

 **STRATEGICON** presents

Gateway 2009



**Guest of Honor
Jason Matthews**

**Labor Day Weekend
September 4th to 7th, 2009
at the LAX Radisson Hotel**

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Welcome

Strategicon welcomes you to Gateway 2009. 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 Exhibitor Hall.

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

If you have any questions, the convention staff will be glad to assist you. Again, thank you for coming. Enjoy the adventure. And Go Lakers!

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.

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 Help Desk located in the Registration area.

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention

staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.

8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.

9. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.

10. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the dealer room must be wrapped and removed to your room or car immediately.

11. No smoking is allowed anywhere within the Radisson Hotel.

12. Do not use the fire exits unless there is an emergency.

Convention Policy: Bonding

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

Radisson Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or pool-side. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.

2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.

3. The pool closes at 9 pm.

4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.

5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.

7. If you use valet parking, expect to pay full hotel rates, unless you have a room at the hotel.

8. No propping open fire exits and no hallway horseplay (spilling ashtrays, etc.).

9. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!

Exhibitor Hall

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

Hours:

Saturday 10 am to 7 pm

Sunday 10 am to 6 pm

Monday 10 am to Closing

On Monday, exhibitors begin tearing down at approximately 3 pm. Individuals found selling wares at Gateway in an unauthorized manner (i.e., not as an authorized dealer in the Exhibitor Hall, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Gateway welcomes the following exhibitors:

Manufacturers

- * Art of War Terrain
- * Binary Star Productions
- * Chaosium (1)
- * Decision Games
- * Fat Messiah Games (2)
- * Flying Buffalo
- * GMT Games
- * GPA Showcase & Gorilla Games
- * Gamecraft Miniatures
- * Gameslinger Enterprises
- * Hero Games (1)
- * One Small Step
- * Sierra Madre Games (2)
- * Steve Jackson Games (3)
- * Stonehouse Miniatures (1)

* Three Sages Games

* Two Hour Wargames (5)

* White Wolf Publishing (3)

* Wicked Dead Brewing Company

Retailers

- * Death Knight/Farrescape Gaming
- * Gaffney Used Books
- * Last Grenadier
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

(1) at Strategicon booth

(2) at Flying Buffalo

(3) at the War House

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, the convention reserves the right to cancel it.

If a role-playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to cancel it.

5. Event officials have the right to eject, if deemed necessary, any player from an event.

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

Prizes will be awarded by 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 Exhibitor Hall

for merchandise (only). These Dealer Dollars are good only at this convention, and Dealer Dollars may be applied toward the payment of any state sales tax on your purchase as well.

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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 \$30 for 1st place and \$15 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.

Our sponsors include:

AEG

Asmodee Editions

Atlas Games

Avalanche Press

Columbia Games

Conquest Miniatures

Crocodile Games

Dark Age Games

Days of Wonder

Duncan Toys

Fantasy Flight Games

Games Workshop

Gamewright

Gateplay.com

GMT Games

Impact Miniatures

Looney Labs

Mayfair Games

One Small Step

Out of the Box Games

PK Cards

Privateer Press

Reaper Miniatures

Rio Grande Games

RPGA, AD&D Events

Steve Jackson Games

Stonehouse Miniatures

Upper Deck

Valley Games

Wells Expeditions

Wizards of the Coast

Wizkids

Z-Man Games

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10:00 am Saturday until noon Sunday at the Painting Contest table in the Exhibitor Hall. Judging will take place at 4:00 pm on Sunday. Prizes 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 1:00 and 4:00 pm on Sunday if the original category has been canceled. Check back after 1:00 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

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

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

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

Game Auction

The convention hosts, as one of its prime attractions, the auction of strategy games and related products. This entertainment highlight, known as "Bargain Central," will be held on Monday at 11 am in Ballroom D.

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.

2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN Ballroom D.**

3. We accept no minimum bids whatsoever for lots to be auctioned.

4. Rare, out-of-print, and collectors' item games will be determined by the auction staff prior to the commencement of the auction. If you want to know if your item qualifies, you should see the auctioneer prior to the start of the auction.

5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.

7. Unsold items not picked up immediately following the auction become the property of the convention.

8. Money due will be distributed in Ballroom D approximately 30 minutes after the conclusion of the Auction.

Auction Buyer rules

1. All sales are cash only. That means no credit cards or personal checks will be accepted. Travelers' Checks and Dealer Dollars from this convention WILL BE accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment is \$1.00 for all items unless a lower minimum bid is announced by the auctioneer before the sale of a particular item.
4. The emphasis of these auctions is on speed. Hard as the auctioneers may try, bids are occasionally missed or confused. All decisions made by the auctioneer are final and binding.
5. CAVEAT EMPTOR ("let the buyer beware"). All auction items are sold "as is," and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
7. If you made the winning bid for an item proceed immediately to the cashier's table to pay for and receive it.

Flea Market

Flea Market tables are rented by the convention at \$10.00 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 7 pm to 9 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.

A Guide to Gateway 2009 for Non-gamers

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

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

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

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

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

Enjoy the con!

Gateway 2009 Guest of Honor

Jason Matthews



Jason Matthews' first exposure to the gaming hobby came in 1984, when his father put a copy of *Axis and Allies* under the Christmas tree. He has been an avid gamer ever since. He has been tempted into nearly every element of the hobby, from wargames to Euros to miniatures and CCG's (sorry, no LARP'ing).

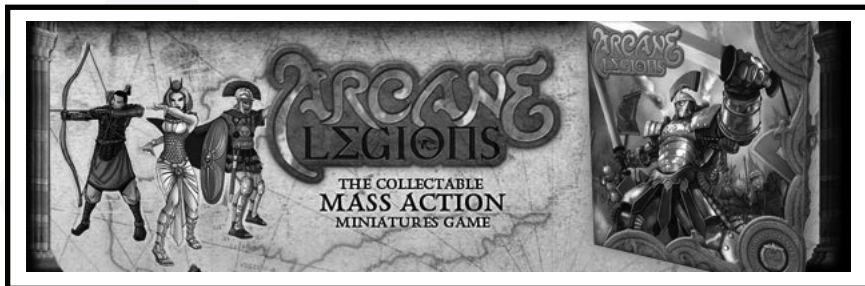
His roots are in the L.A. suburbs. He grew up in Covina and San Dimas, but does not remember any high school assemblies involving Bill, Ted, Napoleon or Socrates. As an L.A. gamer, Matthews was a regular at Strategicon and its associated conventions – having bused there once while growing up.

Escaping Los Angeles after droughts, riots and an unforeseen frog downpour, Matthews spent several years studying law, and you guessed it, playing games. During that time he moved away from an exclusive interest in wargaming and became intrigued by gaming of all types and genres.

After a couple of years of experience as a playtester and reviewer, Matthews decided to unleash his own Frankenstein on the unsuspecting villagers. *Twilight Struggle* was his first game and is currently rated #4 all-time game on Board Game Geek. It won several awards including two IGA Awards and two Golden Geeks and a Charles S. Roberts Award. Matthews and his codesigner Ananda Gupta were honored with the James F. Dunnigan Award for 2005 for their design.

Matthews' sophomore effort was *1960: The Making of the President* code-signed with Christian Leonhard. It has also received several awards and is in the top 30 games on Board Game Geek.

Matthews spent twelve years employed with the United States Senate. He currently works for a major business association in Washington DC. He has a long suffering wife of 16 years who is a much better gamer than he is, and two gamers-in-training that will probably be found hawking Pokemon cards in the hallways.



