

STRATEGICON PRESENTS

GATEWAY-2012

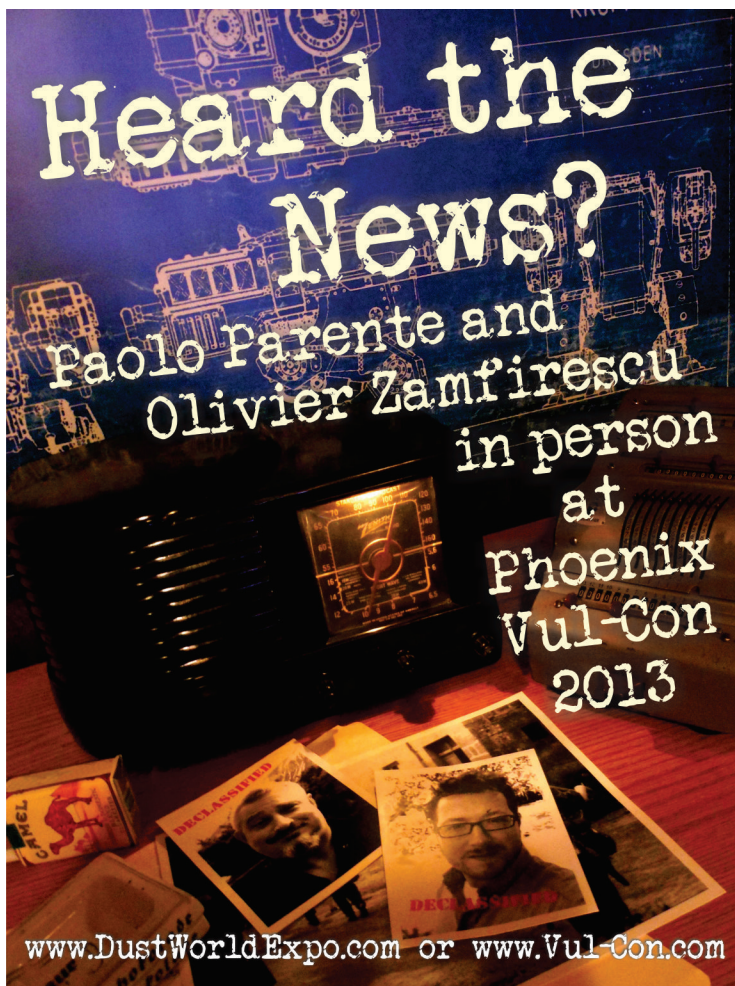


August 31st to September 3rd
Sheraton Gateway, Los Angeles

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

Convention Shirts available
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Boardgames, RPGs, Minis and More!**

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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. Since locating individuals at Gateway is sometimes difficult, you can also get information from the Registration Desk.

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

Welcome

Strategicon welcomes you to Gateway 2012. 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? We've added guided tours on Saturday and Sunday to help you discover all the facets of what we do. If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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 pay \$10 for 1st place and \$5 for 2nd
Big Tournaments pay \$25 for 1st place and \$10 for 2nd
Small Tournaments pay \$6 for 1st place and \$3 for 2nd
Sponsored events will give some type of game or game expansion
Special Events will award some type of award, plaque, and/or dealer dollars, to be determined as the event is run.

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

A Guide to Gateway 2012 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!

Gateway 2012 Guest of Honor

Antoine Bauza

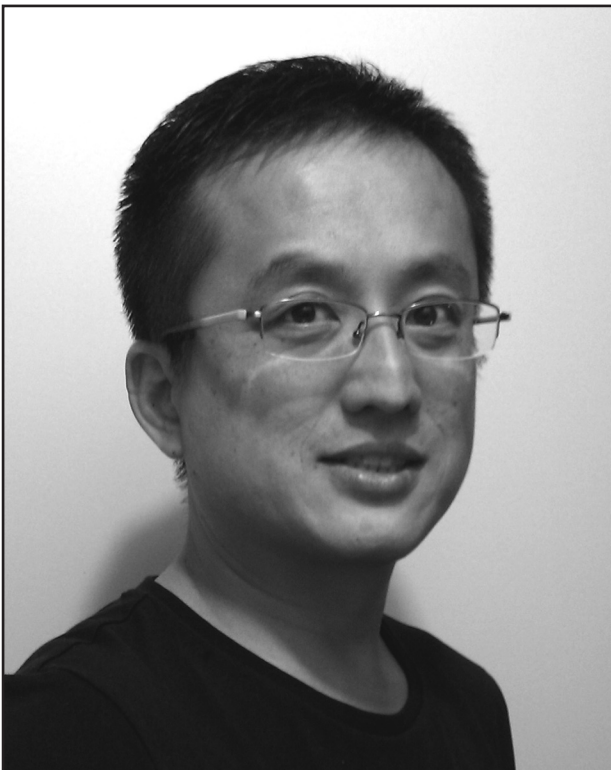
Antoine Bauza is the first winner of the Kennerspiel Des Jahres for his smash hit game 7 Wonders, one of the most popular board games to hit the market in the last decade. In addition, he has designed one of the most popular cooperative games, Ghost Stories, a clever deduction game, Mystery Express and many more including Hurry Cup, Takenoko, Bakong, Dojo, Dr. Shark, Hanabi and many more popular titles. Antoine hails from Avignon, France and is excited to make his U.S. convention debut at Strategicon's Gateway 2012 where he'll be hosting playtesting events, a MEGA 7 Wonders tournament and some pretty neat extra events supported by Asmodee Editions.



Special Guest

Ta-Te Wu

Ta-Te Wu has been designing and publishing games for more than a decade. Some of his titles have been also published by Z-Man Games, including the popular Tien Zi Que and Mountain of Inferno. Earlier this year, he launched his latest game, Di Renjie, a deduction card game, on Kickstarter. His latest game, The Battle of Red Cliffs, was also launched successfully on Kickstarter this summer. Ta-Te actually grew up in Southern California, graduating from San Marino High School in 1989 and the University of the Pacific in 1994, majoring in Psychology. After many career path changes, he's now in his dream job as a full-time board game designer. He is looking forward to playing his published games and playtesting new ones at Gateway 2012.



Master Schedule of Events

* = Play with the creator

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

Fri, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Noon	2	Playtesting with Antoine Bauza, Guest of Honor Demo *		B
	0.75	OPERATION: MACCABEE Sponsored		B
	4	Round Ground Event		B
	4	Dice Age Event		B
	0.75	Matzakoman Sponsored		B
	2	Zombieville Event		B
	1	Red Dragon Inn - Gaming 101 Event		B
	1	M:tG Workshop		C
1 pm	0.75	OPERATION: MACCABEE Sponsored	Redondo	B
	2	Ars Victor Sponsored		B
	1	Thunderstone Advanced - Gaming 101 Event		B
	0.75	Matzakoman Sponsored		B
	2	Red Dragon Inn Event		B
	6	Cranberry Con		C
2 pm	0.75	OPERATION: MACCABEE Sponsored		B
	4	Dominion Small		B
	2	Eminent Domain: Escalation PLAYTEST Demo *		B
	3	Killer Bunnies and the Conquest of the Magic Carrot Event		B
	2	Werewolf Event		B
	1	Matzakoman Sponsored		B
	3	Scepter of Zavandor Small		B
	1	Scrumcrawl : Rugby Event		B
	1.5	Nisse PLAYTEST Demo		B
	3	M:tG Afternoon Draft Tournament		C
	12	Caribbean Sera Charity Event		C
	4	Call of Cthulhu Lost in the Kingdom	205c	R
	5	D&D-3.5 / Pathfinder - land of grayhawk Return of the Dragon Fiend (lvl 8-12)	203a	R
	4	GURPS SPANC (Space Pirate Amazon Ninja Catgirls)	201b	R
	4	Living Forgotten Realms - D&D 4e CALL4-1 Plain of Stone Spiders (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e CORE4-1 Eastern Carnivals (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e SPEC4-6 Raging Darkness (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e WATE4-1 Paying the Piper (lvl 1-10)		R
	4	Microscope Microscope	205a	R
	4	Mongoose Traveller Populating the Stars	204a	R
	4	Pathfinder Society PFS 3-25 Storming the Diamond Gate	107	R
	4	Pathfinder Society PFS 4-01 Rise of the Goblin Guild	107	R
	4	The Victory System Against the Clockwork Lich	200b	R
3 pm	0.75	OPERATION: MACCABEE Sponsored	Redondo	B
	2	Ars Victor Sponsored		B
	1	Flash Point: Fire Rescue Event		B
	1	Rune Age Event		B
	4	Thunderstone Advanced Small		B
	4	Careers Event		B
	2	Milestones DEMO Demo		B
	1	Matzakoman Sponsored		B
	2	Lord of the Rings LCG: The Hobbit		C
4 pm	0.75	OPERATION: MACCABEE Sponsored		
	1	Down in Flames WWII Aces High - Gaming 101 Event		B
	6	The War Game Boot Camp Demo		B
	2	Playtesting with Antoine Bauza - 7 Wonders: Armada Demo		B
	1.5	Scotland Yard : Reservoir Dogs Event		B
	1	Penny Arcade: Gamers Vs. Evil Event		B
	2	Yahtzee Free For All Event		B
	1	Matzakoman Sponsored		B
	1	Alhambra - Gaming 101 Event		B
	1	Eclipse - Gaming 101 Event		B
	1	Eclipse - Gaming 101 Event		B
	2	Pirates Pocketmodel "Are you a Werewolf?"		C

Fri, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Dept.	
5 pm	2	Ars Victor Sponsored	Redondo	B	
	2	Down in Flames WWII Aces High Event		B	
	1	Farmageddon DEMO Demo		B	
	4	Guillotine Small		B	
	2	Hearts #1 Event		B	
	2	The Resistance: Avalon DEMO Demo		B	
	2	\$ale of the Century Event		B	
	4	Cock & Bull - Gaming 101 Event		B	
	2	Star Trek Scene-It Event		B	
	3	Alhambra Tournament		B	
	2	Mage Wars		C	
	4	Dealer Room Opens Dealer Room Opens		G	
	6 pm	6		Age of Empires III Tournament	B
		1.5		Finca Event	B
4		Fortress America Event	B		
2		Phase 10 Small	B		
2		San Juan Event	B		
1		Strangers: PLAYTEST Demo	B		
2		Looney Bin Event	B		
1		18xx - Gaming 101 Event	B		
2		TransAmerica Event	B		
4		Sid Meier's Civilization: Fame and Fortune Small	B		
1		M:tG Workshop	C		
1		World of Warcraft TCG Demo	C		
6		Flames of War 15mm The Samsky Tractor Factory by HMGS-PSW	M		
4		Force on Force Rescue in Dirkadirkastan! *	M		
1		Xbox 360 Ongoing Tournaments Begin	V		
7 pm		2	Ars Victor Sponsored	Redondo	B
	1	Small World - Gaming 101 Event	B		
	0.5	High Society Event	B		
	2	Spades #1 (Partners) Event	B		
	1	Battlestar Galactica - Gaming 101 Event	B		
	4	18xx (short) Small	B		
	4	Settlers of Catan Big	B		
	1	Hawaii - Gaming 101 Event	B		
	4	M:tG Friday Night Magic	C		
	5	Cranberry Con	C		
	4	Dystopian Wars The Guam Campaign 1873	M		
	4	Living Forgotten Realms - D&D 4e CALI4-2 Dragon Above, Desert Below (lvl 11-20)	R		
	4	Living Forgotten Realms - D&D 4e CORE4-2 Legacy (lvl 1-10)	R		
	4	Living Forgotten Realms - D&D 4e SPEC4-5 Rising Dark (lvl 1-10)	R		
	4	Living Forgotten Realms - D&D 4e WATE4-2 Rivals (lvl 1-10)	R		
	2	Q&A with Antoine Bauza, Guest of Honor *	S		
	8 pm	2	Small World Underground Small		B
4		Bohnanza Event	B		
4		Battlestar Galactica Small	B		
1		Space Hulk: Death Angel Event	B		
4		Fantasy Chess DEMO Demo	B		
3		The Game Show Machine Special	B		
3		Werewolf Event	B		
2		Hawaii Event	B		
3		Pirates Pocketmodel "Golden Voyage"	C		
2		World of Warcraft TCG: Quests & Raids	C		
2		Flea Market Flea Market	G		
3		Malifaux Malifaux, Scenario Encounters	M		
4		Atomic Robo: The Roleplaying Game Atomic Robo RPG Playtest	201b		
4		Burning Wheel The Holy Grail	205b		
4		Call of Cthulhu An American Idol	201a		
4		Cinematic Unisystem Star Trek: "Time's Fugitive"	202a		
4		D&D 4th Edition Halls of Undermountain	205c		
4		Dungeon World Living Dungeon World	204b		
4		Dungeon World Living Dungeon World	205a		

Fri, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	GURPS (Tournament) God Bless Texas pt 3 Peate's Treasures	201c	R
	4	HERO Elements of Trouble - A Happy Jack's Affiliate Game	200a	R
	4	Heavy Gear 2E Operation: Jungle Drums	206a	R
	4	Inspector A Very Special Episode of	203b	R
	4	Malifaux RPG Malifaux the RPG	RPG Atrium	R
	4	Pathfinder Society PFS 3-04 The Kortos Envoy	107	R
	4	Pathfinder Society PFS 3-18 The Gods Market Gamble	107	R
	4	Pathfinder Society PFS 4-02 In Wraths Shadows	107	R
	4	Primetime Adventures Primetime Adventures	202b	R
	4	Savage Worlds: Soloman Kane Savage World of Solomon Kane	206b	R
	4	Shadowrun What's Behind Door Number 3?	203a	R
	4	TOON (GURPS Tournament) Red vs Blue - Why Are We Here...Again...Again?	200b	R
	4	Vampire the Requiem The Prince's Will	204a	R
	2	PC - LoL Friday Night ARAMs		V
9 pm	2	Munchkin Sponsored		B
	1	Quarriors! Quarmageddon Small		B
	1	RoboRally - Gaming 101 Event		B
	3	Ticket to Ride Small		B
	2	Call of Cthulhu LCG		C
	1	Locke & Key		C
	0	Dealer Room Closes Dealer Room Closes		G
	6	Battletech Samba Saint's Betrayal		M
	2	Meet and Greet		S
10 pm	3	Poker Omaha Hi/Low Split Event		B
	2	Uno Small		B
	4	Arkham Horror Event		B
	2	Hanabi #1 Event		B
	1	Quarriors! Quarmageddon Event		B
	2	RoboRally Small		B
	4	Cosmic Encounter - "Late Night Epic Encounter" Event		B
	3	Euphrat & Tigris Small		B
	1	Xbox 360 Bomberman		V
11 pm	2	Monopoly Deal Small		B
	2	Star Munchkin Event		B
	1	Ca\$h 'n Gun\$: Live Event		B
	1	Wits & Wagers Party Edition DEMO Demo		B

* = Play with the creator

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

Sat, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	2	Crass-ic Concentration Event		B
	3	Werewolf Event		B
	1	Shadow Hunters Small		B
	3	Starship Command Small		B
	4	Classic Marvel Continuum Chase	205a	R
	4	FantasyCraft A Feast fit for a Demon	201a	R
	4	GURPS SPANC (Space Pirate Amazon Ninja Catgirls)	201b	R
	4	GURPS (Tournament) Zombie Mall	200b	R
	4	Pathfinder Society Midnight Madness! 2-12: Below the Silver Tarn lvl 7-11	107	R
8 am	5	Pathfinder Society Intro 1 - First Steps - Part 1 In Service to Lore	107	R
	5	Pathfinder Society PFS 3-25: Storming the Diamond Gate lvl 3-7	107	R
	5	Pathfinder Society PFS 3-26: Portal of the Sacred Rune lvl 7-11	107	R
	5	Pathfinder Society PFS 4-01: Rise of the Goblin Guild lvl 1-5	107	R
	5	Pathfinder Society PFS Classic Season 0-3	107	R
9 am	6	Advanced Civilization Small		B
	2	Ars Victor Sponsored	Redondo	B
	8	Axis & Allies Big		B
	1	Race for the Galaxy - Gaming 101 Event		B
	1.25	61 Minutes to Doomsday PLAYTEST Demo		B

Sat, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Settlers of Catan - Seafarers Small		B
	2	Scrabble Sponsored		B
	1	Eclipse - Gaming 101 Event		B
	1	Guided Tours Guided Tours		G
	8	Warhammer 40k (6th ed.) Slaughter in Space 4.5 40K GT		M
	8	Warhammer Fantasy Battle (8th ed.) So Cal Slaughter 6 Warhammer GT		M
	4	Call of Cthulhu Lost in the Kingdom	205c	R
	4	Changeling: Victorian Lost Master of Men All	206a	R
	4	D&D 4e D&D Encounters: Council of Spiders (level 1)		R
	4	D&D 5e B1 In Search of the Unknown (level 1)		R
	4	Dogs in the Vineyard The King's Canyon Branch	203a	R
	4	First Edition D&D (the Original Red Book) Quell the Goblin Uprising	202a	R
	4	GURPS GURPS Fantasy/Horror "A Grimm World"	201c	R
	4	GURPS Zombie Hospital	200b	R
	4	GURPS 4th Edition The Unexpected Package (Happy Jacks)	201b	R
	4	In A Wicked Age In this Wicked Age	203b	R
	4	Living Forgotten Realms - D&D 4e SPEC4-3 Conflict in Calimport (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e SPEC4-4 Mischief in Memnon (lvl 11-20)		R
	4	Mongoose Traveller Among Quivers and Trebuchets	204b	R
	4	Monster Hearts Monster Hearts	206b	R
	4	Savage Worlds Happy Jack's Presents: Dead Presidents 3: Preside Harder	200a	R
	4	Shadowpunk (Fate) Three Deadly Sins...	204a	R
	4	The Sprawl The Essilor Sterilisation	205a	R
	4	The Victory System Laser Mission 2	202b	R
	4	Wild Talents Kimi's been playing too much Skyrim - Vikings vs. Dragons game	205b	R
	4	Wushu Tai Kong Fu OR A Night At The Peking Space Opera	206a	R
9:30 am	8.5	Dealer Room Opens Dealer Room Opens		G
10 am	8	The War Game Boot Camp Demo		B
	6	Twilight Struggle Event		B
	2	Chrononauts Event		B
	1	Race for the Galaxy Tournament		B
	2	Uno Small		B
	1	Titan - Gaming 101 Event		B
	1	Cock & Bull Sponsored		B
	1.5	Monopoly Event		B
	6	18xx (open) Small		B
	1	Ice Age Sudoku Taisen PLAYTEST Demo *		B
	5	Eclipse Small		B
	5	Merchants & Marauders Small		B
	2	Rasputin PLAYTEST Demo		B
	3	Alien Frontiers Small		B
	12	M:tG Elimination Booster Draft D1		C
	4	Highlander Los Angeles City Championship		C
	6	Cranberry Con		C
	2	Pokemon Workshop		C
	1	Guided Tours Guided Tours		G
	12	10mm Field of Battle WW2 Kursk: Drive on Prokhorovka by HMGS-PSW		M
	8	Warhammer Ancient Battle 2.0 WAB 2.0 Battle of Hastings		M
	12	any Open gaming *		M
	5	la Bataille (warfare in the Age of Napoleon) The Raevsky Redoubt		M
	1	PC Diablo 3		V
	1	PC/Xbox 360 Ongoing Tournaments Begin		V
11 am	1.5	Spotcha! Event		B
	2	Ars Victor Sponsored	Redondo	B
	1	7 Wonders - Gaming 101 Event		B
	1	7 Wonders: Cities - Gaming 101 Event		B
	4	Strangers: PLAYTEST Demo		B
	3	Eminent Domain Small *		B
	1	Titan Tournament		B
	1	Zombie Dice Small		B
	1.5	Blokus Event		B
	1	Cock & Bull Sponsored		B

Sat, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	Ice Age Sudoku Taisen PLAYTEST Demo *		B
	4	M:tG Avacyn Restored Draft Tournament		C
	3	Pirates Pocketmodel "Ghost Stories"		C
	6	VTES Constructed Tournament - "Club Illusion"		C
	1	Yugioh! Workshop		C
	4	Flea Market Flea Market		G
	1	Guided Tours Guided Tours		G
	6	Rusted Heroes Fight for the Ice Bridge! *		M
	3	Wargods of Aegyptus Wargods of Olympus Demo Games		M
Noon	3	Divided Republic Event		B
	1	Kingmaker - Gaming 101 Event		B
	4	7 Wonders - MEGA Special *		B
	2	Hearts #2 Event		B
	1	Seven Lords PLAYTEST Demo *		B
	1	Puzzle Strike Small		B
	2	Yahtzee Free For All Event		B
	1	Cock & Bull Sponsored		B
	4	Chicken Cha Cha Cha Event		B
	4	Ticket to Ride - Legendary Asia Tournament		B
	2	Qwirkle Event		B
	1	Puerto Rico - Gaming 101 Event		B
	1	Twilight Imperium 3rd Ed. - Gaming 101 Event		B
	1	Dragon Dice Demo		C
	2	Pokemon		C
	6	Lord of the Rings Strategy Battle Game 1st Assault on Cair Andros		M
	1	Pinball Pinball Challenge - Ongoing *		V
	1	Wii Super Smash Bros. Brawl (Kids)		V
1 pm	2	Ars Victor Sponsored	Redondo	B
	4	Kingmaker Event		B
	1	Seven Lords PLAYTEST Demo *		B
	1	Cock & Bull Sponsored		B
	1	Railroad Tycoon - Gaming 101 Event		B
	1	Bang! - Gaming 101 Event		B
	4	Puerto Rico Tournament		B
	6	Twilight Imperium 3rd Ed. Small		B
	1	Dominant Species - Gaming 101 Event		B
	3	Cardfight!! Vanguard		C
	3	World of Warcraft TCG		C
	1	Guided Tours Guided Tours		G
	6	Warmachine/Hordes Collinsburg Festung Crawl		M
2 pm	1	Round Ground Event		B
	3	Small World Sponsored		B
	2	Beauty Queen Death Match PLAYTEST Demo		B
	1	uSpy PLAYTEST with Special Guest Ta-Te Wu Demo *		B
	2	The Resistance: Avalon DEMO Demo		B
	2	Conquering Corsairs: Pirates of the Silver Seas Event		B
	2	Blockbusters Event		B
	1	Cock & Bull Sponsored		B
	2	Dog Small		B
	3	Railroad Tycoon Event		B
	2	Aloha: The Spirit of Hawaii Sponsored		B
	1	Carcassonne - Gaming 101 Event		B
	2	Bang! Small		B
	1	Agricola - Gaming 101 Event		B
	4	Dominant Species Small		B
	2	A Game of Thrones LCG		C
	4	Dragon Dice " Sealed Mixed Race " Tournament		C
	4	Highlander tsg California State Championship		C
	5	Dying Kingdoms Dying Kingdoms - Table Top		L
	6	Starship Valkyrie Ruleset 2.0 Starship Valkyrie: Cohort *	Boardroom	L
	6	Malifaux Malifaux 1 Day Achievement League		M
	4	Atomic Robo: The Roleplaying Game Atomic Robo RPG Playtest	205c	R

Sat, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	D&D 4th Edition Save the Princess, Save the World!	205b	R
	4	D&D 5e B1 In Search of the Unknown (level 1)		R
	5	D&D-3.5 / Pathfinder - land of grayhawk Return of the Dragon Fiend (lvl 8-12)	203a	R
	4	Dungeon World Living Dungeon World	204b	R
	4	First edition D&D (the Original Red Box) Free the Slaves	202a	R
	4	GURPS GURPS Fantasy/Horror - A Grimm World	201b	R
	4	GURPS GURPS Steampunk Gaslamp Adventure "Red Isle"	201c	R
	4	GURPS GURPS Steampunk Gaslamp Adventure "Red Isle"	201a	R
	4	GURPS 4th Ed. (Happy Jacks) The Incident at Glace Bay	200a	R
	4	Heavy Gear 2E Operation: Long Night	206a	R
	4	Hero System 6th Edition Happy Jacks - Revolution	200b	R
	8	Living Forgotten Realms - D&D 4e ADCP4-2 The Lost City of Suldolphor (lvl 1-20)		R
	4	Mongoose Traveller Populating the Stars	204a	R
	3	Paranoia / Fiasco Fiasco: Alpha Complex	203b	R
	5	Pathfinder Society Intro 2: First Steps--Part II: To Delve the Dungeon Deep lvl 1	107	R
	5	Pathfinder Society PFS 3-21: The Temple of Empyrean Enlightenment lvl 1-5	107	R
	5	Pathfinder Society PFS 4-02: In Wrath's Shadow lvl 3-7	107	R
	5	Pathfinder Society PFS 4-04: King of the Storval Stairs lvl 7-11	107	R
	4	Pathfinder Society PFS Classic Season 0-3	107	R
	4	Savage Worlds Happy Jacks presents PHREQUE Show III	202b	R
	4	Vampire: the Masquerade Happy Jacks -- After the Fall	205a	R
	4	Wandering Monsters High School First Day of School	206b	R
	1	Xbox 360 Halo Reach: Anniversary FFA		V
3 pm	2	Ars Victor Sponsored	Redondo	B
	4	Fortress America Small		B
	1.5	Monty Python Fluxx Event		B
	1	Glory of the Three Kingdoms PLAYTEST Demo *		B
	1	Cock & Bull Sponsored		B
	4	Merchant of Venus Tournament		B
	2	Carcassonne Small		B
	3	Agricola Event		B
	1	Axis & Allies Air Force Miniatures: Angels 20 demo		C
	2	Yugioh!		C
4 pm	2	Playtesting with Antoine Bauza, Guest of Honor Demo		B
	2	Phase 10 Small		B
	1	The Battle of Red Cliffs DEMO with Special Guest Ta-Te Wu Demo *		B
	1	We Didn't Playtest This at All Event		B
	4	Descent - Journeys in the Dark Small		B
	2	Conquering Corsairs: Pirates of the Silver Seas Event		B
	1	Quarriors Small		B
	1.5	Can't Stop Event		B
	1	Cock & Bull Sponsored		B
	2	Podville Transit Corporation PLAYTEST Demo		B
	2	Axis & Allies Air Force Miniatures: Angels 20		C
	2	Kingdom Hearts "Vince: The Dark Knight Rises"		C
	4	M:tG 2013 Limited-Sealed Deck		C
	2	Fantasy Football Strategicon Football League	Santa Cruz	S
	1	PC Diablo 3		V
	1	Pinball Pinball Challenge - Ongoing		V
	1	Xbox 360 Sonic & Sega All Stars Racing		V
5 pm	2	Ars Victor Sponsored	Redondo	B
	1	Imperial 2030 - Gaming 101 Event		B
	2	Lost Cities Event		B
	1	The Battle of Red Cliffs DEMO with Special Guest Ta-Te Wu Demo *		B
	6	Battlestar Galactica Small		B
	1.5	Succession-The Court of Henry VIII Event		B
	4	Dice Age Event		B
	1	Cock & Bull Sponsored		B
	2	Wipeout Event		B
	4	Ticket to Ride - Team Asia Tournament		B
	1	Kingsburg - Gaming 101 Event		B
	6	VTES Constructed Tournament - "Hunt Club"		C

