

Magic: The Gathering Sealed Deck Tournament – Fri, Sat, Sun 2 pm

GM: Dae Kim

Sealed deck, swiss, 6 packs Origins.

Magic: The Gathering - Secret Alliances (Pauper) – Fri 5 pm, Sat 2 pm

GM: Michael Arsellon

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

Mars Attacks Dice Game – Fri 4 pm

GM: Erik Wintz

Lead your team of Martian invaders to conquer Earth. Destroy cities, get your picture taken in front of famous monuments, and be the Martian with the most Earthling kills! But watch out, because the Earthlings might nuke you.

Middle-Earth CCG - Arda (Hero) – Fri 7 pm, Sat 1 pm, Sun 7 pm

GM: Larry Page

Open-format Middle Earth CCG game! Each player is a Wizard leading a hero company to quest for treasures, combat Sauron's minions, and recruit factions and allies in Middle-Earth. Ideal for beginners and veterans alike! Everyone is welcome!

Middle-Earth CCG - Hero Constructed – Sat 6 pm

GM: Larry Page

Hero constructed format for Middle-Earth CCG! Standard 1-deck 30/30/30 construction with hero wizards/companies. 3-round Swiss format with tourney points allocated per your MP margin, with a 7-0 score for destroying the One Ring! Challenge decks available if you need a deck!

Middle-Earth CCG - Open Constructed – Sun 1 pm

GM: Larry Page

Open constructed format for Middle-Earth CCG! Standard 1-deck 30/30/30 construction for hero/minion/fallen wizards. 3-round Swiss format with tourney points allocated per your MP margin, and a 7-0 score for destroying the One Ring! Challenge decks provided if you need a deck!

My Little Pony – Sat, Sun 4 pm

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. You compete against another player to solve problems with your friends, which will help you score points and win.

Pathfinder Adventure Card Game – Fri, Sat, Sun 2 pm, 6 pm,

Mon 11 am

GM: John Lamont / Anjellica Zabelle

Cooperative strategy card game pits 1 to 4 heroes against the traps, monsters, deadly magic, and despicable foes of the Pathfinder Roleplaying Game.

Pirates Pocketmodel: Sink-N-Keep "Despicable Me" – Sun 7 pm

GM: Victor Bugg

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

Pokemon – Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop – Sat, Sun 10 am

GM: Charles Watson

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

Star Trek Attack Wing- A Matter Of Honor Event – Sat 5 pm

GM: Patrick Saul

Players are required to have their own copy of the game. Players will be using their own damage deck cards. Penalty Pure Rules are in affect..

Star Trek Attack Wing Demo – Sat, Sun 9 am

GM: Patrick Saul

Join us & learn how to play All material will be provided. All ages are welcome!

Collectibles

Star Trek Attack Wing- The Collective Resistance Booster Wars – Sun 5 pm

GM: Patrick Saul

Players are required to have their own copy of the game .
Players will be using their own damage deck cards. You get 2 Boosters (1 Collective & 1 Resistance) Create your fleet using what you get from the boosters in a 80 point fleet. Penalty Pure Rules are in affect

Star Wars Miniatures "Evasive Action" – Sun Noon

GM: Mel Campbell

All participants will receive the brand new 45 card set "Evasive Action" and the 9 card mini set "Rebels", for their participation. Participants will make a 150pt team, faction rules do not apply, from 2 randomized booster sheets from "Evasive Action", that each will receive.

Weiss Schwarz Gaming 101– Fri 1 pm, 7 pm, Sat, Sun 4 pm

GM: Michael Arsollon

A trading card game based on various anime series. There is the Weiß side, which is for cute anime and the Schwarz for cool anime. Learn the basic rules and try out the game.

Wrestling Supershow Card Game Demoes – Sat 9 am

GM: Gil Marquez

A tabletop dice and card game set in the underground wrestling world of The Legendary Fighting Federation. In the LFF competitors battle for glory using strategic play and exciting dice rolling in the game of wrestling back-and-forth action.

Yu-Gi-Oh! Demo – Fri 1 pm, 5 pm, Sat 10 am, 5 pm, Sun 11 am, 5 pm, Mon 11 am

GM: Yu-Gi-Holics

Come and learn how to play Yu-Gi-Oh! the popular trading card game based off the hit TV series. Participants will receive a demo pack of cards to start their very own Yu-Gi-Oh! Duel! Demo last 15 minutes.

Yu-Gi-Oh! Game Show – Sat 6 pm

GM: Yu-Gi-Holics

Come join us for a hilarious spin off of jeopardy combined with Yu-Gi-Oh! Anyone can join with little to no knowledge of the Trading card game and/or TV show. Prizes for all participants.

Yu-Gi-Oh! Lite Tournament – Fri, Sat, Sun 2 pm

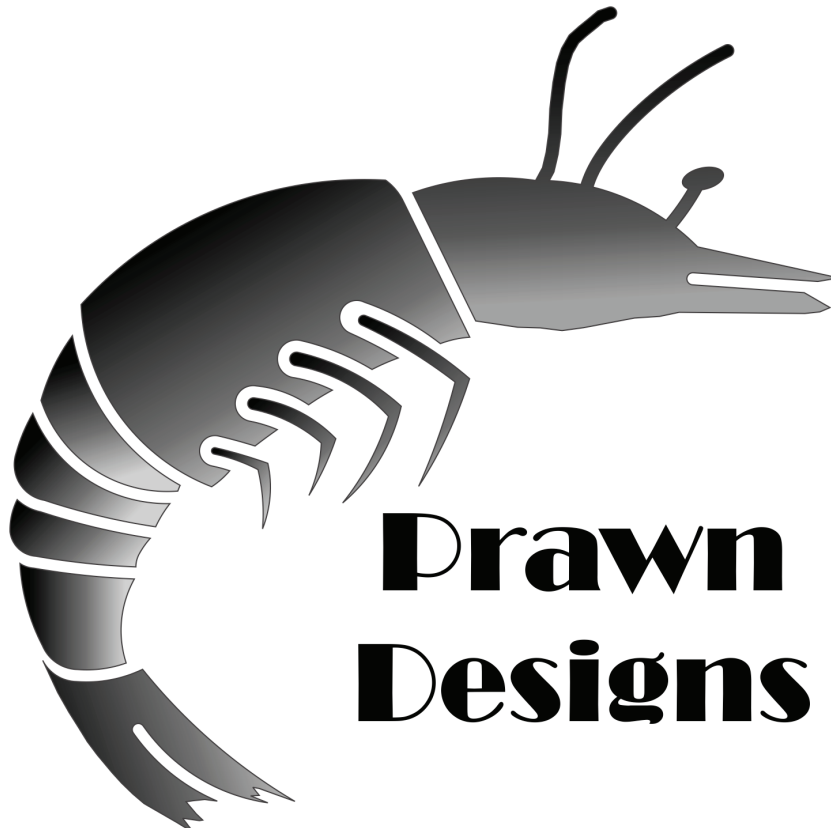
GM: Yu-Gi-Holics

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

Yu-Gi-Oh! Tournament – Sat, Sun 7 pm

GM: Yu-Gi-Holics

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



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Collectibles

LARPs

LARPs

Bel Air, 3rd floor (3023, 3024, 3025)

Crackdown Cyber1 – Sat 8 pm – modified Long Live The King
GM: Matt Chapman

Some decades hence, you are a member of an Elite collective made up of Hacktivists or CyberThieves, depending on who you ask. The defacto leader, Cyber1, is under scrutiny from the NSA, and various factions compete for position to take his place after his inevitable downfall.

New Year's Disco Eve – Sun 8 pm – Spirit of '77 (Steam Differential)

GM: Mike Leader

Welcome to New Year's Eve, 1977! The DJ is spinning all your Disco hits, and everything comes back to haunt you at the end of the year. Come experience the world of the Spirit of '77 RPG like you've never before...in Live- Action, baby! Down with the Man!

Starship Valkyrie – Sat 2 pm – Starship Valkyrie

GM: Christian Brown

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

Video Games

Marina

Hearthstone - Fireside Frolics – Sun 6 pm

DO you play Hearthstone, the online CCG? Would you like a special Card Back? Come on in, play three games against other players, and take home the special Fireside Friends card back! Bring your phone, tablet, or laptop, or just use one of our PCs, it's all fine!

League of Legends - Shadows Isles 3v3 – Sat 6 pm

Shadows Isles continues once again as summoners from all corners rally to test their skill and teamwork on the Twisted Treeline. All players must arrive 10min before tournament start time to enter random selection. Tournament will be conducted in draft mode, RP prizes continue.

Minecraft Glass Block Challenge – Sun 4 pm

Everything you know and love from Iron Block Challenge with new additions. Players compete for the fastest build time of a 7x7 house (5x5 inside), door, light source, and iron block AND a glass block in each wall! Prize pool for 1st and 2nd, dealer dollars for 3rd.

Minecraft Iron Block Challenge – Sat 4 pm

Players compete for the fastest build time of a 7x7 house (5x5 inside), door, light source, and iron block! Prize pool for 1st and 2nd, dealer dollars for 3rd. Don't forget about Glass Block Challenge!

Steampunk Sharktank – Sat 8 pm – Steam Differential

GM: Mike Leader

Emperor Norton has offered a Great Race across North America for all nations with amazing prizes. He and Nikolai Tesla are hosting an event for inventors & racers to get resources & support. Come down and face off against the Steampunk Sharktank, and convince them of your idea!

Two Rooms and a Boom – Sat 6 pm – Hidden Role Social Game
GM: AJ

A social deduction/hidden role party game for 6-30 players, with a new game starting every 30 minutes (join any time)! A game is 25 minutes and has 5 timed rounds. There are two teams: the Red Team and the Blue Team. The Blue Team has a President. The Red Team has a Bomber. Players are randomly distributed between two rooms. At the end of each round, some players will be swapped into opposing rooms. If the Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins otherwise the Blue Team wins. Lying encouraged.

Minecraft Spleef PvP – Sat 2 pm

Spleef Arena returns with a new GM and new maps! Spleef pits four players against each other using only their shovels to knock out blocks under the other players. Last player alive wins! Prizes tbd.

Rocket League – Sat 8 pm

Rocket League is a high speed, high action sports game that could literally never exist. Your car has tons of boost and jump boosters which aid you in slamming into a giant ball. Tear up the arena with your team mates and work together to score on the other team. Think of it as soccer cars, but even more awesome.

Super Smash Bros. for Wii U - Duels – Sat Noon

Super Smash Brothers for the Wii U pits players' favorite Nintendo characters against another's. Each round is one fight, no items, with double elimination brackets, so you have a second chance at glory.

Super Smash Bros for Wii U - Free For All – Sun Noon

Super Smash Brothers for the Wii U pits players' favorite Nintendo characters against another's. Each round is one fight, no items, with double elimination brackets, so you have a second chance at glory.

Super Smash Bros. for Wii U - Random Everything! – Sat 4 pm

Your beloved Super Smash Bros. gameplay as you probably never actually experience it: with everything turned on and set to random. Random stages, items, characters, and custom moves. Because why not?

Miniatures

International Ballroom A

40K Arena of Death – Fri 9 pm – Warhammer 40K

GM: SoCal Crusaders

Players bring any single character or unique character model up to 400pt value. Each character will be placed "in the Arena" and fight each other until a single model remains!

40K Ironman Tournament – Sun 8 pm – Warhammer 40K

GM: SoCal Crusaders

1,000pt Army chosen from current GW Codex(es), NO Heresy Codexes. Random pairings, 3 games, as models are wounded/damaged/killed they remain as such for remainder of tourney. Battle Points are the only scoring for this system.

Age of Sigmar Arena of Death – Fri 8 pm – Warhammer Age of Sigmar

GM: SoCal Crusaders

Player bring any single character model up to 18 Wounds. Each character is then placed "in the Arena" and fight 'til the last model is standing!

Age of Sigmar Ironman Tournament – Sat 8 pm – Warhammer Age of Sigmar

GM: SoCal Crusaders

1 War Scroll up to 100 Wounds. Random pairings, 3 games, as models are wounded/killed they remain as such for rest of the Tournament. Battle Points are the only scoring for this system.

Age of Sigmar Legendary Battle – Sat 9 am, Sun 10 am – Warhammer Age of Sigmar

GM: SoCal Crusaders

The story continues as the forces of Chaos & Destruction plunge deep into the Empire...can they be slowed? Players may bring War Scrolls from any single Army. Arcane Fulcrums are encouraged!

A Meeting Engagement. - Clan Invasion. – Fri 2 pm – Classic Battletech (w-25mm adaption)

GM: Cody E. Hudson

Classic Battletech with large scale Mechs! 3049, Clan invasion corridor. A scouting force for Clan Jade Falcon is investigating an HPG signature source emerging from a small planet-side facility. Can the inner sphere defenders hold off the clanners long enough to relay a warning message to the Inner Sphere? [Classic Battletech in 1:60 scale. Minor house rules for scale. Players welcome to bring their own mechs to use.]

Attack on the Fortress of Phranc – Sun 4 pm – Warmachine/Hordes

GM: Colin Dimok/Claude Lecesne

Come help take the Fortress of Phranc away from the Skorne empire. Bring a 35 point list and be pitted against a formidable fortress and its Skorne defenders. If you don't have the miniatures a couple of armies will be available for loan.

Battle Fleet Gothic – Sat 8 pm – Battle Fleet Gothic

GM: SoCal Crusaders

Join in the epic fighting as the Eye of Terror spews out fleets of Chaos to ravage the systems!

Battle of Haroldvoka – Fri 7 pm – Flames of War 15mm

GM: The Big Watch, Mark Nickolson

A Red Army armored juggernaut clashes head to head with the best The Fascist Invaders have to offer on the steppes of Mother Russia. WW2-Eastern Front armored battle on an epic scale. All miniatures provided in this demo-type game. Beginners are welcome and a good attitude is a must. Come experience the drama of an all out tank brawl to the bitter end.

Battle of Pavia – Sun 10 am – Pike and Shotte Rules in 28mm

GM: The Big Watch

Play this massive sized battle that concluded a 30+ year struggle for the mastery of Italy. The Renaissance superpowers of the Spain and France send their elite armies into battle with Gendarmes, Landsknechts, Swiss Pike, and lots of variety to make this period fun, exciting, and very colorful. All figures are included and beginners are welcome.

Battle of Planceniot – Sat 10 am

Battle of Planceniot Part II – Sun 9 am

La Bataille. 15mm Miniature Rules for Horse & Musket

GM: Stephen Phenow

As the Emperor Napoleon attacks the Allies at Waterloo in 1815, his French army is attacked in the flank by FM Blucher's Prussian Army. Can Napoleon hold the Prussians off so he can beat the Allies? This is the 200th anniversary of the battle It lasts two days. There will be a short discussion on Sunday about the battles historical significance.