Food

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

Restaurants

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

Convenience

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

Pizza Delivery

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

Master Schedule of Events

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars

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

Fri, Sep 04th

Noon

Burn in Hell - At the Witching Hour! Sponsored Board
Chez Geek Event Board
Pirate King Demo Board
Incan Gold Small Board
Munchkin Impossible Sponsored Board
Sudoku Tactics Event Board
Ccg Gathering Coll

1 pm

Dinosaur King Coll

2 pm

Tasty Minstrel - Next year's releases Demo Board
Bombay DEMO Demo Board
Lord of the Fries Sponsored Board
Chez Dork Event Board
Munchkin Quest Sponsored Board
MunchkinQuest Event Board
Elfball Coll
Warball Coll
Dungeons & Dragons 4th Edition RPG
 No Rest for the Weary
Pathfinder Creeping Doom! RPG
 A Pathfinder tale of the Black Company
Savage Worlds Savage Tales RPG

3 pm

Dos De Mayo Demo Board
Formula Motor Racing Small Board
Kingdom Hearts Coll
(Living Forgotten Realms - D&D 4e) RPG
 AGLA1-5 Silver Lining (lvl1-4)
(Living Forgotten Realms - D&D 4e) RPG
 BALD1-5 Lost Refuge (lvl 7-10)
(Living Forgotten Realms - D&D 4e) RPG
 DALE1-2 Blades for Daggerdale (lvl 4-7)

4 pm

Slide 5 #1 Small Board
Frag Gold Open Server Event Board
Powerboats Event Board

Start Time	System Title or Type	Dept.
Fri, Sep 4th	Tasty Minstrel New Release: Terra Prime Demo	Board
	Arcane Legions	Coll
	Mutant Chronicles	Coll
5 pm	Age of Empires III Small	Board
	FITS Small	Board
	Warhammer:Invasion LCG	Coll
6 pm	Lost Cities: The Board Game Small	Board
	Small World DEMO Demo *	Board
	Founding Fathers PLAYTEST Special *	Board
	Tasty Minstrel New Release: Homesteaders Demo	Board
	Magic:The Gathering - Booster Draft	Coll
	Monsterpocalypse "Double the Trouble for Double the Rubble"	Coll
	Flames of War Eastern Front	Mini
	Rock Band Opening Night: Rock Band Open Mic	Comp
7 pm	25 Words or Less! Small	Board
	Amun-Re Small	Board
	Guillotine #1 Small	Board
	Hanging Gardens Small	Board
	Hearts #1 Small	Board
	Campaign Manager 2008 - DEMO Demo *	Board
	Epic Munchkin Event	Board
	Warlord: starter deck tourney	Coll
	World of Warcraft: Quests & Raids	Coll
	South Pacific Skirmish	Mini
	(Living Forgotten Realms - D&D 4e)	RPG
	ADCP1-1 Jungle Hunt (lvl 1-14)	
	(Living Forgotten Realms - D&D 4e)	RPG
	CORE1-12 Songs of the Heart (lvl 7-10)	
	(Living Forgotten Realms - D&D 4e)	RPG
	CORE1-13 The Fate of Camp 15 (lvl 1-4)	
	(Living Forgotten Realms - D&D 4e)	RPG
	DALE1-4 The Lady in Flames (lvl 4-7)	
	(Living Forgotten Realms - D&D 4e)	RPG
	QUES1-1 Black Cloaks and Bitter Rivalries	
	Savage Worlds Savage Sons of Sinbad	RPG
8 pm	18XX Short Slot Small	Board
	Coloretto Small	Board

Start Time	System Title or Type	Dept.
Fri, Sep 4th		
	Seafarers of Catan Tournament	Board
	Small World Tournament	Board
	Ticket to Ride Tournament	Board
	Uno #1 Small	Board
	Mind's Eye Theatre One World By Night	LARP
	Minds Eye Theatre City of Angels, Demons, and Dharma - Changeling: the Lost	LARP
	D&D 4th Edition Rescue at Rivenroar - Part 1	RPG
	Don't Rest Your Head Don't Rest Your Head	RPG
	Fuzion The General	RPG
	GURPS 4th Magical Murder Mystery Tour	RPG
	GURPS Martial Arts Resident Evil: Extinction	RPG
	Houses of the Blooded The Six Ineffable Lessons of the Hidden Moon	RPG
	Pathfinder Creeping Doom! A Pathfinder tale of the Black Company	RPG
	Rune Tank Welcome to Rune Tank	RPG
	Savage Worlds The Eye of Kilquato!	RPG
	Trail of Cthulhu Dust to Dust	RPG
	+2 Comedy	Sem
	Flea Market	Sem
9 pm	Liar's Dice #1 Small	Board
	Nexus Ops Small	Board
	Phase 10 #1 Small	Board
	Poker - 5 card draw Sponsored	Board
	Princes of Florence Tournament	Board
10 pm	San Juan Small	Board
	Ticket to Ride: The Card Game Small	Board
	Tigris and Euphrates Small	Board
11 pm	Europick #1 of #2 Event	Board
	Spades #1 Sponsored	Board
	Ubongo Small	Board
	Burn in Hell - At the Witching Hour! Sponsored	Board
	Yspahan Small	Board

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures,

Start Time	System Title or Type	Dept.
Sat, Sep 5th		
Midnight	Pit Small	Board
1 am	Werewolf #1 Event	Board
9 am	1960: The Making of the President - OPEN Qualifier Round Event	Board
	Axis and Allies Big	Board
	Blokus Small	Board
	Twilight Struggle - OPEN Qualifer Round Event	Board
	Warhammer 40K RTT	Mini
	WAB Gateway Tournament	Mini
	(Living Forgotten Realms - D&D 4e)	RPG
	AGLA1-5 Silver Lining (lvl1-4)	
	(Living Forgotten Realms - D&D 4e)	RPG
	CORE1-14 What Storms May Come (lvl 11-14)	
	(Living Forgotten Realms - D&D 4e)	RPG
	DALE1-5 Hunters Down (lvl 7-10)	
	(Living Forgotten Realms - D&D 4e)	RPG
	EAST1-5 Mole Hunt (lvl4-7)	
	(Living Forgotten Realms - D&D 4e)	RPG
	SPEC1-3 Ghosts of the Past (lvl 1-14)	
	4th Edition D&D The Shadow Over Hommlet	RPG
	D&D 4e Beginner's Guide to 4th Edition D&D	RPG
	Pathfinder RPG	RPG
	The Wyrmslayers vs. The Killers of the Fog Peaks	
	White Wolf Storytelling System Vampire: New Wave	RPG
	Requiem: Hungry Like A Wolf	
	Zombie Cinema Chjzombie Chjzinema	RPG
10 am	1861: Rails of Russia Small	Board
	Dino Hunt Sponsored	Board
	For Sale Small	Board
	Founding Fathers PLAYTEST Special *	Board
	Hearts #2 Sponsored	Board
	Merchant of Venus Small	Board
	Power Grid Big	Board
	Titan DEMO Demo	Board
	Uno #2 Small	Board
	Hacker Card Game Event	Board
	Kaiser's Pirates Demo Demo	Board
	Munchkin Bites Sponsored	Board
	Magic:The Gathering - Legacy	Coll

Start Time System Title or Type Dept.