Sat, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Quarriors	Gateway	C
6 pm	4	Imperial 2030 Event		B
	2	Skip-Bo Event		B
	3	X-Men: Under Siege Event		B
	2	Ingenious Event		B
	2	Thurn and Taxis Small		B
	4	Ticket to Ride: USA 1910 Small		B
	3	Kingsburg Tournament		B
	1	Village - Gaming 101 Event		B
	3	Ascension: Chronicle of the Godslayer	Gateway	C
	1	M:tG Workshop		C
	2	Collectable Card and Miniatures Gathering		C
	6	Cranberry Con		C
	0	Dealer Room Closes Dealer Room Closes		G
	6	Circus Maximus Circus Maximus *		M
	4	Dystopian Wars The Guam Campaign 1873		M
	5	PC - LoL Treeline Challenge		V
7 pm	3	Downfall - PLAYTEST Demo		B
	2	Munchkin Small		B
	2	Spades #2 (Partners) Event		B
	1.75	61 Minutes to Doomsday PLAYTEST Demo		B
	1	Rune Age Event		B
	6	1830/1856/1870 Small		B
	1	Kingdom Builder - Gaming 101 Event		B
	3	Village Small		B
	2	Call of Cthulhu LCG #2		C
	4	D&D 5e B1 In Search of the Unknown (level 1)		R
	2	xbox 360 Dance Central 2	105	V
8 pm	2	Blue Moon City Small		B
	1	Panic Station - Gaming 101 Event		B
	4	Star Trek: The Next Generation Event		B
	2	uSpy PLAYTEST with Special Guest Ta-Te Wu Demo		B
	3	The Game Show Machine Event		B
	3	Werewolf Event		B
	2	Kingdom Builder Tournament		B
	1	Locke & Key		C
	4	Blood and Tears (Houses of the Blooded LARP) Puzzle Houses of the Blooded		L
	6	Battletech Samba Saint's Reckoning		M
	4	Ack! Space Herpes! Ack! Space Herpes!	204b	R
	5	Apocalypse World The Companions of Doctor Who	205c	R
	4	Atomic Robo: The Roleplaying Game Atomic Robo RPG Playtest	200a	R
	4	Buffy the Vampire Slayer RPG Fausse Celebre	202a	R
	4	Call of Cthulhu An American Idol	201a	R
	4	Conan! Conan!	201b	R
	4	FantasyCraft A Feast fit for a Demon	202b	R
	4	GURPS (Tournament) God Bless Texas pt 4 Camp Freedom	201c	R
	4	Mongoose Traveller Among Quivers and Trebuchets	204a	R
	4	Mutants and Masterminds Caught Between Heaven and Hell	205a	R
	5	Pathfinder Society 4-03: The Golemworks Incident lvl 5-9	107	R
	5	Pathfinder Society Free RPG Day Module Dawn of the Scarlet Sun lvl 4-6	107	R
	4	Pathfinder Society Intro 3 - First Steps - Part 3 A vision of Betrayal	107	R
	5	Pathfinder Society Midnight Madness! Module: Carrion Hill Part 1 lvl 4-6	107	R
	5	Pathfinder Society PFS 3-21: The Temple of Empyrean Enlightenment lvl 1-5	107	R
	4	Pathfinder Society PFS Classic Season 0-3	107	R
	4	Savage World Fantasy The Bridge	205b	R
	4	Zombie Cataclysm Zombie Cataclysm	206 a/b	R
	3	Happy Jacks RPG Podcast Gateway2012 Edition	Redondo	S
	1	PC Diablo 3		V
	1	Xbox 360 Skullgirls		V
9 pm	4	Runewars Event		B
	1	Glory to Rome - Gaming 101 Event		B
	4	Tichu Event		B

Sat, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Uno Attack! Small		B
	3	Panic Station Event		B
	3	Ticket to Ride: Europe Tournament		B
	2	Mystery Express Small *		B
	3	M:tG Keith Aldrich Pauper Highlander Tourney		C
10 pm	4	Pax Britannica Event		B
	2	Small World Realms Small		B
	2	Glory to Rome Small		B
	3	Poker 7 card stud Event		B
	2	Password Event		B
	1	Cartagena Small		B
	2	Drunkards & Dragons		S
	1	Xbox 360 Wrecked: Revenge Revisited		V
11 pm	1	Nexus Ops - Gaming101 Event		B
	1	Ca\$h 'n Gun\$: Live Event		B
	3	The Castles of Burgundy Small		B
	1	Starship Command - Gaming 101 Event		B

* = Play with the creator

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

Sun, Sep 2

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	4	Nexus Ops Small		B
	3	Atmosfear: The DVD Game Event		B
	3	Werewolf Event		B
	3	Starship Command Small		B
	4	GURPS GURPS Martial Arts - Power Teens!	200a	R
	4	GURPS (Tournament) A Kiss to Build a Dream on (Being Meta-Human 2)	200b	R
	4	GURPS-Horror (Tournament) Stitched	201c	R
	5	Pathfinder Society Midnight Madness! Module: Carrion Hill Part 2 lvl 4-6	107	R
8 am	5	Pathfinder Society Intro 1 - First Steps—Part I: In Service to Lore lvl 1		R
	5	Pathfinder Society PFS 3-17: Red Harvest lvl 7-11	107	R
	5	Pathfinder Society PFS 3-19: The Icebound Outpost lvl 1-5	107	R
	5	Pathfinder Society PFS 4-02: In Wrath's Shadow lvl 3-7	107	R
	5	Pathfinder Society PFS Classic Season 0-3	107	R
9 am	2	Ars Victor Sponsored	Redondo	B
	4	Battle Cry Small		B
	2	Conquering Corsairs: Pirates of the Silver Seas Event		B
	4	Dice Age Event		B
	1	Tutankamen Event		B
	1	In The Year of the Dragon - Gaming 101 Event		B
	4	Settlers of Catan - Cities & Knights Small		B
	1	Doom The Board Game - Gaming 101 Event		B
	1	Guided Tours Guided Tours		G
	4	Boot Hill (3rd ed.) Guns Of Oakshadow	202a	R
	4	Call of Cthulhu Lost in the Kingdom	205c	R
	4	Changeling: The Lost Your Friend Jack	205a	R
	4	D&D 4e D&D Encounters: Council of Spiders (level 1)		R
	4	D&D 5e B1 In Search of the Unknown (level 1)		R
	4	Danger Patrol Danger Patrol and the Rocket City Menace	202a	R
	4	FantasyCraft A Feast fit for a Demon	201b	R
	4	GURPS GURPS Steampunk Gaslamp Adventure "The Lost Fleet"	201c	R
	4	Hero System 6th Edition/Fantasy Hero Happy Jacks - Tools of the Trade	200a	R
	4	Living Forgotten Realms - D&D 4e CALI4-1 Plain of Stone Spiders (lvl 11-20)		R
	12	Living Forgotten Realms - D&D 4e EPIC3-2 Cracks in the Crimson Cage (level 22)		R
	4	Living Forgotten Realms - D&D 4e SPEC4-5 Rising Dark (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e WATE4-1 Paying the Piper (lvl 1-10)		R
	4	TOON (GURPS Tournament) ACME No More	200b	R
	4	The Victory System Severe Gravity Poisoning	202b	R
	4	World of Darkness A Nightmare at Hill Manor	206a	R

Sun, Sep 2

Start Time	Duration (hours)	System Title or Type	Room	Dept.
9:30 am	8.5	Dealer Room Opens Dealer Room Opens		G
10 am	1	Rex: Final Days of an Empire - Gaming 101 Event		B
	8	The War Game Boot Camp Demo		B
	1	Farmageddon DEMO Demo		B
	4	Race for the Galaxy 2-player Big		B
	1.75	61 Minutes to Doomsday PLAYTEST Demo		B
	5	Battlestar Galactica Small		B
	1	Cock & Bull Sponsored		B
	1	Crazy Creatures of Dr. Gloom DEMO Demo		B
	2	In the Year of the Dragon Small		B
	1	Ice Age Sudoku Taisen PLAYTEST Demo *		B
	4	Doom - The Board Game Event		B
	1	Lords of Waterdeep - Gaming 101 Event		B
	12	M:tG Elimination Booster Draft D2		C
	4	Highlander tcg Back to Basics		C
	2	Pokemon Workshop #2		C
	1	Guided Tours Guided Tours		G
	6	Flames of War Mid War Infantry Aces (Flames of War) *		M
	4	Force on Force Rescue in Dirkadirkastan! *		M
	5	Gepanzerte Faust Early Armored Warfare Near La Cateau, France 1940		M
	4	HMGs-PSW Arab-Israeli 15mm Oct 8, 1973		M
	4	Malifaux Malifaux Lightning League		M
	4	Rezolution Rezolution Demo		M
	4	Warlands Warlands Demo		M
	6	any Open gaming *		M
	1	PC Diablo 3		V
	1	PC/Xbox 360 Ongoing Tournaments Begin		V
11 am	2	Playtesting with Antoine Bauza, Guest of Honor Demo *		B
	2	Ars Victor Sponsored	Redondo	B
	0.5	Rattus - Gaming 101 Event		B
	2	Beauty Queen Death Match PLAYTEST Demo		B
	1	Little Devils DEMO Demo		B
	2	Uno Small		B
	2	Conquering Corsairs: Pirates of the Silver Seas Event		B
	1	Cock & Bull Sponsored		B
	6	18xx (open) Tournament		B
	1	Ice Age Sudoku Taisen PLAYTEST Demo *		B
	2	SOL Sponsored		B
	4	Rex: Final Days of an Empire Small		B
	1	Caylus - Gaming 101 Event		B
	4	Lords of Waterdeep Event		B
	1	Dragon Dice Demo #2		C
	4	M:tG Extended Constructed Tournament		C
	4	Star Wars Minis "Scum and Villainy"		C
	6	VTES Constructed Tournament - "Club Zombie"		C
	6	Cranberry Con		C
	4	Flea Market Flea Market		G
	1	Guided Tours Guided Tours		G
	6	Rusted Heroes Fight for the Ice Bridge! *		M
	3	Wargods of Olympus Winter is Coming		M
Noon	2.5	Rattus Small		B
	2	Dream Factory Event		B
	2	Spades #3 (Cutthroat) Event		B
	2	Strangers: PLAYTEST Demo		B
	1	Seven Lords PLAYTEST Demo *		B
	1	Cock & Bull Sponsored		B
	2	Shootin' Ladders: Frag Fest Event		B
	1	Flash Duel Event		B
	1	Talisman - Gaming 101 Event		B
	4	Caylus Tournament		B
	3	Ascension: Chronicle of the Godslayer #2	Gateway	C
	4	Dragon Dice "B.Y.O.B" Constructed Tournament		C

Sun, Sep 2

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Pokemon #2		C
	4	Battletech: Solaris 7 Open Division Presents!		M
	6	Lord of the Rings Strategy Battle Game 2nd Assault on Cair Andros		M
	1	Pinball Pinball Challenge - Ongoing *		V
	1	Wii Super Smash Bros. Brawl (Adults)		V
1 pm	4	Sovereign Chess Event		B
	1	Power Grid - Gaming 101 Event		B
	1	Canasta - Gaming 101 Event		B
	1	Seven Lords PLAYTEST Demo *		B
	1	Nightfall - Gaming 101 Event		B
	4	Dice Age Event		B
	3	Yspahan Small		B
	2	Pay Day Event		B
	1	Cock & Bull Sponsored		B
	4	Talisman Tournament		B
	2	Harry Potter Trading Card Game		C
	2	Yugioh! #2		C
	1	Guided Tours Guided Tours		G
2 pm	1	Snatch It Event		B
	4	Ars Victor FINALS Sponsored	Redondo	B
	6	Power Grid Big		B
	2	Canasta Event		B
	2	Nuclear War Tournament Event *		B
	1	Glory of the Three Kingdoms PLAYTEST Demo *		B
	4	Nightfall Small		B
	1	March Madness Event		B
	1	Take It or Leave It DEMO Demo		B
	1	Cock & Bull Sponsored		B
	2	Starcade: NES Edition Event		B
	2	Aloha: The Spirit of Hawaii Sponsored		B
	2	Takenoko Event *		B
	3	A Game of Thrones LCG #2		C
	4	Highlander tcg Type 1 sealed Ironman format		C
	3	World of Warcraft TCG #2		C
	6	Dying Kingdoms Dying Kingdoms - Court Event	Santa Maria	L
	4	Cthulhu Dark Cthulhu Dark	206b	R
	4	D&D 4e D&D Encounters: Council of Spiders (level 1)		R
	6	D&D 4th Edition D&D Team Challenge	RPG Atrium	R
	4	D&D 5e B1 In Search of the Unknown (level 1)		R
	5	D&D-3.5 / Pathfinder - land of grayhawk Return of the Dragon Fiend (lvl 8-12)	203a	R
	4	Dungeon World Living Dungeon World	205b	R
	4	Dungeon World Living Dungeon World	205a	R
	4	GURPS GURPS Steampunk Gaslamp Adventure "The Lost Fleet"	201b	R
	4	Geist: The Sin Eater Things You Find in a Graveyard	202a	R
	4	Grimm Into the Woods - A Happy Jack's Affiliate Game	200b	R
	4	Living Forgotten Realms - D&D 4e CALI4-2 Dragon Above, Desert Below (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e SPEC4-6 Raging Darkness (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e WATE4-2 Rivals (lvl 1-10)		R
	4	Malifaux RPG Malifaux the RPG	201b	R
	4	Marvel Heroic Roleplaying Pet Avengers vs. The Marvel Universe	206a	R
	4	Monsterhearts The Monster Within	203b	R
	4	MySystem Roleplaying Who? What? Where? When? Why?... and How?	200a	R
	4	Pathfinder Happy Jack's presents: Fellowship of the Bling	200b	R
	5	Pathfinder Society Free RPG Day Module Dawn of the Scarlet Sun lvl 4-6	107	R
	5	Pathfinder Society Intro 2: First Steps--Part II: To Delve the Dungeon Deep lvl 1	107	R
	5	Pathfinder Society PFS 3-20: The Rats of Round Mountain--Part I lvl 7-11	107	R
	5	Pathfinder Society PFS 3-23: The Goblinblood Dead lvl 1-5	107	R
	5	Pathfinder Society PFS Classic Season 0-3		R
	4	World of Darkness Paranormal USA	202b	R
	4	Zombie Cataclysm Zombie Cataclysm	204	R
	1	Xbox 360 Halo Reach Duos		V
3 pm	2	Family Fluxx Event		B

Sun, Sep 2

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1.5	Fluxx Small		B
	2	Monopoly Deal Small		B
	1	Glory of the Three Kingdoms PLAYTEST Demo *		B
	2	Rasputin PLAYTEST Demo		B
	1	Cock & Bull Sponsored		B
	1	Elephant's Trunk DEMO Demo		B
	2	Carcassonne Small		B
	4	Mage Knight: The Board Game Event		B
	1	Axis & Allies Air Force Miniatures: Angels 20 demo		C
	3	Cardfight!! Vanguard #2		C
	4	Rezolution Rezolution Demos		M
	4	Warlands Warlands Demo		M
4 pm	1	Diplomacy - Gaming 101 Event		B
	4	Munchkin - No Holds Barred! Sponsored		B
	1	The Battle of Red Cliffs DEMO with Special Guest Ta-Te Wu Demo *		B
	2	Bakong Event *		B
	1	Cock & Bull Sponsored		B
	3	Acquire - David Woolcott Memorial Sponsored		B
	6	Agricola Final Big		B
	1	Belfort - Gaming 101 Event		B
	1	Stone Age - Gaming 101 Event		B
	2	Axis & Allies Air Force Miniatures: Angels 20		C
	6	Star Wars Minis "Epic Battle"		C
	4	Dust Warfare Dust Warfare Demo/Exhibition		M
	4	Dystopian Wars The Guam Campaign 1873		M
	1	PC Diablo 3		V
	1	Pinball Pinball Challenge - Ongoing *		V
	1	XBOX - COD4 Call of Duty 4 - Free For All		V
5 pm	4	Diplomacy Small		B
	1	The Battle of Red Cliffs DEMO with Special Guest Ta-Te Wu Demo *		B
	1.5	The Wind In Their Sails PLAYTEST Demo		B
	2	Yahtzee Free For All Event		B
	1	Cock & Bull Sponsored		B
	2	The Joker's Wild Event		B
	2	Belfort Small		B
	4	Stone Age Big		B
	6	VTES Constructed Tournament - "Succubus Club"		C
	6	Cranberry Con		C
6 pm	4	Shogun/Samurai Swords/Ikusa Tournament		B
	3	Hearts #3 Event		B
	2	Hurry' Cup! Event *		B
	4	EBI Potluck Small		B
	3	Settlers of America: Trails to Rails Small		B
	1	Macao - Gaming 101 Event		B
	4	Mage Wars	Gateway	C
	2	Pirates: Sink-N-Keep "Sink Da Ork BattleKroozer BizMork"		C
	0	Dealer Room Closes Dealer Room Closes		G
	1	Xbox 360 Persona 4 Arena		V
7 pm	2	Kings & Things Small		B
	1	Outpost - Gaming 101 Event		B
	2	Ra Tournament		B
	2	Munchkin Sponsored		B
	1	Pandemic Event		B
	4	Fantasy Chess Event		B
	6	1830* - DEMO Demo		B
	3	Macao Event		B
	1	Trajan - Gaming 101 Event		B
	1	Starship Command - Gaming 101 Event		B
	2	Village Small		B
	2	Quarriors #2	Gateway	C
	6	Battletech Samba Saint's Redemption		M
	4	D&D 4e D&D Encounters: Council of Spiders (level 1)		R

Sun, Sep 2

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	D&D 5e B1 In Search of the Unknown (level 1)		R
	4	Living Forgotten Realms - D&D 4e CALI4-3 Twisted Rune (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e WATE4-3 The Devil's Denouement (lvl 1-10)		R
	1.5	Feedback Forum		S
	2	xbox 360 Dance Central 2	105	V
8 pm	2.5	Outpost Event		B
	3	The Game Show Machine Special		B
	3.5	Werewolfs vs. Villagers vs. Vampires Event		B
	4	Trajan Event		B
	5	Eclipse Small		B
	3	Starship Command Small		B
	3	M:tG Mini Master Tournament		C
	4	An Original Soap Opera Day(s) of Our Lives *	Boardroom	L
	4	Dungeon World Living Dungeon World	205a	R
	4	Fiasco Pride & Fiasco	202b	R
	4	First Edition D&D (the Original Red Box) Death to All Tyrants!	202a	R
	4	GURPS GURPS Finals	200b	R
	4	GURPS GURPS Martial Arts - Power Teens!	201b	R
	4	Mongoose Traveller Conscientious Objectors Need Not Apply	204a	R
	4	Paranoia Traitor Backup	206a	R
	5	Pathfinder Society Intro 3: First Steps—Part III: A Vision of Betrayal lvl 1	107	R
	5	Pathfinder Society Midnight Madness! Module - From Shore to Sea Part 1 Tier 5-7		R
	5	Pathfinder Society PFS -22: The Rats of Round Mountain—Part II lvl 7-11	107	R
	5	Pathfinder Society PFS 4-01: Rise of the Goblin Guild lvl 1-5	107	R
	5	Pathfinder Society PFS 4-03: The Golemworks Incident lvl 5-9	107	R
	5	Pathfinder Society PFS Classic Season 0-3	107	R
	4	Savage World Fantasy The Bridge	205c	R
	1	PC Diablo 3		V
9 pm	3	Shogun/Wallenstein Event		B
	4	Tichu Finals Big		B
	1.25	61 Minutes to Doomsday PLAYTEST Demo		B
	2	Hanabi #2 Event		B
	2	Zombie Dice Event		B
	3	Ticket to Ride Small		B
10 pm	2.5	Small World Invaded! Small		B
	2	Cards Against Humanity Event		B
	3	Poker No Limit Texas Holdem Event		B
	2	Carcassonne Expansions Small		B
	2	Dr. Who Live	Seminar	S
	1	PC Awesomenauts		V
11 pm	2	Eminent Domain Small *		B
	3	St. Petersburg Small		B
	1	Ca\$h 'n Gun\$: Live Event		B

* = Play with the creator

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

Mon, Sep 3

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	2	Wheel of Fortune After Dark Event		B
	3	Werewolf Event		B
	5	Pathfinder Society Midnight Madness! Module - From Shore to Sea Part 2 Tier 5-7	107	R
	5	Pathfinder Society PFS Classic Season 0-3	107	R
8 am	5	Pathfinder Society - Organized Play PFS 3-24: The Golden Serpent lvl 5-9	107	R
9 am	2	Dominion - MEGA Monday Special		B
	1	Belfort - Gaming 101 Event		B
	2	Lords of Waterdeep Small		B
	4	GURPS GURPS - Monday Madness	201b	R
	4	Heroes of Rokugan - Legends of the Five Rings SoB01 Undefended Border		R
	4	Inspectres Monday Morning Inspectres	201a	R
	4	Living Forgotten Realms - D&D 4e CALI4-3 Twisted Rune (lvl 11-20)		R

	4	Living Forgotten Realms - D&D 4e	CORE4-1 Eastern Carnivals (lvl 1-10)		R
	4	Mongoose Traveller	Conscientious Objectors Need Not Apply	204a	R
9:30 am	5	Dealer Room Opens	Dealer Room Opens		G
10 am	4	Napoleonic Wars	Small		B
	4	Vegas Showdown	Event		B
	2	The Resistance: Avalon DEMO	Demo		B
	1	Formula D - Gaming 101	Event		B
	3	Belfort	Small		B
	2	Navegador	Small		B
	4	Battletech	Wasps, Stingers and Locusts		M
11 am	2	Playtesting with Antoine Bauza - 7 Wonders: Armada	Demo *		B
	2	Uno	Small		B
	2	Formula D	Small		B
	2	Attika	Small		B
	2	Lost Worlds	Event *		B
	2	M:tG Elder Dragon Highlander			C
	2	Auction	Auction		G
Noon	1	Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullzfyre	Event		B
	1	World of Warcraft TCG Demo			C
1 pm	1	Shadow Hunters	Event		B
	1	Locke & Key			C
2 pm	1	Arcana - Revised Edition	Event		B
	4	GURPS	Being Meta-Human (Fallout)	200b	R
	4	Heroes of Rokugan - Legends of the Five Rings	SoB02 Bonds of Fate		R
	4	Living Forgotten Realms - D&D 4e	CORE4-2 Legacy (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e	WATE4-3 The Devil's Denouement (lvl 1-10)		R
	5	Pathfinder Society - Organized Play	PFS 4-03: The Golemworks Incident lvl 5-9	107	R
	5	Pathfinder Society - Organized Play	PFS Classic Season 0-3	107	R
2:30 pm	0	Dealer Room Closes	Dealer Room Closes		G

* = Play with the creator

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

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

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 10 game categories:

Euro Games	Rail Games
Strategy Games	War Games
Family Games	Kids Games
Collectible Games	Card Games

The points earned will be faced on the following grid:

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

The # of players relates to the # of players in the actual

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tournament, not in the individual game.

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

For 2011 the winners are:

Jack Butler: Darrell Stark
 Card Games: Dan O'Farrell
 Euro Games: Bruce Schlickbernd
 Family Games: Jaye R
 Kids Games: Cambria B
 Rail Games: Kenneth Heilfron
 Strategy Games: Eric Downing
 War Games: Tim Towery
 Collectible Games: Chuck Watson

Strategicon Congratulates these fine gamers!

Seminars

Special Events and Seminars

Seminar Room, 105, Santa Cruz

Dr. Who Live – Sun 10 pm

The cast of Doctor Who Live will take a suggestion from the audience and use it as inspiration to create a fully improvised episode of Doctor Who – never before seen on TV or stage and never to be seen again! “It’s great, you can get drinks and laughs for good prices, and they have nerdy and non-nerdy shows alike.” -comicattack.net

Drunkards & Dragons – Sat 10 pm

Remember the laughter & discovery of playing a fantasy inspired role playing drinking game in your basement? Now come to the seminar room to enjoy those simpler times, inspired by the world you play in. This Del Close Award nominated team of veteran comedians will bring your sword & sorcery suggestions to life.

Feedback Forum – Sun 7 pm

Did you enjoy yourself at Gateway 2012? Do you have suggestions, comments or questions? Let us know how we’re doing! Pizza for all that show up.

Happy Jacks RPG Podcast Gateway2012 Edition – Sat 8 pm

Join the hosts of Happy Jacks RPG Podcast for an evening of spirited discussion and revelry as we share our thoughts on the day’s RPGs.

General Events

Seminar Room, California Ballroom, Gateway Prefunction

Auction – Mon 11 am

Our bazaar of the bizarre with jokes! Clear out your closet or find that missing gem for your collection here! You never know what games might show up. Hundreds of games to choose from.

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

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

Board Games

Grand Ballroom A-F, California Prefunction, 103

\$ale of the Century – Fri 5 pm

Three contestants battle it out in a fast-paced trivia quiz to earn money to buy fabulous prizes. Win enough money to buy ALL the prizes, and win the Big Cash Jackpot!

1830* - DEMO – Sun 7 pm

1830* is 1830 with rule modifications that I wish to introduce and test at this convention. The changes allow for a more graduated increase in city and town values

1830/1856/1870 – Sat 7 pm

Any of 1830, 1856, or 1870 may be played. The original Avalon Hill rules for 1830 will be used unless players agree on a scenario.

18xx (open) – Sat 10 am, Sun 11 am

Any published 18xx game can be played.

18xx (short) – Fri 7 pm

Any 18xx game taking four hours or less to complete can be played. Options include Steam Over Holland, 1825, 1846, 1865, and 18Scan.

18xx - Gaming 101 – Fri 6 pm

Meet and Greet – Fri 9 pm

Come meet the ownership and staff of Gateway in their natural habitat – the hotel bar! Informal. We have no idea what will get discussed, but it will be interesting.

Q&A with Antoine Bauza, Guest of Honor – Fri 7 pm

Come by to watch while Eric Burgess (from Boardgame Babylon) interviews our Guest of Honor, Antoine Bauza. This is Antoine’s first visit to the United States! You’ll learn about Antoine, his games, the design process and upcoming projects! Feel free to submit potential questions to Eric Burgess prior to the session.

Strategicon Football League – Sat 4 pm

Fantasy Football at Gateway 2012! This will be the third year that the Strategicon Football League will have a LIVE DRAFT. 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” to be run throughout the NFL season. Limited to 16 teams with online management.