Blood Bowl – Sat 6 pm

GM: SoCal Crusaders

Bring your favorite fantasy team and own the pitch! Standard format.

Bolt Action Demo – Sun 4 pm

GM: Donald Tseng

Come learn the fast-paced WW2 skirmish game from Warlord Games.

Car Wars – Fri 8 pm – Car Wars Deluxe Edition

GM: Thomas LaLonde

Classic Steve Jackson game played with micro machine scale miniatures. \$25,000 cars or cycles only. Pre-made vehicles will be made available.

Circus Maximus – Sat 5 pm

GM: Jaime Vann

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

Clay-O-Rama! – Sat 9 am, Sun 10 am

GM: Patrick Sewell

Create whatever gladiator you can imagine with Play-Doh (provided) and then battle it out in the arena. Special attacks like poke, bowling, drop, and the dreaded blob of death raise the stakes! Fun for all ages and easy to learn.

Death from Above! – Sat, Sun 10 am

GM: David Dunn

A WWII aerial combat game using 1:600 scale aircraft. Fly your bombers over enemy territory and get them to the target, to drop your bombs right in the pickle barrel. Then make it home. Keep your eyes peeled for enemy fighters, and watch the flak over the target area as thick as peanut butter.

Dreadball Xtreme Tournament – Sat 8 pm – Mantic Dreadball Xtreme Swiss Tournament

GM: Richard Matney

Before the bright lights. Before the DGB, corporate sponsorship and the bright lights of the neodurium stadiums, there was a deadly sport played in abandoned warehouses, ships holds and any other space large enough. Now those days are long since past, or so the Corporations would like you to believe... With a focus on violence and carnage, DreadBall Xtreme is a standalone futuristic sports game.

Miniatures

Dungeonland Demo – Sat, Sun 10 am

GM: Steve Petrey

From the creator of “Rusted Heroes” comes “Dungeonland” a miniscentric game of Good versus Evil set in the never ending and unpredictable underground fantasy world. Players form a party that journey down in to Dungeonland. Your goal is to find the fabled treasures and get out alive. This is a beta test demo for up to four players, so sign up early to get in on this adventure.

Dust Tactics Specific Orders – Sun 10 am – Dust Tactics

GM: Thomas Farr

Dust Tactics, a Game of Small Unit Warfare in an Alternate Possibility. Come see and help us play the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you're so inclined. Beginners Welcome, all materials provided, join any time!

Dutch vs Russians – Sun 10 am – GQ3

GM: mark wells

A what if battle: All the Scandinavian nations signed a treaty to defend each other on 10/27/1936. When the Russian attack Finland all the Scandinavian navies honor the treaty. The Dutch and Norway navies against the Soviet Baltic Fleet. Or the battle of the inept navies.

Fistful of Lead - Shootout – Fri 3 pm – Fistful of Lead (original version)

GM: Tom Glauser

Fistful of Lead can be learned in a couple turns yet still keeps the flavor of the period. It's fast and furious, with a Hollywood flair. Will you run the noble Sheriff and his deputies, or the black-hearted outlaw gang? All materials provided, drop in and sling some lead!

Galleys and Galleons - West Indies – Sun Noon – Ganesh

Games' Galleys and Galleons

GM: Tom Glauser

These rules are themed around the sea-borne adventures of the early 18th centuries, when men were sailors and maps were only half drawn. G&G is a great new set of rules that get Captains sailing with a minimum of rules. Think sailing-ship naval games take 3 days of accounting to run 1 turn? Think again. All minis provided, but plastic card model fleets are also welcome.

Gruntz – Sat 11 am

GM: Harold from ClearHorizon Miniatures

15mm Sci-Fi Wargame Gruntz put on by ClearHorizon Miniatures. Bring your own miniatures or use the ones we bring. We'll teach you the rules.

Infinity One Day Achievement League – Sun Noon – Infinity

GM: Martin Kanshige

New to Infinity or curious about Infinity, this is the event for you. Bring your 150 to 200 pts of Infinity (basically a starter box) for this new to infinity event. Instead of concentrating on winning games players will be handed a list of achievements to score. Players with the highest achievement totals will win prizes

In Her Majesty's Name Demo – Sat, Sun 10 am

GM: william salazar

The Great Powers compete for resources and the latest technology in 1895, and an undeclared and secret war rages between them all. A skirmish game of Adventuring Companies. These clandestine agents of the Great Powers operate in the shadows, matching skills and wits in pursuit of the newest scientific formulae or powerful occult artifacts in one-off encounters and in longer narrative campaigns.

Intro to Age of Sigmar – Fri 5 pm – Warhammer: Age of Sigmar

GM: SoCal Crusaders

Come and learn to play Warhammer: Age of Sigmar! All materials provided

Intro to Warhammer 40K – Fri 5 pm

GM: SoCal Crusaders

Come and learn to play Warhammer 40K! All materials provided

Lion Rampant – Sat 10 am

GM: Justin Rodriguez, Ilan Mitchell Smith

Experienced players can bring a painted retinue of 24 points, and new players can use our loaner retinues and play a learning game with one of the GMs (who love to teach!).

Lion Rampant Demo – Sun 6 pm

GM: Donald Tseng

Players can use our loaner retinues and play a learning game with one of the GMs (who love to teach!).

Magic: the Gathering Arena of the Planeswalkers 101 – Sun 1 pm

Magic: the Gathering Arena of the Planeswalkers – Sun 2 pms

GM: Michael Rossetti

A light tactical miniatures game set in the Magic the Gathering Universe.

Mega-Apocalypse – Sat, Sun 9 am – 40K Apocalypse

GM: SoCal Crusaders

Massive battle for 40K players to join in! The Khorne Legions continue to march upon the Triton sector...can they be stopped?? Loaner Armies available.

Mega-Apocalypse Deployment – Fri 9 pm – 40K Apocalypse

GM: SoCal Crusaders

*All participants to be signed up and table spacing will be assigned. Deployment begins. All rules and SoCal Crusader rules will be discussed at this time. Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset!

Megiddo 1457 B.C. – Sat 10 am – Hail Caesar

GM: Timothy Greene

Pharaoh Thutmosis III versus a coalition of Canaanite Kings led by the King of Kadesh. The Canaanite plan to draw the Egyptians into an ambush whether they enter the Valley of Jezreel by the northern or by the southern route is frustrated when Thutmosis, against the advice of his generals, approaches Megiddo through Aruna emerging directly opposite the Canaanite camp taking the Cannanites by surprise. 28mm Scale. In Memory Of The Late Harold Hildebrandt

MERCS 1.9 Demo – Fri Noon, Sat 2 pm – MERCS

GM: corky boucher

A skirmish game of miniature combat taking place in the future. Games consist of two squads of 5, which have all special equipment and skills. The miniatures act simultaneously, using initiative and reaction to determine the exact order of turns. MERCS uses unique cards as both reference and a means to measure. This streamlined approach means games are faster, providing a dynamic feel with combat that ebbs and flows.

Netherworld's Edge – Sat, Sun 10 am, 8 pm

GM: Anthony Brown

Home to the mouse rangers of the Waywatch, sworn to protect their kin from the monstrous vermin of the Borgal Horde. Zombiesmith's Bash fantasy skirmish rule set features simple rules that lead to difficult decisions.

Miniatures

Operation Revival - Clan Invasion. — Sat Noon — Classic Battletech (w-25mm adaption)

GM: Cody E. Hudson

Classic Battletech with large scale Mechs! The Clans wanted to free the Inner Sphere from greed and corruption. So, how did they feel about Mercenaries? A Clan Jade Falcon Binary versus one Company of Inner Sphere mercenaries. Things are going to get a little messy. [Classic Battletech in 1:60 scale. Minor house rules for scale. Players welcome to bring their own mechs to use.]

Paint and Take — Sat, Sun 10 am

GM: Sarah Carey

Come join us in the International Ballroom at the Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff on the other side of the table. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday.

Painting 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 personalized plaques. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 3pm.

Parallax: Warbands Demo — Sat, Sun 10 am

GM: Adam Rosenblum

A fast-paced skirmish game set in a world of high fantasy. Players build a Warband of approximately 4-8 highly customizable adventurers and mercenaries to complete contracts and foil the plans of their enemies.

Relic Worlds Miniatures — Sat 10 am — Showdown

GM: Jeff McArthur

Millions of years ago, beings from other worlds roamed the galaxy, until they all went extinct. They left behind relics and artifacts of all types scattered across thousands of worlds. Now that humankind has spread across the cosmos, they fight each other over these same lands, discovering these lost relics along the way. This is a new game from Relic Worlds. Each player gets a free copy of the game and a book.

Robotech Tactics — Fri, Sun, Mon Noon

GM: Allan Sylvia III

A Detailed Demonstration of how to play the Robotech Tactics Tabletop Miniatures Game. Including a step-by-step simulated battle between the Zentraedi and Robotech Defense Forces.

Robotech Tactics Tournament — Fri, Sun 2 pm

GM: Allan Sylvia III

300~1000 Points Tournament for the Robotech Tactics Miniatures Game for everyone new and old whom bring their own Boxset or Purchase Individual Pieces.

Salamanca 1812 — Sat 10 am — Modified Fire and Fury

GM: Robert Boyens Jesse Boyens

One of Napoleon's marshals tries to imitate the emperor and smash Wellington's army in the middle of Spain. Can you duplicate the British victory, or will you bestow the first loss on the Iron Duke?

Samba Saints - Battletech — Sat 9 am — Battletech - Mechwarrior

GM: Andy Salazar

Do you have what it takes to be a Samba Saint? Join in the longest running Battletech Strategicon campaign. The Samba Saints merc company are looking for some new mechwarriors, both in mech and out of mech adventures. One Day, all day epic event. Characters and mechs will be provided.

Sibling Rivalry - The Refusal War. — Sun Noon — Classic Battletech (w- 25mm adaption)

GM: Cody E. Hudson

Classic Battletech with large scale Mechs! 3057, Clan invasion corridor. During the truce following the Battle of Tukayyid, long held hostilities between Clan Jade Falcon, and Clan Wolf boil over into open warfare. The events changed the course of history. [Classic Battletech in 1:60 scale. Minor house rules for scale. Players welcome to bring their own mechs to use.]

Star Wars Armada Tournament — Sun 10 am

GM: Greg Mazourek

300 point list 3 round tournament 90 minutes games or 6 turns, whichever comes first.

Taste the Lance — Fri 5 pm, Sat 11 am, Sun 10 am — Cry Joust

GM: Kemo Calvou

Ride the Lists, Charge your opponent, strike them firmly and make them Taste the Lance. A joust using miniatures that works amazingly well, is very fast paced, and most of all fun, Fun, FUN. Victory is by points gained for strikes, bodily damage, and unhorsing your opponent.

The Battle for Los Angeles — Sat Noon — Infinity

GM: Paul Villar

Get ready for the first annual Battle for Los Angeles. We want this to be the big Infinity event for California, this is your chance to play against the best players in SoCal for the title of Battle of LA champ. 2 list maximum, sectorials are ok. 300 pt lists, 3 rounds

The Hildebrand Memorial Open-Period Tournament — Sat 2 pm — Hail Caesar

GM: The Big Watch

This 2-round tournament will be played on 8'x4' tables with 25mm/28mm painted armies not exceeding 350 points (taken from a published HC army list book). New players are welcome and will be taught and matched with other beginners. Armies are available for loan for the day.

This is WAR! — Sat, Sun 10 am — This is WAR! 15mm

GM: David Dunn

A futuristic/scifi 15mm miniatures game, set in the 24th century, pitting the Coalition of Military Forces, (CMF) and the Opposition Forces, (OPFOR), against each other. Learn how the game system works and test your tactical abilities.

Uncharted Seas — Fri 6 pm

GM: mark wells

Seven seas is where the race of Dwarfs, Elves, Orcs, undead and humans fight for the control of the seas. Bring your own fleet or borrow one. Players should come at set up time. Players will split up in teams of two for the battle. If time allows and players want to we will play a second battle.

Walkers (A Zombie Miniatures Game) — Sat 1 pm — homebrew

GM: Joshua Scharpf

You ran out of gas in the middle of town, and you need to do some repairs. Easy, if it wouldn't be for the Zombies! Walkers is a miniatures game made by Joshua Scharpf, and inspired by Last Night on Earth with a very easy to pickup rule set. We will run two games during the duration of this event. You are welcome to join any time.

Warhammer 40K RTT — Sun 10 am

GM: SoCal Crusaders

2,000 point max list. Points are scored per game, 3 games in total Sportsmanship, Army Composition, Appearance & Battle Points. Prize support will be according to attendance.

Miniatures

Warlands Demo – Sat 10 am

GM: Tony Kenealy

Presented by Aberrant Games. Pits the last human survivors against each other and unnatural horrors from the wastelands and dead cities. From skirmishes to epic battles, Warlands sing with screams of the dying and the roar of machines. All materials provided, join any time.

Warmachine / Hordes Demos – Fri 6 pm, Sat 10 am

GM: Justin Leyva / Press Gangers

Players take on the role of warcasters as they lead their titanic forces into battle. Warcasters possess significant martial prowess of their own as well as having hardened warriors and magical spells to bring to bear. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies.

Warmachine / Hordes Steamroller – Sat 3 pm

GM: Press Gangers

50 point Steamroller. Double-list Divide & Conquer. Deathclock. This event will have 3 rounds. Full Prize Support.

War of Ashes: Shieldbash – Sat, Sun 10 am, 8 pm

GM: Anthony Brown

Follows the struggle of the noble Atronians as they face off against the invading Jaarl, set on conquering the last inhabitable land on a dying world. Zombiesmith's Bash fantasy skirmish rule set features simple rules that lead to difficult decisions.

What goes up must come down – Sun 9 am – Wings of Glory/ Wings of War

GM: Robert Boyens & Jesse Boyens

Come fly your favorite WWI OR WWII aircraft and see if you can achieve ace status

X-Wing Miniatures Tournament – Sat 10 am

GM: Chris Mazourek, Erik Duran

100 point list. 3 round tournament 60min games Please have your list ready before the tournament so we can start on time.

Zombicide Tournament Finals – Sun 8 pm

GM: James Freeman

This is the finals for the Zombicide Tournament. Finalists will be posted by 7 pm on Sunday at the Miniatures Headquarters. Tournament rules to be explained at each qualifier.

Zombicide Tournament Qualifier

Sat 9 am, 2 pm, 8 pm, Sun 2 pm

GM: James Freeman

Tournament rules to be explained at the qualifier. Finals will be at 8 pm on Sunday. (You can play in this qualifier even if you are not planning on being in the finals!)