Sat, Sep 5th

Vampire: The Eternal Struggle "Gentha Shale" Coll
Warlord: Gateway Championships Coll
Flame of War Demo Mini
Miniatures Bootcamp, Session 1 Mini
Napoleonics - 1806 Mini
Xbox 360 / PS2 & 3 / Wii / PC Comp
 Open Comp/Video Gaming
CLASSIC DUNGEONS & DRAGONS RPG
 The Mega-Dungeon Returns!
Flea Market Sem

11 am **Agricola DEMO** Demo Board
American Megafauna Event Board
Campaign Manager 2008 - DEMO Demo Board
Khet Small Board
Montego Bay Demo Board
Titan Big Board
Twilight Imperium Event Board
Modern Naval Battles - Global Warfare Demo Board
Xtra Heart «g * Coll
PC Going Rogue! - World of Warcraft #1 Comp

Noon **Dominion Intrigue DEMO** Demo Board
Founding Fathers PLAYTEST Special * Board
Roll Through The Ages Small Board
Burn in Hell - At the Witching Hour! Sponsored Board
Pirate King Demo Board
Parenthood Demo Board
Last Night on Earth Event Board
Maccabees Demo Board
Munchkin Cthulhu Sponsored Board
Race The Wind Event Board
Saint Petersburg Small Board
Sturm Europa! - NEW grand strategic block game Demo Board
Deep Space DrillerAce * Coll
Warball Coll
Battle of Viasma Mini
Blood Bowl Demo Mini
Speed Rally Labor Day Grand Prix Mini

Start Time	System Title or Type	Dept.	
Sat, Sep 5th	Wii Super Smash Bros. Brawl #1	Comp	
	GURPS 4e Theft At The Getty	RPG	
1 pm	Agricola Big	Board	
	Yahtzee Free For All Small	Board	
	Kingdom Hearts	Coll	
	Pirates Pocketmodel Tournament	Coll	
	Final Battle For Maumbo City	Mini	
	Death is only the beginning... A Two Hour Wargames Demo'	Mini	
	Miniatures Paint and Take	Mini	
	PC City of Heroes / Champions Costume Contest	Comp	
	2 pm	Erosion Event	Board
		Galaxy Trucker Small	Board
No Thanks Small		Board	
Zooloretto Tournament		Board	
Junior Event - Chicken Cha Cha Cha Special		Board	
Munchkin Fu Sponsored		Board	
Dying Kingdoms Dying Kingdoms - Table Top		LARP	
Miniatures Bootcamp, Session 2		Mini	
Explore the Uncharted Seas!		Mini	
PC Going Rogue! - World of Warcraft #2		Comp	
Xbox 360 Gears of War 2 Tournament.		Comp	
(Living Forgotten Realms - D&D 4e)		RPG	
ADCP1-1 Jungle Hunt (lvl 1-14)			
(Living Forgotten Realms - D&D 4e)		RPG	
CORE1-13 The Fate of Camp 15 (lvl 1-4)			
(Living Forgotten Realms - D&D 4e)		RPG	
DRAG1-4 Falling Snow, White Petal (lvl 4-7)			
(Living Forgotten Realms - D&D 4e)		RPG	
MINI1-1 Stirring the Embers (lvl1-4)			
A Penny For My Thoughts A Penny For My Thoughts		RPG	
D&D 4th Edition Rescue at Rivenroar - Part 2		RPG	
Dogs in the Vineyard New Gidea Branch		RPG	
FATE Spirit of the 17th Century		RPG	
Fuzion The General	RPG		
GURPS 4.0 PSI-r-us part 1	RPG		
GURPS 4th Magical Murder Mystery Tour	RPG		

Start Time **System** Title or Type Dept.
Sat, Sep 5th

HeroQuest 2nd edition The League of Extraordinary Young Ladies and Gentlemen RPG
Saga (d20 system) RPG
 Star Trek: City on the edge of forever
Savage Worlds Return of the Nazi Vampire Zombies RPG
 From the Deep
Savage Worlds Savage Tales RPG
Song of Ice and Fire Inherit the Wind RPG
Sorcerer & Sword In the Web of the Spider Queen RPG
The Shotgun Diaries The Shotgun Diaries RPG
Traveller Tobibak 5 RPG
White Wolf Storytelling System World of Darkness: London Fog RPG

3 pm **Thurn and Taxis** Tournament Board
Vegas Showdown Tournament Board
Campaign Manager 2008 - DEMO Demo * Board
Dominion Intrigue Tournament Board
Moto Grand Prix Event Board
Anachronism Coll
Magic:The Gathering - Deck Building Workshop Coll

4 pm **Battlestations!** Event Board
Stone Age Big Board
Frag Gold Open Server Event Board
Munchkin Quest Sponsored Board
Pokemon Coll
Warlord: Ancients Coll
World of Warcraft: CMG Arena Battle Coll
Xbox Halo Tourney #1 (Classic) Comp

5 pm **Brass** Tournament Board
Snow Tails DEMO Demo Board
Space Alert! DEMO Demo Board
Spades #2 Sponsored Board
Friedrich Tournament Board
Heroscape: Gateway Rumble Coll
PK cards Coll
Vampire: The Eternal Struggle demo Coll
NO Fly Zone!! Mini

Start Time	System Title or Type	Dept.
Sat, Sep 5th	Q&A and Gaming Signing with Jason Matthews *	Sem
6 pm	1856 Small	Board
	Lords of the Sierra Madre Event	Board
	Snow Tails Small	Board
	Munchkin Bites Demo	Board
	Magic:The Gathering - Sealed Deck	Coll
	Monsterpocalypse: "Humled from the rumble"	Coll
	Star Wars Miniatures: Mass Carnage	Coll
	Vampire: The Eternal Struggle Paul "Sixofwords29" Moreton	Coll
	Rock Band Hello Gateway '09: Rock Band Tournament	Comp
	Xbox 360 Halo Tourney #2 (DM)	Comp
7 pm	Ra Big	Board
	A Game of Thrones LCG	Coll
	Huntik	Coll
	World of Warcraft: Quests & Raids	Coll
	American Revolution	Mini
	Sink the Akagi!	Mini
	(Living Forgotten Realms - D&D 4e)	RPG
	AGLA1-5 Silver Lining (lvl1-4)	
	(Living Forgotten Realms - D&D 4e)	RPG
	Big Trouble in Little Shou (lvl 1-14)	
	(Living Forgotten Realms - D&D 4e)	RPG
	CORE1-12 Songs of the Heart (lvl 7-10)	
8 pm	Automobile DEMO Demo	Board
	Empire Builder Tournament	Board
	Ghost Stories Event	Board
	Wits and Wagers Small	Board
	Chez Geek Sponsored	Board
	Illuminati Sponsored	Board
	Lifeboat Event	Board
	World Cup Soccer Small	Board
	Meepiles *	Coll
	Houses of the Blooded Houses of the Blooded LARP	LARP
	Minds Eye Theatre Hollywood by Night - Vampire: the Requiem	LARP
	One World By Night One World By Night	LARP

Start Time	System Title or Type	Dept.
Sat, Sep 5th		
	WH40k Apocalypse - Rumble in the Desert	Mini
	Uncharted Seas Event	Mini
	PC Going Rogue! - World of Warcraft #3	Comp
	3:16 Carnage Among the Stars Milk White Eyes and Certain Death	RPG
	D&D 4th Edition No Rest for the Weary	RPG
	Fuzion The General	RPG
	GURPS STAR WARS The Evil Light Saber	RPG
	Hero System (Champions) Avengers Assemble	RPG
	HeroQuest 2nd edition The Secret of Snakepipe Hollow	RPG
	Saga (d20 system) Star Trek: Problem at Roclaw	RPG
	Toon Veni, Vini, Vermicelli	RPG
9 pm	Axis & Allies Big	Board
	Catchphrase Small	Board
	Imperial Small	Board
	Kingsburg Tournament	Board
	Poker - 7 card stud Sponsored	Board
	Winner's Circle Event	Board
	Tichu Preliminary Round(s) Special	Board
	Early Werewolf Event	Board
10 pm	TransAmerica Small	Board
	Quelf Event	Board
	Who Would Win? Event	Board
	Xbox 360 / PS2 & 3 / Wii / PC Open Comp/Video Gaming 18+	Comp
11 pm	Cash & Guns #1 Event	Board
	Europick #2 of #2 Tournament	Board
	Time's Up! Event	Board
	Burn in Hell - At the Witching Hour! Event	Board
	* = Play with the creator	
Departments:	Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars	