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

Gateway’s Bazaar of the Bizarre. You never know what you’ll find here.

Guided Tours – Sat, Sun 9am, 10 am, 11 am, 1 pm

Think you know all about Gateway? Take one of our 15 minute tours and see what you’re missing at this event! Tour information is located between Registration and the Flea Market, at the elevators.

61 Minutes to Doomsday PLAYTEST – Sat 9 am, 7 pm, Sun 10 am, 9 pm

The world is about to be destroyed with the release of a doomsday device. Your group are the only ones close enough to be able to stop it’s release as long as you can work together to get past the challenges that stand in your way. The clock is counting down and you only have 61 Minutes to save us all. Can you do it or will we all die?

7 Wonders - Gaming 101 – Sat 11 am

7 Wonders - MEGA – Sat Noon

Come participate in the 7 Wonders MEGA tournament! Bring a copy of the game to have it signed by our Guest of Honor, designer Antoine Bauza!

7 Wonders: Cities - Gaming 101 – Sat 11 am

Acquire - David Woolcott Memorial – Sun 4 pm

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

Advanced Civilization – Sat 9 am

Avalon Hill version. Trade rounds will be timed.

Board Games

Board Games

Age of Empires III – Fri 6 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you proceed through three ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy, and, if necessary, declare war. The builders expansion rules will be used.

Agricola – Sat 3 pm

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

Agricola - Gaming 101 – Sat 2 pm

Agricola Final – Sun 4 pm

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

Alhambra – Fri 5 pm

In Alhambra, players are acquiring buildings to be placed within their Alhambra complex. On a player's turn, a player may take money from the open money market, purchase a building from the building market, or engage in construction and reconstruction projects with buildings that have been placed in the player's reserve. The game rewards efficiency, as when a player purchases a building from the market for the exact amount of money, the player may take another turn

Alhambra - Gaming 101 – Fri 4 pm

Alien Frontiers – Sat 10 am

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, An Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first! It won't be easy because the others will be doing the same

Aloha: The Spirit of Hawaii – Sat 2 pm

Aloha: The Spirit of Hawaii is the upcoming release from Blue Panther. Play the deluxe version with creator Norv Brooks. Each player helps guide the development of Hawaii from its discovery by Captain Cook to statehood in 1950. Take your part in shaping the story. 2-4 players, 60 minutes, euro-style thematic game. Rules will be taught.

Aloha: The Spirit of Hawaii – Sun 2 pm

Aloha: The Spirit of Hawaii is the upcoming release from Blue Panther. Play the deluxe version with creator Norv Brooks. Each player helps guide the development of Hawaii from its discovery by Captain Cook to statehood in 1950. Take your part in shaping the story. 2-4 players, 60 minutes, euro-style thematic game. Rules will be taught.

Arcana - Revised Edition – Mon 2 pm

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

Arkham Horror – Fri 10 pm

You step off the train, you know something is amiss in the town of Arkham... Something is awake and if it isn't stopped in Arkham the world will perish. Work together with your fellow investigators to explore new worlds, everyday problems, and stop an ancient one from awakening. It will be the base game with a few pieces from other expansions, will also play with house rules.

Ars Victor – Fri 1 pm, 3 pm, 5 pm, 7 pm, Sat 9am, 11 am, 1pm, 3 pm, 5 pm, Sun 9am, 11 am

The hot new two-player game of tactical combat. Build a custom army and fight over a different map every time. Video tutorial and coaching from the experts. Anyone could win the \$500 in cash prizes in this debut tournament! Beginners only.

Ars Victor FINALS – Sun 2 pm

Single-elimination final matches between the top-ranked players from the rest of the weekend. The first place winner wins \$400 cash second place receives \$100. For more info on tournament specifics, visit our website or get a flyer at the convention.

Atmosfear: The DVD Game – Sun Midnight

Collect a key from each of the six regions of the board before heading to the "Well of Fears" in the center and attempting to draw your fear from among those of your opponents in order to win the game. This must be done before 49 minutes pass, or all players lose automatically. Can you beat the Gatekeeper?

Attika – Mon 11 am

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

Axis & Allies – Sat 9 am

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

Bakong – Sun 4 pm

Come meet and play with designer Antoine Bauza, our Guest of Honor! In Bakong, players are hunting for valuable emeralds, trying to avoid traps along the way. Bring a copy to be signed!

Bang! – Sat 2 pm

Exciting and fast paced card game of a wild west shoot out. Think O.K. Corral meets High Noon. It's the town Sheriff and Deputies against a band of Outlaws and a mysterious Renegade. Multiple battles and Tournament scoring system. Wild and Crazy!

Bang! - Gaming 101 – Sat 1 pm

Battle Cry – Sun 9 am

Classic card driven Civil War game

Battlestar Galactica – Sun 10 am

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Players should be familiar with the basic game. New players should join our 5 pm game on Sat.

Battlestar Galactica – Sat 5 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. New players are welcome. (Experienced players' game is Sun at 10 am.)

Board Games

Battlestar Galactica – Fri 8 pm

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

Battlestar Galactica - Gaming 101 – Fri 7 pm

Beauty Queen Death Match PLAYTEST – Sat 2 pm, Sun 11 am
You are a delicate flower of glamor and grace, determined to use every ruthless means necessary to claw your way to the title of Miss Congeniality. So bring your bribes for the judges, brush-up on your backstabbing, and don't forget to check your chainsaw, because this beauty pageant is about to get ugly!

Belfort – Sun 5 pm, Mon 10 am



TICKET TO RIDE
MAP COLLECTION
New Train Adventures!

A new series of expansions featuring 2 different maps on a double-sided board.

Vol. 1 - Ticket to Ride Asia features *Team Asia*, designed for 4 or 6 players, and the *Legendary Asia* map for 2-5 players where traversing the Himalayan passes will cost you dearly.

Vol. 2 - Ticket to Ride India features unique Grand Tour of India bonuses, points awarded for routes with 2 different paths between your Destination cities, plus Ticket to Ride Switzerland, the terrific, long out of print map for 2 and 3 players.
*Requires trains and train cards from Ticket to Ride or Ticket to Ride Europe

Alan R. Moon
TICKET TO RIDE ASIA
LES AVENTURIERS DU RAIL
ZUG-UND-ZUG
TICKET TO RIDE
ADVENTURES - FROM
INVENTIONS BY - TO
MICHAEL POLPAP
LEGENDARY ASIA
DAYS OF WONDER

Fran Vincent
TICKET TO RIDE INDIA
LES AVENTURIERS DU RAIL
DAYS OF WONDER
SWITZERLAND

DAYS OF WONDER

Board Games

Belfort - Gaming 101 – Sun 4 pm, Mon 9 am

Blockbusters – Sat 2 pm

This is the battlefield for our game of speed and strategy! The 1980s NBC hit, "Blockbusters", returns to Gamex with all new questions! Pick a letter from a field of 20 hexagons, and answer a question. The answer starts with the letter you picked. Get it right, you claim the hex. Make your way across (or down) the board, connecting color to color, and you win!

Blokus – Sat 11 am

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

Blue Moon City – Sat 8 pm

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city. Whenever a building is completely rebuilt, any players who helped get crystals and dragon scales, which can be traded in for crystals at certain times. The player who first manages to add the required number of markers by paying crystals to the Obelisk wins the game.

Bohnanza – Fri 8 pm

Set collection game themed to the obscure subject of bean farming

Ca\$h 'n Gun\$: Live – Fri, Sat, Sun 11 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game!

Can't Stop – Sat 4 pm

A classic "push your luck" board game designed by Sid Sackson. The goal of the game is to "claim" (get to the top of) three of the columns before any of the other players can. But the more that the player risks rolling the dice during a turn, the greater the risk of losing the advances made during that turn.

Canasta – Sun 2 pm

Canasta is a rummy-based partnership card game that, at one point, was more popular in the US than bridge.

Canasta - Gaming 101 – Sun 1 pm

Carcassonne – Sat, Sun 3 pm

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

Carcassonne - Gaming 101 – Sat 2 pm

Carcassonne Expansions – Sun 10 pm

Tile based game. Will play expansions selected by participants depending on availability.

Cards Against Humanity – Sun 10 pm

Cards Against Humanity is a party game for horrible people.

Careers – Fri 3 pm

The classic game from the 50's where you determine your own victory conditions.

Cartagena – Sat 10 pm

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

Caylus – Sun Noon

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

Caylus - Gaming 101 – Sun 11 am

Chicken Cha Cha Cha – Sat Noon

Memory game for children and families

Chrononauts – Sat 10 am

What would YOU do with a Time Machine? Would you stop the sinking of the Titanic? Prevent the assassination of JFK? Kill Hitler before WWII? To win, you must change history at key points called Linchpins, or collect a specific set of Artifacts. But be careful - if you create too many paradoxes, you could destroy the entire universe!

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

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

Cock & Bull - Gaming 101 – Fri 5 pm

Conquering Corsairs: Pirates of the Silver Seas – Sat 2 pm, 4 pm, Sun 9 am, 11 am

A card game in which you take the role of pirates, trying to gain gold and reputation to become the most feared and famous ship to sail the Silver Seas. You will take your ship to strange and dangerous locations, recruit new crew members to your cause, do battle with other pirates, and put plunder in your treasure chest! Demoed at Orcon2012, we're back with the final beta!

Cosmic Encounter - "Late Night Epic Encounter" – Fri 10 pm

"The Sci-Fi Game For Everyone" returns...this time with everything but the kitchen sink! We're playing the full Fantasy Flight Games edition of this all-time classic, with ALL the expansions! Eight players try to fight, negotiate, and team-up to colonize their opponent's planets, using their unique alien powers. Will you be the first to establish five colonies?

Cross-ic Concentration – Sat Midnight

It's the game of matching and rebuses that you know and love... with an Adult twist! NO KIDS UNDER 17 WILL BE ADMITTED DURING THIS GAME!

Crazy Creatures of Dr. Gloom DEMO – Sun 10 am

Come try out former Strategicon Guest of Honor Michael Schacht's new family game, The Crazy Creatures of Dr. Gloom! This is a fun title for ages 7 and up

Descent - Journeys in the Dark – Sat 4 pm

The Well of Darkness Expansion will be used. It has new monsters heroes, treasures, effects. It also allows the Overlord player to customize his deck for each scenario. You'll face a host of new tricks, traps, including scything blades, rolling boulders, and boiling hot lava. Descent WoD features 6 new heroes, kobolds, ferrox, and golems. Heroes get new items - potions, skills, and treasures.

Dice Age – Fri Noon, Sat 5 pm, Sun 9am, 1 pm

Discover the artsy dice from the crazy Dice Age guy. forget all you knew about dice, give these unbalanced figurative dice a shot, demo only lasts 5 minutes.

Board Games

Diplomacy — Sun 5 pm

Play the original 40 year old Classic, "Diplomacy - The exciting game of international intrigue". Henry Kissinger's "Favorite Game"! Diplomacy is a game of skill and cunning negotiations. Chance plays no part. Each player controls one of seven European powers in an attempt to control pre WWI Europe through clever negotiations and skillful campaigning. Truly, one of the greatest games of all time!

Diplomacy - Gaming 101 — Sun 4 pm

Divided Republic — Sat Noon

This is a medium weight game with intense player interaction, card-driven play, and a play time of about 2-3 hours. There are even a few laughs along the way as the mudslinging between parties heats up. Literally anyone can win - it's not simply a cut and dry Republican victory. This is a different kind of US election game, a game where there are not two, but four parties.

Dog — Sat 2 pm

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

Dominant Species — Sat 2 pm

A game that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth. Each player will assume the role of one of six major animal classes: mammal, reptile, bird, amphibian, arachnid, or insect. Each begins the game more or less in a state of natural balance in relation to one another. But that won't last: It is indeed "survival of the fittest."

Dominant Species - Gaming 101 — Sat 1 pm

Dominion — Fri 2 pm

Dominion is a deck building game in which all players start with the same cards and build their deck by acquiring cards from a common central pool. This tournament will use the basic set for the first round, add an expansion set for the second round, and all the expansion sets for the final round of play.

Dominion - MEGA Monday — Mon 9 am

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

Doom - The Board Game — Sun 10 am

The expansion will be played. Attention all Marines! All UAC personnel be advised. There has been a code red security breach in the dimensional gateway research facility here at the UAC's Mars base. We are under attack. Report immediately to central command. Marines have been deployed. 3 players be the marines 1 player will be the invaders. Players explore the base, attack monsters, find new equipment, and work together.

Doom The Board Game - Gaming 101 — Sun 9 am

Down in Flames WWII Aces High — Fri 5 pm

Flyers Challenge Rules. Players pilot one or more WWII fighter aircraft in a swirling non stop 8 aircraft aerial combat including aircraft from USAAF, USN, RAF, Soviet vs Luftwaffe, JAAF and JNAF. Victory goes to the individual with the best overall kill record. Fast paced, easy to play but a challenge to win!

Down in Flames WWII Aces High - Gaming 101 — Fri 4 pm

Downfall - PLAYTEST — Sat 7 pm

The prototype is at an advanced stage and rules nearly done. I'm looking for some great insights for those final touches. Downfall is an area control game of rising powers, clashing borders and limited resources. Raw resource begins on the board, and dwindle throughout the game. Phases are chosen in turns, and the game play, if you can imagine it, is like Puerto Rico the Age of Empires version.

Dream Factory — Sun Noon

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

EBI Potluck — Sun 6 pm

Any Empire Builder variant.

Eclipse — Sun 8 pm

A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies & build spaceships. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species while paying attention to the other civilizations' endeavors.

Eclipse — Sat 10 am

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

Eclipse - Gaming 101 — Fri 4 pm, Sat 9 am

Elephant's Trunk DEMO — Sun 3 pm

Gamewright has brought back a classic Reiner Knizia game for very young children. Elephant's Trunk is a cute game of packing luggage for ages 4 and up.

Eminent Domain — Sun 11 pm

Play the Role Selection Deck Building game Eminent Domain with designer Seth Jaffee!

Eminent Domain — Sat 11 am

Play the Role Selection / Deck Building game Eminent Domain with designer Seth Jaffee.

Eminent Domain: Escalation PLAYTEST — Fri 2 pm

Play Escalation, the upcoming expansion to Eminent Domain, with designer Seth Jaffee

Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullzfyre — Mon Noon

Epic Spell Wars of the Battle Wizards: Duel at Mt. Skullzfyre is a humorous card game depicting a vicious, over-the-top battle between a variety of comically illustrated wizards. The game focuses primarily on creating three-part spell combos to blast your foes into the afterlife. The unique Dead Wizard cards allow players to stay in the game even after their wizards have been defeated.

Euphrat & Tigris — Fri 10 pm

This is prolific game designer Reiner Knizia's highest rated title. Players collect victory points in four different colors by playing tiles of the same color. Players must defend their kingdoms against possible conflicts from their opponents or possibly choose to ignite conflict on their own.

Board Games

Family Fluxx — Sun 3 pm

Family Fluxx is a fast-paced card game where the rules and the goal are constantly changing. Can't win? Change the rules so you can, or change the goal so you do. It's a game the whole family can enjoy.

Fantasy Chess — Sun 7 pm

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

Fantasy Chess DEMO — Fri 8 pm

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

Farmageddon DEMO — Fri 5 pm, Sun 10 am

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

Finca — Fri 6 pm

"We all different, but in the end, we all fruit!" On the heels of the re-release of this Spiel des Jahres 2009 nominee, join us for 90 minutes of this great family-style Euro where you try to out-collect & out-deliver your fellow Mallorcan fruit merchants with the help of your donkey cart & the wind!

Flash Duel — Sun Noon

Flash Duel is a simple, fast card game that simulates a duel between two Fantasy Strike characters. There are 10 characters to choose from (all included), each with three different special abilities. Landing just one hit wins a round, and a game is best three out of five rounds. Games take only a few minutes to play.

Flash Point: Fire Rescue — Fri 3 pm

Maybe you missed it on Kickstarter, maybe you missed the Essen 2011 release sellout -well, now's your chance to suit up and brave the flames in this great new cooperative game. The theme is fire fighting & rescue, and fans of co-op games are saying it's better than Pandemic! If you've never tried a co-op, or if you prefer fast, tense, family games (without direct conflict) don't miss Flash Point.

Fluxx — Sun 3 pm

The card game with ever changing rules! It starts out simple, with just the Basic Rule card: draw one card and play one card during each player's turn. But New Rule cards quickly make things chaotic. We will have several versions of Fluxx available, play whichever you like! Hosted by Alea Lacta Est gaming community.

Formula D — Mon 11 am

The excitement of a Formula 1 auto racing circuit. Advanced rules. Players will build their own car and race it in a series of races. Points awarded according to finish. Highest total score is the circuit Champion.

Formula D - Gaming 101 — Mon 10 am

Indulge your 1980's Cold War nostalgia with this Milton Bradley Gamemaster Series classic, wherein three Communist invaders (the Asian People's Alliance, the Central American Federation, and the Euro-Socialist Pact) stage a full-scale invasion of the United States.

Gaming 101

18xx - Gaming 101 — Fri 6 pm

7 Wonders - Gaming 101 — Sat 11 am

7 Wonders: Cities - Gaming 101 — Sat 11 am

Agricola - Gaming 101 — Sat 2 pm

Alhambra - Gaming 101 — Fri 4 pm

Bang! - Gaming 101 — Sat 1 pm

Battlestar Galactica - Gaming 101 — Fri 7 pm

Belfort - Gaming 101 — Sun 4 pm, Mon 9 am

Canasta - Gaming 101 — Sun 1 pm

Carcassonne - Gaming 101 — Sat 2 pm

Caylus - Gaming 101 — Sun 11 am

Cock & Bull - Gaming 101 — Fri 5 pm

Diplomacy - Gaming 101 — Sun 4 pm

Dominant Species - Gaming 101 — Sat 1 pm

Doom The Board Game - Gaming 101 — Sun 9 am

Down in Flames WWII Aces High — Fri 4 pm

Eclipse - Gaming 101 — Fri 4 pm, Sat 9 am

Formula D - Gaming 101 — Mon 10 am

Glory to Rome - Gaming 101 — Sat 9 pm

Hawaii - Gaming 101 — Fri 7 pm

Imperial 2030 - Gaming 101 — Sat 5 pm

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

Kingdom Builder - Gaming 101 — Sat 7 pm

Kingmaker - Gaming 101 — Sat Noon

Kingsburg - Gaming 101 — Sat 5 pm

Lords of Waterdeep - Gaming 101 — Sun 10 am

Macao - Gaming 101 — Sun 6 pm

Nexus Ops - Gaming 101 — Sat 11 pm

Nightfall - Gaming 101 — Sun 1 pm

Outpost - Gaming 101 — Sun 7 pm

Panic Station - Gaming 101 — Sat 8 pm

Power Grid - Gaming 101 — Sun 1 pm

Puerto Rico - Gaming 101 — Sat Noon

Race for the Galaxy - Gaming 101 — Sat 9 am

Railroad Tycoon - Gaming 101 — Sat 1 pm

Rattus - Gaming 101 — Sun 11 am

Red Dragon Inn - Gaming 101 — Fri Noon

Rex: Final Days of an Empire - Gaming 101 — Sun 10 am

RoboRally - Gaming 101 — Fri 9 pm

Small World - Gaming 101 — Fri 7 pm

Starship Command - Gaming 101 — Sat 11 pm, Sun 7 pm

Stone Age - Gaming 101 — Sun 4 pm

Talisman - Gaming 101 — Sun Noon

Thunderstone Advanced - Gaming 101 — Fri 1 pm

Titan - Gaming 101 — Sat 10 am

Trajan - Gaming 101 — Sun 7 pm

Twilight Imperium 3rd Ed. - Gaming 101 — Sat Noon

Village - Gaming 101 — Sat 6 pm

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

Glory of the Three Kingdoms PLAYTEST — Sat 3 pm, Sun 2 pm, 3 pm

Come learn this exciting new two-player deck-building game from Special Guest Ta-Te Wu.

Glory to Rome — Sat 10 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.

Glory to Rome - Gaming 101 — Sat 9 pm

Board Games

Guillotine – Fri 5 pm

Off with their heads! It's the French Revolution, and dozens of French nobility are awaiting their turn at the infamous guillotine. As a rival executioner, your job is to claim the heads of the most prestigious victims by manipulating the order of the line. Score big points by collecting the heads of King Louis XVI and Marie Antoinette!

Hanabi – Fri 10 pm, Sun 9 pm

Come play Hanabi with the creator and Guest of Honor, Antoine Bauza. Hanabi is a cooperative deductive reasoning game in which players can give very specific information to their team members. If you have a copy of the game, bring it by to be signed!

Hawaii – Fri 8 pm

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

Hawaii - Gaming 101 – Fri 7 pm

Hearts #1 – Fri 5 pm

Left of the dealer will lead and blood (points) allowed on the first trick.

Hearts #2 – Sat Noon

Deuce of clubs leads and no blood (points) on the first trick.

Hearts #3 – Sun 6 pm

Left of the dealer will lead and blood (points) allowed on the first trick. Jack of diamonds variant in effect (-10 points for taking it).

High Society – Fri 7 pm

Very fast and easy bidding card game. Bid for luxuries and special cards and bid not to get stuck with the bad cards, but don't spend too much money as the player with the least money left over loses the game. A tricky little balancing act, very well designed by Reiner Knizia.

Hurry' Cup! – Sun 6 pm

Come meet and play with designer Antoine Bauza, our Guest of Honor! According to boardgamegeek.com: Hurry' Cup is a car racing game between 3 and 6 players. Reflexes, dexterity and risk-taking will be key to reach the top of the podium. A set of tiles and ambiance burning asphalt! Bring a copy of the game to be signed!

Ice Age Sudoku Taisen PLAYTEST – Sat, Sun 10 am, 11 am

Come playtest Ice Age with noted designer Ta-Te Wu. The game draws some elements of Sudoku into a fun placement game for 1 to 4 players and will be on Kickstarter this fall.

Imperial 2030 – Sat 6 pm

In this game it is not the players who take turns, but the six powers, one after another. The players are just internationally operating investors who act in the background. By giving money to the six powers, which all have their own treasuries, the players influence the politics. The biggest investor in each nation gains control of that nation's government and decides what the nation will do.

Imperial 2030 - Gaming 101 – Sat 5 pm

In the Year of the Dragon – Sun 10 am

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

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

Ingenious – Sat 6 pm

A classic abstract color-matching game.

Killer Bunnies and the Conquest of the Magic Carrot – Fri 2 pm

The follow-up to the popular Killer Bunnies Quest card game series...some things are different, but the goal is still the same - bartering, strategizing, planning your revenge, and most importantly, surviving long enough to claim the Magic Carrot and win the game! (Conquest Blue, Yellow, and Red decks will be in use.)

Kingdom Builder – Sat 8 pm

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

Kingdom Builder - Gaming 101 – Sat 7 pm

Kingmaker – Sat 1 pm

In the English Wars of the Roses, you're the leader of a faction of nobles trying to get your man (or woman) on the throne of England- and, of course, eliminate all of his/her rivals. Whether you support the White Rose or the Red, are you up to the task?

Kingmaker - Gaming 101 – Sat Noon

Kings & Things – Sun 7 pm

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

Kingsburg – Sat 6 pm

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

Kingsburg - Gaming 101 – Sat 5 pm

Little Devils DEMO – Sun 11 am

Come try out the new Stronghold Games title, Little Devils. This fun trick-taking game is good for ages 8 and up!

Looney Bin – Fri 6 pm

Your asylum is full! Time to treat the inmates! Figure out the correct treatments, sabotage the other players, and clear your asylum first. It's Crazy Fun!

Lords of Waterdeep – Sun 11 am, Mon 9 am

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

Lords of Waterdeep - Gaming 101 – Sun 10 am

Lost Cities – Sat 5 pm

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

Board Games

Lost Worlds – Mon 11 am

A two-player fantasy dueling system that does not use dice. Come to this event and I will teach you how - it is very easy.

Macao – Sun 7 pm

One of Stefan Feld's most popular games, players are traders & adventurers setting out to discover new lands. Players must draft cards, take action cubes, and time their actions perfectly to buy land, move their ships, or unlock new powers throughout the game. Player with the most points wins.

Macao - Gaming 101 – Sun 6 pm

Mage Knight: The Board Game – Sun 3 pm

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

March Madness – Sun 2 pm

Play college basketball with classic final 4 teams

Matzakoman – Fri Noon, 1 pm, 2 pm, 3 pm, 4 pm

Spin Dreidels, Make Matzah, Survive the Plagues, Escape Egypt. Uses Dreidels instead of dice to move players & win resources. Combine resources to make matzah. Obtain cards along the way to build a good hand & control movement all while 10 plagues ravage your efforts. Free slaves & make sure you have enough matzah for each one so when you escape they don't starve & earn VP for each. Lucky = Prizes

Merchant of Venus – Sat 3 pm

The classic Avalon Hill space trading game. Players explore the board discovering alien cultures and building trade routes.

Merchants & Marauders – Sat 10 am

A game of seeking your fortune through trade, rumor hunting, missions, and plundering. Will you be a merchant or a pirate? New players welcome.

Milestones DEMO – Fri 3 pm

Learn the new Stefan Dorra game, Milestones - a great new euro game for 2-4 players that plays in about an hour.

Monopoly – Sat 10 am

Monopoly Deal – Fri 11 pm, Sun 3 pm

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

Monty Python Fluxx – Sat 3 pm

The card game with ever changing rules! Yes, that crazy card game where the rules keep changing has joined forces with Monty Python to create the Looneyest card game ever! Help King Arthur and his Knights find the Holy Grail. Bring a Shrubbery to the Knights Who Say Ni! Hosted by Alea lacta Est gaming community.

Munchkin – Fri 9 pm, Sat, Sun 7 pm

Choose one of three Munchkin sets to play from. Will you seek tasty brains in Munchkin Zombies? Find allies and chop off heads in Munchkin Axe Cop? Or try the newest Munchkin set, Munchkin Conan? Anyway you slice it it's kill the monsters. Steal the treasure. Stab your buddy! All game-affecting items MUST be pre-approved by the GM before being allowed during the game.

Munchkin - No Holds Barred! – Sun 4 pm

Kill the monsters. Steal the treasure. Stab your buddy! This tournament of the popular card game will allow any and all official Munchkin merchandise to be used during the game. Don't forget to bring your best stuff! All merchandise MUST be pre-approved by the GM before the tournament to be allowed during the game. Experienced players only!

Mystery Express – Sat 9 pm

Come meet and play with designer Antoine Bauza, our Guest of Honor. Mystery Express is a deductive reasoning game from Days of Wonder. It's a "whodunit on rails"... Sound like fun? Come try it out! Bring your copy to be signed!

Napoleonic Wars – Mon 10 am

Refight the diplomatic and military events of the Napoleonic Wars. Shifting alliances and massed armies set the stage for this multi-player card-driven-game by GMT Games. Works best with 4 or 5 players per game.