NOVEMBER 13-15

AT THE

OLD TOWN SAN DIEGO BEST WESTERN

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War Games

Marina

1775 Rebellion 101 – Sat 10 am

1775 Rebellion Tournament – Sat 11 am

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

ASL Starter Kit #1 101 – Sun 3 pm

Axis & Allies – Sat 9 am

Single elimination. Two rounds on Saturday, finals on Sunday. Must play on a team on Saturday in order to play in the finals. By mutual agreement, players MAY play any of the A&A versions. Default is Europe 1940 2nd ed. or Pacific 1940 2nd ed. Team is 1-4 players.

Battle Cry 101 – Sun Noon

Battle Cry Tournament – Sun 1 pm

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.

Bear Flag Republic – Sat 10 am

A space-to-space card enhanced game on the conquest of California in 1846-1847. It pits the Californians against the Americans on a large map with few units stretching from San Diego in southern California to Fort Ross - Lassen Ranch in northern California

C&C Napoleonics 101 – Sun 6 pm

C&C Napoleonics Tournament – Sun 7 pm

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

Friedrich – Sun 4 pm

Friedrich is a 3 or 4 player strategic lvl war game of the Seven Years War in Europe. A design for effect game with simple mechanics. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required. Dealer Tokens awarded.

Kriegsspiel – Sun 10 am

Translation into English and reprint of the original Prussian Kriegsspiel map wargame. Blind play scenario with an umpire.

Many Parsecs of Space – Sun Noon

Space 4X game that reimplements Martin Wallace's deck building mechanic from A Few Acres of Snow. MPoS takes the core mechanic in an entirely new direction by introducing exploration and trade in a multi-player science fiction setting.

Maria – Sun 10 am

A three-player war game based on the War of Austrian Succession. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required. Dealer Tokens awarded.

Moral Conflict – Sat 4 pm

Can you make decisions in all five dimensions? 2 -5 players lead a great power with in depth strategy and negotiation in a realistic world in conflict between good and evil. www.playfordgames.com for rule books and videos.

Napoleonic Wars (2nd Edition) – Mon 10 am

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

Red Barricades (Scenarios) – Fri 1 pm

Veteran ASL players, lets have fun in the Red October factory complex in Stalingrad!! See assault engineers use flamethrowers on those Russian strongpoints! Play for a turn, or stay as long as you like.

Sails of Glory Tournament – Fri 3 pm, Sun 7 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 mechanisms and special decks of maneuver cards for each vessel.

Sturm Europa – Sat Noon

A grand strategic wargame that recreates the entire European conflict during WWII. Wood cube units and political and technological development cards. Amazing level of detail and realism, yet it plays faster than any other WWII grand-sim! Check out the demo hosted by the designer

Virgin Queen (Campaign Tournament) – Sat 10 am

This will be the full 7 turn 1559 scenario. Minimum of 3 players. Note we are scheduled for 11 hours, this being an entire Saturday tournament, with scheduled breaks. Winner receives 50 dealer dollars (in each game). All other participants receive 10 dealer dollars

Roleplaying

Los Angeles, Plaza Ballroom D, Newport, San Lorenzo

RPG Games on Demand

Games on Demand is a new model being implemented by the RPG department. This model of short format 2 hour games has been popular at conventions like Origins and Gen Con. GM's will have a variety of games ready to go on a first come first serve basis. Once a table is full the game starts. Do you have a couple of hours to kill in between events? Come on over to the 2nd floor in San Lorenzo F and try something completely out of the ordinary at Strategicon. Saturday and Sunday from 9 am to whenever the GM's want to stop.

"Well, it seemed good at the time..." (HJRPG) – Sat 2 pm –
 Rolemaster RMSS (by request)

GM: Kurt Lauer

As a member of the Autumn Knights, you are often asked to succeed at missions with a "less than questionable level of foresight". At least you're paid well. Bring fame and fortune to your Liege to ensure that they remain in politics long enough for you to get paid.

4 Minutes to Midnight – Fri 2 pm – Project Cassandra

GM: Craig Duffy - Happy Jacks Listener

The Cold War. A time of spies, paranoia & fear. A top secret research project into ESP yields startling results, only to be betrayed from the inside after the subjects receive a shocking premonition: The President is due to be assassinated at an upcoming rally. Fleeing from the flames and with only their developing psychic abilities to aid them can the subjects stop the attack, or is the Cold War about to turn Hot?

Adventures In Bayhaven – Sat 10 am – Hero Kids

GM: Tom Glauser

A kids-only RPG, designed for 6-12 year olds. Design your own hero kid character and help solve the mystery. Small prizes for all participants. Parents welcome to help their children but the focus is on the hero kids.

A New Age: The beginning – Sat 2 pm – GURPS Supers

GM: James Freeman

While attending college you have been having headaches and one of your professors said he can help you. What will you do with your new found abilities?

Arctic Enigma – Sun 2 pm – Savage worlds - Xcom

GM: Robert Quintero - Happy Jacks Listener

Our research facility located south of Atkasuk Alaska has gone dark. Dr. Juliet Silvas and her team have been focused on researching alien technologies. You are tasked with finding out what happened to Dr Silvas and recovering her research data. Nuclear release is not authorized.

Aspire- Gods and men – Sun 9 am – GURPS Supers

GM: James Freeman

You are assigned a mission to protect an important asset that will decide the fate of the world, if you fail all will be lost. Pregens provided.

A Tale of a Slayer – Sat 9 am – Monster of the Week 2nd Ed

GM: William Carson

The year is 1901, the place is San Francisco. A new century has dawned and the City by the Bay is a glittering gem of American progress. Behind modern marvels like electric lights, trollies and hot plates, evil lurks. As with every generation it is up to the slayer and her friends to stand up and oppose it.

A Weekend Getaway – Sat 8 pm – Dread (Jenga Tower RPG)

GM: Sam Carter

This should be a fun getaway - Lord knows you need one. The invitation was a little surprising, but you aren't one to look a gift horse in the mouth, so to speak. That feeling in your stomach must surely be excited anticipation! Dread is a horror game utilizing a Jenga tower instead of dice.

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A Wizard Did It – Sat 9 am

Disposable Adventurer Gaming System

GM: Ian ChristianScher

Adventuring is a perilous profession. This is especially true in when wizards are involved. Everything in a wizards tower is deadly: Monsters, traps, and unknown magic all can kill you or worse. Luckily you have many friends/relatives ready to avenge your death. Even better you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming, with magic!

A World of Laughter, a World of Tears – Sun 9 am

Golden Sky Stories - Heartwarming Role-Playing

GM: Ira Taborn

The recently built amusement park, Land of Adventure, is not doing as well as it owners were hoping, which is a shame cause you and your fellow animal spirits have found this strange new human... thing to be an exciting mystery demanding exploration. The older spirits think such interest is foolish, but what do they know. Mostly how to be boring something you'll never be! Time for adventure!

Brave New World – Sun 2 pm – Fate

GM: Morgan Ellis

The Patriot is dead. Murdered by JFK's fascist Delta Prime thugs. But he did not die in vain, his death is a rallying cry for every free Delta to use their unregistered super powers to fight back for freedom. Play outlaw super heroes fighting an underground guerilla war in a fascist America, using the Fate and Venture City Stories rules.

Canvas Wings of Death – Fri 8 pm – Night Witches

GM: William Huggins

The 588th Night Bomber Regiment of the Red Army Air Force was comprised entirely of woman. They were called Nachthexen by their Nazi opponents. Night Witches is an Apocalypse World powered game that explores the stories of these women who fought fascism in obsolete WWI era planes

Carbonite Run – Sat 9 am – Edge of the Empire

GM: Neil Gaughan

No big deal. You are 4.05 million credits in debt to Prince Xizor. Guri is on your trail, and she cannot be bargained with, or reasoned with. She doesn't feel pity, remorse or fear. No big deal. This next run – get the carbonite to Bepin what could go wrong? – will make you enough money to settle all your debts.

Carbonite Run – Sun 2 pm – Edge of the Empire

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CMP 2015-01 Copperhead Road, Part 1 – Sat 9 am

Shadowrun 5e

Time to head south of the border – the UCAS Border that is. On your way to Knoxville, TN for a job, you find that simply getting into the CAS proves more difficult than expected.

RPGs

CMP 2015-02 Rollin' On the River – Sat 2 pm – Shadowrun 5e

It's a simple job, just like always. Deliver this package downriver to Chattanooga. Of course, the river's not as safe as it once was...

CMP 2015-03 Cinco de Mayo in Memphis – Sun 2 pm

Shadowrun 5e

It's so hard to find good help these days, and too often when you buy a politician he doesn't have the good graces to stay bought anymore. So you're being sent in to investigate.

CMP 2015-04 Leavin' Tennessee – Sun 7 pm – Shadowrun 5e

A blues musician is interested in breaking his contract and heading up to Chicago to follow his muse. After all, what city has the blues worse than the Windy City these days? But he comes with some baggage that threatens to make the runners' jobs far more difficult than it should be.

Curse of the Witch King – Sat 9 am, 2 pm – WhiteHack-OSR

GM: Denys Mordred

This is WhiteHack, the acclaimed 'old school' fantasy game that promises low-rules and lots of imagination. A band of heroes find themselves delving into the mysteries of the past, fighting against the shadows, all in the name of stopping the curse of the Witch King. Be prepared to help tell a story full of adventure where a fate worse than death is a very real outcome.

Dancing Under a Pale Moon – Sat 8 pm – Homebrood

GM: Mikal Saltveit

The harvest festival is over and several of your friends have gone missing. Strange tracks lead into the forest. Will you save your friends in time?

Dark Planet – Sun 9 am – Savage Worlds

GM: Jason

Just carry the goods from one place to another through space. Something has caused your ship to slow and wake the crew up. Dark Planet is a hard sci-fi game of discovery and horror using the Savage Worlds rules. Note: Adult themes, and graphic violence Not for children.

DCC #77.5: The Tower Out of Time – Fri 2 pm

Dungeon Crawl Classics

GM: Mario Torres Jr

From out of the terrible past comes an ancient evil to plague the present! A mystifying leathery tower crowned by a blinding blood-red light has appeared in the forest. Meanwhile, an alien comet burns portentously in the sky above. Dungeon Crawl Classics #77.5 is an adventure designed for 2nd level characters. Pre-gens will be available.

DCC: Aztec Crawl Classics! – Sun 2 pm – Dungeon Crawl Classics

GM: Sean Ellis

Join the original blood-thirsty dungeon crawlers.. the Aztecs! Quest for glory and blood for your dark gods in an old world.

DCC: Six Guns and Sorcery – Sat 8 pm – Dungeon Crawl Classics

GM: Sean Ellis

Board a train to Stormlord's Dark Territories in this Western game of Dungeon Crawl Classics!

DCC: The Hypercube of Myt – Sat 2 pm

Dungeon Crawl Classics

GM: Mario Torres Jr

The ancient immutable cube of the mad wizard Mytus beckons! While the village is enjoying their wines and ales at the festival of the Equinox, a band of adventurous revelers will try their luck at entering the inescapable! Will their drunken bravery yield gold or an insane death? The Hypercube of Myt is a 0 level funnel tournament designed for Dungeon Crawl Classics.

DDEP02 Mulmaster Undone – Sat 7 pm

Dungeons & Dragons 5e

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.

DDEX02-10 Cloaks and Shadows (levels 1-4) – Sat 9 am, Sun 2 pm

– Dungeons & Dragons 5e

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.

DDEX02-11 Oubliette of Fort Iron (levels 1-4) – Sat 2 pm, Sun 7 pm

– Dungeons & Dragons 5e

When Fort Iron was taken from the duergar who inhabited it, much of their subterranean quarters were never fully explored. An ancient oubliette has been discovered and its contents have disturbed the miners. Can the mine and the miners be saved from the dangers of the Oubliette of Fort Iron? A two-hour adventure for characters levels 1 to 4.

DDEX02-12 Dark Rites at Fort Dalton (levels 1-4) – Mon 9 am

Dungeons & Dragons 5e

Fort Dalton along the River Lis was long ago destroyed. Now rumors tell of foul cults practicing their dark rites within the fort's ruins. Are the rumors of elemental cults true or are the rumors a cover for some other sinister plot? A two-hour adventure for characters levels 1 to 4.

DDEX02-13 The Howling Void (levels 5-10) – Fri 7 pm, Sun 2 pm

Dungeons & Dragons 5e

A bastion of the Cult of the Howling Wind has been located beneath the Monastery of the Yellow Rose in the bowels of the Earthspur Mountains. In order to thwart the cult's plans for Mulmaster's destruction, you must delve into the depths and quell the storm within. While their winds still blow, none in Mulmaster are truly safe.

DDEX02-14 The Sword of Selfaril (levels 5-10) – Sat 9 am, Sun 7 pm

– Dungeons & Dragons 5e

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?

DDEX02-15 The Black Heart of Vengeance (levels 5-10) – Sat 2 pm, Mon 9 am

– Dungeons & Dragons 5e

Aleyd Bural, the Risen Hero of Phlan has sounded the call to battle! Intent on retaking her home of Phlan, Aleyd has amassed a surprising amount of support from the citizenry of Phlan, including that of the High Blade himself. But as lofty as her goals might be, the honor-bound warrior seems willing to sacrifice much in her quest—including everything she once stood for.

DDEX02-16 Boltsmelter's Book (levels 1-4) – Fri 7 pm, Sun 9 am

Dungeons & Dragons 5e

A dwarven expedition has stopped in Mulmaster for much-needed supplies. Furgis Boltsmelter, their founder and leader, is looking for some "no questions asked" protection for the duration of his stay in the city. Whatever he is trying to protect may not stay hidden for long. Can you keep his secret treasure out of the wrong hands?

RPGs

DDEX03-02 Shackles of Blood (levels 1-4) – Fri 2 pm, Sat 9 am, Sun 2 pm, Mon 9 am – Dungeons & Dragons 5e
The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the factions. Join your factions and find out the truth behind the missing farmers.

DDEX03-03 The Occupation of Szith Morcane (levels 5-10) – Fri, Sat 2 pm, Sun 9 am, Mon 2 pm – Dungeons & Dragons 5e
Agents of the fire giants of Maerimydra, a city in the Underdark, have overtaken the drow outpost of Szith Morcane. The factions seek out adventurers to free the outpost's leaders for questioning on the giants' activities. Can you extricate them before it's too late?

DDEX03-04 It's all in the Blood Part 1 of 2 (levels 11-16) – Sat, Sun, Mon 9 am – Dungeons & Dragons 5e
Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcane have extended an intriguing offer, but can the drow be trusted, and for how long?

DDEX03-04 It's all in the Blood Part 2 of 2 (levels 11-16) – Sat, Sun, Mon 2 pm – Dungeons & Dragons 5e
Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcane have extended an intriguing offer, but can the drow be trusted, and for how long?

DDEX03-05 Bane of the Tradeways (levels 1-4) – Fri 7 pm, Sat 2 pm, Sun 9 am, 7 pm, Mon 2 pm – Dungeons & Dragons 5e
Times are hard in the Hillsfar countryside, especially for those of non-human ancestry. Unscrupulous merchants in league with the hated Red Plumes bleed local farmers and artisans dry. Perhaps some of those loot-laden caravans coming and going from Hillsfar could use a bit of liberation?