Start Time	System Title or Type	Dept.
Sun, Sep 6th		
Midnight	Charades Small	Board
	Werewolf #2 Event	Board
9 am	Arkham Horror Event	Board
	Le Havre DEMO Demo	Board
	Phase 10 #2 Small	Board
	Long Shot Event	Board
	Naruto Chunin	Coll
	Warhammer Fantasy RTT	Mini
	(Living Forgotten Realms - D&D 4e)	RPG
	BALD1-5 Lost Refuge (lvl 7-10)	
	(Living Forgotten Realms - D&D 4e)	RPG
	CORE1-13 The Fate of Camp 15 (lvl 1-4)	
	(Living Forgotten Realms - D&D 4e)	RPG
	DALE1-2 Blades for Daggerdale (lvl 4-7)	
	(Living Forgotten Realms - D&D 4e)	RPG
	TYMA1-5 From One Dwarf to Another (lvl 1-4)	
	(Pathfinder Society - Pathfinder RPG) PSS-29 The Devil We Know Part 1: Shipyard Rats (Tier 1-7)	RPG
	GURPS CYBERPUNK Cthulhupunk	RPG
	Spirit of the Century Awake the Dragon	RPG
	Spirit of the Red Planet (FATE)	RPG
	The Labyrinths of Mars	
10 am	18XX Classic Small	Board
	Battle Cry Small	Board
	Battlestar Galactica #2 Event	Board
	Eurorails Tournament	Board
	Le Havre Tournament	Board
	Mille Bornes Small	Board
	Lord of the Fries Sponsored	Board
	Founding Fathers PLAYTEST Special *	Board
	The Good, the Bad, and the Munchkin Sponsored	Board
	Munchkin Quest Sponsored	Board
	Sudoku Tactics Event	Board
	Magic:The Gathering - Standard	Coll
	Star Wars miniatures: Jedi Master Event	Coll
	Vampire: The Eternal Struggle "Cat's Guidance"	Coll
	AE-WWII Demo	Mini
	Prokorovka	Mini
	Mediterranean Clash - 1941	Mini

Start Time	System Title or Type	Dept.
Sun, Sep 6th		
	ACW Battle of Iuka	Mini
	Miniatures Paint and Take	Mini
	Miniatures Bootcamp, Session 3	Mini
	Xbox 360 / PS2 & 3 / Wii / PC	Comp
	Open Comp/Video Gaming	
	Flea Market	Sem
11 am	Diplomacy Tournament	Board
	Pandemic Special	Board
	Uno #3 Small	Board
	Campaign Manager 2008 - DEMO Demo *	Board
	Chess Event	Board
	Down In Flames: Aces High Demo	Board
	Xtra Heart «g *	Coll
	WARMACHINE/HORDES Steamroller 4 750-pt	Mini
	Tournament	
	Xbox 360 Classic Arcade Tournament	Comp
Noon	Cribbage Sponsored	Board
	Race For The Galaxy - 2 Player Tournament Tournament	Board
	Ticket to Ride: Europe Tournament	Board
	Burn in Hell - At the Witching Hour! Sponsored	Board
	Conflict of Heroes: Storms of Steel! - Kursk 1943 Demo	Board
	Cosmic Encounter Event	Board
	Super Munchkin Sponsored	Board
	Bollide Event	Board
	Smackatoa! Event	Board
	Ticket to Ride CHALLENGE Event	Board
	Fight Klub	Coll
	Wii Super Smash Bros. Brawl #2	Comp
	GURPS 4e Dungeon Fantasy	RPG
	Gamma World Psi-Tombs of the Mecha-Pharaohs	RPG
1 pm	Robo Rally Tournament	Board
	Talisman Tournament	Board
	UFS	Coll
	Air Ambush	Mini
	Rock Band BIG IN LaJOLLA!: Rock Band Tournament	Comp
2 pm	1960: The Making of the President - FINAL ROUND Big *	Board
	Battlestar Galatica #3 Event	Board

Start Time **System Title or Type** Dept.
Sun, Sep 6th

	Chez Guevara Sponsored	Board
	Star Wars Miniatures: Dynamic Duo Event	Coll
	Warball	Coll
	Miniatures Bootcamp, Session 4	Mini
	Dogfight!	Mini
	Xbox 360 Halo Tourney #3 (Teams)	Comp
	(Living Forgotten Realms - D&D 4e)	RPG
	CORE1-14 What Storms May Come (lvl 11-14)	
	(Living Forgotten Realms - D&D 4e)	RPG
	DALE1-4 The Lady in Flames (lvl 4-7)	
	(Living Forgotten Realms - D&D 4e)	RPG
	MINI1-1 Stirring the Embers (lvl1-4)	
	(Living Forgotten Realms - D&D 4e)	RPG
	QUES1-1 Black Cloaks and Bitter Rivalries (lvl 7-10)	
	D&D 4e Beginner's Guide to 4th Edition D&D	RPG
	GURPS 4.0 PSI-r-us part 2	RPG
	GURPS 4th Power Teens	RPG
	Hero System (Champions) Marvel Slugfest	RPG
	My Life with Master My Life with Master	RPG
	Paranoia XP (Straight) Hot Potato	RPG
	Pathfinder RPG PSS-30 The Devil We Know Part 2: Cassimir's Locker (Tier 1-7)	RPG
	Savage Worlds	RPG
	Return of the Nazi Vampire Zombies From the Deep	
	Spirit of the Red Planet (FATE)	RPG
	The Labyrinths of Mars	
	Star Wars Saga Edition Murder on the Executor	RPG
	Traveller Denuilli the Shreiker World	RPG
	White Wolf Storytelling System Geist: The Sin-Eaters	RPG
3 pm	Caylus Tournament	Board
	Felix: The Cat in the Sack Small	Board
	Founding Fathers PLAYTEST Special	Board
	Kingdom Hearts: Coliseum Tournament	Coll
	Magic:The Gathering - Deck Building Workshop	Coll
	Dying Kingdoms Dying Kingdoms Live Event	LARP
4 pm	Acquire - Dave Woolcott Memorial Tournament	Board
	Sponsored	
	Iron Dragon Small	Board
	Municipium Small	Board