Navegador – Mon 10 am

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

Nexus Ops – Sun Midnight

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

Nexus Ops - Gaming 101 – Sat 11 pm

Nightfall – Sun 2 pm

Multiple games of Nightfall played during a 4 hour period. All of the currently released expansions will be used.

Nightfall - Gaming 101 – Sun 1 pm

Nisse PLAYTEST – Fri 2 pm

NISSE is an economic strategy game of gnomes on a Scandinavian farm competing for tasks, porridge and abilities to gain the farmer's favor ending on Christmas morning. Come join in this playtesting session!

Nuclear War Tournament – Sun 2 pm

Come blow up the world with the Nuclear War Card Game. Rules will be taught, run by Rick Loomis.

OPERATION: MACCABEE – Fri Noon, 1 pm, 2 pm, 3 pm, 4 pm

Yes, exactly as it sounds. You spin, toss, lob dreidels into a combat area attempting to knock over little plastic nazis. Race across a hex map to defeat the nazi bases before the other players' commando squads do. Obtain action cards to gain the use of snipers, grenades, rafts, med packs, etc. But for the most part you are killing nazis with dreidels! If you are lucky you will win a prize!

Outpost – Sun 8 pm

Be a Colony Commander, manage resources and build colony upgrades to construct the greatest Outpost!

Outpost - Gaming 101 – Sun 7 pm

Pandemic – Sun 7 pm

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

Board Games

Panic Station – Sat 9 pm

A paranoia-driven game in which you control characters sent to investigate an infested arctic base. You must find and destroy the Parasite Hive hidden somewhere in the inner depths of this hell. However, one of you is an infected Host, and must keep this identity secret, infecting as many team members as possible to gain allies and prevent the humans from completing their mission.

Panic Station - Gaming 101 – Sat 8 pm

Password – Sat 10 pm

The original word association game!

Pax Britannica – Sat 10 pm

Players lead the seven great nations of the 1890's to the great war. Nations build colonies to increase income so they can build more armies and fleets. Area control and income management

Pay Day – Sun 1 pm

The classic bill-paying, lottery-playing, deal-selling, jackpot-winning family game where kids learn pay day comes once a month, but the bills come anytime.

Penny Arcade: Gamers Vs. Evil – Fri 4 pm

Welcome to the world of Penny Arcade, the top web comic for all things gaming, so it's only fitting that Penny Arcade gets its own deck-building game. Players will select cards from a communal pool. You've followed the way of the warrior, the story of the Cardboard Tube Samurai. You too wept with Charles over the lack of Halo on the Macintosh. Now rally them together to build your perfect deck.

Phase 10 – Fri 6 pm, Sat 4 pm

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

Playtesting with Antoine Bauza - 7 Wonders: Armada – Fri 4 pm

Come and playtest with our Guest of Honor, Antoine Bauza! He has designed dozens of games and is currently working on an expansion to the award winning and very popular 7 Wonders!

Playtesting with Antoine Bauza - 7 Wonders: Armada – Mon 11 am

Come and playtest with our Guest of Honor, Antoine Bauza! He has designed dozens of games and is currently working on an expansion to the award winning and very popular 7 Wonders!

Playtesting with Antoine Bauza, Guest of Honor – Fri Noon, Sat 4 pm, Sun 11 am

Come playtest Antoine Bauza's newest prototype, a cooperate game called Sinbad for 3-6 players. You will learn the game and provide feedback and get to meet our Guest of Honor during his first visit to the US! Space is extremely limited.

Podville Transit Corporation PLAYTEST – Sat 4 pm

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

Poker 7 card stud – Sat 10 pm

This is a structured limit betting tournament.

Poker No Limit Texas Holdem – Sun 10 pm

The game consists of two 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 two additional single cards ("the turn" and "the river" or "fourth and fifth street" respectively), with players having the option to check, bet, raise or fold after each deal.

Poker Omaha Hi/Low Split – Fri 10 pm

The basic differences between Omaha and Texas hold 'em are these: first, each player is dealt four hole cards instead of two. The betting rounds and layout of community cards are identical. At showdown, each player's hand is the best five-card hand made from exactly three of the five cards on the board, plus exactly two of the player's own cards. 15 minute levels of structured betting.

Power Grid – Sun 2 pm

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

Power Grid - Gaming 101 – Sun 1 pm

Puerto Rico – Sat 1 pm

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

Puerto Rico - Gaming 101 – Sat Noon

Puzzle Strike – Sat Noon

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

Quarriors – Sat 4 pm

Frequently called "Dominion with Dice", this 2011 hit requires players to leverage their lucky rolls for better dice AND make good choices about which "queatures to quapture" and when to "quast their spells". An insane amount of Q's and custom dice makes for a fun light-strategy romp that is different every time you play!

Quarriors! Quarmageddon – Fri 9 pm, 10 pm

Has the frenetic excitement of a dice battle game, with an added 'deckbuilding' twist: players customize their dice pools during the game using resources generated by their rolls. Quarmageddon is the second expansion set to Quarriors!

Qwirkle – Sat Noon

While Qwirkle is as simple as matching colors and shapes, it is a game that also requires tactical maneuvers and well-planned strategy. The game consists of 108 wooden blocks with six different shapes in six colors. Using the blocks, players attempt to score the most points by building lines that share a common attribute either color or shape

Ra – Sun 7 pm

An auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise.

Race for the Galaxy – Sat 10 am

Default is most expansions available with goals, unless all players agree otherwise.

Race for the Galaxy - Gaming 101 – Sat 9 am

Race for the Galaxy 2-player – Sun 10 am

Default all expansions available with goals unless both players agree otherwise.

Railroad Tycoon – Sat 2 pm

AKA Railways Of The World. Build railroads and move cubes to the cities that demand them. Upgrade your engine to move the cubes further for more points. Western US map or event card expansion may be used if available.

Board Games

Railroad Tycoon - Gaming 101 – Sat 1 pm

Rasputin PLAYTEST – Sat 10 am, Sun 3 pm

A board game that uses customizable decks of cards to define your abilities as a master assassin charged infiltrating the Winter Palace and killing history's most elusive man.

Rattus – Sun Noon

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

Rattus - Gaming 101 – Sun 11 am

Red Dragon Inn – Fri 1 pm

You and your friends are a party of heroic, fantasy adventurers. You've raided the dungeon, killed the monsters, and taken their treasure. Now you're back, and what better way to celebrate your most recent victory than to spend the night drinking, gambling, and roughhousing? The last person who still has gold and isn't passed out wins the game.

Red Dragon Inn - Gaming 101 – Fri Noon

Rex: Final Days of an Empire – Sun 11 am

Players vie for control of vital locations across a sprawling map of the continent-sized Mecatol City. Only by securing three key locations (or more, when allied with other factions) can a player assert dominance over the heart of a dying empire.

Rex: Final Days of an Empire - Gaming 101 – Sun 10 am

RoboRally – Fri 10 pm

A frenzied race with robot-driven CHAOS!

RoboRally - Gaming 101 – Fri 9 pm

Round Ground – Fri Noon, Sat 2 pm

The game is about taking over the dartboard that is divided into 19 hexagons. Different hexagons give players various advantages. Taking over hexagons is done by throwing darts at them. The one who picks the best strategy (order in which to take over the board) and have the superior dart throwing skill wins the game.

Rune Age – Fri 3 pm, Sat 7 pm

This scenario-based deck-building game from Fantasy Flight Games is set in the same world as Runebound & Descent. With rules for solo play as well, this lesser known card game is a fast-paced gem that is well worth trying out!

Runewars – Sat 9 pm

Banners of War Expansion will be played. War continues to ravage the continent of Terrinoth. Banners of War is an expansion for Runewars. It brings eight new unit types. You can customize your armies like never before. New Development cards let you upgrade your existing units and purchase new faction-specific abilities. It features new Hero, Objective, Season, Reward, and Order cards.

San Juan – Fri 6 pm

The card game based on Puerto Rico

Scepter of Zavandor – Fri 2 pm

To increase their power and influence, the young magicians enchant jewels and seek out knowledge. An auction mechanism also allows them to acquire artifacts and sentinels. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

Scotland Yard : Reservoir Dogs – Fri 4 pm

The original hidden-movement board game, Scotland Yard, mixed with the fiasco-style of good cops gone bad.

Scrabble – Sat 9 am

Have you ever scored a BINGO?? Let's see what you can with seven letters. We'll have boards, tiles, dictionaries, score pads, and table. All you have to bring is your vocabulary, and your sense of challenging fun.

Scrumbrawl : Rugby – Fri 2 pm

A fast-moving new board game with monsters racing to score goals on a pitch. This variant of the game will have two teams of two trying to keep opponents from scoring a goal on a modified and smaller board.

Settlers of America: Trails to Rails – Sun 6 pm

Utilizes the familiar Catan hex-tile grid to present a map of the United States. Players collect and trade resources, in order to purchase, migrate and build settlements, forge railroads and acquire locomotives. Railroads are used to distribute goods to the interconnected cities.

Settlers of Catan – Fri 7 pm

Players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game.

Settlers of Catan - Cities & Knights – Sun 9 am

The Cities and Knights expansion of the Settlers of Catan

Settlers of Catan - Seafarers – Sat 9 am

The Seafarers expansion of Settlers of Catan

Seven Lords PLAYTEST – Sat, Sun Noon, 1 pm

Come learn Seven Lords from Special Guest, Ta-Te Wu, designer of Tien Zi Que and The Battle of Red Cliffs. This clever abstract strategy game with a cooperative flavor is set in China during the Zhou Dynasty and plays from 2 to 7 players and completes in about an hour.

Shadow Hunters – Sat Midnight, Mon 1 pm

Like a cross between Clue and Bang, with an element of Werewolf mixed in. Play a character with a secret identity and try to figure out who the other players are, help your friends and kill your enemies. Or perhaps you are a neutral character with your own agenda. A fast, fun and easy game.

Shogun/Samurai Swords/Ikusa – Sun 6 pm

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

Shogun/Wallenstein – Sun 9 pm

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

Shootin' Ladders: Frag Fest – Sun Noon

Keep your gingerbread man alive while blowing your opponents to crumbs! First to claim three cookie limbs wins this wacky game of all out pastry warfare.

Sid Meier's Civilization: Fame and Fortune – Fri 6 pm

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

Board Games

Skip-Bo – Sat 6 pm

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

Small World – Sat 2 pm

Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory! Exclusive prize support from Days of Wonder! Win a Small World Champion t-shirt or exclusive turn marker!

Small World - Gaming 101 – Fri 7 pm

Small World Invaded! – Sun 10 pm

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

Small World Realms – Sat 10 pm

A modular board expansion that allows players to play Small World on a totally different map every game.

Small World Underground – Fri 8 pm

This 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, and Hard to resist! This is your chance to learn to play the next installment of Small World- the game that has sold millions of copies and rated in the top 10 best family games at BoardGameGeek.com!

Snatch It – Sun 2 pm

As the letters are flipped, if you see a word, grab it. If you can combine letters with someone else's word, snatch it! The longer the word, the more points scored!

SOL – Sun 11 am

In SOL, two players compete to control these distant suns by claiming the planets around them. Control of the planets is achieved by skillful placement of moons. Ten minutes to learn 30-60 minutes to play. Rules will be taught by the creator - Dave Mines - in this two round event. All second round winners receive a prize.

Sovereign Chess – Sun 1 pm

Imagine a chess board that's four times as big, with twelve different colors of pieces, all ready to battle. While you still play black or white, you can activate any color to battle for you, by landing on a special square of the same color. Control more squares, and you can have multiple armies in your corner, fighting on your behalf.

Space Hulk: Death Angel – Fri 8 pm

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

Spades (Partners) – Fri, Sat 7 pm

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

Spades #3 (Cutthroat) – Sun Noon

Spades is a trick-taking card game where the object is to take at least the number of tricks that were bid before play of the hand began. No Partners in this version.

Spotcha! – Sat 11 am

There's a bunch of crazy objects. When a card is turned over, grab the flag of an item that matches, but be careful. It only counts if the item is lying the same way as shown on the card! If three items match, grab the 3! If nothing matches, grab the zero and go for bonus points! Be the quickest and most observant to win Spotcha! A GOOD GAME FOR KIDS AND ADULTS ALIKE!

St. Petersburg – Sun 11 pm

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

Star Munchkin – Fri 11 pm

Kill the monsters. Steal the treasure. Stab your buddy. IN SPACE!

Star Trek Scene-It – Fri 5 pm

A fun and unique trivia game that delivers Trek-related on-screen puzzles featuring clips and images from your favorite Star Trek movies and TV shows, as well as trivia questions from the Star Trek universe and Star Trek's influence on pop culture. Don't have to be a Trekker to enjoy this Trek-themed game!

Star Trek: The Next Generation – Sat 8 pm

Players take on the role of Captain of a salvaged Starship. They will search for new allies such as Picard, Data, and other famous Characters. They will Explore space to complete Missions, Encounter Events, and meet Starships that could be friend or foe.

Starcade: NES Edition – Sun 2 pm

Think you're good at old school NES games? Well, it's time to put your joystick skills to the test with the 80s cult hit, "Starcade." Players will compete by answering trivia questions about their favorite games, then challenging each other to an arcade time trial. Only High Scores succeed here!

Starship Command – Sat Midnight, Sun Midnight, 8 pm

A game of ship-to-ship combat that uses cards to represent ships, damage from ships' weapons, and other possible ship actions. The objective of the game is to destroy or capture your enemies' ships while preserving your own fleet.

Starship Command - Gaming 101 – Sat 11 pm, Sun 7 pm

Stone Age – Sun 5 pm

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

Stone Age - Gaming 101 – Sun 4 pm

Strangers: PLAYTEST – Fri 6 pm, Sat 11 am, Sun Noon

Get ready to playtest the hilarious new game STRANGERS, set for release early 2013! STRANGERS revolves around psychological gameplay, challenging opponents to consistently revise both their behavior and strategy to win. This game, whether played by casual gamers or seasoned warlocks, will result in inescapable tomfoolery. Come meet the designers.

Board Games

Succession-The Court of Henry VIII – Sat 5 pm

A deck building game in which Influence is the core value. Influence is Victory Points. Influence buys the player additional Common Stack cards and Influence is used to aggressively interact with other players. When King Henry VIII dies, the player who scored the most Influence has their Heir crowned the new monarch and wins the game.

Take It or Leave It DEMO – Sun 2 pm

Come learn this fun dice game from Gamewright.

Takenoko – Sun 2 pm

Come meet and play with designer, Antoine Bauza, our Guest of Honor. Players are entrusted by the emperor to cultivate bamboo gardens so they can feed giant pandas! Please bring a copy to be signed!

Talisman – Sun 1 pm

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

Talisman - Gaming 101 – Sun Noon

The Battle of Red Cliffs DEMO with Special Guest Ta-Te Wu – Sat, Sun 4 pm, 5 pm

Come learn this great new game from Special Guest Ta-Te Wu. Red Cliffs is a strategic card game that builds on the classic game Mahjong and Wu's earlier Z-Man title Tien Zi Que.

The Castles of Burgundy – Sat 11 pm

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

The Game Show Machine – Fri, Sat, Sun 8 pm

Get ready for Game Show OVERLOAD! Your favorite Strategicon Game Show Impresarios present their marquee event for Gateway 2012, "THE GAME SHOW MACHINE". 40 game show rounds are lovingly stuffed inside for two teams of 5 players. Can your team best the Machine and go on to win the Ultimate Bonus Round?

The Joker's Wild – Sun 5 pm

It's the game where Knowledge is King, and Lady Luck is Queen! Revisit the classic game show, "The Joker's Wild", with Ineligible Productions. Spin the reels and hope for some JOKERS, but stay clear of that nasty DEVIL!

The Resistance: Avalon DEMO – Fri 5 pm, Sat 2 pm, Mon 10 am

Try the pre-release of The Resistance: Avalon. This awesome game is similar to Werewolf and other games where learning the secret identities of other fellow players is key. This version is set in King Arthur's time and promises to be better than the excellent original. Gateway 2012 brings this pre-release exclusively to you from Indie Boards and Cards, whose Kickstarter for the game is running now.

The War Game Boot Camp – Fri 4 pm, Sat, Sun 10 am

Allows people with the to try a war game. We have the games, and give raffle tickets for prizes for those that play. So whether you are a experienced War Gamer or never tried one, stop by our information table and talk to Amara about how to get stated. The War Game Boot Camp is offering something different on Sundays, we are calling it Grogard Sunday. We will have bigger war games set out, beginners are welcome. We will also still demo other games.

The Wind In Their Sails PLAYTEST – Sun 5 pm

Feel the wind in your face as the ship's sails billow full pushing the ship forward. "Sail off the starboard... she be pirates!" The deck comes alive as canons are rolled out into firing positions. The player attempts to score the most points through naval encounters and by trading goods as well as, transporting the governor from island to island.

Thunderstone Advanced – Fri 3 pm

Multiple games of Thunderstone Advanced using all of the currently released cards.

Thunderstone Advanced - Gaming 101 – Fri 1 pm

Thurn and Taxis – Sat 6 pm

Board game developing postal routes in early Germany.

Tichu – Sat 9 pm

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

Tichu Finals – Sun 9 pm

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

Ticket to Ride – Fri, Sun 9 pm

Can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes. Additional points come to those who fulfill Destination Tickets, goal cards that connect distant cities and to the player who builds the longest continuous route.

Ticket to Ride - Legendary Asia – Sat Noon

The main change in this set-up is that some of the routes through Asia are labeled mountain routes, with one or more spaces on the route bearing an X. Whenever a player claims one of these routes, she must place a train from her reserve in the Mountain Crossing area of the game board, earning two points for each such train but losing access to them for the rest of the game. The player who connects to the most cities in a single network earns a ten point "Asian Explorer" bonus.

Ticket to Ride - Team Asia – Sat 5 pm

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

Ticket to Ride: Europe – Sat 9 pm

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

Ticket to Ride: USA 1910 – Sat 6 pm

The 1910 expansion to Ticket to Ride will be used.

Titan – Sat 11 am

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

Titan - Gaming 101 – Sat 10 am

Board Games

Trajan – Sun 8 pm

Fans of Macao will recognize the stamp of Stephan Field in this latest design. Pursue glory for the Roman Empire as you expand territories, construct buildings and ship goods to earn points for final victory!

Trajan - Gaming 101 – Sun 7 pm

TransAmerica – Fri 6 pm

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

Tutankamen – Sun 9 am

There are 69 artifact tiles in the game of Tutanchamun. These are shuffled and then laid out randomly in a long, serpentine trail. Players take turns choosing any tile from the trail, but can never turn back to choose a tile they have already passed.

Twilight Imperium 3rd Ed. – Sat 1 pm

Twilight Imperium Third Edition is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each with their own advantages and quirks, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression.

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

Twilight Struggle – Sat 10 am

Twilight Struggle is a two-player game simulating the forty-five year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States... Players move units and exert influence in attempts to gain allies and control for their superpower.

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

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

Uno Attack! – Sat 9 pm

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

uSpy PLAYTEST with Special Guest Ta-Te Wu – Sat 2 pm, 8 pm

Come playtest this new game from Special Guest Ta-Te Wu. uSpy is a WWII espionage deck-building game for two to five players. In the game, each player acts as the Director of Espionage of a WWII major power and the goal is to infiltrate enemy Headquarters, place moles inside enemy spy Networks and steal money/technologies. The game ends after seven rounds or when one player has three or more enemy moles in place. Victory points are tallied and the player with the most points wins!

Vegas Showdown – Mon 10 am

Build your own hotel/casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The player who builds the most famous hotel/casino wins the game. The game was Games Magazine's "Game of the Year" for 2007.

Village – Sat, Sun 7 pm

Play the Kennerspiel des Jahres winner: Village!

Village - Gaming 101 – Sat 6 pm

We Didn't Playtest This at All – Sat 4 pm

Rule #1: Try to win. Rule #2: Try not to lose. Rule #3: If you don't lose, you win. Yeah...that's about it.

Werewolf – Fri 2 pm, 8 pm, Sat 8 pm, Sat, Sun, Mon Midnight

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

Werewolves vs. Villagers vs. Vampires – Sun 8 pm

By night, werewolves kill villagers! By day, angry villagers kill suspected werewolves!! But this variant of play, it starts with one vampire, either they kill or turn players, the game has more in threat. Werewolf requires observation, some deduction, or bald-faced lying. Who will prevail: the werewolves - the villagers? Only time will tell~! While fun to watch, Werewolf is even more fun to play!

Wheel of Fortune After Dark – Mon Midnight

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

Wipeout – Sat 5 pm

Based on the 1980s syndicated quiz show. Players earn money by finding right answers and avoiding the "WIPEOUTS".

Wits & Wagers Party Edition DEMO – Fri 11 pm

Try the brand new version of Wits & Wagers - Wits and Wagers Party! This simpler version of the great party game comes with 250 of the best questions from the out of print expansion for W&W along with an easier way to play!

X-Men: Under Siege – Sat 6 pm

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

Yahtzee Free For All – Fri 4 pm, Sat Noon, Sun 5 pm

Yspahan – Sun 1 pm

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

Zombie Dice – Sat 11 am, Sun 9 pm

Zombie Dice is fast and easy for any zombie fan to learn, even non-gamers. The 13 custom dice are your victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn!

Zombieville – Fri Noon

Multi-player board game where characters must meander through a zombie-invested town to find rescue items, weapons, protection, and zombies! Players may work with or against each other in order to seek rescue, become King Of The Zombies, or become a zombie! With multiple endings and multiple ways to win, the fun goes on and on.

Collectibles

Collectibles

Gateway Ballroom

A Game of Thrones LCG – Sat, Sun 2 pm

GM: Nick Fascitelli

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

Ascension: Chronicle of the Godslayer – Sat 6 pm, Sun Noon

GM: Brandon Weiss

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

Axis & Allies Air Force Miniatures: Angels 20 – Sat, Sun 4 pm

GM: Emerald Ivy

Tournament . You take the stick of one or more of history's most famous world war II warplanes, taking on your opponent in wild dogfights. Victory goes to the player who gets the most out of his or her plane... or sometimes, the player who lands the lucky shot.

Axis & Allies Air Force Miniatures: Angels 20 Demo – Sat, Sun 3 pm

GM: Ghost

A fast, action-packed game of World War II air combat. You take the stick of one or more of history's most famous warplanes, taking on your opponent in wild dogfights. Victory goes to the player who gets the most out of his or her plane... or sometimes, the player who lands the lucky shot.

Call of Cthulhu LCG – Fri 9 pm, Sat 7 pm

GM: John Borders

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

Cardfight!! Vanguard – Sat 1 pm, Sun 3 pm

GM: Kelvin Smith

Vanguard is a Japanese trading card game published by Bushiroad. In the game, players "ride" a unit as their Vanguard, which represents them on the board. They may also summon other units as Rear Guards to attack or support. The game is won by doing 6 points of damage to the opponent's Vanguard.

Caribbean Sera Charity Event – Fri 2 pm

GM: Victor Bugg

Raffles and Drawings all weekend long of games, autographed items, books, t-shirts, etc. to benefit my friend cosplayer Sarah Schwartz and her cancer charity "Tracie's Tooth Fairy". Sarah Tracie-Liegh Schwartz is "Tracie", a terminal cancer patient, and co-founder along with her dad Richard Schwartz and mom Sandra Schwartz. She is a sweetheart and all proceeds go to her and her charity.

Collectable Card and Miniatures Gathering – Sat 6 pm

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

Cranberry Con – Fri 1 pm, 7 pm, Sat 10 am, 6 pm, Sun 5 pm, 11 am

GM: Kurt Keckley and Barry Lew

The Cranberry con group celebrates its 7th Gateway meetup in 2012. Play World Engulfed, A Game of Thrones LCG and board game, Dominant Species, and other games. Also playtests of in development games like Schlieffen Plan and pocket battles.

Dragon Dice " Sealed Mixed Race " Tournament – Sat 2 pm

GM: Nicholas Manelick, Nicole Roberts

Sealed Mixed Race- - 36pt. Army- -(One sealed starter box or 2 different kickers plus supplemental package). Last time at Strategicon, a total newbie beat us all up with coral elves/ lava elves in the sealed starter so, it can be anybody's game. Ten dollars for a starter, and a chance to win a prize, and you get to play with Nicole? That's a bargain!!!

Dragon Dice "B.Y.O.B" Constructed Tournament – Sun Noon

GM: Nicholas Manelick, Nicole Roberts

B.Y.O.B. (Bring Your Own Battlers) Constructed Tournament- -36pt. Army- -

Dragon Dice Demo – Sat Noon, Sun 11 am

GM: Nicholas Manelick, Nicole Roberts, Philip Smith

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

Harry Potter Trading Card Game – Sun 1 pm

GM: Angharad Caceres

A great introduction into trading card games. Learn how to play the game and compete for prizes. Players will use a standard starter deck to play and booster packs will be given out as prizes.

Highlander Los Angeles City Championship – Sat 10 am

GM: geoff colman

Standard Constructed Lean and Mean format for the Prize. Prize support includes promo cards and foil Quickenings

Highlander tcg Back to Basics – Sun 10 am

GM: geoff colman

Highlander tcg type 2 Back to Basics format. Only pregame cards allowed are 1 Swordmaster rip, 1 each persona, persona premium, weapon of choice. The Four Horsemen and watchers/ hunters not allowed Prize support includes foil Quickenings and promo cards.

Highlander tcg California State Championship – Sat 2 pm

GM: geoff colman

Highlander tcg California State Championship Standard Constructed Format. Prize support includes promo cards and foil Quickenings.

Highlander tcg Type 1 sealed Ironman format – Sun 2 pm

GM: geoff colman

Type 1 series edition starters, take your opponents head and take all his cards. Warriors format, any legal upper attack made a Power blow is a head shot. Winner may take home a complete starter deck box depending on attendance.

Kingdom Hearts "Vince: The Dark Knight Rises" – Sat 4 pm

GM: Sora

Vince rose from the ashes to reclaim his crown...now he must defend it. Elimination rounds. Prizes for everyone.

Locke & Key – Fri 9 pm, Sat 8 pm, Mon 1 pm

GM: Frank Perkins

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

Collectibles

Lord of the Rings LCG: The Hobbit – Fri 3 pm

GM: John Borders

a cooperative adventure game in which the players attempt to complete a scenario, each with three heroes of their choice and a deck of allies, events and attachments to support them. Each round, players send their heroes and allies to quest or to fight with enemies that engage them. However, as the heroes and allies exhaust after questing, defending, or attacking, the players' options are typically insufficient to deal with everything at once.

M:tG 2013 Limited-Sealed Deck – Sat 4 pm

Sealed-deck using 6 packs of Magic 2013 at beginning of tourney. Deck must contain a minimum of forty cards. No maximum deck size. All cards a player received but not using in their deck become that player's sideboard. Players are not restricted to four of any one card in Limited tournament play. Any drafted or opened cards not used in a player's deck function as his or her sideboard. Swiss.