DDEX03-07 Herald of the Moon (levels 5-10)
Fri 7 pm, Sat 9 am, Sun 2 pm, 7 pm, Mon 9 am, 2 pm
Dungeons & Dragons 5e
Elanil Elassidil, an elf bard of no small legacy, has put out a call for trustworthy agents. It is time, it seems, for a quietly hidden piece of elven history to become known to the world. Meira Faerenduil, lost knight of Myth Drannor, has been discovered, and must be brought back to civilization.

Dirty Secrets – Sun 2 pm – Dirty Secrets - A Game About Crime
GM: Ira Taborn
Welcome to the game of Dirty Secrets. In this game, you and a few friends will create stories of corruption, betrayal, deception, and murder, all set in your own home town. Together, you will guide a single investigator through a complex web of lies, corruption, and murder as he pursues that most elusive prey: the truth. (description from website)

Distress on Life Liner 928 – Fri 1 pm – Star Frontiers / Savage Worlds
GM: Tomer Gurantz
You have just received a distress signal from zoological expedition Life Liner 928. How fortunate! As new members of the Scrap and Salvage unit, this is your bread and butter, and everyone's got to pay their bills. And survivor mean bonus credits! The captain has set a direct course. Get your Albedo Screen, your Sonic Disruptor, and a Stimdose ready, for this Star Frontiers / Savage Worlds, space-based, Lego dungeon crawl.

Dungeon of the Bear – Sat 8 pm – Deluxe Tunnels and Trolls
GM: Brad Bell
Can you survive the Dungeon of the Bear? Learn Tunnels and Trolls, celebrate the release of the Deluxe version, and humor Rick Loomis with stories of your character's gruesome death.

Earth Alpha Supers – Fri 8 pm, Sat, Sun 9 am, 2 pm, 8 pm
GURPS
GM: Vernon Avaritt III
Supers fight supervillains: There will be a number of scenarios and I will provide prepens for you.

El Pollo Diablo – Sun 8 pm – Alternity - Dark Matter
GM: Ira Taborn
Reports have been coming in that something is killing off cattle in Southern Texas. And whatever it is, its is ripping them apart. Even more intriguing, initial research has brought rumors to the Institutes attention that a Aztec Thunderbird may be somehow related to this. Like always, this could be nothing, but nothing is where you hide things. Good Luck, stay safe, and as always, maintain our cover.

Emerald Spire, Level 2—The Cellars (levels 1-3) – Mon 9 am
Pathfinder RPG
The foundations of the tower are a confusing maze of vermin-infested chambers and clever pit traps. A dangerous undead spellcaster known as Gorloth, the Bone Priest, ambushes adventurers who blunder into the pits and spiderwebs. Can you survive?

ESCALATION OF NEEDS – Sat 8 pm – GURPS STAR TREK
GM: Robert Flores
Capitans log: While Exploring, we have found a few remnants on a small moon, of 2 Alien races that have destroyed each other. The refugees cooperated with each other to assemble and travel on an Ark Ship. They want help repairing their ship and want us to broker a peace treaty.

Greyhawk Reborn: Northern Alliances – Sat 7 pm, 8 pm
Dungeons and Dragons 5e
GM: TBD / Aaron Pilgrim
The Frost Barbarians in the northern lands are under attack from the Great Kingdom and the servants of Hextor. Nyronnd asks you to help defend your northern allies. A one-round wilderness adventure for characters levels 1-5.

Greyhawk Reborn: Oldred Under Dark – Sat 2 pm
Dungeons and Dragons 5e
GM: Stephen Roe
The Southern Nyronnd port city of Oldred is the center of commerce and crime on Relmor Bay. The city's fortunes have been good in recent years leading to new building and new trade. A few days ago a sinkhole formed revealing an old limestone quarry and catacombs. Someone should probably go check it out and get to the bottom of things. A one-round dungeon delve for characters levels 1-5.

Greyhawk: Whither Wragby – Sat 9 am
Dungeons and Dragons 5e
GM: Stephen Roe
A raging storm has forced you to take shelter in the fishing village of Wragby on Nyronnd's coast. The morning after the storm broke a Royal Navy Captain and his bodyguard wash up. Their ship the HMS Intrepid is beached on a nearby tidal flat missing her prisoners – the infamous buccaneer Capt. Bellamy and his crew. A one-round adventure for characters levels 1-4.

RPGs

Greyhawk x Fantasy AGE – Fri 8 pm – Fantasy AGE

GM: Aaron Pilgrim

This is an adventure using the Fantasy AGE rules and the Greyhawk setting. Servants of Chaos hunt an important noble in the north of Nyron. He has hired you to help him eliminate the threat that haunts him.

GURPS - Project ASPIRE – Fri 2 pm – GURPS

GM: Michale Shupe

The longest running continuous campaign at Strategicon, going on its seventeenth year, that anyone can jump into at any time! ASPIRE stands for Agency for Supernatural and Paranormal Investigation, Research and Exploration. Part of the GURPS Tournament.

GURPS - Star Hunters (Season Two) – Sat, Sun 8 pm, Mon 9 am GURPS

GM: Michale Shupe

The Star Hunters League is a group of explorers scanning the galaxy for people to sc- Ahem, to locate habitable planets for the major governments of the galaxy. Tongue in Cheek humor required. Use a Pregen or your own 150 pts 75 disads TL 10 Part of the GURPS Tournament.

GURPS - TOURNAMENT FINALS – Sun 2 pm – GURPS

GM: Michale Shupe

This is the finals for the GURPS tournament. Play in at least 2 GURPS games to qualify. Finalist list to be posted at RPG headquarters by 1:30 pm on Sunday.

GURPS - World of Zombies – Fri 8 pm – GURPS

GM: James Freeman

It's been over a year now, and the dead still walk... but the living are often more deadly. Part of the GURPS Tournament.

Happy Jack's Presents: Back Through the Looking Glass

Sun 2 pm – GRIMM

GM: Bill Roper

When the kids of Elderbrook Elementary last escaped the Checkerboard Kingdom to return to our world, they brought along an unexpected guest a little girl named Alice. Can they find their way back through the realm of storybooks and help their new friend find her way home?

Happy Jacks- PHREQUE SHOW "Worlds"

Sat 2 pm – Savage Worlds

GM: CADave and Stork

The team of unique paranormal investigators is back, this time faced with a mysterious time jumping town. Who is responsible? Why is it even happening? Join us to find out!

Happy Jacks Presents: Journey of The Savage Six – Sat 9 am

Legend of the Five Rings

GM: Bill Roper

Marauding bandits savage a small village, returning each spring to take the year's harvest and set the villagers on the brink of starvation. The poor inhabitants have called upon your honor as samurai of the Orcish Warsword clan to defend their homes, food, and lives. Can you defeat the bandit chief Ukogardu Steelhand and bring honor to your Daimyo?

Happy Jacks Presents: Mundane Justice – Sat, Sun 9 am Moment of Truth

GM: Stuart Venable

A team of Real-Life Superheros (ie, ordinary people with bats and pepper spray) are the city's only hope in its darkest hour.

Happy Jacks – The Irregulars Pack – Fri 8 pm

Vampire: the Masquerade 20th Anniversary Edition

GM: Kurt Hanna - Happy Jack's listener

1989. In the wake of the Sabbat's successful siege on Milwaukee (a stepping stone towards the larger goal of Chicago), Cainites have gone missing. At first it was one at a time. But once an entire pack disappeared, the Bishop has called in for help. The Irregulars Pack is sent to investigate and, if possible, bring a stop to these disappearances.

In the hands of The Strophe – Sat 9 am – Omni System

GM: Damon Sutton

In a Mythical Greek Science Fiction universe, the players are a diplomatic delegation who has found itself in the hands of a new race. Are they friends or foes?

Into the Black Steel Keep – Fri 2 pm, 8 pm – The Victory System

GM: Scott Corum

It has been lost since the world was shattered, but now here it is. The legendary Black Steel Keep of the Primal Dwarves, brimming with power and darkness. They say that if it can be conquered, the strength of the steel within can turn a mere soldier into a warlord. They also say that the Black Steel Keep was never meant for the current age, and its secrets threaten a slow apocalypse. So... who's in?

Johnny Quest – Fri 2 pm – Savage Worlds

GM: Jason

Johnny Quest is a pulp action adventure based on the 1960's animated tv series using the Savage Worlds rules. Note: Adult themes, and pulp violence.

Journey to the Floating Isles – Sun 9 am – Homebrood

GM: Mikal Saltveit

The koko birds have disappeared. To find out why you will need to make a long journey in search of the legendary Floating Islands.

Kimi's Amazing Wild Talents Game – Sat 9 am – Wild Talents

GM: Kimberly Hughes

Kimi is coming back to GM at a con! After a long absence, she will be running another of her very popular Wild Talents games at Gateway 2015. It will be a great game. Really. She just has to setting on one idea of the many floating around her head...

Learn to Play D&D: DDEX03-01 Harried in Hillsfar (levels 1-2)

Fri 7 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 7 pm, Mon 9 am
Dungeons & Dragons 5e

In the village of Elventree, near the oppressive city of Hillsfar, a recent string of strange occurrences has the locals on edge. The factions have gathered here on the borders of the forest of Cormanthor to determine what's happening. Is this the machinations of Hillsfar, or something more?

Legend of the Lost Blade – Sun 2 pm – Homebrood

GM: Mikal Saltveit

Deep in the forest of dreams lies a temple with a precious treasure.

Manhunt – Sat 2 pm – Shadowrun 4th Edition

GM: Desmond Wooten

The runners are hired to haul ass out to the Barrens and bail ex-Lone star Officer Hua out from under a paracritter siege. Hua was helping an old buddy, Mr. Singh, investigate mysterious animal killings, that seem very similar to a 15 year old Lone Star murder investigation. Can the runners find out the mystery behind these killings, and save the people of Kaur's Farm, or will they have something more sinister.

RPGs

Motion in the Ocean – Sat 9 am

Demon Hunters: A Comedy of Terrors

GM: Craig Duffy - Happy Jacks Listener

When a container ship goes quiet directly over a submerged ancient temple only one group can save the day, Chapter Lambda 7, agents of the Brotherhood of the Celestial Torch. Promoted too far, too fast the only thing standing in their way is their own incompetency. Oh, and the forces of evil, chaos and destruction. A game of comedy horror in the new Fate inspired system.

Nameless City – Sat 8 pm – Achtung! Cthulhu (Fate)

GM: John Armstrong

Somewhere within the trackless North African Desert lies the Nameless City. Home to a long extinct race of beings and their forgotten knowledge. The allies Section M and Hiltter's Black Sun Society are both close to discovering it's location. Can the heroes in Section M find the city before the Black Sun? Can the discover it's secrets before the coming sandstorm buries the region in shifting sands?

Niska's Race – Sun 2 pm – Firefly

GM: Craig Duffy Happy Jacks Listener

Crews have to be desperate or reckless to sign on for a job with Adelai Niska. Captain Reeves and crew are certainly the former and most likely the latter as well. The job sounded simple, retrieve an impounded cargo and deliver it to it's destination. Course, word on the street didn't mention that Niska was so desperate to get it that he'd hired multiple crews to do so. All angling for the one big payday.

Obviously It's Not Just Brigands – Sun 2 pm – Fantasy AGE

GM: Mike Olson

Banditry plagues the peaceful southlands! But how could mere brigands be as powerful as their numerous victims say? Is this mere robbery? What of the whispered rumors about the beginnings of a hideous plot being hatched by an ancient, vile and evil foe of all mankind? After taking counsel with his high priest, the Count of Eor believes a party of cunning, bold adventurers may succeed where armed might has failed.

Pacific Rim - Let's stomp some more monsters! - Happy Jack's Affiliated – Sat 2 pm – FATE Core

GM: Patrick

Another romp in the Jaegers! By popular demand, a new scenario in the post-apocalyptic world of Pacific Rim and 80-meter tall Mechs and Monsters. 2 players per Mech make for fast and furious action, and everyone gets a chance to kick some monster ass! Great for those new to FATE Core. Uses slightly modified Mech rules from Camelot Trigger. IMPORTANT NOTE: spoilers from the movie abound!

PFS 0-16: To Scale the Dragon (levels 5-9) – Fri 8 pm, Sat, Mon 2 pm – Pathfinder RPG

The race is on to beat the Aspis Consortium to the top of the Fog Peaks in Southern Galt and, recover the remains of a sage from an age long past. But can you make it back down alive?

PFS 0-22: Fingerprints of the Fiend (levels 7-11) – Fri 2 pm, Sat 9 am, Sun 9 am, 2 pm – Pathfinder RPG

When a retired Pathfinder's nephew goes missing after allegedly discovered the fabled city of Rachikan of the ancient Jistka Imperium, he turns to the Society for help. Now you've been sent to the coast of devil-tainted Cheliox to uncover the missing nephew's whereabouts and to uncover one of the most sought-after legendary cities on Golarion. But can you out pace the Aspis Consortium who is hot on your heels?

PFS 1-33: Assault on the Kingdom of the Impossible (levels 1-5)

– Sat 9 am, Sun 2 pm – Pathfinder RPG

The Pathfinder Society sends you to the fabled Kingdom of the Impossible, the island of Jalmeray, to stop an Aspis Consortium black market relics dealer who is organizing the local bandits and violently robbing Jalmeray and Pathfinder Society caravans laden with relics, artifacts, and magical mysteries. When a venture-captain is murdered by the Aspis Consortium agent, it's up to you to stop him.

PFS 1-34: Encounter at the Drowning Stones (levels 7-11) – Sat 9 am, Sun 9 am, 2 pm – Pathfinder RPG

Rumors of suicide, infanticide, murder, and chaos have always been mentioned in the same breath with these mysterious rock formations. The Society sends you there after the location is discovered by a demonologist working for the Aspis Consortium. The Society fears the Aspis have discovered the source of the Drowning Stones' power and its up to you to insure that they don't get their hands on it.

PFS 2-01: Before the Dawn—Part I: The Bloodcove Disguise (levels 1-7) – Sat 9 am, Sun 2 pm – Pathfinder RPG

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you. This is the first in a two-part Before the Dawn campaign arc. Pathfinder Society Scenario #2-02: Before the Dawn—Part II: Rescue at Azlant Ridge is the sequel.

PFS 2-02: Before the Dawn—Part II: Rescue at Azlant Ridge (levels 1-7) – Sat 2 pm, Sun 8 pm – Pathfinder RPG

With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone. This is the finale in a two-part Before the Dawn campaign arc. This is the sequel to Pathfinder Society Scenario #2-01: Part I: The Bloodcove Disguise.