Start Time	System Title or Type	Dept.
Sun, Sep 6th		
	Say Anything! Small	Board
	Scrabble Small	Board
	Spades #3 Sponsored	Board
	Descent: Journeys in the Dark Event	Board
	Frag Gold Open Server Event	Board
	Street Illegal Event	Board
	Yu-Gi-Oh! Tournament #2	Coll
	Xbox 360 Machinima Movie Making	Comp
5 pm	Alhambra Tournament	Board
	Guillotine #2 Small	Board
	Hannibal: Rome vs. Carthage Small	Board
	Rorschach: The Party Game Small	Board
	Settlers of Catan DEMO Event	Board
	Monsterpocalypse demo	Coll
	Pirates: Sink-N-Keep	Coll
	Vampire: The Eternal Struggle demo	Coll
6 pm	1870 - 18XX Small	Board
	Kriegbot Event	Board
	Lost Cities Tournament *	Board
	PEZ Small	Board
	Puerto Rico Big	Board
	Munchkin Bites Event	Board
	Monsterpocalypse "Back to Basics"	Coll
	Vampire: The Eternal Struggle "Glancing Blow"	Coll
	Rock Band THE BATTLE OF THE BANDS!: Rock Band Tournament Finale	Comp
	Xbox 360 Street Fighter IV Tournament	Comp
7 pm	Apples to Apples Tournament	Board
	Zombie Fluxx Small	Board
	A Game of Thrones LCG #2	Coll
	Holy Shimakaze!	Mini
	Xbox 360 Guitar Hero Face-Off	Comp
	(Living Forgotten Realms - D&D 4e) CORM1-5 In the Bleak Midwinter (lvl 1-4)	RPG
	(Living Forgotten Realms - D&D 4e) DALE1-5 Hunters Down (lvl 7-10)	RPG
	(Living Forgotten Realms - D&D 4e) DRAG1-4 Falling Snow, White Petal (lvl 4-7)	RPG

Start Time	System Title or Type	Dept.
Sun, Sep 6th	(Living Forgotten Realms - D&D 4e) QUES1-1 Black Cloaks and Bitter Rivalries (lvl 7-10)	RPG
	(Living Forgotten Realms - D&D 4e) SPEC1-3 Ghosts of the Past (lvl 1-14)	RPG
	Pathfinder RPG PSS #31 Sniper in the Deep (Tier 5-9)	RPG
	Feedback Forum	Sem
8 pm	Formula D Event	Board
	Settlers of Catan BIG Tournament Big	Board
	Campaign Manager 2008 - DEMO Demo	Board
	Chez Geek Sponsored	Board
	Twilight Struggle - FINAL ROUND Big *	Board
	Magic:The Gathering - Poor Man Highlander	Coll
	3:16 Carnage Among the Stars	RPG
	Milk White Eyes and Certain Death	
	Dogs in the Vineyard The Whitechurch Branch	RPG
	Dungeons & Dragons, 4th edition	RPG
	Batman: The Brave and the Bold	
	GURPS STAR TREK The Revenge of the Klingons	RPG
	In a Wicked Age In this Wicked Age...	RPG
	Rune Tank Welcome to Rune Tank	RPG
9 pm	Tichu Finals Round Tournament	Board
10 pm	Poker - Texas Hold 'Em Event	Board
	Race For The Galaxy Tournament	Board
	Xbox 360 / PS2 & 3 / Wii / PC	Comp
	Open Comp/Video Gaming 18+	
11 pm	Burn in Hell - At the Witching Hour! Event	Board
	Chicago Express Small	Board

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars

Start Time	System Title or Type	Dept.
Mon, Sep 7th		
Midnight	Werewolf #3 Event	Board
9 am	Dominion MEGA Tournament Big (Living Forgotten Realms - D&D 4e) ADCP1-1 Jungle Hunt (lvl 1-14) (Living Forgotten Realms - D&D 4e) CORE1-12 Songs of the Heart (lvl 7-10) (Living Forgotten Realms - D&D 4e) EAST1-5 Mole Hunt (lvl4-7) (Living Forgotten Realms - D&D 4e) MINI1-1 Stirring the Embers (lvl1-4) (Living Forgotten Realms - D&D 4e) TYMA1-5 From One Dwarf to Another (lvl 1-4) Pathfinder RPG PSS #32 Drow of the Darklands Pyramid (Tier 7-11)	Board RPG RPG RPG RPG RPG RPG
10 am	Ingenious Small SPANC Sponsored Scepter of Zavandor Small Uno #4 Small Munchkin Fu Sponsored Magic:The Gathering - Monday Madness Waiter, There's a Meatball In The Drink Xbox 360 / PS2 & 3 / Wii / PC Open Comp/Video Gaming Description	Board Board Board Board Board Coll Mini Comp
11 am	Cartagena Small Elkfest Sponsored The Napoleonic Wars Event Pirates Pocketmodel Tournament Auction	Board Board Board Coll Sem
Noon	Pillars of the Earth Small Burn in Hell - At the Witching Hour! Sponsored Star Munchkin Sponsored Arcane Legions Warball Xbox 360 / PS2 & 3 / Wii / PC Open Comp/Video Gaming	Board Board Board Coll Coll Comp
1 pm	Slide 5 #2 Sponsored Dork Tower Event Kingdom Hearts	Board Board Coll
2 pm	Shadow Hunters Event	Board

Start Time	System Title or Type	Dept.
Mon, Sep 7th		
	(Living Forgotten Realms - D&D 4e) BALD1-5 Lost Refuge (lvl 7-10)	RPG
	(Living Forgotten Realms - D&D 4e) CORE1-13 The Fate of Camp 15 (lvl 1-4)	RPG
	(Living Forgotten Realms - D&D 4e) DRAG1-4 Falling Snow, White Petal (lvl 4-7)	RPG
	(Living Forgotten Realms - D&D 4e) SPEC1-3 Ghosts of the Past (lvl 1-14)	RPG
3 pm	Family Business Sponsored	Board

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures,
Comp = Computers, RPG = RPGs, Sem = Seminars

Orcon 2010

Presidents' Day Weekend
February 12th - 15th, 2010

Registration is \$30 at Gateway,
\$35 before November 30, 2009,
\$40 before February 8, 2010,
or \$50 at the door.

Hosted at the LAX Radisson
6225 West Century Boulevard
Los Angeles, CA 90045
Reservations: 1-800-333-3333
Room Rates: \$109 per night

Annual Awards

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

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

The points people earn 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 tournament, not in the individual game.

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

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

For 2008 the winners are:

Jack Butler: Chris Johnson

Card Games: Scott Samarel

Euro Games:

Bruce Schlickbernd

Family Games:

Chris Johnson

Party Games: Edward Roske

Rail Games:

Kenneth Heilfron

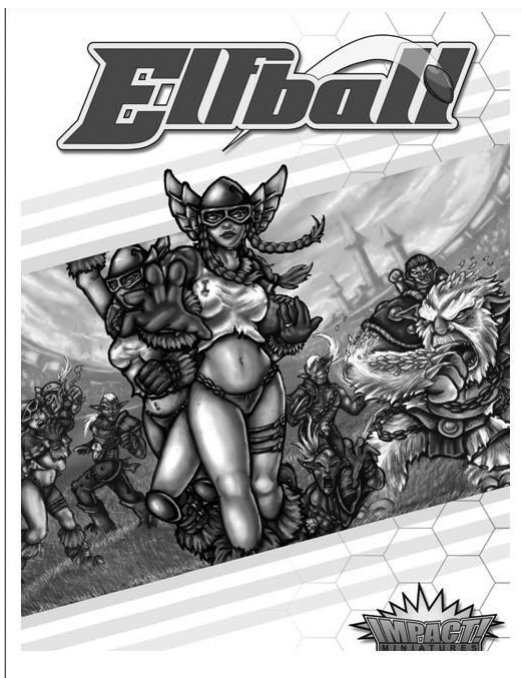
Social Games: Mary Taylor

Strategy Games:

Alasdair Burton

War Games: Mark Luta

Strategicon Congratulates
these fine gamers!