M:tG Elder Dragon Highlander – Mon 11 am

Elder Dragon Highlander Format.

M:tG Friday Night Magic – Fri 7 pm

Standard Friday Night Magic- sealed deck format 2/2/2.

M:tG 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. Swiss rounds. Prizes including the Golden Binky for the winner.

M:tG Afternoon Draft Tournament – Fri 2 pm

Booster draft format. Prizes.

M:tG Avacyn Restored Draft Tournament – Sat 11 am

Booster draft format. Innistrad block.

M:tG Elimination Booster Draft – Sat 10 am, Sun 10 am

Single Elimination Booster Draft. As soon as you have 8 players for a pod it starts. 30 minutes to a max of 3 hours pending how well you do. Runs all day. Prizes.

M:tG Extended Constructed Tournament – Sun 11 am

Legacy format. 4 rounds. Prizes.

M:tG Mini Master Tournament – Sun 8 pm

Mini Master format. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for round 2, and for round 3 open a booster and rebuild your deck. 3 rounds. Prizes.

M:tG Workshop – Fri Noon, 6 pm, Sat 6 pm

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

Mage Wars – Fri 5 pm, Sun 6 pm

Pits powerful Mages against each other in deadly arena combat. Each Mage uses his own fully-customizable book of spells to achieve total victory over his opponent. Summon mighty creatures to do battle in your name cast powerful spells to attack your foe and thwart his every plan and strategy use hidden enchantments to turn the tables and rule the day adorn yourself with mighty weapons, armor, and arcane artifacts - all of this and more awaits you in the arena of Mage Wars! Mage Wars is a com

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

GM: Jon Brown

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

Pirates Pocketmodel "Ghost Stories" – Sat 11 am

GM: Melissa Weiss

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

Pirates Pocketmodel "Golden Voyage" – Fri 8 pm

GM: Melissa Weiss

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

Pirates Sink-N-Keep "Sink Da Ork BattleKroozer BizMork" – Sun 6 pm

GM: Victor Bugg

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

Pokemon – Sat, Sun Noon

GM: Kiki

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

Pokemon Workshop – Sat, Sun 10 am

GM: Chuck Watson

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

Quarriors – Sat 5 pm, Sun 7 pm

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

Star Wars Minis "Epic Battle" – Sun 4 pm

GM: Mel Campbell

"Epic Battle"- we will have 500-1000pts team battles where Epic minis will see play and be running around the battle field. Teams will be determined at the beginning of the tourney, in this fun mass battle skirmish

Star Wars Minis "Scum and Villainy" – Sun 11 am

GM: Mel Campbell

"Scum and Villainy"- players will build their best 150 pt team from the new set from the sealed team pulls.

VTES Constructed Tournament - "Club Illusion" – Sat 11 am

GM: Robert Goudie

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

VTES Constructed Tournament - "Club Zombie" – Sun 11 am

GM: Robert Goudie

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

VTES Constructed Tournament - "Hunt Club" – Sat 5 pm

GM: Mike Courtois

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

VTES Constructed Tournament - "Succubus Club" – Sun 5 pm

GM: Mike Courtois

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

World of Warcraft TCG – Sat 1 pm, Sun 2 pm

Constructed format. Swiss rounds.

World of Warcraft TCG Demo – Mon Noon

GM: Victor Bugg

Come learn to play World of Warcraft trading card game.

Collectibles

Collectibles

World of Warcraft TCG Demo – Fri 6 pm
Come learn to play World of Warcraft trading card game.

World of Warcraft TCG: Quests & Raids – Fri 8 pm
GM: Victor Bugg
Come join others and raid the ice castle, Molten core, or Onyxia's lair. Or run your Lair and challenge others.

Computer and Video Games

105, 112

Awesomenauts – Sun 10 pm
2D MOBA, need I say more? This DotA-style game gone 2D action platformer blends the two genres perfectly. Awesomenauts plays like no other MOBA and remains just as competitive. Pick from strange, 80's cartoon themed characters and work together in this 3v3 to destroy the enemy's base.

Bomberman – Fri 10 pm
This classic competitive action puzzle game has been around for decades and yet the majority of deaths are still suicides. That's what happens when you play with bombs in Bomberman. Four Bombermen(?) go in to a small, power-fup filled arena, one or zero leave.

Call of Duty 4 - Free For All – Sun 4 pm
This Free for All tournament will be set on the classic maps Backlot, Showdown, Killhouse (if available), and Shipment. There are no restrictions on weapons or tactics, bring your best game to this classic tournament.

Dance Central 2 – Sat, Sun 7 pm
Come and dance your cares away with our DJ! Come to compete, or just come for the fun - it's all good!

Diablo 3 – Sat, Sun 10 am, 4 pm, 8 pm
Slaughter the minions of Hell in this fast-paced Action-RPG. Highest Experience level and XP total determine the winner. This is an ongoing event - stop in at any time on Saturday or Sunday to play.

Friday Night ARAMs – Fri 8 pm
League of Legends players of all skill and level are welcomed to participate in open 5v5 "All Random, All Middle" matches on the newly released Proving Grounds. Players are welcome to bring their own computers if they desire.

Halo Reach Duos – Sun 2 pm
Partner up with another Spartan and head to the battlefield for some doubles action. This tournament will feature different game modes, Spartan setups and even some forged maps! Get creative people.

Halo Reach: Anniversary FFA – Sat 2 pm
Yet another year we arrive in September just months before the release of a new Halo. Master Chief is just never here when we need him, is he? Let's celebrate two years of Halo: Reach in this no-holds-barred free for all deathmatch in the old Halo: Combat Evolved maps.

Ongoing Tournaments Begin – Fri 6 pm, Sat 10 am, Sun 10 am
Spelunky - Get as far as you can, collect gold to set a score!
Bastion - Get the best score in Who knows where - The Kid?
Geometry Wars 2 - Get the best score in Deadline!
Sonic Generations - Get the best score on City Escape Act 2!

Yugioh! – Sat 3 pm, Sun 1 pm
GM: Jenny Yu
standard block- standard tourney rules.

Yugioh! Workshop – Sat 11 am
GM: Jenny Yu
Come learn to play yugioh!, and learn deck building and strategy tips for your deck.

Persona 4 Arena – Sun 6 pm
It finally happened. Persona, one of Atlus' most lauded franchises, and the developers of Guilty Gear and BlazBlue have teamed up to create a fighting game. Not only is this game full of Persona style and flair, it's also an awesome fighting game!

Pinball Challenge - Ongoing – Sat, Sun Noon, 4 pm
Do you have what it takes to be a master of the silverball? Challenge for the high score in this ongoing tournament - Stop in at any time on Saturday or Sunday and beat the high score! Machine TBD.

Skullgirls – Sat 8 pm
Skullgirls is the indie fighter extraordinaire a tight variable team sized fighting game reminiscent of Marvel vs. Capcom 2 with a roster size more like Street Fighter II. Take 3 team mates, take 1, just don't forget to bring out those blockbuster attacks and take your opponents down.

Sonic & Sega All Stars Racing – Sat 4 pm
Mario can't have all the crossover fun now can he? No, he can't. Sonic and other members of Sega's robust character vault hit the pavement in all manner of vehicles in this kart racing crossover. Get power ups, blast your enemies and drift to victory.

Super Smash Bros. Brawl (Adults) – Sun Noon
The age-old competition of goofy Nintendo characters makes its return this con. Don Mario's cap, Link's Master Sword or Samus' Varius Suit and beat the stuffing out of Nintendo's beloved characters.

Super Smash Bros. Brawl (Kids) – Sat Noon
The age-old competition of goofy Nintendo characters makes its return this con. Don Mario's cap, Link's Master Sword or Samus' Varius Suit and beat the stuffing out of Nintendo's beloved characters.

Treeline Challenge – Sat 6 pm
This League of Legends tournament is set on the lesser played Twisted Treeline. Teams of three will conduct glorious battle to determine who among them is most skilled in this challenging environment. Team selection has been changed to Draft Pick mode. All players are required to arrive thirty minutes early for a briefing.

Wrecked: Revenge Revisited – Sat 10 pm
From the creators of Mashed and Micro Machines V4 comes a colorful vehicular smashathon titled Wrecked. This top-down racer pits racers against each other in maps with a plethora of precarious pathways. Pick up weapons, outsmart and out-drive your opponents to secure victory.

LARPs

LARPs

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

Day(s) of Our Lives – Sun 8 pm – An Original Soap Opera

GM: Aaron Kutzmann

Players take on the roles of characters in a day time soap opera, trying to overact and out “shock” his/her fellow actors. Original game system and set-up for play. You’ll be up and playing in 5 minutes. We promise.

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

GM: Morgan Buck

The Dragon Emperor of Xiao has until now ignored the trials visited upon his people by the cosmic conjunction. Meanwhile the Sublime Ministers of the Terrestrial Bureaucracy have only schemed amongst themselves for power and position while the Empire suffers. But there is some sign that the struggles of the people are not entirely unnoticed the Colonel-Director Minister of Foreigners, Client of his Excellency the Imperial Counselor has convened a summit to discuss ending the Conjunction, and invited ambassadors, dignitaries and plenipotentiaries from every corner of the world, even the barbarian adventurers who have been most successful thus far. Come to a Dying Kingdoms Court Game. Movers and shakers of the world gather to deal with long standing and large issues. This is a great way to check out the world of Dying Kingdoms, and we have a large variety of one-shot roles to play that immediately get you into the game and affect the plot. Come and check out Dying Kingdoms!

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

GM: Morgan Buck et al

This is a mix of 5-8 tabletop games set in the world of Dying Kingdoms. This can be a prequel to the Sunday LARP game or a stand-alone event. These are a smaller scale game with more focus on personal stories and plot. It is also a great way to check out world of Dying Kingdoms.

Puzzle Houses of the Blooded – Sat 8 pm – Blood and Tears (Houses of the Blooded LARP)

GM: Laura Bishop, Paul Tevis

Sorcerous ruins, vengeful spectres, and a Puzzle House -- these are the not the usual decorations for a Ven party. But not to be there would be scandalous, wouldn't it?

Starship Valkyrie: Cohort – Sat 2 pm – Starship Valkyrie Ruleset 2.0

GM: Christian Brown

A strike team made up of the brand new Star Destroyer, the ERS Manticore, will lead an attack into Praezorian territory and destroy their colonies closest to Republic space. The Medusa and the Fomorian will accompany her. This is a full mission with details to be disclosed to the Captains only, and disseminated to the crews once the ship is under way. The Praezorians started this war, and have resisted every effort at diplomacy to stop it. They only understand force, so that's the language we'll start talking. The Medusa has openings for Starfighter pilots, Scientists, Medics, Bridge Officers and Engineers. Join the Earth Republic Star Navy now and sign-up to fight the Praezorian threat. Earth Republic: United and Strong!

Miniatures

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

1st Assault on Cair Andros – Sat Noon – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

Faramir & Damrod have gone with forces to defend what remains of the old fortress of Cair Andros from the forces of Mordor. This is part 1 of a 2 part game with the 2nd part to be played on Sunday. Objectives must be taken and held, and the results will help shape what forces are available for Sundays game for either Gondor or Mordor.

2nd Assault on Cair Andros – Sun Noon – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

Faramir & Damrod have left the fortress of Cair Andros to what remains of its defenders to hold off the forces of Mordor. This is Part 2 of The Assault on Cair Andros. Set-up of Forces for the game for either Gondor or Mordor will be shaped by the results of Saturdays game. Help the defenders hold off the Orc hords or Crush the Gondorians under Mordors heel!

Circus Maximus – Sat 6 pm – Circus Maximus

GM: Mike James

A Plus Ten To Awesome event - Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Pick up your Chariot Sheet at Miniatures HQ any time on Friday night or Saturday to get started. Prizes will be awarded!

Collinsburg Festung Crawl – Sat 1 pm – Warmachine/Hordes GM: Collin Dimock

Can your battlegroup make it out of Collinsburg, fortified entryway to Frankonia? Come play for 1/2 hour or for the whole game. Random encounters, ambushes and stand up fights will take a toll on your force (20 points). questions? Frankvas at pacbell.net

Dust Warfare Demo/Exhibition – Sun 4 pm – Dust Warfare

GM: Donald Tseng/Chris Mazourek

Come learn and play Dust Warfare, a fun and easy miniatures game by Andy Chambers set in the Weird War II world of Paolo Parente. If you have an existing army from the board game and want to play the miniatures version, bring it over and lets roll some dice.

Kursk: Drive on Prokhorovka by HMGS-PSW – Sat 10 am – 10mm Field of Battle WW2

GM: David Maupin, Greg Kildare

Ever wanted to try out an epic miniatures wargame before? This is your chance! Simple rules, complex decisions. Players can feel free to join or leave as their schedule permits. Wipe out your Soviet tank brigade in a desperate assault and then go grab a hot dog to celebrate. This battle featuring hundreds of 10mm miniatures pits 1st SS PG Division against the 5th Gds Tank Army in July 1943.

Miniatures

Malifaux 1 Day Achievement League – Sat 2 pm – Malifaux
GM: SoCal Malifaux

Want to play full games of Malifaux, but you have no mini's, don't know the rules, and want to learn the game in a casual setting? SoCal Malifaux's 1 Day achievement league is perfect for you! Play multiple games of Malifaux and gain achievements that teach you more about the game as you go! Prizes to be awarded to top achievers and favorite opponents! See URL for player packet.

Malifaux Lightning League – Sun 10 am – Malifaux
GM: SoCal Malifaux

The Malifaux Lightning League is a 4 hour event, with an unlimited number of games to be played! Play your guts out! Game values decrease by the hour! 10am: 25ss 11am: 20ss Noon: 15ss 1pm: 10ss 1:30pm: 5ss

Malifaux, Scenario Encounters – Fri 8 pm – Malifaux
GM: SoCal Malifaux

Malifaux scenario encounters: Up to 5 players play cooperatively as part of one large crew against a GM in an introductory, narrative setting. Small prizes to be awarded. This is a great introduction to the fluff and the game of Malifaux designed by SoCal Malifaux- the world's largest organized Malifaux community!

Mid War Infantry Aces (Flames of War) – Sun 10 am – Flames of War

GM: Frank Vassallo

Mid war infantry aces campaign, 3 games, 500, 700 & 900 points each. Infantry companies only! Games will be timed 1hr, 1.5hrs, 2hrs. Last game should be a free for all, axis vs allies.

Near La Cateau, France 1940 presented by HMGS/PSW – Sun 10 am – Gepanzerte Faust Early Armored Warfare

GM: Dan Munson

The second battalion of the 25th Panzer Regiment from Rommel's 7th Panzer Division runs into the remnants of the French 1st RCD's 58th 57th Regiments and 5th Chasseurs dug in close to La Cateau, near the French-Belgian border. The Germans have to break through while the French must delay the Germans for as long as possible. No monster tanks here, the PzKw 38t vs. the H-39.

Oct 8, 1973 – Sun 10 am – HMGS-PSW Arab-Israeli 15mm

GM: Harold Hildebrand and Adam Hammer

The Egyptian army successfully crossed the Suez Canal and established a bridgehead on the other side. On the third day of the war Generals Adan and Sharon coordinated a counterstrike on a dug-in Egyptian position only a few miles west of the canal. This battle at Hamutal is a recreation of a concentrated IDF armored assault by Generals Sharon and Adan against two Egyptian brigades.

Open Division Presents! – Sun Noon – Battletech: Solaris 7

GM: Jim Sandoval

A Plus Ten to Awesome event. Lance on Lance Championships in The Factory! 8 Players all materials provided. Fight in lance on lance gladiatorial combat on the world of Solaris 7 in the famed Factory arena. Classic Kurita vs. Davion matchup.

Open Gaming – Sat, Sun 10 am – any

GM: Frank Vassallo

We provide the terrain, you provide the game. Open gaming tables will be lovingly populated with exciting terrain for YOUR game. Show up, sign up, play.

Rescue in Dirkadirkastan! – Fri 6 pm, Sun 10 am – Force on Force

GM: Mike James

A news crew and their escorts have been ambushed and are currently pinned down. A nearby patrol is racing to the scene to extract them before they get overwhelmed by insurgents. Beginners welcome, all materials provided, join at any time.

Rezolution Demo – Sun 10 am, 3 pm – Rezolution

GM: Tony Kenealy

Rezolution® is a fast paced, cinematic miniatures combat game set in a universe teetering on the brink of destruction, with revolutionary simultaneous play mechanics and story-based missions. All materials provided, Join any time

Samba Saint's Betrayal – Fri 9 pm – Battletech

Samba Saint's Reckoning – Sat 8 pm – Battletech

Samba Saint's Redemption – Sun 7 pm – Battletech

GM: Frank Vassallo

The continuing saga of the Samba Saints mercenary regiment. 3 day mini campaign, 1st installment. Games will be played Friday, Sat, concluding on Sunday.

Slaughter in Space 4.5 40K GT – Sat 9 am – Warhammer 40k (6th ed.)

GM: Scott Tiveron

The Slaughter in Space is an "Independent Grand Tournament" for Warhammer 40k. This will be using the 6th Edition rules. Games Size will be 1750 with ForgeWorld allowed. 5 games over 2 days.

So Cal Slaughter 6 Warhammer GT – Sat 9 am – Warhammer Fantasy Battle (8th ed.)

GM: Scott Tiveron

The So Cal Slaughter is an "Independent Grand Tournament" for Warhammer Fantasy. This tournament will be using the 8th Edition rules. Game Size will be 2500 points with some ForgeWorld. 5 games over 2 days.

The Guam Campaign 1873 – Fri 7 pm, Sat 6 pm, Sun 4 pm – Dystopian Wars

GM: Richard Rodgers

After the attacks on their Cuban and Puerto Rico possessions the Federated States of American wanted to punish the Empire of the Blazing Suns for this blatant act of aggression. So the FSA War Department had decided to strike deep into EoBS territory. The island of Guam was key to the defense of the whole Marshall Islands chain and would be the target for the FSA mission. Once Guam was captured the other Island would be easy prey for the combined Fleet and Army of the FSA.

The Raevsky Redoubt – Sat 10 am – la Bataille (warfare in the Age of Napoleon)

GM: Stephen Phenow

Battle of Borodino (or La Moskowa) was fought on 7 September 1812(200 year ago.) Gen. Kutuzov fought Napoleon at Borodino covering the only two major approach roads into Moscow. The major fortification on the field was the Raevsky Redoubt (or Grand Redoubt to the French). Join us as we celebrate the 200th Anniversary by storming or defending the great redoubt. All equipment supplied.

The Samsky Tractor Factory by HMGS-PSW – Fri 6 pm – Flames of War 15mm

GM: Sam Wallis, Keith Alexander, and Adam Hammer

The Fascist invaders are holding out in the Samsky Tractor factory inside the prized city of Frankograd. The brave patriots of the Soviet Union have those dogs surrounded and are mounting a furious assault to reclaim it. Their fate has not been decided yet as there is another force of Germans attempting to breakthrough the city blocks and relieve the factory. All players and beginners are welcome in this battle of all battles.

Miniatures, Open Gaming

WAB 2.0 Battle of Hastings – Sat 10 am – Warhammer Ancient Battle 2.0

GM: James Lang, Ilan Mitchell-Smith

This event will replay the Battle of Hastings as a two-round tournament. First, after landing Williams Norman invaders will fight the local Ealdormen and their Thegns. Then a large battle with Harold leading his Anglo-Saxons against the Normans and their allies. Figures will be provided but participants are welcome to bring their own armies (AoA 2,800, SW 2K).

Wargods of Olympus Demo Games – Sat 11 am – Wargods of Aegyptus

GM: Richard Rodgers

They Shall Not Pass Xerxes the King of the Titans has finally escape Tartarus and has gathered a vast horde of Titans and Monsters and now marches on the city state of Sparta. Xerxes knows that Sparta is the strongest city in Hellas and if Sparta falls to Xerxes the rest of the city states will easily be conquered. To this end Xerxes intends to make an example out of Sparta, he orders that all adult males shall be killed while the females and children shall be consumed as food.

Warlands Demo – Sun 10 am, 3 pm – Warlands

GM: Tony Kenealy

Set on a post-apocalyptic earth, decades after the last war. Warlands pits the last human survivors against each other and the unnatural horrors that breed in the wastelands and dead cities. From skirmishes to epic battles, the Warlands sing with the screams of the dying and the roar of machines. All materials provided, join any time.

Wasps, Stingers and Locusts – Mon 10 am – Battletech

GM: James Forest

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

Winter is Coming – Sun 11 am – Wargods of Olympus

GM: Richard Rodgers

The Frozen Northern Winds have bought death and destruction to the lands of Hellas. The Wendigo have attacked the coast of Mycenae and destroy all before them, with their frozen touch. Sons and Daughters of the surface Gods have been no match for the Ice Witch Freyja the Hag of the Northern Winds. And all of these lesser Demi-Gods have fallen to Freyja Icy Blade. So the cities of Mycenae have now petitioned the God of the Underworld for protection.

Open Gaming

Ballrooms D-F

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

Roleplaying

Second Floor, 108, 110

4-03: The Golemworks Incident lvl 5-9 – Sat 8 pm – Pathfinder Society - Organized Play

By Larry Wilhelm.

A Feast fit for a Demon – Sat midnight, 8 pm, Sun 9 am – FantasyCraft

GM: Michael Buzzerio

You have been invited to a social gathering. Only, you quickly realize that something is amiss when the expected sounds of merriment can't be heard. Uninvited guests have shown up to the party. Can you survive the night?

A Kiss to Build a Dream on (Being Meta-Human 2) – Sun Midnight – GURPS (Tournament)

GM: Ron Shaw

The Misfits have found a place to call their own... A pristine Vault-Tec Paradise with water already added. Now they must defend it against all comers: The Enclave, The Brotherhood of Steel, Ceaser's Legion, the New California Republic, bandits, raiders, and any other human with a torch and an electrically charged fusion-battery powered pitch-fork...

A Nightmare at Hill Manor – Sun 9 am – World of Darkness

GM: Louis Garcia

At the fringes of the world something is not right. The movement just past the corner of your eye makes you wonder. Best not to ask questions and go about your life. But you know the truth, unimaginable things lurks in the darkness of our world. It is a world of darkness. The Dead Gamers Society presents a dark trip into the World of Darkness, in which you will never be the same.

A Very Special Episode of – Fri 8 pm – Inspecteres

GM: Dan Sherer

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

Ack! Space Herpes! – Sat 8 pm – Ack! Space Herpes!

GM: Seth Halbeisen

Just another cargo run, nothing too unusual... Stan's practical jokes, Glebs slime trails, And the captain's off his meds. Just another day as a bulldog. Only three more years to go. THEN the alarms when off. Red lights flashing everywhere... Just great. The Doc says there are new lifeforms on the ship. That CAN'T be good. Especially when one pops right out of the syth-turkey! There goes my appetite!

ACME No More – Sun 9 am – TOON (GURPS Tournament)

GM: Ron Shaw

Tired of being blown up, crushed, and backfired on by ACME products, their best buyer, Wile E. Coyote has decided to go shopping elsewhere, but he must be fast to catch the roadrunner, so he will only buy from the company with the fastest Delivery Time. You have to race to get to him first with your delivery! (Designed for Kids, Adults Welcome)

RPGs

ADCP4-2 The Lost City of Suldolphor (lvl 1-20) – Sat 2 pm – Living Forgotten Realms - D&D 4e

The ever-shifting sands of the Calimshan desert have uncovered the ancient city Suldolphor. The forces of Calimport, Memnon, and Almraiven converge upon the city, each striving to gain a tactical advantage in Calimshan. This adventure is a combat-intensive two-round continuous-play for characters levels 1-20. This adventure can be played before or after the events of SPEC4-3, SPEC4-4, or the CALI Year 4 adventures.

Against the Clockwork Lich – Fri 2 pm – The Victory System
GM: Scott Corum

After decades of peace, the land of King's Harbor is threatened by armies of clockwork-enhanced undead. With the king's armies outmatched and outnumbered, can a small group of heroes strike at the Clockwork Lich herself, and prevent a devastating war? Or is the king sending his best and brightest to a fate worse, and more enduring, than death?

Among Quivers and Trebuchets – Sat 9 am, 8 pm – Mongoose Traveller

GM: Nicholas Halsey

A scientist approaches your team with an assignment unlike any your team has ever heard. While on a primitive planet, a member of her science team was captured by a medieval kingdom, and the scientist's home government forbids rescuing him and interfering with the society's natural evolution. She wants you to venture undercover and save her teammate anyway. No guns, no computers. Can you do it?

An American Idol – Fri, Sat 8 pm – Call of Cthulhu

GM: Robert Curtis

On an August evening in 1921, you receive a call in the middle of the night. There's been a murder aboard a cargo ship at the Arkham docks. You arrive only to find a group of total strangers are there for exactly the same reason. It only gets stranger from there. (Players will be provided pre-generated characters, each with their own secrets and motivations)

Atomic Robo RPG Playtest – Fri 8 pm, Sat 2 pm, 8 pm – Atomic Robo: The Roleplaying Game

GM: Mike Olson/Denys Mordred

Come playtest Atomic Robo: The Roleplaying Game, currently in development and due for release from Evil Hat Productions in early 2013. ARPPG is based on Fate Core (also currently in development!). New to Fate? No problem. No familiarity with either Fate or higher-dimension mathematics is required. Just remain calm, trust in Science, and roll those dice.

B1 In Search of the Unknown (level 1) – Sat, Sun 9 am, 2 pm, 7 pm – D&D 5e

Many years ago, rumor has it, Rogahn the Fearless and Zelligar the Unknown pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. The location of this hidden complex was chosen with care, since both men disliked visitors and intruders. Far from the nearest settlement, away from traveled routes, and high upon a craggy hill, ... the *Caverns of Quasqueton*.

Being Meta-Human (Fallout) – Mon 2 pm – GURPS

GM: Ron Shaw

Where can an intelligent Death Claw, a ghoul, a brain-jar robot, a robo-dog, a super mutant, and an ant-queen psychic woman find a home in the wasteland? These misbegotten misfit companions seek a room with a view....but where can they find a place to live in peace?

CALI4-1 Plain of Stone Spiders (lvl 11-20) – Fri 2 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to the Plain of Stone Spiders. An adventure set in Calimshan for Paragon characters (levels 11-20). CALI4-1, CALI4-2, and CALI4-3 are playable in any order and form the Calimemnon Crystal major quest.

CALI4-2 Dragon Above, Desert Below (lvl 11-20) – Fri 7 pm, Sun 2 pm – Living Forgotten Realms - D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to an earthmote, the lair of a blue dragon. An adventure set in Calimshan for Paragon characters (levels 11-20). CALI4-1, CALI4-2, and CALI4-3 are playable in any order and form the Calimemnon Crystal major quest.