PFS 3-19: The Icebound Outpost (levels 1-5) – Sat 2 pm, Sun 9 am – Pathfinder RPG

The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well-guarded Aspis outpost and escape with their lives and the information the Society seeks?

PFS 3-20: The Rats of Round Mountain—Part I: The Sundered Path (levels 7-11) – Sat 9 am, Sun 2 pm – Pathfinder RPG

"The Sundered Path" is the first scenario in the two-part The Rats of Round Mountain campaign arc. The story concludes in Pathfinder Society Scenario #3-22: The Rats of Round Mountain—Part II: Pagoda of the Rat. Both chapters are intended to be played in order and consecutively PCs who do will receive a special reward at the arc's conclusion.

PFS 3-22: The Rats of Round Mountain—Part II: Pagoda of the Rat (levels 7-11) – Sat 2 pm, Sun 8 pm – Pathfinder RPG

"Pagoda of the Rat" is the second and final scenario in the two-part The Rats of Round Mountain campaign arc. The story begins in Pathfinder Society Scenario #3-20: The Rats of Round Mountain—Part I: The Sundered Path. Both chapters are intended to be played in order and consecutively PCs who do will receive a special reward at the arc's conclusion.

RPGs

PFS 3-25: Storming the Diamond Gate (levels 3-7) – Fri 8 pm, Sat 2 pm, Sun, Mon 9 am – Pathfinder RPG

Agents of the Pathfinder Society have discovered the location of a back door into their private demiplane that puts the entire realm at risk of plunder and exploitation at the hands of the Aspis Consortium. Rather than close the access point into their adventuring paradise, however, the Decemvirate sends a crack team of Pathfinders to secure the gate for future Society use... at any cost.

PFS 4-06: The Green Market (levels 5-9) – Fri 8 pm, Sat, Sun 2 pm – Pathfinder RPG

When an ally of the Society reports that her sister's business is being harassed by the Aspis Consortium in the Varisian city of Korvosa, you are dispatched to the Green Market to assist. What mysterious forces bring the popular market its unlikely success, and can you stop the Aspis Consortium from gaining control of what could become a lucrative resource for the rival organization?

PFS 4-07: Severing Ties (levels 1-5) – Fri 8 pm, Sat 2 pm, Sun 9 am, Mon 2 pm – Pathfinder RPG

The Pathfinder Society has discovered a new Aspis Consortium base in the pirate city of Riddleport and sends you to infiltrate the rival cell disguised as newly hired mercenaries from Magnimar. Can you learn the location of one of the consortium's local allies and ensure that the support the Aspis Consortium is counting on from their friends won't come?

PFS 4-21: Way of the Kirin (levels 3-7) – Sat 2 pm, Sun 9 am Pathfinder RPG

On the eastern continent of Tian Xia, the Pathfinder Society remains a small player in the greater political landscape, but Amara Li, in the teeming city of Goka, has plans to change that. In order to secure the Society's place as an influential organization, she must orchestrate an alliance with the mysterious Way of the Kirin. But the longtime rival of the Pathfinder Society, has plans to form an alliance of its own

PFS 4-23: Rivalry's End (levels 3-7) – Sun 2 pm – Pathfinder RPG

Can you end the ongoing struggle for control of the flow of ancient Thassilonian artifacts out of Varisia's ports, or will the Aspis Consortium succeed in keeping the Pathfinder Society ever in its shadow as it profits on the exploitation of the millennia?

PFS 6-09: By Way of Bloodcove (levels 3-7) – Fri 2 pm, Sat 9 am, Sun 8 pm, Mon 2 pm – Pathfinder RPG

For centuries the city of Bloodcove has controlled access to the invaluable Vanji River, and for nearly as long, the Aspis Consortium has controlled Bloodcove. If the Pathfinder Society is to move the equipment and personnel it needs into the Mwangi Expanse, it needs a reliable means of smuggling resources through this unforgiving settlement operated by its enemies. It's up to you to establish a backdoor.

PFS 6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail (levels 1-5) – Sun 9 am – Pathfinder RPG

"On Sharrowsmith's Trail" is the first scenario in the three-part Scions of the Sky Key campaign arc. It is followed by Pathfinder Society Scenario #6-14: Scions of the Sky Key, Part 2: "Kaava Quarry" and Pathfinder Society Scenario #6-16: Scions of the Sky Key, Part 3: "The Golden Guardian." All three chapters are intended to be played in order.

PFS 6-14: Scions of the Sky Key, Part 2: Kaava Quarry (levels 1-5) – Sun 2 pm – Pathfinder RPG

"Kaava Quarry" is the second scenario in the three-part Scions of the Sky Key campaign arc. It is preceded by Pathfinder Society Scenario #6-12: Scions of the Sky Key, Part 1: "On Sharrowsmith's Trail" and followed by Pathfinder Society Scenario #6-16: Scions of the Sky Key, Part 3: "The Golden Guardian." All three chapters are intended to be played in order.

PFS 6-16: Scions of the Sky Key, Part 3: The Golden Guardian (levels 1-5) – Sat 9 am, Sun 8 pm – Pathfinder RPG

"The Golden Guardian" is the final scenario in the three-part Scions of the Sky Key campaign arc. It is preceded by Pathfinder Society Scenario #6-12: Scions of the Sky Key, Part 1: "On Sharrowsmith's Trail" and Pathfinder Society Scenario #6-14: Scions of the Sky Key, Part 2: "Kaava Quarry." All three chapters are intended to be played in order.

PFS 6-20: Returned to the Sky (levels 7-11) – Fri 8 pm, Sat 2 pm, Sun 9 am, 8 pm, Mon 2 pm – Pathfinder RPG

Part of a Numerian relic once thought scattered to the winds has found its way back to the savage land of super-science, and the Pathfinder Society must track down the component if they are to unlock the device's secrets. Clues point to the economic hub Chesed. Can you brave the troubled city, evade the vigilant agents of the Technic League, and survive a trip into the Numerian wastes?

PFS 6-21: Tapestry's Toil (levels 5-9) – Fri 2 pm, Sat 9 am, Sun 8 pm, Mon 9 am – Pathfinder RPG

A simple retrieval mission takes an unexpected turn when the Society learns a valuable treasure was under its nose—within the curious demiplane connected to the Hao Jin Tapestry. The descendants of the original owners have changed in the centuries since their sequestration, though, and initial attempts to parley have ended in failure. Can you discover what became of this lost people and secure the relic they guard?

PFS 6-22: Out of Anarchy (levels 1-5) – Fri 2 pm, Sat 9 am, 2 pm, Sun 8 pm, Mon 9 am – Pathfinder RPG

Several years ago, rebellion in the seaside town of Pezzack resulted in a Chelish blockade to slowly starve the rioters into submission. When the Society learns that an important informant still lives in the ruined town, you must smuggle yourselves into Pezzack, navigate the devastated urban landscape, and extract their contact—all without igniting a new rebellion and inviting Cheliah's unfettered wrath.

PFS 6-23: The Darkest Abduction (levels 7-11) – Fri 2 pm, Sat 9 am, Sun 2 pm, 8 pm, Mon 9 am – Pathfinder RPG

A rash of unexplained abductions in Ustalav has led to fearful speculation on the verge of panic in the streets. Hoping to improve the Society's reputation, Venture-Captain Basia Kalistoff has offered her lodge's services in putting an end to this crime wave. But in a city where countless terrors haunt its underworld and institutions, can you unveil the true culprit without unleashing an even darker fate on Karcrau?

PFS 6-97: Siege of Serpents (Special) (levels 1-11) – Sat 8 pm – Pathfinder RPG

*** CALIFORNIA PREMIERE EVENT*** "Siege of Serpents" is a multi-table interactive adventure in which each group's actions contribute to the entire room's success. The Society has opened its gates for its Grand Convocation, a magnificent festival which celebrates the Society's accomplishments. However, an inopportune accident spirals out of control when an old enemy attempts an assault on the Pathfinders' home.

RPGs

PFS 6-98: Serpents Rise (level 7) – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm – Pathfinder RPG
*** WEST COAST PREMIERE EVENT*** In this adventure players portray agents of the Aspis Consortium using 7th-level pregenerated characters. The events in this story also connect to and expand upon those in “Siege of Serpents”. This scenario is only available to be run by a 4 or 5 star GMs.

PFS Quest: The Silverhex Chronicles (level 1) – Sat, Sun 9 am, 2 pm, 8 pm – Pathfinder RPG
The Silverhex Chronicles is a series of six Quests, short adventures that take you to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and finally to a city of assassins in Daggermark. All players must use one of the 1st-level Pathfinder Society pregenerated characters

Pugmire – Sat 2 pm – Pugmire RPG
GM: michael cantin

Be a Good Dog. Protect Your Home. Be Loyal To Those Who Are True. These are the words of the Code of Man. Dogs have inherited the world, building the kingdom of Pugmire thousands of years after the Ages of Man. This is a fantasy world post-man. Adventure for artifacts, seek glory, but above all, Be a Good Dog! This is a playtest of a game in development, created by Eddy Webb of Onyx Path.

Rocks Fall Everyone Dies – Fri 8 pm – Disposable Adventurer Gaming System
GM: Ian ChristianScher

Adventuring is a perilous profession. This is especially true in caves where everything from monsters to traps to unstable tunnels can kill you. Luckily you have an abundance of friends/relatives standing by to avenge your death. Even better you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming in caves!

Rockumentary – Sun 2 pm – Paranoia
GM: Ed Murphy

Congratulations, Troubleshooter! Due to your brilliant work in the production of *_Faces of Treason_*, you have been hand-picked by HPD&MC producer Oliver-G-HLI to help film an exciting new documentary in ROK Sector tentatively titled [Deleted for Security Reasons]. Report immediately to Studio ADCC-4 for briefing.

Ruined Empire: Covert Machinations – Sun 2 pm – Tenra Bansho Zero
GM: Chris Czerniak

The small country of Horom has been occupied by the imperial Azumi. Now a group of covert agents has a chance to side with Azumi’s enemies and push the imperialists out but are they trading one occupier for another. A game of character driven action and drama in a setting equal parts tech and magic.

Sailors on the Starless Sea – Sat 2 pm – Dungeon Crawl Classics
GM: Louis Rudziewicz

Sailors on the Starless Sea #67 by Harley Stroh Since time immemorial, you and your people have toiled in the shadow of the cyclopean ruins. Of mysterious origins and the source of many a superstition, they have always been considered a secret a secret best left unknown by the folk of your hamlet. But now something stirs beneath the crumbling blocks. Beastmen howl in the night and your fellow villagers are snatched from their beds. With no heroes to defend you, who will rise to stand against the

Saving Throw Presents A Hutt to Die For – Sat 2 pm – Star Wars Edge of the Empire

GM: Jameson McDaniel

Congratulations, you’re alive. Unfortunately, there’s a small thermal detonator at the base of your spine and you’re Droga the Hutt’s new Toy. He was inspired from watching some cheap holovids and now he’s made himself his own “Squad of Suicide” or some such thing. You get the opportunity to do the impossible with no pressure what so ever. You die, who cares, BUT if you live and succeed, riches and respect are yours.

Saving Throw Presents: Flying Fists of Ku Xing – Sat 9 am – Feng Shui 2

GM: Wes Otis

Crime lord Ku Xing is causing massive havoc all over Hong Kong, and you must stop him and his gang before any one else gets hurt. Kung Fu action gaming at it’s best!

Saving Throw Presents: High Noon Over Poker Flats – Sat, Sun 2 pm – Dungeons and Dragons: 5th Edition

GM: Bryan Haskell

Grab your sword and your six-gun and hang onto your hats, cowboys! Dungeons and Dragons 5th Edition is headed to the Wild West, courtesy of the hit web series “Saving Throw Show”! Your feet have carried you and your rootin’-tootin’ companions across the hot badlands to the small, one-horse town of Reclamation. The poor townfolk there are being plagued by the dastardly outlaw, Goblin Griff... will you save them?

Saving Throw Presents Perils of Doctrina – Sat 9 am – D&D 5th Edition

GM: Jameson McDaniel

The City of Doctrina is a mystery even unto itself. A plague of amnesia has turned value on its head as knowledge is now the coin of the realm. The heist of a lifetime lays at your feet, but rumors abound at what lies within the great library of Scientia Munitionem. Are you brave enough to plunder a Library?

Saving Throw Presents Ruins of the Iron Blade Mountains – Sun 2 pm – D&D 5th Edition

GM: Wes Otis

Your friend died while adventuring overseas. He left to you a map of ruins he found long ago, but never explored. You have assembled a team to go with you and find out what treasures and dangers might be waiting for you. This is a 4th level game, pre-gens will be used.

Saving Throw Presents The Death of Sally Strike – Sat 8 pm – Call of Cthulhu 7th Ed.

GM: Wes Otis

Everything is going wrong right now, weird wrong. You have to close this case on Sally Strike before the case closes you.

Seekrit Adventure! – Sun 2 pm – Spirit of 77

GM: David Kizzia

Shhhhh... it’s secret. So secret we can’t even tell you about it in the program guide. Spirit of 77 is the slam-bang action RPG about 70’s pop culture that’s a high octane thrill ride (even if you don’t remember the 70’s whatsoever.) All experience levels are welcome, characters will be generated prior to the adventure if needed. What’s the adventure going to be? You’ll see... CAN YOU DIG IT?

RPGs

Shadows Over New Orleans – Sat 9 am – Urban Shadows (Apocalypse Engine)

GM: Sam Carter

The Big Easy is a haven for tourists, but it is also your home. You know some of the secrets that those others do not - that the city is rife with the darkness of corrupted souls, creatures that stalk the streets, and those who still call themselves Human but in reality are anything but. Urban shadows is a game of dark factions vying for control in your city. A bit like WoD, but with a distinct flavor.

Siri of the Spark Plug – Sun 2 pm – Fate Accelerated

GM: Seth Halbeisen

Experience your own version of Fury Road! In a post apocalyptic earth, water is everything. Radiation is an ever-present threat, and Oil equals wealth. Your's is an independent camp, but news still travels fast. The Hive is sending another convoy to Oil town, and that could be your salvation. Can you hijack it and save your patchwork clan? What will you do to survive?

Smuggler's Run – Sat 8 pm – Star Wars: Edge of the Empire

GM: Steven Rodriguez

The Empire is strong in the Galaxy and the Jedi are but a legend told by those who still survive. A group of opportunists have taken a job to move some goods from the Core out to where they can be best used. Obviously it would be best if no one knew about it, but the package ends up being a little more than they bargained for.

Sorcerer of the Haunted Tower – Sat 9 am – Homebrood

GM: Mikal Saltveit

The old man said there was treasure in that ruined tower at the top of hangman's hill. He didn't tell you it was haunted, what other dangers did he neglect to mention?