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NOVEMBER 5 – 8, 2009

PALACE STATION HOTEL & CASINO

THE NEW HOTNESS:

- The Bazaar – Our Dealer Room is Open to the Public
- PaizoCon SW – Home Sweet Home for Paizo Fans
- Pathfinder Society – Exclusive Battle Interactive
- White Wolf Camarilla – Southwest Featured Game
- Cthulhu Mythos – Call of Cthulhu and Cthulhu Live
- Living Forgotten Realms – Weekend in the Realms
- Magic: The Gathering – Exclusive Tournament Events
- Independent Games Festival – Story Games Galore!
- Starfleet Battles – Rated Ace & Open Patrol Tournaments
- GW – Warhammer Fantasy/40K & Lord of the Rings
- Board Games – The hottest US & Euro Games

GAMESU — THE GAME DESIGN UNCONFERENCE

*With Erik Mona, John Wick, Jess Hartley, Josh Frost,
Randal Bills, Matthew Grau, Marcelo Figueroa & Ed Healy*

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Special Events and Seminars

California C, Ballroom Foyer, Ballroom D

+2 Comedy – Fri, 8 pm

+2 comedy is an original form of stand-up comedy is created solely for nerds. Their comedy is on such topics as Star Wars, video games, comic books, Anime, D&D and the like. Their show consists of stand-up comedy as well as a Q&A with the audience where they answer questions like, “Could Boba Fett take the Cloverfield monster in a fight?” California C.

Auction – Mon, 11 am

Games galore for sale. Find that gem you’ve been looking for for years. Ballroom D.

Feedback Forum – Sun, 7 pm

Back at the Radisson. Do we have parking? What about the Radisson bankruptcy? By the time this happens we’ll know. Come discuss the con and past year of cons and find out what’s in store for next year. We might even have free food. California C.

Flea Market – Fri, 8 pm

Our Friday night flea market is your first chance to clear your closet out and make enough money to get through the weekend. If you’re not selling, it’s your first chance to pick up that old game you’ve been looking for for the past 10 years. Ballroom Foyer.

Flea Market – Sat, Sun, 10 am

Our Saturday and Sunday flea markets are bargain central and the biggest boon to collectors in California. You’ll be amazed as to what can be found here. Also a great way to make some cash over the weekend. Ballroom Foyer.

Q&A and Gaming Signing with Jason Matthews – Sat, 5 pm

Join Boardgame Babylon host Eric Burgess as he interviews Gateway 2009’s Guest of Honor, Jason Matthews. Ask Jason questions about his games, Twilight Struggle, 1960: The Making of the President, and his two newest designs, Founding Fathers, and Campaign Manager 2008. Also see some special surprises he’s brought just for us. Have your copy of the games signed by Jason at the end of the session. The seminar will be recorded for later podcast in conjunction with Statagicon and Boardgame Babylon. California C.

Board Games Ballrooms A-F

1856 – Sat, 6 pm

1861: Rails of Russia – Sat, 10 am

1870 - 18XX – Sun, 6 pm

18XX Classic – Sun, 10 am

Rail Games

1960: The Making of the President - FINAL ROUND – Sun, 2 pm

Players who previously qualified in the first round of this “tournament” (see Saturday) will compete against other finalist, for the win! The Top Player from Saturday’s qualifying round will be playing against Jason Matthews, co-designer of the game.

1960: The Making of the President - OPEN Qualifier Round – Sat, 9 am

Play with Jason Matthews! Show up at the Game Library, anytime before 5pm on Sunday, to play in the first round of this 1960: TMOTP tournament. Players submit their best score for both Kennedy and Nixon, before library closes. Top 5 players will advance to the final round which will be played on Sunday Afternoon for prizes. Highest scoring player will play Jason Matthews, co-designer.

Acquire - Dave Woolcott Memorial Tournament – Sun, 4 pm

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

Agricola – Sat, 1 pm

Uwe Rosenberg’s biggest and best game is all about farm life.

Agricola DEMO – Sat, 11 am

Learn the terrific Uwe Rosenberg game of medieval farming before the 1 PM tournament. Players will play the family game version with a brief intro to the advanced game.

American Megafauna – Sat, 11 am

2-5 player dinosaurs vs. mammals in ancient America. We will play 2nd ed. with the new expansion.

Amun-Re – Fri, 7 pm

Build the most pyramids and become pharaoh!

Arkham Horror – Sun, 9 am

Dimensional portals are opening up in the sleepy town of Arkham, spewing out creatures that threaten your sanity as well as your health. The signs point toward the impending arrival of a singular Great Old One, who will devour the world if it arrives. You and 7 other intrepid investigators must work together to gather clues and items to close the portals and prevent the Great Old One’s return.

Automobile DEMO – Sat, 8 pm

Martin Wallace’s Automobile is Treefrog gorgeous and Warfrog complicated - perhaps his masterpiece! Get into the early days of the car industry when understanding supply, demand, and innovation were all key elements of success!

Axis and Allies – Sat, 9 am

BIG tournaments - \$30 in dealer dollars for First Place and \$15 for Second Place.

Battlestations! – Sat, 4 pm

Play the only game of heroic starship action that integrates ship to ship and boarding combat

Bollide – Sun, Noon

Bollide presents itself as a revolutionary car racing game since no cards or dice move the cars.

Bombay DEMO – Fri, 2 pm

Learn the newest Ystari game, a light pick-up-and-deliver game set in India.

Burn in Hell - At the Witching Hour! – Fri, Noon, 11 pm, Sat, Noon, 11 pm, Sun, Noon, 11 pm, Mon Noon

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

Campaign Manager 2008 - DEMO – Fri 7 pm, Sat, 11 am, 3 pm, Sun, 11 am, 8 pm

In this two player game you are the Campaign Manager for either the Democratic or Republican candidate of the 2008 Presidential election. You're responsible for the strategies that will guide your candidate to the White House. You define the issues which will help to determine the 44th American President. This session as a demonstration with Jason Matthews, Gateway 2009 Guest of Honor. 2 copies.

Cartagena – Mon, 11 am

The original Cartagena!

Chess – Sun, 11 am

\$15.00 dealer dollar prize We should have 2 or 4 boards so 4, 8 or more players. If more than 8 then top two gets prize. \$10.00, \$5.00 if 8 or less then one prize. Each round will last no more than an hour but this could be less or more based on the people. Each table can decide if they want the "touch the piece you move the piece." rule

Chez Dork – Fri, 2 pm

This game is about buying the latest geeky gadgets and gamer items. Each player takes on the personality of one of the Dork Tower Stars in an attempt to purchase and possess the items that satisfy their obsessions. Of course, tastes are prone to change (one week it's LARPs, the next it's Computer Games), players are constantly trying to purchase/trade/auction items.

Chez Geek – Fri, Noon, Sat, 8 pm, Sun, 8 pm

Roommates. Just another Friday night at Chez Geek, the card game that lets you set up house with your friends - for as long as you can stand them. Get a job and spend money and time to accumulate Slack points. Have a party, hang out with friends, dodge losers, and play with the cats. Borrow from your roomies so you can have snacks while you watch TV. What other game gives you points for sleeping?

Chez Guevara – Sun, 2 pm

Even revolutionaries need some time off! Run raids, pull rank, and bed in more ways than one so you can get that precious slack. More information: <http://www.sjgames.com/chezguevara/>

Conflict of Heroes: Storms of Steel! - Kursk 1943 – Sun, Noon

Massive tank battles for the historical wargame that Eurogamers love to play! Stassive tank battles for the historical wargame that Eurogamers love to play! Storms of Steel! makes you a witness to the greatest tank battle in history! After their stinging defeat at Stalingrad, the Germans mass their best forces for an all-out attack against the growing Soviet bulge at Kursk.

Descent: Journeys in the Dark – Sun, 4 pm

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

Dino Hunt – Sat, 10 am

Dino Hunt is a family game for two or more players, age 8 and up. In Dino Hunt, you travel through time, visiting the different eras where the dinosaurs lived, to capture them for your modern-day zoo. But the other players have cards that can make your hunt harder - and watch out for that charging T. Rex!