CALI4-3 Twisted Rune (lvl 11-20) – Sun 7 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to a highly secret cabal of powerful undead spellcasters. An adventure set in Calimshan for Paragon characters (levels 11-20). CALI4-1, CALI4-2, and CALI4-3 are playable in any order and form the Calimemnon Crystal major quest.

Caught Between Heaven and Hell – Sat 8 pm – Mutants and Masterminds

GM: Chris Jackson

After a group of extra-planer creatures attack and destroy a small city, neither Heaven nor Hell admits responsibility. So a joint task force of angels, devils, and mortal allies of both are sent to get to find out who is responsible. Will they be able to solve the mystery or will the old rivalry's and prejudices get in the way. Pregenerated characters Provided.

Conan! – Sat 8 pm – Conan!

GM: Jim Sandoval

She was meant to be a sacrifice. But she was her father's favorite, the apple of his eye. He sent her off and offered her little sister in her stead. This angered the wizard who had spent generations manipulating the bloodlines of all the royal families of the Border Kingdoms. The would be sacrifice returns with her friends to rescue her sister. Will she succeed?

Conscientious Objectors Need Not Apply – Sun 8 pm, Mon 9 am – Mongoose Traveller

GM: Nicholas Halsey

When a man loses someone important to him, he eventually dreams of leaving everything behind and setting out on a harrowing journey to get them back. Sadly, not every man is prepared for such an odyssey. Clarence Meeker is one of those men. He wants your team to escort him on a dangerous mission to rescue his wife. However you get the feeling that he's not telling everything...

Continuum Chase – Sat Midnight – Classic Marvel

GM: Robert van Peer

Several of the leading creative people in the entertainment industry were kidnapped by someone who the public believed was a hero. Paranormal Registration Board Region XII (California, Nevada and Hawaii) Col. Humble "requests" that Los Angeles' leading Superhero team, the Stalwarts, find out what's going on. This is a time and dimension travel adventure to familiar locations (like the Titanic).

RPGs

CORE4-1 Eastern Carnivals (lvl 1-10) – Fri 2 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

A carnival in the streets of Shou-town has attracted the youth of Phsant to a life of performance and travel. But does a darker purpose hide beneath the sights and sounds of the amusements or is the carnival a convenient scape-goat for the people of Phsant? An adventure set in Thesk for characters of the Heroic tier (levels 1-10).

CORE4-2 Legacy (lvl 1-10) – Fri 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

Two years ago a child was born from such unusual parentage that she has attracted attention from well beyond the reclusive hamlet where her parents lived. Powerful forces both new and ancient endanger the child's welfare. An adventure set in Narfell for characters of the Heroic tier (levels 1-10). This adventure stands on its own, but it is also a sequel to CORE2-05 The Black Card. Play of the prior adventure is neither required nor assumed.

Cthulhu Dark – Sun 2 pm – Cthulhu Dark

GM: Denys Mordred

... Those who have seen the needles eye, now tread like a husk, from which all that was, now has fled. And the masks, that the monsters wear to feed, upon their prey. Wandering stars, for whom it is reserved. The blackness of darkness forever. Wandering stars, for whom it is reserved. The blackness of darkness forever.

D&D Encounters: Council of Spiders (level 1) – Sat 9 am, Sun 9 am, 2 pm, 7 pm – D&D 4e

Watch your Back. Lolth's avatar has come back to Menzoberranzan, declaring the god's intent to spin a Demon Weave and gain control of arcane magic. The drow rush to aid her by retrieving ancient artifacts and channeling their power to Lolth. But in Menzoberranzan, the City of Intrigue, nothing is ever as simple as it seems. The Council of Spiders demands representation for wizards on the Ruling Council of drow theocracy. Tensions rise between priestesses and wizards in a drow battle of the sexes. Will the t

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

GM: Chris Jackson and Steve Crawford

A Plus Ten To Awesome event - Two teams square off against each other, facing encounters on their way to meeting each other in the final battle room! It's a race to finish your encounter first and be fresh to battle the other team! People sign up and teams will be chosen at the start of the event. Note: This is a 6 hour event.

Danger Patrol and the Rocket City Menace – Sun 9 am – Danger Patrol

GM: Ian ChristianScher

Danger lurks around every corner but the Danger Patrol is always there to save the day. Join the Danger Patrol in this retro science fiction adventure and save the world of tomorrow.

Death to All Tyrants! – Sun 8 pm – First Edition D&D (the Original Red Box)

GM: Gary Mack

Level 20 Adventure: A lone survivor has struggled to return to tell a horrifying tale of a foul lair filled with a hive of eye-tyrants. Do you dare to meet their gaze?

Elements of Trouble - A Happy Jack's Affiliate Game – Fri 8 pm – HERO

GM: Maire Bourke

Getting an audience with a queen is not as easy as it sounds. Set in the Avatar: the Last Airbender universe.

EPIC3-2 Cracks in the Crimson Cage (level 22) – Sun 9 am – Living Forgotten Realms - D&D 4e

Mortal heroes have just foiled a plot to assassinate a god and despoil his realm. The perpetrators' trail leads to Carceri, an astral prison that detains powerful abominations, disobedient angels, and horrors from beyond the known planes. The only way to find out who's behind the attack is for you to give chase into the Red Prison... and risk being trapped for eternity with beings feared even by the gods. A three-round adventure set in Carceri for 22nd level characters.

Fausse Celebre – Sat 8 pm – Buffy the Vampire Slayer RPG

GM: Michael M. Kelly

Real Vamps of New Orleans: No actors. No scripts. Our stars are real— real vampires! Don't miss this hot new series starring sexy vampires Patrick, Stephanie, Sal and Ashley. Guest starring: Kayley the Vampire Slayer! Regine Batineaux is New Orleans's Slayer, not this Kayley. How did a vampire reality series get its own Slayer, anyway? Regine wants answers, or vampire heads will roll!

Fiasco: Alpha Complex – Sat 2 pm – Paranoia / Fiasco

GM: Ed Murphy

Times are tough. The Commie mutant traitors may be winning. Despite The Computer's assurances, opportunities are fewer and farther between, while the cost of your next clone keeps going up. It's getting so an honest Troubleshooter can't get ahead just by doing the job. Which is why you're less than honest. You need to do well on this next mission - or at least you need your teammates to do badly.

First Day of School – Sat 2 pm – Wandering Monsters High School

GM: Caoimhe Snow

Welcome to WMHS! Here your favorite fantasy monster will learn how to be an effective minion for some evil warlord or wizard - - and may just fall in love along the way! Inspired by teen comedies and the silliest bits of fantasy roleplaying games, WMHS is an all-ages indie story game about high school.

Free RPG Day Module Dawn of the Scarlet Sun lvl 4-6 – Sat 8 pm, Sun 2 pm – Pathfinder Society - Organized Play

An adventure for six 5th-lvl characters. The coastal city of Magnimar is no stranger to crime, yet recently, a series of murders has sent a chill through the early morning streets. Someone—or something—is stalking and killing worshipers of Sarenrae, the goddess of the sun.

Free the Slaves – Sat 2 pm – First edition D&D (the Original Red Box)

GM: Gary Mack

Vile Gnoll slavers have kidnapped several peaceful townfolk. Some brave soul must take up the challenge to end their predatory ways.

God Bless Texas pt 3 Peate's Treasures – Fri 8 pm – GURPS (Tournament)

GM: Gary Mack

An un opened pre-war bomb shelter lies ripe for the picking... Do you and your trusty Pip-Boy 2000 have what it takes to see what sleeps inside?

God Bless Texas pt 4 Camp Freedom – Sat 8 pm – GURPS (Tournament)

GM: Gary Mack

Vile Super Mutants are abducting waste-landers for untold fiendish reasons. As a favor to a very old friend, you've been "asked" to destroy the Mutants' base camp and free the slaves

RPGs

Guns Of Oakshadow – Sun 9 am – Boot Hill (3rd ed.)

GM: Jesse Quisenberry

Oakshadow, California 1870: "I hear tell that some farmer's kid is gunning for the sheriff. Why in tarnation does the Shacklefords got thur hackles up over it? Not like they're fooling nobody, we all know they're no-good." A western - no magic, aliens, zombies, or steam-tech. Pre-made characters will be available.

GURPS - Monday Madness – Mon 9 am – GURPS

GM: Michale Shupe

Didn't get to play a specific game you wanted this con? Insane enough to still be at con and raring to roleplay on Monday Morning? Then this is the game for you! What is it? Well it could be anything from SPANC to a Grimm World to Project: ASPIRE or Out of the Coffin, or even an entirely new pickup game. GURPS and this GM are flexible enough to accommodate you all! This is a players' choice game.

GURPS Fantasy/Horror "A Grimm World" – Sat 9 am – GURPS

GM: Michale Shupe

Play "Grim" versions of your favorite fairy tale characters, Scarlett Rider, Jack the Giant Killer, and others, in this dark, gritty continuing campaign of both the heroes and villains of your favorite fairy tales as they fight against the agents of Naught. 350 points 100 points of disadvantages, Pregens available. Part of the GURPS Tournament.

GURPS Fantasy/Horror - A Grimm World – Sat 2 pm – GURPS

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Play "Grim" versions of your favorite fairy tale characters, Scarlett Rider, Jack the Giant Killer, and others, in this dark, gritty continuing campaign of both the heroes and villains of your favorite fairy tales as they fight against the agents of Naught. 350 points 100 points of disadvantages, Pregens available. Part of the GURPS Tournament.

GURPS Finals – Sun 8 pm – GURPS

GM: Ron Shaw

Gurps Tournament Finals.

GURPS Steampunk Gaslamp Adventure "Red Isle" – Sat 2 pm – GURPS

GM: David Scott/Julie Scott

Literary characters from Victorian times come to life in a Steampunk London and help preserve the peace between Ordinaries and Imaginaries. A Pererro game – see Pererro.com for details. "Red Isle" – When the notoriously temperamental Red Queen declares the Isle of Sky to be annexed by Wonderland, the Oddfellows must take a diplomatic role in the situation before the Jabberwocky takes advantage.

GURPS Steampunk Gaslamp Adventure "The Lost Fleet" – Sun 9 am, 2 pm – GURPS

GM: Julie Scott/David Scott

Literary characters from Victorian times come to life in a Steampunk London and help preserve the peace between Ordinaries and Imaginaries. A Pererro game – see Pererro.com for details. "The Lost Fleet" – When Phileas Fogg's super-steam-freighter fleet goes missing on the way to the New World, suspicion falls on Lord Charleston. Or is the work of pirates Blackbeard or Cap'n Croc?

GURPS Martial Arts - Power Teens! – Sun Midnight, 8 pm – GURPS

GM: Michale Shupe

That's right, the Power Teens are back and this time they're in SPAACE! Every time this game runs the power set is different. Will you be the Black Crescent Dragon Sword? Or the Pink Triangle Tiger Whip? Or one of the other 4,096 combinations!? There's only one way to find out. It's Morphin' Time somewhere! Part of the GURPS Tournament.

Halls of Undermountain – Fri 8 pm – D&D 4th Edition

GM: Steve Crawford

1-3rd level dungeon crawl. Characters provided. Dnd 4th ed intro game module exploring the dungeon beneath Waterdeep.

Happy Jack's Presents: Dead Presidents 3: Preside Harder – Sat 9 am – Savage Worlds

GM: Tyler King

The elite supergroup comprised of former U.S. Presidents, known as "The Dead Presidents" are back in action, facing a dastardly new villain! This time, with less time travel! If you are easily, moderately, or difficultly offended, this may not be the game for you.

Happy Jack's presents: Fellowship of the Bling – Sun 2 pm – Pathfinder

GM: Tyler King

The Fellowship of the Bling must plan a daring heist in order to pay off their massive bar tab. Not for the easily offended or overly serious.

Happy Jacks - Revolution – Sat 2 pm – Hero System 6th Edition

GM: Jason JiB Tryon

In this sequel to Sleepers, the sleepers have survived waking up on Mars and 150 years later than they thought it should be, they endured the attacks of assassins sent by the mega-corp and Earthgov what else could happen? Now, they must decide between the revolutionary forces of Free Mars, and Earthgov and the mega-corp who made them?

Happy Jacks - Tools of the Trade – Sun 9 am – Hero System 6th Edition/Fantasy Hero

GM: Jason JiB Tryon

You could call them friends but that might be a mistake. Friends are hard to come by in the largest city to be found anywhere. So many people, so many opportunities but theses are the closest things you have to friends? Allies, confederates would be more like it. You help each other because each of you has skills that the others might need. You trust each other (up to a point) because you each have knowledge of the other's activities. It is this delicate balance that keeps you all from ratting each other ou

Happy Jacks presents PHREQUE Show III – Sat 2 pm – Savage Worlds

GM: Stork . and CADave

Children have gone missing at the Linus Family Pumpkin Farm. Only the PHREQUE show, an elite team of paranormal investigators, can solve this. This is not a simple case of missing persons.

Happy Jacks – After the Fall – Sat 2 pm – Vampire: the Masquerade

GM: Kurt Hanna - HJRP listener

The Masquerade has fallen, the Ancients awoke and devoured everything and everyone they could. ... Almost.

RPGs

In this Wicked Age – Sat 9 am – In A Wicked Age

GM: James Ritter

In this wicked age...A company of desert horsemen, hiding a woman amongst them...A wandering spirit, visible at will, an inflamer of human passions...The marriage of a region's most beautiful girl, necessarily virgin and without blemish, to the dead stone effigy of a harvest god...A wandering exorcist, severe, who accepts no payment for his services but who lusts after carnal congress...

Into the Woods - A Happy Jack's Affiliate Game – Sun 2 pm – Grimm

GM: Maire Bourke

If you go into the woods today, be sure you're well armed.

Intro 1 - First Steps - Part 1 In Service to Lore – Sat, Sun 8 am – Pathfinder Society - Organized Play

PFS Scenario designed for 1st lvl characters. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Intro 2: First Steps—Part II: To Delve the Dungeon Deep lvl 1 –

Sat, Sun 2 pm – Pathfinder Society - Organized Play

Scenario designed for 1st lvl characters. You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

Intro 3 - First Steps - Part 3 A vision of Betrayal – Sat, Sun 8 pm – Pathfinder Society - Organized Play

PFS Scenario designed for 1st lvl characters. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Kimi's been playing too much Skyrim - Vikings vs. Dragons game

– Sat 9 am – Wild Talents

GM: Kimi

Dragons have long been extinct in the world, which is now ruled by warriors and spell casters. But now the dragons have returned. Will the inhabitants of this land be able to drive them back into extinction, just as in tales of old? (Happy Jacks) Bring all the d10s that you own. :)

Laser Mission 2 – Sat 9 am – The Victory System

GM: Scott Corum

Is the problem the kidnapped scientist, the missing crate of military hardware, or the sudden rise of a dangerous street gang? Could it be all three? The city's adventurer's had better figure it out pretty soon, or the streets will be flooded with cyber-zombies... with LASERS!

Living Dungeon World – Fri 8 pm, Sat 2 pm, Sun 2 pm, 8 pm – Dungeon World

GM: Hamish Cameron, et al

Enter a world of fantastic adventure a world of monsters and heroes, swords and sorcery, streaming standards and clashing steel. This is Dungeon World... AT WAR! Living Dungeon World is a series of connected games of D&D-style heroic fantasy with persistent characters in a persistent world. Play as many or as few games as you like. No previous experience? No problem!

Lost in the Kingdom – Fri 2 pm, Sat 9 am, Sun 9 am – Call of Cthulhu

GM: Tomm Cummings

Dark cultists, murder, parasites, real life, sanity loss, solar flares, suicide, sunken city, WWII submarines, the kitchen sink and course a cat.

Malifaux the RPG – Fri 8 pm, Sun 2 pm – Malifaux RPG

GM: James Forest

Using a mix of Malifaux and Castle Falkenstein. Can a bunch of Guild survivors make their way free of a trap set up for them and make it back to Malifaux city? Or will they fall prey to the hordes of Neverborn!

Master of Men All – Sat 9 am – Changeling: Victorian Lost

GM: Louis Garcia

Victorian London, the pinnacle of an empire, yet in the shadows, hide the fae, changeling hiding from those who would enslave them once again. The Dead Gamers Society presents Changeling Victorian Lost: A Maze of Smoke and Hedge. The world has never before so resembled the dreams of the Gentry, the True Fae, and the changelings watch and wait

Microscope – Fri 2 pm – Microscope

GM: Todd VanDerWerff

Play a game with real, epic sweep! Start out by determining the story you're going to tell- of a society or species or empire- and then gradually go smaller and smaller, into more and more detail about that history. Don't worry about setup time taking up the whole session this whole game is about the fun of setup and the excitement of creation.

Midnight Madness! 2-12: Below the Silver Tarn lvl 7-11 – Sat

Midnight – Pathfinder Society - Organized Play

Scenario designed for 7th to 11th lvl characters In the rural Menador Mountains of southern Nidal, the PCs find themselves in a fog-enshrouded mining town facing a terrible fate. Silver Tarn, has grown a mind of its own. Reaching out with strange abominations of the deep to siphon the souls of the stubborn populace.

Midnight Madness! Module - From Shore to Sea Part 1 Tier 5-7 – Sun 8 pm – Pathfinder Society - Organized Play

An aquatic dungeon adventure for 6th-lvl Pathfinder Roleplaying Game characters. They Come from Beneath the Sea! The deep waters of the Hellmouth Gulf have long concealed ancient mysteries, both wondrous and terrible. But these secrets have been submerged for too long, and the remote coastal village of Blackcove Must play both parts.

Midnight Madness! Module - From Shore to Sea Part 2 Tier 5-7 – Mon Midnight – Pathfinder Society - Organized Play

An aquatic dungeon adventure for 6th-lvl Pathfinder Roleplaying Game characters. They Come from Beneath the Sea! The deep waters of the Hellmouth Gulf have long concealed ancient mysteries, both wondrous and terrible. But these secrets have been submerged for too long, and the remote coastal village of Blackcove Must play both parts.

Midnight Madness! Module: Carrion Hill Part 1 lvl 4-6 (Must Play Both Parts) – Sat 8 pm – Pathfinder Society - Organized Play

A dark urban horror adventure for 5th-lvl Pathfinder Roleplaying Game characters. The strange city of Carrion Hill has long loomed over the surrounding swamps in eastern Ustalav, yet its rulers have shifted many times through the centuries. Often only a few sinister scholars and curious minds know the true nature of the hill's inhabitants.

Midnight Madness! Module: Carrion Hill Part 2 lvl 4-6 (Must Play Both Parts) – Sun Midnight – Pathfinder Society - Organized Play

A dark urban horror adventure for 5th-lvl Pathfinder Roleplaying Game characters. The strange city of Carrion Hill has long loomed over the surrounding swamps in eastern Ustalav, yet its rulers have shifted many times through the centuries. Often only a few sinister scholars and curious minds know the true nature of the hill's inhabitants.

RPGs

Monday Morning Inspectres – Mon 9 am – Inspectres

GM: Dan Sherer

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

Monster Hearts – Sat 9 am – Monster Hearts

GM: Holly Campbell

Monsterhearts is about sexy monsters, teenage angst, personal horror, and secret love triangles. It's designed to evoke stories like True Blood, Buffy the Vampire Slayer, Ginger Snaps or The Twilight Saga. If you like supernatural romances, or stories of monstrosity and personal horror, or if you just like watching sexy people ruin their lives, then you'll love this game.

Operation: Jungle Drums – Fri 8 pm – Heavy Gear 2E

GM: Oscar Simmons

A Gear races past you, its 20mm autocannon spitting death. Your CO's Gear erupts into a ball of flame, composite armor & fuel ablaze. They told you this was just a routine patrol. . . Join as an elite & notorious member of the Special Intervention Unit in this introductory adventure. Enhanced with literary tools, audio and visual aids, and a fast paced GM style, this game you don't want to miss.

Operation: Long Night – Sat 2 pm – Heavy Gear 2E

GM: Oscar Simmons

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

Paranormal USA – Sun 2 pm – World of Darkness

GM: Sarah Cary

From the producers who brought you Unknown Hunter and Real Streets comes Paranormal USA - searching for the supernatural in our own backyard. A crack team of investigators will use the latest technology in their search for the truth. Pilot Pending. A game presented by the Dead Gamers Society.

Pet Avengers vs. The Marvel Universe – Sun 2 pm – Marvel Heroic Roleplaying

GM: Caoimhe Snow

Thanos is back for revenge and he's enslaved the humanoid population of Earth! The only thing that stands between him and total universal domination are ... LOCKJAW AND THE PET AVENGERS! Pregens provided, new MHR players welcome!

PFS -22: The Rats of Round Mountain—Part II: Pagoda of the Rat lvl 7-11 – Sun 8 pm – Pathfinder Society - Organized Play

Scenario designed for Lvl 7-11. In the hollow center of Round Mountain, the Society's team of agents must navigate the so-called Pagoda of the Rat, where the influential ratfolk of the region hold court. Can they break up negotiations between the ratfolk and the sinister Aspis Consortium, or the risks taken to reach have been in vain?

PFS 3-04 The Kortos Envoy – Fri 8 pm – Pathfinder Society - Organized Play

A PFS Scenario designed for Lvl 7-11. The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains.

PFS 3-17: Red Harvest lvl 7-11 – Sun 8 am – Pathfinder Society - Organized Play

Scenario designed for lvs 7-11. In the naga-ruled nation of Nagajor in southern Tian Xia, the Society finds itself caught between feuding factions in a remote village. Forced to choose a side, the decisions of the agents involved could determine whether or not the Society gains access to a valuable religious artifact.

PFS 3-18 The Gods Market Gamble – Fri 8 pm – Pathfinder Society - Organized Play

A PFS Scenario designed for lvs 1-5. Valuable relics of religious natures have been disappearing and the Society stands to lose countless irreplaceable artifacts if the cause isn't found. Amid the bustling markets of the God's Market in the shadow of the Starstone Cathedral, the Society sets a plan in motion to catch the thieves.

PFS 3-19: The Icebound Outpost lvl 1-5 – Sun 8 am – Pathfinder Society - Organized Play

PFS Scenario designed for lvs 1-5. The 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.

PFS 3-20: The Rats of Round Mountain—Part I: The Sundered Path lvl 7-11 – Sun 2 pm – Pathfinder Society - Organized Play

Scenario designed for Lvl 7-11. In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court.

PFS 3-21: The Temple of Empyrean Enlightenment lvl 1-5 – Sat 2 pm, 8 pm – Pathfinder Society - Organized Play

Scenario designed for lvs 1-5. In order to learn about the esoteric faith of the Empyrean Lord Korada, the PCs are sent by the Society to explore an abandoned aasimar temple to the benevolent deity. But what they find there is anything but an opportunity for peaceful reflection and enlightenment.

PFS 3-23: The Goblinblood Dead lvl 1-5 – Sun 2 pm – Pathfinder Society - Organized Play

Scenario designed for lvs 1-5. More than a decade has passed since the Goblinblood Wars left the nation of Isger in shambles, and the Society uses the many abandoned roads through the county's interior to smuggle valuable relics.

PFS 3-24: The Golden Serpent lvl 5-9 – Mon 8 am – Pathfinder Society - Organized Play

Scenario designed for lvs 5-9 The Society sends a team of agents to meet an important contact in an unassuming restaurant in Absalom's Ivy District, but not everything is as it seems. What the Pathfinders find there will lead them into a lion's den of danger and intrigue in the City at the Center of the World.

PFS 3-25: Storming the Diamond Gate lvl 3-7 – Fri 2 pm, Sat 8 am – Pathfinder Society - Organized Play

Scenario designed for lvs 3-7. Agents of the 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.

PFS 3-26: Portal of the Sacred Rune lvl 7-11 – Sat 8 am – Pathfinder Society - Organized Play

Scenario designed for lvs 7-11. The Society has secured one end of a portal from Golarion leading to an isolated demiplane rife with adventuring opportunities. Now all that remains is gaining control of the other end, thereby ensuring safe and continued use by Pathfinders for years to come.

RPGs

PFS 4-01 Rise of the Goblin Guild – Fri 2 pm, Sat 8 am, Sun 8 pm – Pathfinder Society - Organized Play

A PFS Scenario for levels 3-7. In the ruins of Xin-Bakrakhān—seat of power of the Runelord of Wrath—the Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

PFS 4-02 In Wraths Shadows – Fri 8 pm, Sat 2 pm, Sun 8 am – Pathfinder Society - Organized Play

Scenario designed for lvs 3-7. In the ruins of Xin-Bakrakhān—seat of power of the Runelord of Wrath—the Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

PFS 4-03: The Golemworks Incident lvl 5-9 – Sun 8 pm, Mon 2 pm – Pathfinder Society - Organized Play
Scenario designed for lvs 5-9 The Golemworks Incident.

PFS 4-04: King of the Storval Stairs lvl 7-11 – Sat 2 pm – Pathfinder Society - Organized Play

Scenario designed for lvs 7-11. The PCs are sent to map the Storval Stairs and ensure the stairs provide a safe route to the Storval Rise from Magnimar, but upon their arrival, they find the ancient site claimed and "ruled" by the self-proclaimed King of the Storval Stairs.

PFS Classic Season 0-3 – Sat, Sun 8 am, 2 pm, 8 pm, Mon Midnight, 2 pm – Pathfinder Society - Organized Play

This is to reserve table and slot for a Season 0 through season 3 scenario chosen by mutual agreement between the GM and the players at the table. The GM will bring a few prepped scenarios covering different lvs of play and the players will choose what to play.

Populating the Stars – Fri, Sat 2 pm – Mongoose Traveller
GM: Nicholas Halsey

Traveller's character generation system was one of its main selling points since it first came out in 1977. It was a mini-game of its own where you take a character through his/her backstory, and the result was far more than just a collection of numbers and stats. We will be starting from the characters homeworld up to their 34th year, extra time will be spent playing a short session with them.

Pride & Fiasco – Sun 8 pm – Fiasco
GM: Todd VanDerWerff

Jane Austen's lightly comedic tales of romance and family life in early 1800s Britain are classics, sure, but wouldn't they be even better with double-crossing, undercutting, and just general backstabbing? Come play a new Fiasco playset set in Austen's Regency world, or if that doesn't appeal try one of a number of others brought by the host.

Primetime Adventures – Fri 8 pm – Primetime Adventures
GM: Todd VanDerWerff

Come and play out your own episode of TV with a nationally published TV critic. Choose from one of several series the producer will bring pre-made (including both genre and more realistic options), or create your own over the course of the session.

Quell the Goblin Uprising – Sat 9 am – First Edition D&D (the Original Red Book)

GM: Gary Mack

A horde of unruly goblins are terrorizing local villages. The king has posted a sizable reward to anyone able to drive them away.