Spirit of 77: Cruise Ship of the Damned – Fri 8 pm – Spirit of 77

GM: David Kizzia

It's the introductory adventure for Spirit of 77! Set a course for adventure aboard the SS Tangerine as trouble breaks out on the high seas! No previous experience is necessary, characters will be provided! CAN YOU DIG IT?

Spirit of 77: Wrath of Cons – Sat 2 pm – Spirit of 77

GM: David Kizzia

A special convention-only adventure for Spirit of 77. Time to boldly go where no man has gone before - A sci-fi convention as a member of a long-cancelled television show with a huge fan base. Characters will be provided for this special adventure, no previous experience is necessary. Live long and prepare for excitement! CAN YOU DIG IT?

Spirit of the Spark – Sat 2 pm – Fate Accelerated

GM: Seth Halbeisen

Adventure in the fabulous and sometimes ludicrous world of Girl Genus! Where steampunk meets a world of high adventure of the insane, improbable, and downright incredible! Where Sparks create empires, and armies of creations! Travel to Haidelvisen, the fabulous free city of steam, and plunder the ruins of the living Castle Hältfgang itself!

Spurious Targets – Sat 2 pm – Paranoia

GM: Ed Murphy

Immediate attendance required at briefing in XGL Sector, subsector 33/AD8, transtube 77/22s, maintenance tunnel 33/77/87.3c. Briefing scheduled for 0700 hours with Officer Deklin-Y-XGL-3.

Star Wars D20 RPG Revised – Fri, Sat, Sun 8 pm – Star Wars D20 RPG Revised

GM: Allan Sylvia III

This Campaign follows the beginning and rise of the most destructive and undying Sith Lord to ever exist. The players will discover the now forbidden and lost history, that was erased and kept secret for all these ages, for fear of others following him, or joining his legion.

Star Wars: Rebel Scum – Sat 8 pm – Faith Corps (Fate Accelerated/Cortex Plus Hybrid)

GM: Mike Olson

The Clone Wars ended long ago, but still peace eludes the Galactic Empire, thanks to a coalition of wealthy merchants, deposed nobles, and religious fanatics so resistant to progress that they've resorted to treason, theft, and terrorism. Though disorganized, these misguided, dangerous rebels must be stopped before more innocents suffer. So Imperial Intelligence is sending you in... to join them.

Super Cruise – Fri 8 pm – Champions 5.5

GM: Gary Gandara

Our Heroes on a cruise ship have to fend off a mysterious attack and keep the ship and its passengers safe while protecting secret identities.

Syntheticide – Sun 9 am, 2 pm, 8 pm – Syntheticide

GM: Dustin DePenning

You and your fellow players take the role of Sharpers: free agent criminals exploring and looting society's corpse. By working jobs, you will make friends and enemies amongst gangs, corporations, and pirates. And the Tharnaxist Church, the only thing resembling law, will stay well out of your way. But that's only if the Church doesn't catch you killing their pride and joy: a synthetic

Tenth Imperium Battle for Titan – Fri 2 pm – D&D 5E

GM: Maslon Barry

Play heroes of the Tenth Imperium and kickoff the campaign.

Tenth Imperium Exiled to Hell – Sat 9 am – D&D 5E

GM: Maslon Barry

Rescue an outcast from a Lesser Hell.

Terror at the puffing bridge – Sun 2 pm, 4 pm – Pathfinder (midgard campaign setting by kobold press)

GM: Nicholas Milasich

The famous puffing bridge of the Free City of Zobeck is ominously silent. Soon the workers of Zobeck will need to cross, but who will get it running again? The most unlikely heroes. Pregens of a most interesting nature are included. Prizes available as well!

The Call of Catthulhu – Sun 2 pm – The Call of Catthulhu

GM: michael cantin

Ancient evils seek to drive the world into destruction, but that is where all the comfy furniture is! The humans think you of little consequence, but little do they know that it is only us, the cats, who stand in the way of madness. Certainly they could stand to offer a few more pets or a nice snack...

The Darkest Hour Chronicles: Blood Moon – Sat 8 pm – Vampire: The Masquerade V20

GM: Louis Garcia

In the eternal night, a hidden jyhahd flares. In this eternal struggle, the immortals... the kindred...vampires each come to a crossroads between their long dead humanity and the beast within...this is their darkest hour. Presented by the Dead Gamers Society. New player friendly, experienced players most welcome.

RPGs

The Day After Ragnarok – Fri 8 pm – The Day After Ragnarok Fate Edition

GM: Morgan Ellis

World War Two ended when the Third Reich summoned the World Serpent that wrapped its great coils across the Globe. America killed the Serpent with the Trinity atomic device flown into its eye, but then America was likewise brought low in a massive tidal wave that drowned the east coast and a poisoned radioactive rain that created the Poisoned Land. It is unto this land that bold adventures wander in search of fortune and glory.

The Doom that came to Puldán – Fri 8 pm – Star Wars: Force and Destiny

GM: Steven Rodriguez

The Republic is strong and the Sith have all but disappeared from the galactic stage with the establishment of the Rule of Two. On the planet of Puldán in the Outer Rim a small group of Jedi Knights have been tasked with bringing peace to a newly discovered race of intelligent beings who have come to know technology too fast. However they face a challenge in something sinister from the past...

The Dresden Files – Sat 8 pm – Monster of the Week 2nd Ed

GM: William Carson

Bodies have been turning up in the Chicago morgue, employees of the kingpin of Chicago Gentleman Johnny Marcone. To make matters worse signs point toward vampires of the Red Court being responsible. The neutrality of the city and safety of its residents hang in the balance. If the culprit isn't uncovered fast, Chicago could become the next front in the Vampire War.

The great escape – Sun 9 am – New World of Darkness

GM: Gary Gandara

The characters, supernaturals all, discover that they have been captured by rogue hunter scientists. Can they escape? What dire secrets does this facility hold? Can the characters get along long enough to make their way to safety?

The Hero Instant - Episode 1 – Fri 2 pm – The Hero Instant

GM: Andy Ashcraft

The Hero Instant is a new Super-Hero RPG with a focus on character-based cinematic super-heroic action. Hero and Drama Traits are the core of your characters. Game-play features quick and simple character creation, in-game character progression, and a novel time-keeping track and initiative mechanic. This game is designed for both novice and experienced role-playing gamers.

The Hero Instant - Episode 1 – Fri 8 pm, Sat 2 pm, Sun 9 am

The Hero Instant

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The Hero Instant - Episode 2 – Sat 9 am, Sun 2 pm, Mon 9 am

The Hero Instant

GM: Andy Ashcraft

New players are welcome! This is the continuing story from Episode 1, but if you're new, we'll catch you up. The Hero Instant is an easy-to-learn new Super-Hero RPG that features cinematic action, in-game character progression, and a novel time-keeping track and initiative mechanic. This game is designed for both novice and experienced role-playing gamers.

The Hidalgo Hit – Fri 8 pm – The Sprawl

GM: Saylor Van Merlin

In the gritty neon future, murder is business and business is good. Your team has a rep for doing wetwork very, very well. Almost too well, it would seem. Someone is after you and this time it's personal...

The Librarians and the Seventh Eye of Ventuzler - Happy Jack's Affiliated – Sun 2 pm – Feng Shui 2

GM: Patrick

When the world is in peril, The Librarians step up to save it! It's a quiet day and The Librarian is out (again) searching for a dangerous artifact while Eve, Ezekiel, Cassandra, and Jacob are (again) left holding down the fort in the Annex. Of course, with the Serpent Brotherhood around, things won't stay quiet for long. Surely Jenkins can find something interesting in the Clipping Book for them to investigate...

The Morning After – Sat 9 am – Beast: The Primordial

GM: Louis Garcia – Dead Gamers Society

Beast: The Primordial. You are one of the Children, a human being with the Soul of one of the great monsters of legend. This is a preview of the yet to be released new World of Darkness game from Onyx Path Publishing.

The Old Boneyard – Sat 2 pm – Dungeons and Dragons 5th Edition

GM: Scott Corum

Every adventurer has to start somewhere! A newly-formed group of adventurers finds themselves on their inaugural adventure when they go to pay their respects in the town's old and mostly-forgotten cemetery. If they're brave, they'll find their way deep into the graveyard to confront evil. If they're not careful, they'll never leave.

The Quiet Year – Sat 2 pm – The Quiet Year

GM: William Carson

The Quiet Year is a game of community building and map making. Is your community on an asteroid or in the Amazon? What does the nearest landmark look like? Are giant albino crayfish or badgers with laser eyes menacing your settlement? You decide and draw it all. These questions and lots more are up to you and your fellow players to answer and capture in ink, paper and smudgy fingers.

The Secret Castle – Sun 8 pm – Homebrood

GM: Mikal Saltveit

On the way home from the tavern one night you stumble upon a hidden path. Something draws you down to the shores of a lake where a boat awaits. Where will it take you?

The Stellar Eagle – Sat 2 pm – Kingdom

GM: Scott Martin

The world's first manned Step drive ship struggled up from the Arizona desert and reached orbit. Fewer than a hundred marines, pilots, and ship's officers navigates a ship containing over a thousand colonists towards solar system's edge. There the drive will instantaneously leap the ship to the target system. We play the leaders and guides of this mission. Structured procedures guide us through conflict. (Diceless)

The Warriors: Come Out to Pla-ay – Fri 2 pm, Sat, Mon 9 am
GURPS 4th

GM: Mook

When all hell breaks loose at the giant gang meeting in the Bronx, four members of "The Warriors" – Ajax, Cochise, Snow, and Swan – find themselves alone and falsely accused of murdering the leader of the most powerful gang in the city. Can you bop all the way back to Coney Island with the cops, every gang in the city, and the real murderers hunting you? (No prior knowledge of GURPS nor the movie required)

RPGs

The Young and the Brave – Sat 2 pm – Homebrew - rules lite

GM: Armand Kossayan

Players take on the roles of magical children who battle supernatural evil as part of a global kids' organization working to keep the world safe from powerful creatures trying to destroy all life on the planet. The game rules are fairly simple, with an emphasis on theme and fun.

Titans Grave: Fate of Valkana – Sat 2 pm – FateCore

GM: Sayler Van Merlin

Robots, Magic, and Beer! Come adventure in a far future world that is fun for all Geek & Sundry.

Torchbearer x Greyhawk – Sun 8 pm – Torchbearer

GM: Aaron Pilgrim

Sea Salvage. Torchbearer is "A dungeon crawl roleplaying game and love letter to Basic D&D." This dungeon crawl takes place near Wragby. The adventurers are asked to salvage cargo from a crashed ship off the southern coast of Nyronnd.

TPK Handbook Encounters (Quick and Dirty) – Fri 1 pm, Sat, Sun, Mon 10 am

Dungeons & Dragons 5e

GM: Steven Gordon

Dungeon Master Steve Gordon runs your group through the proverbial wringer! Test your mettle against these custom encounters designed to challenge Players in a quick-and-dirty two hour session! Bring your own characters, or just drop in and use any of our pre-made sheets. There will be five (four on Friday) one and a half hour sessions starting at 10am (Friday: 1 pm) and ending at 10pm

Vanilla Dungeon World – Fri 2 pm – DungeonWorld

GM: Sayler Van Merlin

No clever twists no brave new worlds no leet playbooks. Just Dungeon World straight out of the textbook. It's awesome enough! If you don't know, then go here: <http://www.dungeon-world.com>.

World of Zombies: A New Player – Sat 8 pm – GURPS

GM: Thomas Lepore

Following earlier clues the group decides to travel to Boise chasing after the traitor Brian Borno who has been gathering other survivors in the area swearing to take them to some "Promised Land", but how truthful can a liar and a thief be, anyway?

Xcom - Arctic Enigma – Fri 8 pm – Savage Worlds

GM: Robert Quintero - Happy Jacks Listener

Our research facility located south of Atkasuk Alaska has gone dark. Dr. Juliet Silvas and her team have been focused on researching alien technologies. You are tasked with finding out what happened to Dr Silvas and recovering her research data. Nuclear release is not authorized.

Zombie Mall – Sat 9 am – Savage Worlds

GM: Jason

Just a normal day at the mall, enjoying the last days of summer before school starts the pre-holiday frenzy begins. Zombie Mall is a zombie apocalypse horror adventure using the Savage Worlds rules. Note: Adult themes, and graphic violence. Not for children.

ANDROMEDA FIGHT LEAGUE

\$50 TOURNAMENT



www.aflgame.com

WHEN: There are two \$50 tournaments: Saturday at 6:00 PM and Sunday at 3:00 PM

WHERE: In the Board Game Room

HOW TO LEARN THE GAME:

Come visit us in the Hallway in front of the Dealer Room. You can learn the game and prepare for the tournament. We are there all day. It's a fairly quick Demo.

HOW THE GAME WORKS:

Assemble a Fight Team through a draft. Strategically place your Fighters on a Terrain Board and move them into position to battle and destroy your opponent's Fighters. If you enjoy Collectable Card Games, Chess, or Miniatures Games, then AFL is for you.

The rules are straightforward, but gameplay is deep.

AGE TO PLAY: Ages 10 and up can join in!

WHY YOU SHOULD PLAY:

Because this game is FUN and will challenge your skill.

PRIZES: Each tournament has the following prizes:

1st Place: \$50 Dealer Dollars, 2nd Place: A signed pre-release copy of the game. Everyone gets a T-shirt just for playing!

Family Games

Family Games

For Gateway 2015 we put together a selection of family-oriented games in several departments. This show there are over 70 sections – we hope something for everybody.

Kids Only Events

Board Games: Chutes and Ladders, Hiss

Collectible Cards and Minis: Pirates Pocketmodel: Sink-N-Keep “Despicable Me”

RPGs: Adventures In Bayhaven

Family Events

Board Games: Bag-O-Loot, Cards of Cthulhu, Category 5, Ghost Blitz, Hey! That’s My Fish!, King of Tokyo, King of Tokyo Gaming 101, Munchkin Treasure Hunt (2), No Thanks!, Set, Squarrels, Waterworks

Collectible Cards and Minis: Dice Masters: “Grab Bag” Tournament, Dice Masters: Demo (5), Exodus Trading Card Game “Gateway” Tournament, Exodus Trading Card Game Booster Draft Tournament(3), Exodus Trading Card Game Tournament (2), My Little Pony (2), Pokemon (2), Pokemon Workshop (2), Wrestling Supershow Card Game Demoes, Yu-Gi-Oh! Demo (7), Yu-Gi-Oh! Game Show, Yu-Gi-Oh! Lite Tournament (3)

Miniatures: Clay-O-Rama! (2), Megiddo 1457 B.C., Taste the Lance (2)

RPGs: DCC #77.5: The Tower Out of Time, DCC: The Hypercube of Myt, PFS Quest: The Silverhex Chronicles (level 1) (6), Super Cruise, The Hero Instant - Episode 1 (7), The Quiet Year

Games in our Library Rated for Our Youngest Gamers

4+

Candy Land, Chicken Cha Cha Cha, Walter Wick Can You See What I See?