Diplomacy – Sun, 11 am

Classic Diplomacy - seven players per board.

Dominion Intrigue – Sat, 3 pm

Dominion Intrigue Tournament - This event is for the new expansion strictly. The Monday MEGA tournament is for the base game only.

Dominion Intrigue DEMO – Sat, Noon

Learn the new Dominion game!

Dominion MEGA Tournament – Mon, 9 am

MEGA Dominion is back! The 2009 Spiel Des Jahres winner is still incredibly popular and Strategicon is again running a MEGA tournament for the \$100 First Prize! Also, \$35 for 2nd, \$15 for 3rd, and \$5 4th. Join us early Monday morning for one of the biggest tournaments of the weekend! The first round will use the standard "Beginner 10" set of cards. Subsequent rounds will use a random mix of cards but all tables will use the same mix.

Dork Tower – Mon, 1 pm

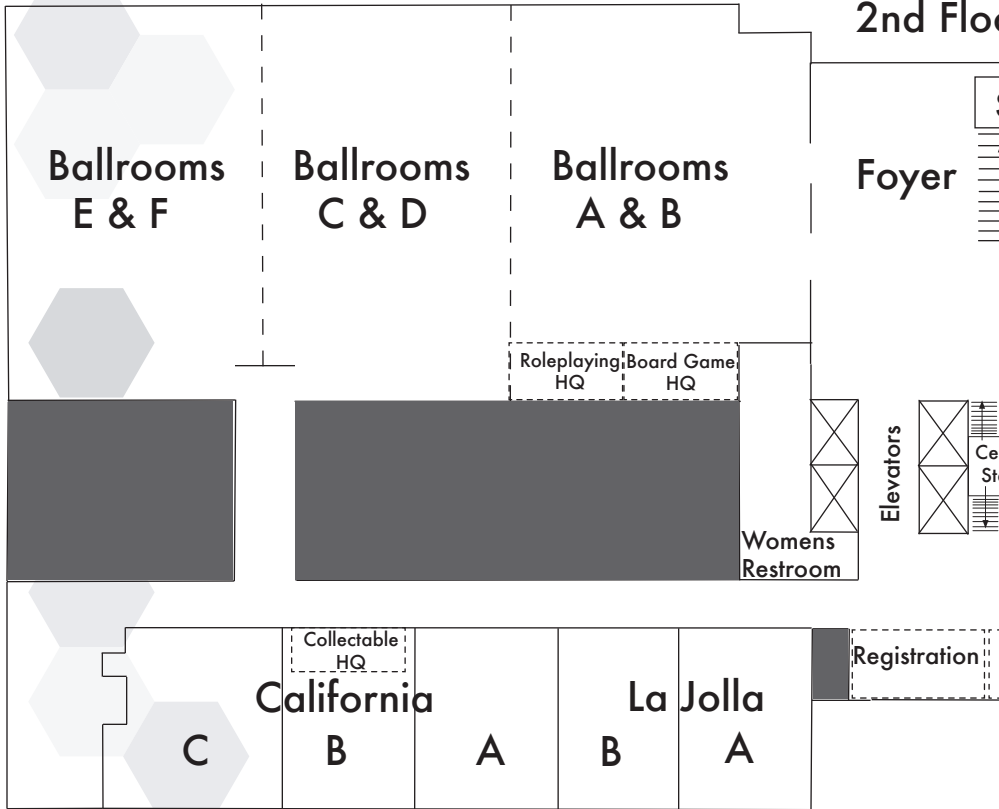
Now you can play John Kovalic's Dork Tower characters as they play their characters in a magical quest for the ultimate prize where no strategy is too low, no player too Munchkiny and no rule is safe!

Dos De Mayo – Fri, 3 pm

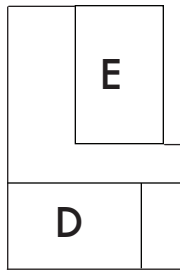
Try out this terrific two-player game that is a favorite of Guest of Honor Jason Matthews. Plays in 20-30 minutes so four players can sign up. Available exclusively in the dealer room from Three Sages Games.

Down In Flames: Aces High – Sun, 11 am

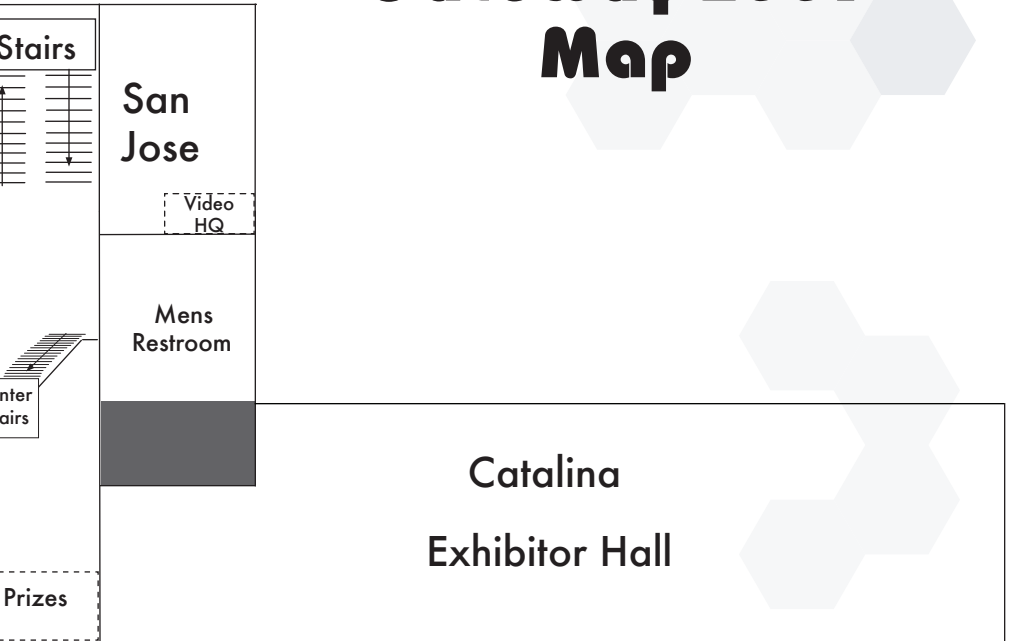
From the Publisher's Website: Down In Flames is our tactical air combat card game. It was first released back in the mid 1990's. Down In Flames places each player in the cockpit of a Leader and Wingman as they enter combat against other aircraft. By playing cards, you gain advantageous positions on your targets, fire your guns, and send them down in flames! The game is based on a unique action-reaction card mechanic.



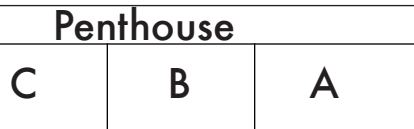
Rest-rooms
 Pool side rooms are located outside next to the pool. Take the Center stairs down to first floor, go out the double doors next to the Palmira restaurant. Turn left and take the walk way to the pool area.



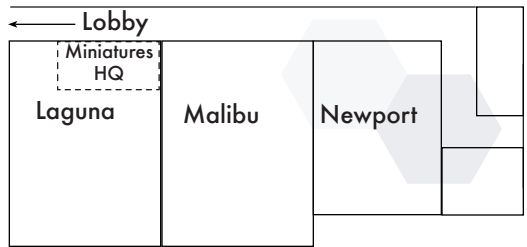
Gateway 2009 Map



To get to Penthouse, take elevator to the top floor (PH)



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



Century

Century is located on first floor, through the lobby, at the end of the hall, past the gift shop on the right.