Red vs Blue - Why Are We Here...Again...Again? – Fri 8 pm – TOON (GURPS Tournament)

GM: Ron Shaw

Bloodgulch Canyon is once again in turmoil. The Church and Tex's Memory module has gone missing. Washington and the members of Blue Base have been Tasked to find it. Sarge and the Members of Red Base have been Tasked to Stop the Blues

Return of the Dragon Fiend (8th-12th lev.) – Fri, Sat, Sun 2 pm – D&D-3.5 / Pathfinder - land of grayhawk

GM: Mark Davis

An eclipse have come upon the land greatly moving causing rifts across the land of Veluna. Rumor is that a great fiend long ago has return- Land of Shields, bringing forth evil & doom. A city "Mitrik", has called upon a band of adventurers to search & kill off the evil & mineons from within!! You must find an ancient artifact that radiates light to stop it, worn by those with the blood Vycaena!!

Savage World of Solomon Kane – Fri 8 pm – Savage Worlds: Soloman Kane

GM: Jim Sandoval

A series of brutal slayings in Moscow draws the wanderers' attention. Several young women have been found dead, their bodies little more than desiccated husks. The presence of Polish invaders and the ongoing civil war have the city in turmoil, and there are precious few guardsmen to investigate the strange deaths.

Save the Princess, Save the World! – Sat 2 pm – D&D 4th Edition

GM: Desmond Wooten

A Classic D&D Adventure. The princess has been captured by a fire-breathing lizard, which flew away to an ivory tower. Warning! Twists will occur.

Severe Gravity Poisoning – Sun 9 am – The Victory System
GM: Scott Corum

The best (or at least the closest) Star Corps Fast Response Team must try to save a colony under mysterious meteorite bombardment! If the team is lucky, the disaster is a natural catastrophe from which death is the only salvation if the team is unlucky, death itself may only be the beginning of their problems.

SoB01 Undefended Border – Mon 9 am – Heroes of Rokugan - Legends of the Five Rings

The maps of the Empire are the final word of the Emperor on the limits of his rule. It falls to you to make certain that his law is defined and carried out to the furthest extent possible. The PCs are tasked with assisting an Imperial Cartographer map the northern border between the Dragon and Phoenix Clans.

SoB02 Bonds of Fate – Mon 2 pm – Heroes of Rokugan - Legends of the Five Rings

A learned guest at the wedding of an influential lord's son delivers news that drives a samurai to the limit of his loyalty and obedience. The PCs have been sent to the Unicorn lands to discharge an obligation for their daimyo.

SPANC (Space Pirate Amazon Ninja Catgirls) – Fri 2 pm, Sat Midnight – GURPS

GM: Michale Shupe

That's right! Twenty-one of the most fabulous Space Pirate, Amazon, Ninja, Catgirls have broken out of their card game and are now GURPS characters! Join us as Shurikitten, Daphne the Daring, Athena, Dread Pirate Roberta and so many others pull off hilarious capers... IN SPACE of course! SPANC is run both "Nice" and "Naughty" version so pay attention when signing up!

RPGs

SPEC4-3 Conflict in Calimport (lvl 1-10) – Sat 9 am – Living Forgotten Realms - D&D 4e

Tensions between Calimport, Memnon, and Almraiven are a constant for the citizens of Calimshan. If war were to break out between two of the cities, the third would have a powerful upper hand. Ala'Ammar, patriarch of House Asada, seeks adventures to travel to Calimport and incite the city to war with Memnon, tipping the scales in Almraiven's favor. An adventure set in Calimshan for Heroic characters (levels 1-10). This adventure can be played before or after ADCP4-2.

SPEC4-4 Mischief in Memnon (lvl 11-20) – Sat 9 am – Living Forgotten Realms - D&D 4e

An uneasy truce between three cities has led to a delicate balance of power. If any two were to wage war, the third could grow strong enough to swiftly conquer all of Calimshan. One ambitious human aims to ensure that the city of Almraiven emerges victorious once the dust has settled. With the cunning and prowess of a small band of adventurers, the last bastion of humanity in the region may yet triumph over the evil empires of Calimport and Memnon. A single-round adventure set in Mem

SPEC4-5 Rising Dark (lvl 1-10) – Fri 7 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

For years the tenuous peace between Netheril and Cormyr held. For years the city of Urmlaspyr, last remnant of free Sembia, cursed to be shrouded in darkness since decades, lay in between. Now something stirs in the darkest places of the city, something dangerous, something vile, something that will disrupt the fragile balance. Will the city fall to the darkness well known, or something else? Adventure for characters of the Heroic tier (levels 1-10).

SPEC4-6 Raging Darkness (lvl 11-20) – Fri, Sun 2 pm – Living Forgotten Realms - D&D 4e

"Shadows long at rest stir, and they hunger for all Faerun." Was the oracle Saharel talking about Netheril? Are they responsible for the dark forces now raging in the Dalelands? This is a Special (combat intensive) adventure set in the Dalelands for characters of the Paragon tier (levels 11-20). This adventure is chapter two, and the Paragon tier introduction, to the Desolation series.

Star Trek: "Time's Fugitive" – Fri 8 pm – Cinematic Unisystem
GM: Michael M. Kelly

The USS Excelsior answers a distress call from the Federation colony Logris III. A dangerous disease has infected the scientists studying an unusual ore discovered there. Coupled with the planet's strong magnetic field, this leads to unexpected consequences. The crew must somehow find a solution, but they soon discover that "Time's Fugitive." Characters provided. Rules will be taught.

Stitched – Sun Midnight – GURPS-Horror (Tournament)

GM: Gary Mack

"Whoever fights Monsters should see to it that in the process he does not become a monster. And when you look into an abyss, the abyss also looks into you" – Friedrich Nietzsche.

Tai Kong Fu OR A Night At The Peking Space Opera – Sat 9 am – Wushu

GM: Jesse Quisenberry

Why is the warlord so interested in the noodle vendor? It will take... Physics defying martial arts! FTL spacecraft! Hopping undead! Bionic enhancements! Corrupt Eunuchs! Artificial intelligence! Arcane weapons that light up! Dead ancestors who are awfully participatory! KICKSPLODE! ...To find out. Pre-made characters will be available, but not required. Absurd action, however, is required.

The Bridge – Sat, Sun 8 pm – Savage World Fantasy

GM: Tomm Cummings

A night of intrigue and violence at an isolated inn.

The Companions of Doctor Who – Sat 8 pm – Apocalypse World

GM: Denys Mordred

Something is wrong with the Universe. We used to live in an age of wonder and danger in equal measure. Watching over it all were its mighty guardians, the Timelords. A great war destroyed all but one of them. He was the Earth's defender, protecting it time and again from alien threats. He was your friend. He was the Doctor. And then he died. It's a good thing he trained you so well, isn't it?

The Essilor Sterilisation – Sat 9 am – The Sprawl

GM: Hamish Cameron

Last night a corporate asset was apprehended by a security team at an Essilor Optics facility in Los Angeles. We need you to get him out. The Sprawl is a game of mission-based action in a gritty neon-and-chrome Cyberpunk future based on the Apocalypse World engine. You are the extended assets of vast multinational corporations Deniable, professional, and ultimately disposable.

The Holy Grail – Fri 8 pm – Burning Wheel

GM: James Ritter

It is the time of Camelot. However, things are not well in England. The King has ordered his Knights to seek out the greatest of relics, the Holy Grail. Each of you has set out to find the Grail, searching for months, or years, and you have come to a castle in the midst of a dark wood. Inside, is a chalice, glowing as if with an inner light. The Grail. Who gets it and what do they do with it?

The Incident at Glace Bay – Sat 2 pm – GURPS 4th Ed. (Happy Jacks)

GM: Stuart Venable

Distinguished retired professor Arthur Durst has disappeared from his remote estate in Nova Scotia. A collection of friends, former colleagues and investigators come to uncover the mystery.

The King's Canyon Branch – Sat 9 am – Dogs in the Vineyard

GM: Dan Sherer

You are the Dogs, set aside by the King of Life to protect the faithful from the pride that blinds them, the sin that corrupts them, and the demons set upon them. Riding from town to town you do what is needed, what is right. A terrible calamity has befallen the poor people of King's Canyon. How will you save them? Beginners welcome.

The Monster Within – Sun 2 pm – Monsterhearts

GM: Chris Czerniak

Most teenagers get to grow up without encountering anything scarier than gang violence or chlamydia. They think that's the worst the world has to offer them. You know the world has horrible things hiding in the shadows. You're one of them. Wickedness dwells within you, darkness that courses through your veins. Most teenagers will never know that things like you exist, the monsterhearts.

The Prince's Will – Fri 8 pm – Vampire the Requiem

GM: Louis Garcia

The Sheriff is dead. In the void, the Prince has "honored" your coterie with replacing the Sheriff. You are the enforcer of the law and tradition of the Kindred. You act out the Prince's will. The Dead Gamers Society presents crime drama set against the background of vampire society.

RPGs

The Unexpected Package (Happy Jacks) – Sat 9 am – GURPS 4th Edition

GM: Stuart Venable

The party's lord has been named high inquisitor, and the party has been tasked to unravel a murder.

Things You Find in a Graveyard – Sun 2 pm – Geist: The Sin Eater

GM: Ian ChristianScher

The Mercer House sits in the middle of a graveyard. A charming fixer-upper with 3 bed/2 bath and a host of unwanted guests but what do you expect in a cemetery? Luckily, it's nothing that a few Sin-Eaters for-hire can't handle. A game presented by the Dead Gamers Society.

Three Deadly Sins... – Sat 9 am – Shadowpunk (Fate)

GM: Seth Halbeisen

Yet another Simple run... Infiltrate a campaign HQ, upload some data. Sounded ok... Now we're running from Corp Sec, Radicals, and Black suits that I think are the feds! What the hell is in this case? As if all that wasn't enough, the protesting has gotten nasty, martial law has been enforced, and we're stuck right in the middle of it. If I see that Fixer again I am punching him right in the mouth!

Traitor Backup – Sun 8 pm – Paranoia

GM: Ed Murphy

Welcome, Troubleshooters! You are in Briefing Room B-37F. The Computer is honoring you by allowing you to participate in a new service for the citizens of our glorious Complex. Our calculations project that your service will increase happiness and efficiency across the complex. Your selection is evidence of The Computer's trust in you and appreciation of your value.

WATE4-1 Paying the Piper (lvl 1-10) – Fri 2 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

Stirrings of an evil cult are coming to light in the city's dock ward. Can the source of evil be rooted before more souls are lost forever? An adventure set in Waterdeep for characters levels 1-10. This adventure starts the Infernal Ambitions Quest which is continued in WATE4-2. Playing the adventures in order is recommended but not required.

WATE4-2 Rivals (lvl 1-10) – Fri 7 pm, Sun 2 pm – Living Forgotten Realms - D&D 4e

When a rising member of the Guard begins to act strangely her friends need help to find out why. Can you unravel the truth before Aumarr Belabranta ruins her career? An adventure set in Waterdeep for characters levels 1-10. This adventure is part of the Infernal Ambitions Quest. It follows WATE4-2 and is followed by WATE4-3. Play of the quest in order is recommended but not required.

WATE4-3 The Devil's Denouement (lvl 1-10) – Sun 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

The Temple of Beauty has always been a place where the powerful revel in ideals of love. When a cult plans to use those ideals as a weapon, what can be done to stop them? A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-10. This adventure is the finale of the Infernal Ambitions Quest.

What's Behind Door Number 3? – Fri 8 pm – Shadowrun

GM: Desmond Wooten

Johnsons are an odd bunch. This is exemplified by today's Mr. Johnson, who has presented you with a choice of jobs, all from the same client. You only have three days to complete the chosen job. There are many interested parties that want to make sure your mission not go entirely as you planned.

Who? What? Where? When? Why?... and How? – Sun 2 pm – MySystem Roleplaying

GM: Aaron Varis

You find yourself in a room full of strangers. You do not know who you are, what you can do, where or when you are, or why you are here. Most importantly though, is how you find the answers to these questions. The answers are out there, but can you find them in time? - MySystem is a new role-playing system designed for quick, simple, yet widely customizable character creation.

Your Friend Jack – Sun 9 am – Changeling: The Lost

GM: Sarah Cary

Grab your coat and pistol as you join The Society for the Continuing Protection of Great Britain in a hunt through London's foggy streets for the most notorious killer to ever spray blood on the cobblestones. A game presented by the Dead Gamers Society.

Zombie Cataclysm – Sat 8 pm, Sun 2 pm – Zombie Cataclysm

GM: James Freeman/Potato Pie

How long would you really survive the Zombie Cataclysm? Zombie Cataclysm is a zombie invasion simulation game. What would you do if zombies invaded your home town?

Zombie Hospital – Sat 9 am – GURPS

GM: Ron Shaw

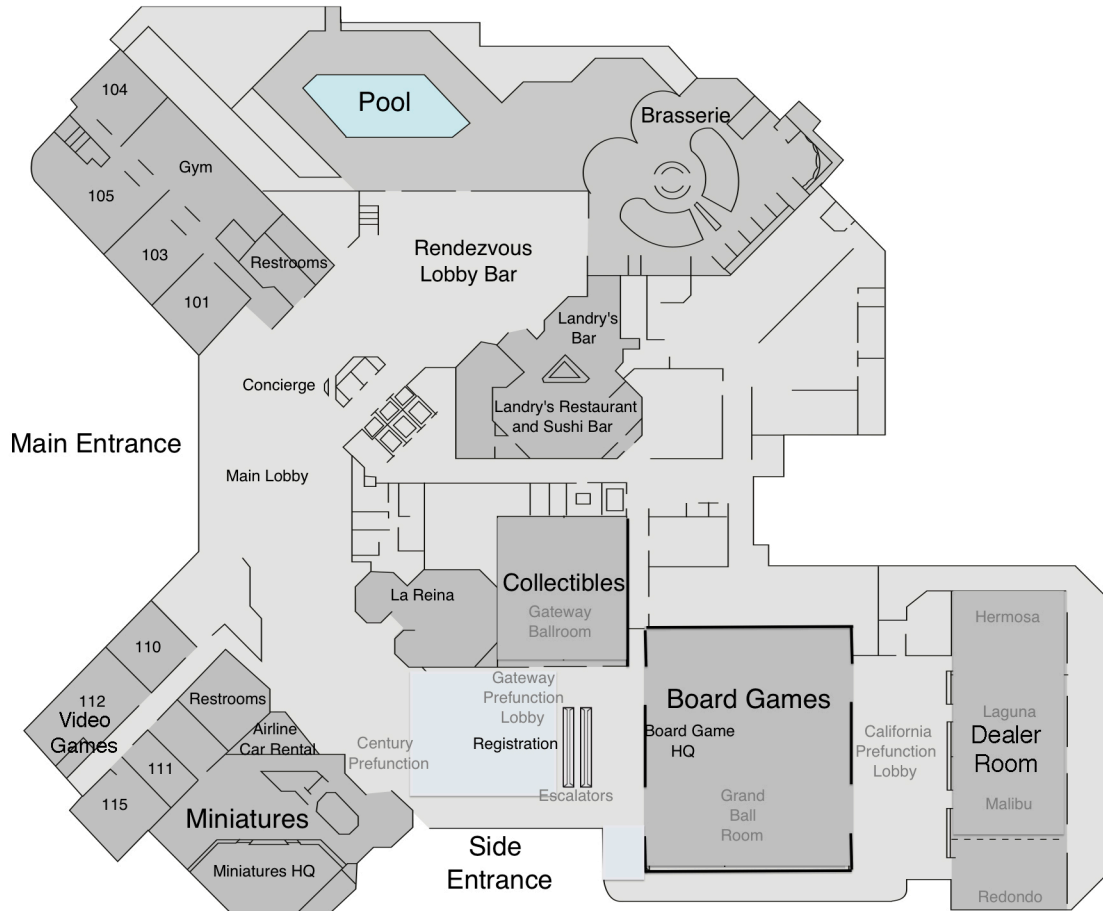
It finally happened, the zombie apocalypse is here. You had just gone into the Hospital for your monthly visit... and now you are surrounded by brain-craving horrors. How will you survive?

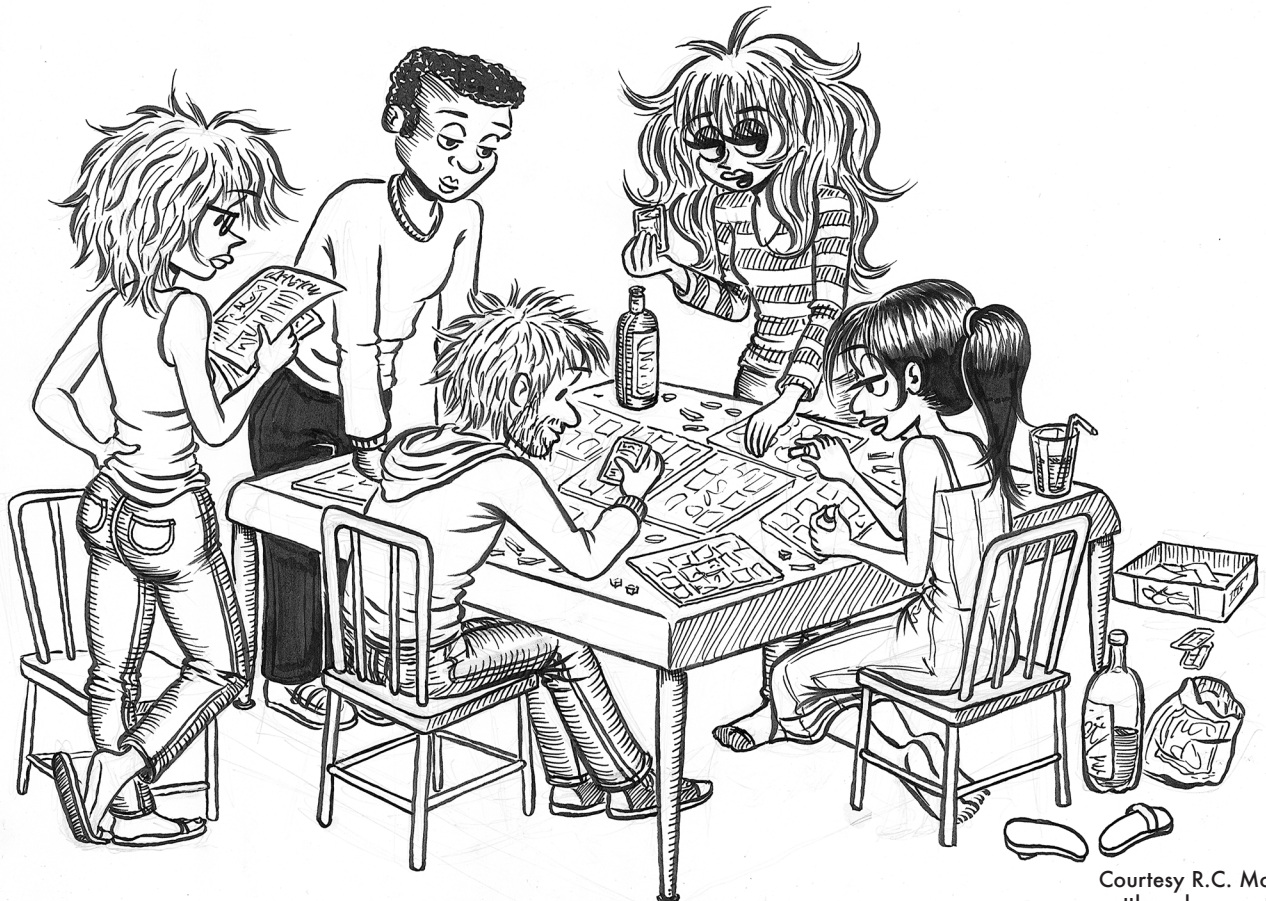
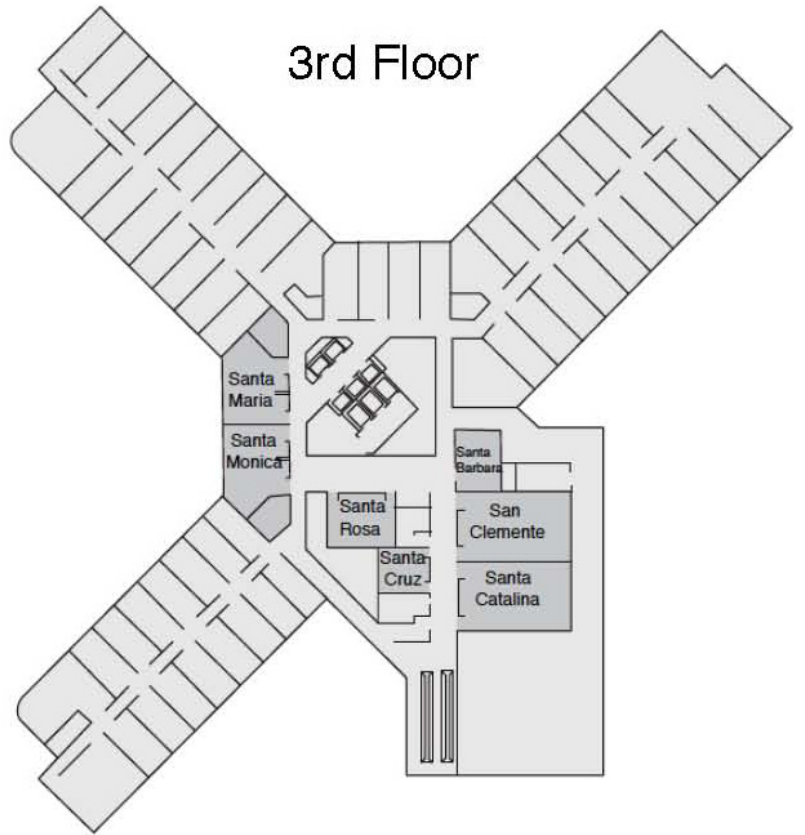
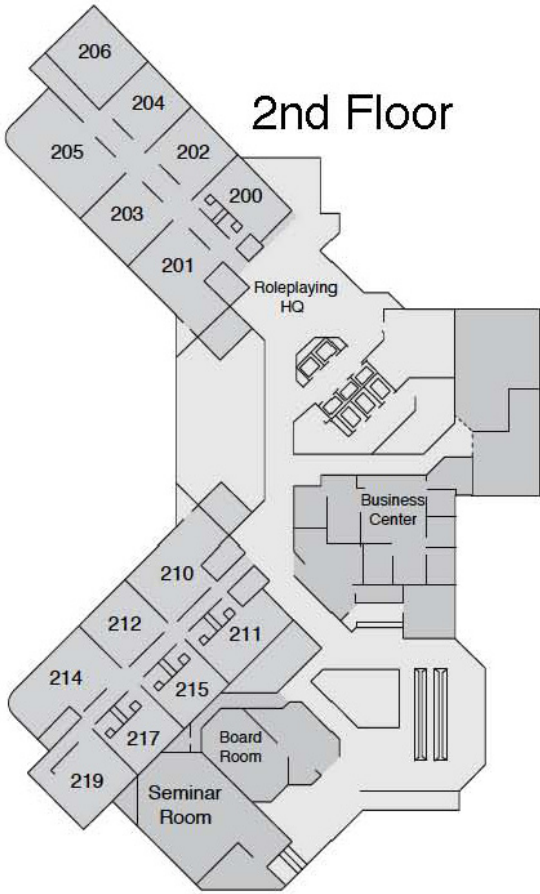
Zombie Mall – Sat Midnight – GURPS (Tournament)

GM: Ron Shaw

Your Vehicle has Broken down in the middle of the Mall Parking Structure.... You are OUT OF GAS During the Zombie Apocalypse... and again you are surrounded by brain-craving horrors. How will you survive?

Gateway 2012 Map





Courtesy R.C. Monroe
outthere.keenspot.com

Miniatures Painting Contest

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

Categories

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

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

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

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

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

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

Rules

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

final.

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

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

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

Our sponsors include:

AEG	ManaWerx
Ape Games	Mayday Games
Asmodee	Mayfair Games
Avalanche Press Games	Minion Games
Blue Panther	Northstar Games
Buck Jitters	Out of the Box Games
Cannon Fodder Games	One Small Step Games
Cold War Miniatures	Paizo Publishing
Columbia Games	Pegasus Hobbies
Cryptozoic	Privateer Press
Days of Wonder	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
Impact Miniatures	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
Inferno Games	Wizkids
Looney Labs	Zenescope

Shopping

Dealer Room

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

Hours:
Friday 5 pm to 9 pm
Saturday 9:30 am to 6 pm
Sunday 9:30 am to 6 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 2012 Dealer Room Attendees

Blue Panther LLC
Cock and Bull Games
Dapper Devil
Decision Games
Fantization Miniatures
Flying Buffalo
Game Addict

Gamecraft Miniatures
GMT Games
Last Grenadier
M&B's Mobile Magic Dealer
The Monstore
Play 5 Entertainment
Seth's Games and Anime
Strategicon Conventions
Tablewar Designs
Treasure Nest
Uncle Jim's Arsenal
Victory Point Games
Wargamma
Warehouse
Wayward Ware
Weekend Warrior
Y&L Artwork

Flea Market

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

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!

3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

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

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

Auction Buyer rules

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

Convention Rules

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

6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Sheraton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

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

Sheraton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. If you use valet parking, expect to pay full hotel rates, unless you have a room at the hotel.
8. No propping open fire exits and no hallway horseplay
9. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!

Strategicon wants your art!