5+

Aquarius, Bug Out, Color Stix, Monster Factory, Skippity, Seven Dragons: Shuffle Hands

6+

Beer & Pretzels, Big Fish Lil’ Fish, Chess, Cirplexed, Coconuts, duck! duck! SAFARI!, Horse Fair Card Game, Mmm ... Brains!, Qwirkle Cubes, Rat-a-Tat Cat, Rory’s Story Cubes: Actions, Stomple, Uno



T-Shirts!

Design 1



Design 2



Design 3 (all year)

Front

Back



Three different Convention Shirts available in the Dealer Room for \$20.
All sizes from S to 4XL.
Both Men's and Women's shirts.



Gateway 2015 pin!

Our limited edition pins have been known to attract attention, especially when affixed to boring clothing at boring networking events. In the meantime, it will look great on your lanyard or badge holder! Enamel pin, \$5, available at the Strategicon booth.

STRATEGICON PRESENTS

Orccon 2016

February 12 - 15, 2016
at the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045

Reservations: 310-410-4000
Room Rates: \$109 per night

Hope to see you there

Registration is \$50 before February 8
or \$60 at the door.

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

STRATEGICON SCHEDULE

Convention	Dates	Location
Orccon 2016	Feb 12-15	Hilton Los Angeles Airport
Gamex 2016	May 27-30	Hilton Los Angeles Airport
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orccon 2017	Feb 17-20	Hilton Los Angeles Airport
Gamex 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport
Orccon 2018	Feb 16-19	Hilton Los Angeles Airport
Gamex 2018	May 25-28	Hilton Los Angeles Airport
Gateway 2018	Aug 31 - Sep 3	Hilton Los Angeles Airport
Orccon 2019	Feb 15-18	Hilton Los Angeles Airport
Gamex 2019	May 24-27	Hilton Los Angeles Airport
Gateway 2019	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orccon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Hilton Los Angeles Airport
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

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

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

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

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

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

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

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
Arcane Wonders	Northstar Games
Asmodee	Osprey Publishing
Blue Panther	Out of the Box Games
Cannon Fodder Games	One Small Step Games
Cold War Miniatures	Paizo Publishing
Columbia Games	Pegasus Hobbies
Cryptozoic	Prawn Designs
Days of Wonder	Privateer Press
Educational Insights	Queen Games
Fantasy Flight Games	Reaper Paints & Miniatures
Galaxy Press	Rio Grande Games
Gamecraft Miniatures	Sierra Madre Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Impact Miniatures	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
LITKO Game Accessories	Wizkids
Looney Labs	Zenescope
ManaWerx	Z-Man Games

Shopping

Dealer Room

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

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

Individuals found selling wares at 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 2015 Dealer Room Vendors:

2C Gaming	Cock and Bull Games
7 Deadly Fairies	Crazy Bob's
Alert Systems	Dan Verssen Games
Andromeda Fight League	Dapper Devil
Game	Decision Games
Backpack Dealers	Extra Life
Blue Panther LLC	Fantization Miniatures
Board of Games	Fashionable Familiars
Cardboard Arcade	Flying Buffalo

Forge Father Games	Play 5
Gamecraft Miniatures	Playford
GameMatz	Quad Nine Art
Gate Keeper Games	Seth's Games and Anime
GMT Games	Strategicon HQ
Goodman Games	Strategicon Marketing
Gruff	Table Top Adventures
Hex'd Games	The 5th Terrain
Hooks and Chains	The Broken Token
Knapsack Games	The Monstore
Modest Games	Victory Point Games
Monkey Finger Games	Wargamma
Ninja Star Games	Warehouse
Obscure Reference Games	Zombiesmith

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 take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, etc.

Sheet do not have to be completely stamped. Turn in your sheet at the Registration Desk – you will receive raffle tickets based on how many stamps 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

The Flea Market has moved downstairs for 2015

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

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

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

Convention Seller Rules

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

Buyer Guidelines

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

buyer. Standard terms are usually cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

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

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

Auction Buyer rules

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament

will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.

GameX 2015 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
18xx	Bill Gallagher	Todd Vander Pluym	Jonathan Flagg
18xx	Todd Vander Pluym	Jonathan Flagg	Richard Heller
7 Blunders	Nick Chavez	Sam Nazarian	Michael Swinson
7 Wonders Expansions	Sean Growley	Edan Ortner	Lana Berman
7 Wonders MEGA	John Oh	Steve Lee	Ed Bodge
A Game of Thrones 2nd Edition	Aj Harris	Peter An	Justin Clouter
A Study in Emerald	Richard Potthoff	Karen Haugland	Rick Senki
Acquire David Woolcott Memorial	Eric Downing	Alex Konowitz	Lisa Burola
Age of War	Michelle Mills	Bradley Thomas	Andre Chautard
Agricola	David Zevin	Lisa King	Hallie Stringer
Alhambra	Robert Larson	Darrell Stark	Jaye R.
Alien Frontiers	Richard Rodrigues	Roderick Lee	Joshua Beller
Attika	Roderick Lee	Sue	Eric Downing
Backgammon	Ozgun Tumer	Renee Rose-Perry	
Blokus	Tanya Aldrich	Sue	Lisa Burola
Blood Bound	Jose Vasquez	Potato Pie	Steven Alvarez
Blue Moon City	Darrell Stark	Lawrence Chieng	Dennis Clay
Brass	Rick Byrens	Christopher Buckley	Laura Tewksbury
Carcassonne	Bob West	Renee Rose-Perry	Michael Coe
Cards Against Humanity	Bill Gallagher	Mycroft Roske	Eliot Roske
Cards Against Humanity	Andrew Mendez	Sarah Mendez	Jonathan Nowak
Cash and Guns	Brad Geving	Brandi Hammons	Kim Chen
Caverna: The Cave Farmers	Bruce Schlickbernd, Matt Barnes		Peter An
Chaosmos	Cameron Gandara	Jon Daneshgar	Kyle Greenwood
Chaosmos	Frank Madrid	Lord Baltimore	Connor Vassallo
Chaosmos	Primus Majda	Alan Emrich	
Chez Geek	Allen Eckhouse	Martin Padilla	
Chinatown	Augustus Sanders	Brian Stokes	Joe Price
Cinque Terre	Andy Mcguire	Cheryl Aday	Donovan Shickley
Civilization: The Expansion Project	Frank Yuan	Matthew Weber	Martin Deolden
Clash of Cultures	Frank Madrid	Stephen Wight	Peter An
Concordia	Eric Downing	Ozgun Tumer	Todd Goldman
Cosmic Encounter	Paul Slavich	John Willy	Ryan Higa
Coup	Peter An	Daniel Rush	Joshua Beller
CV	Bill Gallagher	Aaron Sproul	Patricia Liu
Deep Sea Adventure	Michael Swinson		
Desert Island	Aidan Rooney	Hallie Stringer	Aj Harris
Dominant Species	Jonathan Morgan	Alex Arjad	Mathew Severns
Dominion Expansions	Renee Hammer	Leonard Lopez	
Down in Flames: Aces High	Chuck Collins		
Dr. Shark	Sean Growley, Mitchell Hale, Josh Wood	John Borders, Patricis Liu	Joman Diec, Mara Kenyon
Dread Curse	Brett Holbrook	Frank Zazanis	
Dream Factory	Andre Chautard	Tracy Ashizawa	Matt Schwartz
Dungeon	Kimberly Shaver		Steven Alvarez
Eclipse	Joshua Beller	Ozgun Tumer	Matthew Weber
Euphrat & Tigris	Roderick Lee	Renee Rose-Perry	Matt Posey
Euphrat & Tigris	Renee Rose-Perry	Matt Hyra	
Family Business	Daniel Rush	Darrell Stark	Edward Roske
Finca	Zachary Alvarado	Xiaowen Lei	Sue
Five Crowns	Rowan Harbinger	Jessamine Campbell	Kathleen Harbinger
Five Tribes	Sean Growley	Bruce Schlickbernd	
Fluxx	Tony Negrete	Gary Laycraft	Ash Carpio
For the Crown	Ryan Higa	Aidan Rooney	
Formula D	Tall Paul	Jerrell Reid	Andreas Pluchar
Formula De	Terry Dix	Roderick Lee	Christopher Buckley
Fortress America	Walter Wichowski	Frederick Valyocsik	Ethan Haley
Gem Rush	Aidan Rooney	Ta Te Wu	Ashley Adams
Ghost Blitz	Keith Aldrich	Rik Panero	Tanya Aldrich
Glory To Rome	Richard Heller	Mara Kenyon	Peter An
Hiss	Jackson Barrett	Keith Aldrich	
Hollywood Game Night Party Game	Joman Diec, Sean Growley, Ruby Intner, Josh Wood, Dennis McGeehan	Jasper Day, Kevin Day, Peter Parker, Chris Ngoon	Lucas Crouch, Dale Fairclough, Araceli Martinez, Matthew McGeehan, Amir Vahdani
Imperial	Justin Clouter	Joshua Brown	Edward Williams
In the Year of the Dragon	Darrell Stark	Kim Chen	Aidan Rooney
Incan Gold	Stuart Meriwether	Michael Swinson	Michelle Mills
Ingenious	Darrell Stark	Renee Rose-Perry	Anthony Chung
Istanbul	Steve Behnke	Peter An	Alan Flower
Kanban	Deb Lazaro	Benjamin Jones	

Kill Shot	Jon Daneshgar	Christopher Sprute	Nancy Sprute
Kill Shot	Ashley Adams	Ethan Haley	Thomas Amundsen
King of New York	Frederick Valyocsik	Jeff Becker	Ray Gaer
King of Tokyo	Richard Matney	Rusty Howell	Sam Nazarian
Kingdom Builder	Richard Rodrigues	Bruce Schlickbernd	Ed Bodge
Kingsburg	Eric Downing	Rowan Harbinger	Howard Ching
La Boca	Kathleen Harbinger	Andrew Mendez	Alex Colby
Las Vegas Boulevard	Rick Lepore / Andy McGuire	Mycroft Roske	Ronnie Chen
Last Chance	Michael Swinson	Joe Romero	Peter An
Liar's Dice	Eric Downing	Sean Growley	Reed Comire
Lifeboat	Richard Matney	Jason De Moura	Jonathan Flagg
Lords of Waterdeep	Michael Orion	Kayla Barbosa	Gilbert Quinonez
Love Letter #1	Rik Panero	Melinda Barbosa	Nathaniel Taylor
Love Letter #2	Heather Jenkins	Sean Growley	Liang Gao
Love Letter #3	Frank Cerros	Rachel Moore	Brian Rush
Macao	Brett Holbrook	Andrew Ma	Jimmy Nguyen
Machi Koro	Mac Clay	Sara Bell	Tracy Ashizawa
Machi Koro Expansions	Jonathan Nowak	Ronnie Chen / Sean	Karen Haugland
Magnum Opus	Frank Madrid	Growley	
Majority Rules!	Rik Panero	Adam French	Bob West
Manila	Rich Pizann	Daniel Ihlenfeldt	
March of the Ants	Brian Kumanchik	Alex Konowitz	Andy McGuire
March of the Ants	Deb Lazaro	Andre Chautard	Martin Padilla
Mars Attacks: The Dice Game	Christine Richard	Todd Geller	Rich Pizann
Mars Attacks: The Dice Game	Kathleen Harbinger	Jason De Moura	Karen Haugland
Meeples To The Mothership!	Brian Rush	Kyle Greenwood	Chuck Collins
Merchant of Venus	Roderick Lee	Brett Holbrook	Tanya Aldrich
Merchants & Marauders	Adam French	Robert Larson	Judy Blake
Metro	Toni Johnson	Rick Senki	Lea Vical
Monopoly Deal #1	Ramon Vinluan	Chris Jenkins	Toni Johnson
Monopoly Deal #2	Toni Johnson	Nancy Sprute	Robert Hebert
Monopoly Deal #3	Christopher Sprute	Brian Rush	Sarah Mendez
Monster Derby	Lucas Crouch	Karri Salas	James Medina
Munchkin Finals!	Andrew Mendez	Matthew Vigil	Andrew Mendez
Munchkin Qualifier #1	Jerrell Reid	David Ashworth	
Munchkin Qualifier #2	Sarah Mendez	Nathan Demoura	
Munchkin Qualifier #3	Andrew Mendez	Matthew Vigil	
Munchkin Qualifier #4	Cris Silvestri	Lee Coles	
Munchkin Qualifier #5	Karri Salas	Sam Nazarian / Brett	
Mythotopia	Eric Delgado	Holbrook	
Nexus Ops	Eric Downing	Matt Posey	Tim Monley
No Thanks!	Eliot Roske	Robert Neff	Sam Nazarian
One More Roll!	Kristi Corfield	Theresa Ritchie	Eli Sesma
Outpost	Todd Vander Pluym	Bill Gallagher	Jonathan Flagg
Panamax	Larry Lawrence	Hallie Stringer	Samantha Ihlenfeldt
Perpetual Motion Machine	Jaye R.	Robert Neff	Rusty Howell
Perpetual Motion Machine	Brandi Hammons	Jonathan Nowak	Marianne Gorczyca
Phase 10 #1	Sarah Willy	Krysta Fryer	Jaye R.
Phase 10 #2	Bob Lamarre	Andrew Veiga	Daniel Rush
Phase 10 #3	Mary Taylor	Daniel Rush	Toni Johnson
Power Grid	Brian Simmons	Matt Barrs	Bill Gallagher
Power Grid World Tour Gamex	Devlyn Davis	Chris Mills / Robert Neff	
Puerto Rico	Darrell Stark	John Clair	Erick Vallejos
Race for the Galaxy 2 Player	Joman Diec	Ehren Evans	Aj Harris
Railroad Tycoon	Jonathan Flagg	Scott Samarel	Craig Caven
Red Dragon Inn	Roland Lee	Alexis Letner	
Relic	Ryan Higa	Brandon Fins	Heather Culler
Revolution	Eric Downing	Samantha Burke	Bill Harris
Rise of the Zombies	Eli Sesma	Zephyr Brown	Zavier Grech
Risk Express	Bradley Thomas	Allen Eckhouse	Aaron Sproul
Rough: The Card Game	Jon Daneshgar	Tanya Aldrich	
Rumis	Julia Young	Mara Kenyon	Edan Ortner
Saint Petersburg	Todd Vander Pluym	Darrell Stark	Ana Karen Perez
San Juan	Andre Chautard	Andreas Pluchar / Frederick	
Seafarers of Catan	Eric Gadal	Valyocsik	
Sequence	Sue	Lisa King	Ramon Vintuan / Joseph
Settlers of Catan National Finals	Alex Vayhinger	Darrell Stark	Desantis
Sheriff of Nottingham	Todd Geller	Matt Posey	Adam French
Shogun/Wallenstein	Showvick Kalra	Ryan Higa	Nick Bayuga
Small World	Richard Rodrigues	Jason De Moura	Alex Vayhinger
Smash Up Expansions	Nathan Demoura		Rick Collins