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

GameX 2012 Winners

Board Game	1st Place	2nd Place	3rd Place
1830/1856/1870	Joe Gray	Todd Van der Pluym	Steven Turney
18GL	Todd Van der Pluym	Jonathan Flagg	Joshua Gottesman
18xx (open)	Todd Van der Pluym, Pete van Ettinger		
18xx (short)	Jeff Pang, Todd Vander Pluym	Garrett Buell, Joshua Gottesman	
7 Wonders - MEGA Friday	Eric Verheiden	Andrey Belikov	Darrell Stark, Daen Parness
A La Carte	Ramon Nino	Deborah Divis	Jessamine Campbell
Acquire - David Woolcott Memorial	Steve Loeb	Eric Downing	John Crowe
Advanced Civilization	Robert Woodson	Robert Helbing	Andrey Belikov
Age of Empires III	Winton Lemione	Richard Potthoff	John Spence
Agricola	David Zevin	Shannon Beets	Winton Lemione
Alhambra	John Clair	Elisa Vomocil	Jeff Schwartz
Alien Frontiers	Brandon George	Carter Feld	Jaye R
Aloha: The Spirit of Hawaii	Danielle Pressler	Edgar Contreras	Penny Cohn
Angry Birds	Alex Decker	Eli Sesma	Tyler Weipert
Antike	Erica Benjamin	David Chu	Kyle Greenwood
Arkham Horror	Jesse Lampon	Jeffrey Torres	Michael Trupkin
Around the World in 80 Days	Steve Funaro	Winton Lemione	Stephanie Sarsoza
Attika	Roderick Lee	Robert Neff	Jaye R
Axis & Allies	Jessalynn Graham, Luke Hardman	Dale Conklin, Tim Towery	
Bang!	Josh Kaufman	Stevy Rood	Jolene Dodson
Battle Cry - Final Round	Chuck Collins	George Nickols	Gabe Resnik
Battle Cry - Qualifying Round	Rick Lepore	Chuck Collins	George Caceres
Bezzerwizzer	Todd Van Der Werff, Libby Hill	Eric Fletcher, Olivia Fletcher	Tyler nHnason, Nathan Jones
Blokus	Daniel McDairmant	Krysta Fryer	Tracy Ashizawa
Blue Moon City	Darrell Stark	Diane Grotjohn	Russell Howell
Buzzzzed! The Time's Up Game Show	Nick & Erin Chavez	Chris Moody, Allan Gonzalez	Krista Fryer, Bob LaMarre
Buzzzzed! The Time's Up Game Show	Oz Jim, Ryan Gan	Andrea Philips, Allen Gonzalez	Chris Moody, Ali Guerin
Ca\$h 'n Gun\$: Live	Better Than You	Bald Guys	Villagers
Ca\$h 'n Gun\$: Live	Retrac	Technicolors	Tyranical Tilly Wagers
Ca\$h 'n Gun\$: Live	Team Veronica	Team Offline	Team Panda Has Raised the Stakes
Carcassonne	Erica Benjamin	Chris Moody	Renee Rose-Perry
Cartagena	Darrell Stark	G Builta	Ronald Bernudes
Castles of Burgundy	David Zevin	Erick Vallejos	Bruce Ballard
Caylus	Winton Lemione	Robert Neff	Eric Downing
Chicken Cha Cha Cha	Teague Benjamin	Hannah Schooley	
Citadels	Chris Buckley	Matt Schwartz	Max Porter
Command & Colors Napoleonic	Matt Freitas	Natie Freitas	
Countdown	Jason Hernandez	Matthew Martin	Ed You
Cutthroat Caverns	Kyle Greenwood	John Perry	Dave Howe

Cyrano - Games for Poets III	Greg Wagstaff	James Torr	Neil Figuracion
Descent - Journeys in the Dark	Nicholas Fascitelli	Mats Ecklund	Zachary Pitts
Dixit - Games for Poets I	Ronald Bernudes	Renee Hammer	Eric Fletcher
Dog	Edward Roske, Barbara Mikkelson	Steve Funaro, Heather Sinauskas	
Dominion	Aaron Braskin	David Zevin	Jeff Becker
Dominion - MEGA Monday	Eric Fletcher	Andrey Belikov, Renee Hammer	Renee Rose-Perry
Dominion - National Qualifier	Matt Schwartz	Colin Kameoka	Brooke Fowler
Doom - The Board Game	John Perry	Bill Bustos	
Down in Flames WWII Aces High	Shawn Hendrix	Chuck Collins	
Dr. Shark	Kaela Sarsoza, Kira Erikson	Cambria Baptist, Teague	Greyson Baptist, Conan Erikson
Dream Factory	Darrell Stark	Sam Kenkel	Lea Vical
Dungeon Lords	Eric Fletcher	Mike Landers	Ian Henrich
Dweebies	sarah jenkins	Tyler Weipert	Kaela Sarsoza
Empire Builder	Eric Verheiden	Kyle Greenwood	Crystal Ascheri
Empire Builder - Pot Luck	Paul Bonday	Wesley Kawato	Tim Oates
Endeavor	Stephen Stewart	Stephanie Gill	Sven Mynn
Euchre	Kirk Udvardi, Ester Udvardi	Winton Lemione, Diane Grotjohn	
Euphrat & Tigris	Roderick Lee	Stephen Stewart	Chris Buskirk
Fantasy Chess Tournament	Romel Benito	Travis Cheney	Greg Wagstaff
Five Crowns	David Mikkelson	Bill Gallagher	Barbara Mikkelson
Flash Dual	Leonard Lopez	Martin Padilla	
Fluxx	Chris Allen		
Formula D	Vincent Weibert	Mike Fryer	Sullivan Weibert
Fortress America	Michael Rooney	Walter Wichowski	Bruce Ballard
Frag Gold	Aaron Harris	Nathan Jones	Tyler Hanson
Frag Gold	Shaun Bernard	Jaye	Vincent Fryer
Frag Gold	Veronica Freeman	Allan Gonzalez	Andrea Phillips
Fuzzy Tiger	Greyson Baptist	Kira Erikson, Cambria Baptist	Kaela Sarsoza
Game of Thrones - 2nd Ed	Daniel Molzahn	Sam Kenkel	Dean Taylor
Game of Thrones - 2nd Ed	Robert Helbing	Keith Jenkins	sarah jenkins
Game Show Play-Along: Blockbusters	Tyler Hanson	Caleb Holbrook	Michael Rooney
Game Show Play-Along: Catch 21	Raam Jones	Phil Scopes	Jaye R
Game Show Play-Along: Jeopardy!	Libby Hill	Michael Li	Caleb Holbrook
Game Show Play-Along: Remote Control	Lisa Adams	Elisa Vomocil	Fred Carmelia
Game Show Play-Along: Starcade	Elliott Siu	Jeffrey Moore	Atticus Gifford
Game Show Play-Along: The \$25,000* Pyramid: Dick Clark Memorial Tournament	Jeff Becker	Lisa Adams	Carin Buckel
Game Show Play-Along: What's The Score?	Lisa Adams	Robert Mason	
Game Show Play-Along: Wipeout	Lisa Adams	Benjamin Ziek	Libby Hill
Gaming 101 - Command & Colors Napoleonic	Natie Freitas	Shannon Duggan	Matt Freitas
Gaming 101 - Nexus Ops	Renee Hammer	Randy Ripley	Zachary Pitts
Gaming 101 - Railroad Tycoon	Janet Blount	Jeff Schwartz	
Gaming 101 - Twilight Imperium	Garret Buell	Jeff Pang	Kory Goolsby

Genji - Games for Poets II	Matt Freitas	Wendell Servin	
Glen More	Darrell Stark	Greg Wagstaff	Wesley Kawato
Glory to Rome	Shannon Krumick	Renee Rose-Perry	Robert Patino
Got It #3	Benjamin Ziek	Jason Hernandez	
Guillotine	Sullivan Weibert	Lea Vical	Jason Fowler
Gulo Gulo	Greyson Baptist	Conan Erikson, Kira Ericson	Cambria Baptist
Hansa Teutonica	Andrey Belikov	Michael Wolfe	Peter Handfield
Hearts #1	George Nickols	Jonner Purinton	Dan O'Farrell
Hearts #2	Dan O'Farrell	David Murphy	Walter Wichowski
Hearts #3	Dan O'Farrell	Ronald Fraigun	Jonner Purinton
High Society	Michael Sarsoza	Jamie Bussio	Scott Samarel
Hive	Darrell Stark	Bruce Padget	
Hop Hop Hooray!	Greyson Baptist	Cambria Baptist	Hannah Schooley
In the Year of the Dragon	Darrell Stark	Michael Sarsoza	Aaron Kutzmann
Ingenious	Darrell Stark	Andrea Phillips	Dawn Robinson
Ingenious Challenges	Darrell Stark	Jason Hernandez	Saya Tsong
Innovation	Tom Donnelly, Walter Wichowski	Jeff Becker, Elisa Becker	
Jamaica	Nam Tran	Steven Benjamin	Ivan DeMoura
Kayanak	Kira Erikson, Kaela Sarsoza	Greyson Baptist, Conan Erikson	Tanner Slizza, Finnegan Slizza
Kingdom Builder - MEGA Saturday	Michael Wolfe	Hanibal Sonderegger	Chris Johnson
Kingsburg	Benjamin Jones	Deborah Hann	Jessamine Campbell
Last Chance	Elisa Vomocil	Darrell Stark	Wesley Kawato
Last Will	Elisa Vomocil	Tyler Hanson	Scott Samarel
Letters from Whitechapel	Jon Cassie	John Perry	Bob Schrempp
Lifeboat	Steven Benjamin	Jaye R	
Long Shot	Robert Helbing	Liem Tran	Viet Tran
Lords of Vegas	Richard Potthoff	John Crowe	Chris Buskirk
Lords of Waterdeep	John Crowe	Andrey Belikov	Mike Olson
Lords of Waterdeep	Josh Kaufman	Sudro Brown II	David Mikkelson
Lords of Waterdeep	Steve Loeb	Bob LaMarre	Bruce Ballard
Lost Cities	Patrick Sewell	Trevor Bender	Andy Goldberg
Lost Cities: The Board Game	Chris Buskirk	Renee Rose-Perry	Jeffrey Moore
March Madness	Wesley Kawato	Jim Rasfeld	Robert Neff
Merchant of Venus	Colin Kameoka	Martin Bowers	Roderick Lee
Merchants & Marauders	Mike Randle	Gary Gray	
Mille Bornes	Greg Wagstaff	John Crowe	Janet Blount
Mondo	Ivan DeMoura	Nathan DeMoura	Jaye R
Monopoly Deal	Chris Allen	Bob LaMarre	Michael J. Russell
Munchkin - No Holds Barred!!	Charles Sites	Tristan Simon	Christopher Ambrosini
Munchkin - Players Choice	Keith Jenkins	Aaron Harris	sarah jenkins
Munchkin- Axecop	David Baca		
Munchkin Players choice	Deborah Divis	Ramon Nino	Katie-May Taylor
Munchkin Quest	Lindsay Johnson	Matthew Smith	Gabriel Gurrola
Munchkin Zombies	Edgar Contreras		
Navegador	David Mines	Pamela Mines	Jeremy Asher

Nexus Ops	Robert Patino	Darrell Stark	Renee Rose-Perry
Nightfall Tournament	G Builta	Michael Rossetti	Travis Cheney
Ninja Burger	Caleb Holbrook	Brett Holbrook	Tyler Hanson
Nova Terra	John Clair	Mike Sesma	Norv Brooks
Oregon	Matt Schwartz	Aaron Parness	Stephen Stewart
Password	Elisa Vomocil	Benjamin Ziek	Erick Vallejos
Penny Arcade: The Game - Gamers vs. Evil	Armand Morton	Carin Buckel	Flaster Siskin
Phase 10	Bob LaMarre	Edward Roske	Shaun Bernard
Podville Transit Corporation	David Koenig	Andy Goldberg	Pamela Mines
Poker: 7 card Stud	Ronald Fraigun	Michael Salois	Winton Lemione
Poker: No Limit Texas Holdem	Linda Jeffries	Tarynne Fraigun	Mickey Tan
Pow Wow	Jeff Becker	Stephanie Kelleher	Edward Roske
Power Grid	Kyle Greenwood	Chris Johnson	Jim Foster
Power Grid: The First Sparks	Nick Chavez	Andrey Belikov	John Crowe
Puerto Rico	Andy Goldberg	Dan Shoham	David Koenig
Quarriors	Eric Downing	Dean Taylor	Linda Jeffries
Quarriors	Renee Hammer	Elisa Vomocil	Chris Buskirk
Qwirkle	Bill Gallagher	Robert Escalante	Jamie Bussio
Ra	Chris Buskirk	James Orzechowski	Aaron Parness
Race for the Galaxy	Jeff Becker	Chris Johnson	David Zevin
Race for the Galaxy - 2 player	Elisa Vomocil	Chris Johnson	Eric Fletcher
Railroad Tycoon	Scott Samarel	Ken Hebert	Eric Verheiden
Railways of the World	Paul Bonday	Edgar Contreras	Eric Verheiden
Rattus	Benjamin Everly	Michael Sarsoza	Walter Wichowski
Revolution	Ben Cosman	James Hansen	David Baca
Revolution	Benjamin Everly	Aaron Poehls	Jennifer Galen
Revolution	Dennis Uytiepo	Mike Landers	Stevo Rood
Ring-O Flamingo	Tanner Slizza	Hannah Schooley	Sullivan Weibert
Safranito	Michael Sarsoza	Ronald Bernudes	Gary Gray
Saint Petersburg	Todd Van der Pluym	Ken Hebert	Bill Gallagher
Scepter of Zavandor	Jonathan Flagg	Thomas Carrington	Steven Hutt
Scrabble	Michael Salois		
Settlers of America	Darrell Stark	Jaye R	
Settlers of Catan - NACC Final	Benjamin Everly	David Hansen	Aaron Parness, Ozgun Tumer
Shadow Hunters	Teresa Carnes	Colt Carnes	Lea Vical
Shogun/Samurai Swords/Ikusa	Danny Quindoy	John Clair	James Quigley
Shogun/Wallenstein	Richard Potthoff	Ehren Evans	Jamie Bussio
Sid Meier's Civilization : Base Game	Mason Stewart	Michael Anderson	Robert Curtis
Sid Meier's Civilization : Fame and Fortune	Allan Gonzalez	Lucas Townsend	Chris Buskirk
Skip-Bo	Krysta Fryer	Mary Taylor	Bob LaMarre
Skull & Roses	Rick Baptist	Renee Hammer	Darrell Stark
Small World	Charles Sites	David Koontz	Vincent Weibert
Small World Invaded!	David Koenig	Katie-May Taylor	Chris Moody
Snatch It	Robert Escalante	Benjamin Ziek	
SOL	Robert Leach	Dan Shoham	Jamy Li
Spades #2 (Cutthroat)	Romel Benito	Dan O'Farrell	Martin Padilla

Spanc	sarah jenkins	Jason DuVall	Mike Sesma
Star Force Terra: Contact	Jon Wagner	Justin Clouter	Edgar Contreras
Star Trek Fleet Captains	Peter Handfield	Elizabeth Brown	Matthew Smith
Starship Command	Bob LaMarre	Shaun Bernard	Eric Nyquist
Starship Command	Shaun Bernard	Belle Ippolito	Victor Ippolito
Steam	Eric Verheiden	Paul Bonday	Nam Tran
Stone Age	Bruce Schlickbernd	Walter Wichowski	Jeff Becker
Talisman	Leonard Lopez	Alasdair Burton	Patrick Sewell
Tetris Link	Benjamin Ziek	Bill Gallagher	Ed You
The Adventurers	Dena Simmons	Nathan DeMoura	Ivan DeMoura
The Hanging Gardens	Matt Hyra	Darrell Stark	G Builta
The War Game Boot Camp Tournament	Kyle Edwards	Joshua Gottesman	
Three Dragon Ante	John Perry	Andrea Phillips	Ronald Bernudes
Thunderstone Advance Tournament	Tyler Hanson	John Clair	Brad Parker
Thurn & Taxix	Kirk Udvardi	Winton Lemione	Roderick Lee
Tichu - Finals	Roderick Lee, Mike Wolfe	Sam Felice, Dena Simmons	Stephanie Kelleher, Jason Bennett
Ticket To Ride Europe	Bruce Schlickbernd	G Builta	Brian Symington
Ticket to Ride Team Asia	Jay Spowart, Manny Labis	Ruben Angeles, Michelle Hingst	Brooke Fowler, Robert Padino
Ticket To Ride USA	Kyle Greenwood	Darrell Stark	Rommel Dizon
Titan	Cory Ryken	Alasdair Burton	Gordon Schick
Toc Toc Woodman - Kids	Tanner Slizza	Greyson	Ester Udvardi
Troyes	Matt Schwartz	Neil Figuracion, Michael Sarsoza	
Trump: The Game	Nathan DeMoura	Chas McHaffie	Ivan DeMoura
Uno	Bob LaMarre	Samantha Waterhouse	Chris Allen
Uno	Mary Taylor	Alex Decker	Krysta Fryer
Utopia	Jesse Escobedo	Beck Cary-Green	Chris Green
WayWord #2	Chad Smith	Eric Burgess	Christina Burgess
Werewolf	Bridget Acuna	Veronica Freeman	Mark Freeman
Werewolf	Charles Watson	Chris Brown	Bridget Acuna
Werewolf	Ian Foutz	A.J. Armstrong	Mike Buzzerio
Werewolf	Michael Annan	Trevor Sandoval	Andy Salazar
Werewolf	Shawn Hendrix	Mark Davis	Mario Acuna
Werewolf	Teresa Carnes	Edward Roske	Amalique Acuna
Who Would Win?	Cristyn Wingood	Bridget Acuna	Ronald Chavez
Wiz War - MEGA Sunday	John Clair	Chris Buskirk	Sam Felice
World Conquerors	Stephen Stewart	Mike Sesma	Walter Wichowski
Yahtzee Free For All	Aaron Parness	Mary Taylor	Dawn Parness
Yahtzee Free For All	Shaun Bernard	Krysta Fryer	Mary Taylor
Zendo	Eli Sesma		
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
A Game of Thrones LCG	Andy Salazar	Joseph Valet	Mark Luta
Ascension: Chronicle of the Godslayer	Melissa Weiss	Lloyd Adams	George Caceres
Ascension: Chronicle of the Godslayer #2	Heather Sinauskas	Chuck Watson	Martin Vazquez
Axis & Allies Air Force Miniatures: Angels 20	Fred Roberts	Gary Okuma	

Herodlix "Avengers Assemble"	James Quigley	Fred Carmelia	
Herodlix "Battle Royale"	James Quigley	Jon Brown	
Highlander Lean & Mean Regional Championship	Geoff Colman	Victor Bugg	
Highlander TCG Back to Basics	Geoff Colman	John Paiva	David Wakefield
Highlander TCG T1 Southwestern regional Championship	Victor Bugg	Geoff Colman	
Highlander TCG T2 Southwestern regional Championship	Geoff Colman	Victor Bugg	David Wakefield
Kingdom Hearts "G.I. Joep: Retaliation"	Vincent Fryer	Bob LaMarre	
L5R Constructed	Chris Reda	Alan Wilcox	Michael Hetman
L5R Emperor Edition Draft	Jamie Vonn	Tor Cronin	Ophir Klaimman
M:tG Friday Night Magic	Will Taira	Brian Williams	Chuck Watson
M:tG Innistrad Draft	Sean Thompson	Rick Cerow	Ryan Gen
M:tG Keith Aldrich Pauper Highlander Tournament	Michael Arsollon	Greg Wagstaff	Tanya Aldrich
M:tG Mini Master Tournament	Ben Cosman	Jaime Estrada	Robert Combs
M:tG Booster Draft	Chuck Watson	Robert Combs	John Mundy
M:tG Booster Draft #2	Robert Combs	Ted McCoy	Vincent Langston
M:tG Extended Constructed Tournament	Greg Wagstaff	Frank Perkins	Jaime Estrada
Pirates Pocketmodel	Jon Brown	Isbjorn Kosta	Oliver Deinzer
Pirates Pocketmodel "Eclipse"	Jon Brown	Fred Carmelia	Skylar Caceres
Pirates Pocketmodel "Fred's Crazy Idea"	Brandon Weiss	Heather Sinauskas	Zachary VanDeKamp
Pirates Pocketmodel "New Moon"	Zachary VanDeKamp	David Koenig	Heather Sinauskas
Pirates Pocketmodel "Twilight"	Melissa Weiss	Brandon Weiss	Zachary VanDeKamp
Pirates: Sink-N-Keep	Heather Sinauskas, Jodie Sewell, Skylar Caceres	Oliver Deinzer, Chuck Watson	Zachary VanDeCamp, Michael Arsollon, Fred Carmelia
Pokemon	Ariel Tan	Mathew Carmona	
Quarriors	Heather Spowart	David Koontz	Ariel Tan
Star Wars Minis "May the Force Be With You"	Mel Campbell	Connor Mowatt	Kyle Trujillo
Vampire: the Eternal Struggle "Betrayer"	Aaron Clark	Andrew Fernandez	
Vampire: the Eternal Struggle "Decapitate"	Robert Scythe	Matt Wedge	
Vampire: the Eternal Struggle "Friend of Mine"	Edward McGlynn	John McGlynn	
Vampire: the Eternal Struggle "Left for Dead"	Aaron Clark	John McGlynn	
Warlord "Singles"	Lloyd Adams	Fred Carmelia	
World of Warcraft TCG	Flaster	John Mundy	
World of Warcraft TCG #2	D. Siskin	John Mundy	
Yugioh!	Edgar Conteras	Richard Martinez	
Yugioh! #2	Kris Lee	Patrick Pollick	
Yugioh! #3	Patrick Pollick	Kris Lee	
Video	1st Place	2nd Place	3rd Place
Call of Duty 4 FFA	Robert Fuentes	Amalique Acuna	Kris Freeman
Diablo 3	Todd Schlickbernd	Amalique Acuna	Calvin Sheen
Halo Reach Duos	Todd Schlickbernd, Kelly Mai	Malaclypse, Kris Freeman	Edgar Contreras, Amalique Acuna

Halo Reach FFA	Amalique Acuna	Trevor Jones	Robert Fuentes
LoL Treeline Challenge	Sam Orzechowski, Bryce Pooler, Grant Orzechowski	Richard Martinez, Nat Chesy, Vincent Fryer	
Modern Warfare 3 - Mixed Modes	Robert Fuentes	Amalique Acuna	Tristan Fraytet
Super Smash Bros Brawl Adults	Kelly Mai	Mark Milan	Tomas Aldrete
Trials Evolution	Todd Schlickbernd	Doug Keennon	Sam Udvardi
Miniatures	1st Place	2nd Place	3rd Place
Circus Maximus	Chris Janquart	Darlene Ghazarossian	Robert Leeds
Flames of War	Christian Sorensen	Tim Keennon	Alexander Bartak
Warhammer Ancients 2.0 Chariot Wars	Adam Hammer	Mark A. Nicholson	
WarMachine: Iron Arena	Grant Collier	Benjamin Ziegert	Barry Wilson
WarMachine: Pathway to GenCon	Aaron Cooke	Nathan Breen	PG Barlebad
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show			
Fantasy Large	Shawn Hendrix	Steve Petrey	Jennifer Starling
Fantasy Single	Aaron Lovejoy	Steve Petrey	Tiffany Rogers
Fantasy Unit	Aaron Lovejoy	Shawn Hendrix	
Historical Large	Shawn Hendrix		
Historical Single	Shawn Hendrix		
Open	Tiffany Rogers	Aaron Lovejoy	Shawn Hendrix
Sci Fi Large	Shawn Hendrix		
Sci Fi Single	Tiffany Rogers	Shawn Hendrix	Frank Vassallo
Sci Fi Unit	Carol Tiveron	Shawn Hendrix	Larry Stehle
Strategikids	Shawn Hendrix	Maddie Sesma	Connor Vassallo

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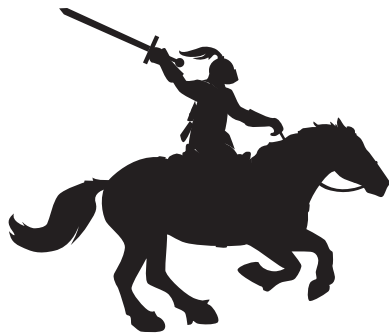
A Word (or two) from the Con Man

Another year done. It's been crazy in a mostly good way.

One of the challenges of running several cons a year is keeping them fresh and differentiating between them. It's not easy, but I think we do a reasonably good job. A lot of people put in a lot of hard work to pull this show off, and it's all volunteer — even the owners really don't get paid and all of them are involved for the most part.

Meet the new boss. Same as the old boss.

There will be some changes coming, but rest assured we're not going anywhere. As we get larger it allows us to try new things. This is a *good* thing. We'll keep you posted.



Dedication

One of the greatest successes we've had in recent years is bringing in new blood. I see more children and young adults now at these shows than I did just 5 years ago. This is critical for the future of the hobby!

So I'd like to dedicate this show to the future of the hobby. When many of us are old and gray (oops, too late), they will be the ones keeping these shows and the hobby alive.

I think we're in good hands.

Thanks everyone.

STRATEGICON SCHEDULE

Convention

Orcccon 2013
Gamex 2013
Gateway 2013
Orcccon 2014
Gamex 2014
Gateway 2014
Orcccon 2015
Gamex 2015
Gateway 2015
Orcccon 2016
Gamex 2016
Gateway 2016
Orcccon 2017
Gamex 2017
Gateway 2017

Dates

Feb 15-18
May 24-27
Aug 30-Sep 2
Feb 14-17
May 23-26
Aug 29-Sep 1
Feb 13-16
May 22-25
Sep 4-7
Feb 12-15
May 27-30
Sep 2-5
Feb 17-20
May 26-29
Sep 1-4

Location

Sheraton Gateway
Sheraton Gateway
Sheraton Gateway
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
Hilton Los Angeles Airport
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Price Increase in 2013

One piece of bad news is that prices are going up next year. We don't have much choice — our space rental costs doubled. Thankfully, that doesn't mean we're doubling prices, but prices will go up in the neighborhood of \$10 per badge for the weekend.

However, this year's prices are still available for this show only at the reg desk. After the show, the price increase will need to go into effect.

We're Moving!

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

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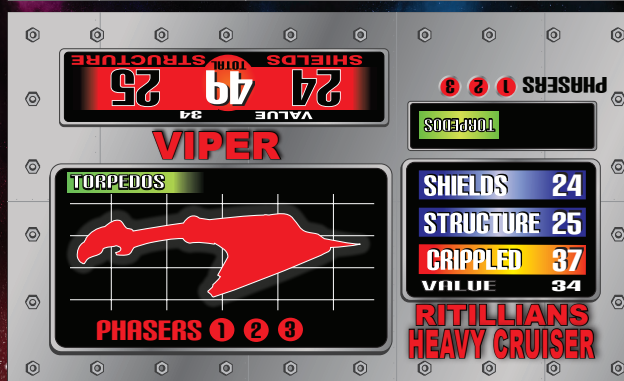
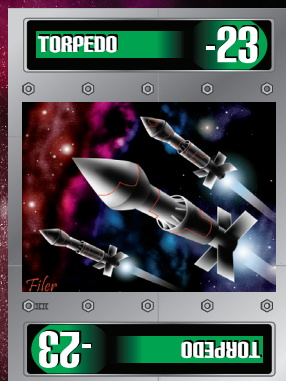
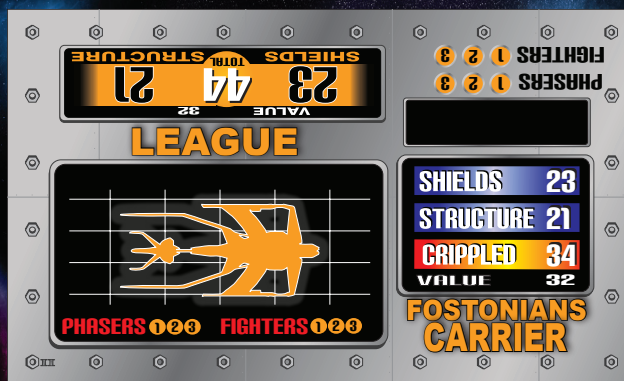
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