Spyfall	Quang (Juan) Tran	Alex Colby	
Stone Age	Aaron Sproul	Erin Chavez	J Karen Star
Takenoko	Devlyn Davis	Michael Swinson	Sam Nazarian
Talisman	Bruce Ballard the Monk	Leonard Lopez the Elf	
Terra Mystica Finals	Bruce Schlickbernd	Peter An	Mac Clay
Terra Mystica Qualifier #1	Peter An	Joe McCleskey	Bruce Schlickbernd
The Cards of Cthulhu	Nick Singh		
The Cards of Cthulhu	Jonathan Fowler	Krysta Fryer	
The Castles of Burgundy Finals	Ozgun Tumer	Sean Growley	Clayton Kjos
The Castles of Burgundy Qualifier	Mitchel Hale	Clayton Kjos	Lisa King
The Current Number of the Beast	Nam Tran		
The Resistance: Avalon	Kimberly Shaver	David Ashworth	Michael Orion
The Scepter of Zevandor	Todd Vander Plumy	Kyle Greenwood	Ed Bodge
The Worst Game Ever	Rik Panero	Claire Matthews	Skoddie Kraemer
Thunderstone Advance	Lee Coles	Karri Salas	Ehren Evans
Thurn & Taxis	Roderick Lee	Scott Samarel	Renee Rose-Perry
Thurn & Taxis: Power and Glory	Renee Rose-Perry	Ozgun Tumer	Brian Simmons
Tichu Finals	Jeff Becker, Elisa Vomocil	Roderick Lee, Tim Oates	Jake Stringer, Joshua Nave
Ticket To Ride	Michael Swinson	Karri Salas	J Karen Star
Ticket to Ride: Europe	Bradley Thomas	Renee Rose-Perry	Jaye R.
Ticket to Ride: Play the World Champion	Renee Rose-Perry		
Ticket to Ride: Team Asia	Renee Rose-Perry, Ozgun Turner	Frederick Valyocsik, Sander Valyocsik	Mike Rovardi, Brian Simmons
Ticket to Ride: USA 1910	Renee Rose-Perry	Kyle Greenwood	Grace Letner
Tiny Epic Kingdoms	Hannah Schooley	Ed Bodge	Mac Clay
Titan	Eric Downing	Greg Hultgren	Eric Gerber
Twilight Imperium 3rd Ed	Matthew Weber	Joshua Beller	Benjamin Jones
T'zolk'in: The Mayan Calendar	David Zevin	Jaime Martinez	Greg Hernandez
Universal Rails	Scott Samarel	Craig Caven	Jonathan Flagg
Uno #1	Jaye R.	Cody West	Bradley Thomas
Uno #2	Mary Taylor	Sarah Willy	Lisa Burolo
Uno #3	Mary Taylor	Samantha Burke	Krysta Fryer
Village	Daniel Ihlenfeldt	Steve Behnke	Samantha Ihlenfeldt
What's He Building in There?	J P Francoise	Derik Duley	
Wits & Wagers	Andre Chautard	Scott Samarel	Sue
Yahtzee	Sarah Mendez	Andrew Mendez	Alex Colby
Yahtzee Free for All #1	Eliot Roske	Samantha Burke	Lana Berman
Yahtzee Free for All #2	Chris Jenkins	Bill Gallagher	Lea Vicerál
Yahtzee Free for All #3	Rick Lepore	Richard Rodrigues	Jaye R.
Yspahan	Ramon Vinluan	Robert Larson	Caoimhe Ora Snow
Zombie Dice	Lucas Crouch	Keyon Thomas	Lea Vicerál

Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Ascension: Chronicle of the Godslayer	Ephraim Silverman	Kristen Perez	Lisa Adams
Ascension: Chronicle of the Godslayer #2	Ephraim Silverman	Owen Saunders	Melissa Weiss
Dice Masters: Gamex 2015 Tournament	Anthony Barrett	Daniel Watson	Brandon Weiss
Dice Masters: Tournament	Alan Wilcox	Adam French	Anthony Barrett
Dice Masters: Tournament	Brandon Weiss	Eric Cheung	Mark Delatorre
Doomtown: Reloaded (ECG) Tournament	Gerrod Garcia	Richard Matney	Jay Vales
Exodus Trading Card Game Tournament	Vincent Fryer	Jon Brown	Katie Ritchie
Exodus Trading Card Game Tournament	Jon Brown	Elizabeth Ritchie	Marcelo Figueroa
Exodus Trading Card Game Tournament	Vincent Fryer	Katie Ritchie	Charles Watson
Force of Will Tournament	Jose Vasquez	Isaac Intner	Dae Kim
Highlander TCG Type 1 Regional Championship	Geoff Colman	Jeff Smorey	David Wakefield
Highlander TCG Type 2 Regional Championship	Jeff Smorey	Geoff Colman	David Wakefield
Lord of the Rings: Combat Hex MinisThe Battle of the Pelennor Fields	Connor Mowatt	Brandon Timms	James Granzuel
Mage Wars	Peter An	Alan Wilcox	
Magic the Gathering: Mini Master	Vincent Fryer	Jesse Fowler	Cameron Gandara
Magic: The Gathering - Live Draft (Cube)	Michael Arsollon	Patrick Dickson	Matthew Fox
Magic: The Gathering - Planechase (Pauper)	Michael Arsollon	Mason Stewart	Ethan Stuart
Magic: The Gathering - Secret Alliances (Pauper)	Matthew Fox	Michael Arsollon	Kevin Day
Magic: The Gathering- Booster Draft	Dae Kim	Vincent Fryer	Cameron Rogstad
Magic: The Gathering- Constructed Tournament	George Caceres	Robert Hall	Matthew Fox
Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	Michael Arsollon	Tanya Aldrich	Cameron Gandara
Magic: The Gathering- Sealed Deck Tournament	George Caceres	Matthew Weber	Vincent Fryer
MECCG Arda Game	Marcelo Figueroa	Gene Berry	

MECCG Constructed Deck	Ben Canlas	Noah Mindess	
MECCG Hero vs Hero Constructed	Daniel Johnson	Beren Canlas	Michael Canlas
Pathfinder Adventure Card Game	Otto Moses		
Pirates Pocketmodel: Sink-N-Keep "Minions"	Jon Brown		
Pokemon	Charlotte	Karina Jacques	Joep Hensel
Pokemon #2	Charlotte	Vincent Rossetti	Joep Hensel
Star Wars Minis Warfare and Subterfuge	Kyle Trujillo	Andre Bashay	James Granzuel
Weiß Schwarz - Gaming 101	Andrew Ma	Michael Arsolon	
Yu-Gi-Oh! Game Show	Ryan Su	Shawn Loo	Leonardo Alfaro
Yu-Gi-Oh! Lite Tournament	Shawn Loo	Ryan Su	Zable Morris
Yu-Gi-Oh! Lite Tournament	Ryan Su	Nathaniel Buckhorn	
Yu-Gi-Oh! Tournament	Ryan Su	Zable Morris	Leonardo Alfaro
Yu-Gi-Oh! Win-A-Mat	Leonardo Alfaro	Ryan Su	

Computer Games

	1st Place	2nd Place	3rd Place
Carmageddon Reincarnation - Heads-off	Todd Schlickbernd	Jared Powell	Brandi Hammons
MC: Iron Block Challenge	Charlotte	Stephen Wight	Alex Figueroa
MC: Iron Block Challenge	Matthew Alvarez	Bernard Hansel	Jason Duvall
Shadow Isles 3v3	Kris Freeman	Cameron Gandara	Maverick Mccarthy
StarCraft 2 Duels	Frank Madrid	Stephen Wight	Isaac Veal
Super Smash Bros - Adults Duels	Frank Madrid	Todd Schlickbernd	Calvin Sheen
Super Smash Bros - Duels	Frank Madrid	Michael Tsai	Nikolas Van Patten
Super Smash Bros - Free For All	Justin Hoffman	Pim Hensel	Ryan Caven

General Events

	1st Place	2nd Place	3rd Place
Ca\$h 'N Gun\$ Live #1	Big Damn Heroes	Babies with Rabies	The Elevator Won't Go
Ca\$h 'N Gun\$ Live #2	Goldfish	The Police	Team 6

Miniatures

	1st Place	2nd Place	3rd Place
Arena of Death!	Brent Red Rogue	Rustam Khan	
Circus Maximus	Victor Ippolito	Joseph Perez	Alex Konowitz
Imperial Assault Skirmish Tournament	Kody Batchelor	Gary Laycraft	
Relic Knights Endless Hunger Tournament	Jose Palma Gil	Mark Nicholson	Daniel Walker
Warhammer Fantasy RTT	Xavier Plasencia	Brian Olson	
Warmachine/Hordes Steamroller	Brian Olson	Christopher Avalos	Eric Delgado
X-Wing: 100 point tournament	Daniel Jordan	Kody Batchelor	Jonathon Archer

Painting Contest

	1st Place	2nd Place	3rd Place
Best of Show	Steve Petrey		
Fantasy Large	Steve Petrey	Terry Simon	Kevin Miller
Fantasy Single	Steve Petrey	Kaitlyn Pickett	Terry Simon
Fantasy Unit	Tiffany Rodgers	Kevin Miller	
Historical Single	Paul Schipitsch	Kevin Miller	
Historical Unit	Tiffany Rodgers	Kevin Miller	
Open	Tiffany Rodgers		
Sci Fi Large	Xavier Plasencia		
Sci Fi Single	Terry Simon	Steve Petrey	Frank Vassallo
Sci Fi Unit	Kevin Miller		
Strategikids	Quinn Ziegert		

RPG

	1st Place	2nd Place	3rd Place
GURPS Final	Gary Mack	Kayla Barbosa	Richard Marcello

Traditional Card Games

	1st Place	2nd Place	3rd Place
Cribbage	Stevo Rood	Sue	

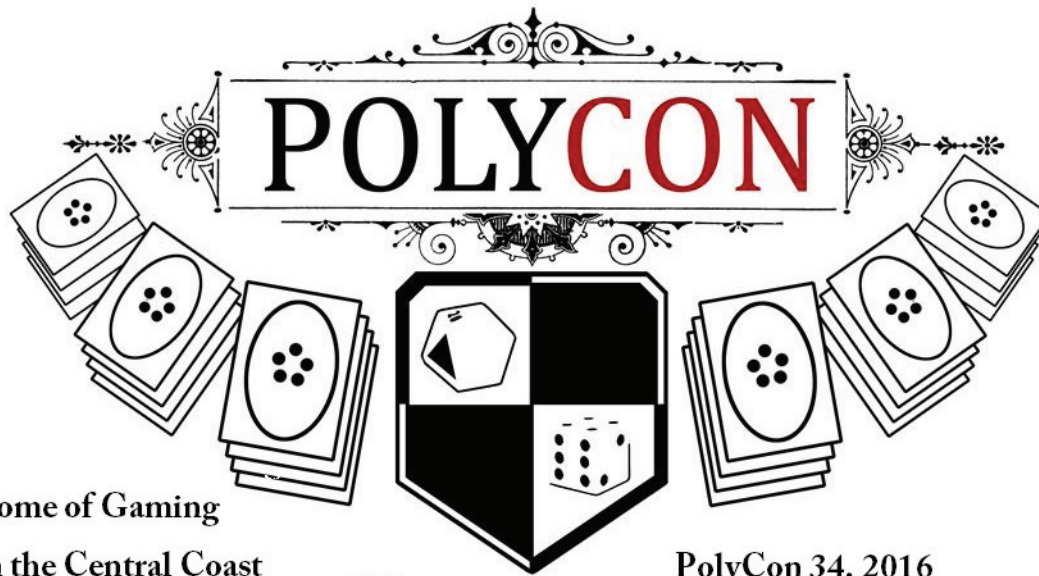
War Games

	1st Place	2nd Place	3rd Place
1775 Rebellion Tournament	Rick Lepore	Walter Wichowski	
Axis & Allies	Joe Mccleskey, Bruce Ballard	Dale Conklin, Tim Towery	
Battle Cry Tournament	George Nickols	Donald Hawthorne	
C&C Napoleonics Tournament	Eugene Massimo	Christopher Buckley	
Friedrich	Kurt Stenzel	Michael Mccarty	Joe Mccleskey
Maria	Kurt Stenzel	Anthony Stenzel	Michael Mccarty
Sails of Glory Tournament	Trey Alsup	Gerald Delker	
Sails of Glory Tournament	Greg Hultgren	Christopher Buckley	
Virgin Queen#1 (Campaign Tournament)	Kurt Keckley	Kurt Stenzel	Anthony Stenzel
Virgin Queen#2 (Campaign Tournament)	Robert Helbing	Marshall Neal	Matt Eagleson

GameX 2014 Winners (correction)

Board & Card Games

	1st Place	2nd Place	3rd Place
A Study in Emerald	Marianne Gorczyca	Natalie Lambert	David Mikkelson



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A Word (or two) from the Con Man

Abusing My Position

One of the perks of this job is I get to pay back (in a good way) all the people in gaming that over the years have made my life more enjoyable. I really took advantage of that this con. Some of them are long overdue. Thanks everyone.

We're here for the long haul

As some may have noticed, we've now published our schedule through 2020. Contracts are signed, most everyone is happy. Stability is good. That said, we're acutely aware of our space constraints. We can get bigger here, but there is a limit. We're working on plans to address that. For instance, starting this con we're utilizing some rooms on the third floor.

*Remember, when you were small?
How people, seemed so tall*

New Addition to the Master Schedule

We've added a maturity column. This is to help facilitate our Family Track of games but also to encourage those that wish to run more "adult" games with themes that are less-than-appropriate for the younger set to have a way to call these games out.

64

One advantage of getting bigger is that we can run a greater variety and maintain appropriate separation. We're still sorting this out, but this should be a great help once we have it all worked out.

This show we have over 70 sections of Family games and a few kids only games. These numbers will continue to increase moving forward.

Plans! Plans! Plans!

We continue to scheme as to what we can do to improve the show. Giving every genre of game its due has always been our goal. That way, all aspects of our gaming community feel included and can grow and thrive.

Feedback! Feedback! Feedback!

We encourage people to send us feedback. We cannot do this in a vacuum. Send us feedback via our feedback forum or email us directly online. We value your opinions and look forward to improving the convention together.

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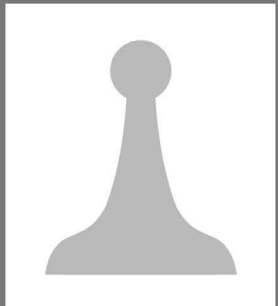
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