Early Werewolf – Sat, 9 pm

An earlier game Werewolf. This game will be faster paced, friendly for younger players, and of course, earlier!

Elkfest – Mon, 11 am

Fun dexterity game for two. Please bring a board!

Empire Builder – Sat, 8 pm

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

Epic Munchkin – Fri, 7 pm

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This award-winning card game captures the essence of the dungeon experience with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. And what magic items! Will use all 6 expansions and continue until level 20.

Erosion – Sat, 2 pm

Preview game of mountain-building for 2-6 players.

Family Business – Mon, 3 pm

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

FITS – Fri, 5 pm

FITS (Fill In The Spaces) is essentially a multi-player Tetris. Each player has an inclined board on which they place different polyominoes. Cards are drawn from a pile to tell the players which piece to take. Scoring is based on quantity and configuration of squares left uncovered.

For Sale – Sat, 10 am

Stefan Dorra's terrific filler. Two rounds maximum.

Formula D – Sun, 8 pm

Street Racing event!

Formula Motor Racing – Fri, 3 pm

Reiner Knizia's cool abstract racing game.

Founding Fathers PLAYTEST – Fri 6 pm, Sat 10 am, Noon, Sun, 10 am, 3pm

Play Founding Fathers and compete to influence the creation of America's most treasured document, the US Constitution. It's a time when passionate ideas, debate, and force of personality forged the freedoms and liberties that we live by today. Scheduled to be published by Jolly Roger Games, you can playtest it with the game's Co-Designer and Guest of Honor, Jason Matthews. Come make history!

Frag Gold Open Server – Fri, Sat, Sun 4 pm

Game starts. Enemy in sight - Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! you're hit! You're down. Respawn! Start again! Frag is a computer game without a computer. Move your fighter and frag your foes. This will be an ongoing tournament. Come and leave as you please. Highest kill count at the end of the con wins.

Friedrich – Sat, 5 pm

Defeat Prussia before the Tsarina dies! Or be Frederick the Great and struggle for survival with a mixture of courageous willpower, sudden inspiration and stoic patience. It is the summer of 1756. On the eve of the Seven Years War, half of Europe has formed an alliance. Frederick the Great is in deep sorrow: Is the annihilation of Prussia planned?

Hacker Card Game – Sat, 10 am

This game inspired by the 1990 Secret Service raid on SJ Games. Players use initials to break into systems and gain root access. Upgrade your hacking tools, deal with other hackers for access, phreak others onto your system all is part of the game. Avoid ICE and law enforcement raids to gain the most root access to sites to win the game

Hanging Gardens – Fri, 7 pm

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

Hannibal: Rome vs. Carthage – Sun, 5 pm

This game uses the popular We The People card system to detail the struggle between Carthage's Hannibal and the Roman Republic around 200 BC. Players use strategic-level cards for multiple purposes: moving generals, levying new troops/reinforcing existing armies, gaining political control of the provinces involved in the war, and generating historical events. Ultimately both players seek victory by dominating both fronts: military and political.

Illuminati – Sat, 8 pm

Secret conspiracies are everywhere. The object of Illuminati is to take control of the world. The phone company is controlled by creatures from outer space. The Congressional Wives have taken over the Pentagon. And the Boy Sprouts are cashing in their secret Swiss bank account to smash the IRS! No play is too devious, no stratagem too low, as you scheme your way to victory. Fnord.

Incan Gold – Fri, Noon

Incan Gold is a quick, fun and tense game in which you and other adventurers explore an old Incan temple in search of gold and treasure. In each of the five rounds, you secretly choose if you want to continue exploring the temple in search of more treasure or retreat to the safety of your camp with your share of the treasure that has been discovered so far. After five rounds of exploration, whoever has the most treasure is the ultimate explorer and winner!

Ingenious – Mon, 10 am

Original game without expansions or variants.

Kaiser's Pirates Demo – Sat, 10 am

Fast-playing card game of German raiders attacking Allied commerce on the high seas during WWI. This demo will take place at the GMT booth in the Exhibitor Hall.

Khet – Sat, 11 am

Two-player laser abstract strategy game. Bring a copy to ensure play.

Kingsburg – Sat, 9 pm

In Kingsburg, players are Lords running territories. The game takes place over five years and every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every 4th turn is the winter, in which all the players must fight an invading army on their own. Players place influence dice on members of the Council. Each advisor awards different resources or allocates soldiers, victory points, and other advantages to the player. At the end of five years, the player who best developed his assigned territory is the winner.

Kriegbot – Sun, 6 pm

Matt Eklund's robot vs robot fighting game, published a few months ago by Sierra Madre Games.

Last Night on Earth – Sat, Noon

Can you survive in a town overrun by flesh eating zombies? No experience necessary.

Le Havre – Sun, 10 am

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

Le Havre DEMO – Sun, 9 am

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

Lifeboat – Sat, 8 pm

Playtest the newest expansion: "Liquid Courage"

Long Shot – Sun, 9 am

Chris Handy's Long Shot is a fun racing and betting game.

Lord of the Fries – Fri, 2 pm, Sun, 10 am

Welcome to Friedey's, the Fast Food Restaurant of the Damned! Our whole staff is dead, and we're really short on brains. But we'll do our best to fill your order! Even a horde of nearly-mindless zombies can assemble combo meals. Sort of. Build orders like Bovine Spongiform Yum, Yum, Yum!, and Sheep wit' da Fishes. But be quick - the customer is waiting!

Lords of the Sierra Madre – Sat, 6 pm

3-9 player empire-building game of pre-revolutionary Mexico.

Lost Cities: The Board Game – Fri, 6 pm

Two to four players go on an excursion in this card game from Reiner Knizia. Please bring a copy of the game.

Maccabees – Sat, Noon

After defeating the Seleucid Empire, the Maccabees did not have enough oil to light the menorahs to rededicate the Temple. Now you must lead a band of Maccabees and acquire enough oil to light the new eight-stemmed menorah called a Channukiah. But beware there are still remnants of the Seleucid army roaming the lands trying to thwart your efforts.

Modern Naval Battles - Global Warfare – Sat, 11 am

Modern Naval Battles - Inspired by the original 1989 award winning game and its 2 expansions. "Global War" is a redesigned improvement of the original game. This new game features ships from 9 different nations: USA, USSR, UK, France, C

Montego Bay – Sat, 11 am

New Rio Grande/Queen game for demonstration.

Moto Grand Prix – Sat, 3 pm

MotoGrandPrix is an exciting game for all ages with a fast, realistic, dice-based system for playing multi-lap races quickly.

Munchkin Bites – Sat, 10 am, 6 pm, Sun, 6 pm

Play Munchkin Bites - the Vampire LARP version of the famous Card Game.

Munchkin Cthulhu – Sat, Noon

New players welcome

Munchkin Fu – Sat, 2 pm, Mon, 10 am

Players welcome. More Information: <http://www.worldofmunchkin.com/>

Munchkin Impossible – Fri, Noon

New players welcome, Kid friendly

Munchkin Quest – Fri, 2 pm, Sat, 4 pm, Sun, 10 am

Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame. Designed by Steve Jackson, and illustrated by John Kovalic, this boardgame doesn't take itself seriously. Except for the loot – munchkins are always serious about that!

Municipium – Sun, 4 pm

Reiner Knizia's Municipium

Nexus Ops – Fri, 9 pm

Nexus Ops is a light-medium science fiction war game. The game boasts a hexagonal board that is dealt differently every time, as well as cool "glow" miniatures and lots of combat. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore. By winning battles and fulfilling Secret Missions, you can obtain victory points.

Pandemic – Sun, 11 am

Final round will be with a random "On the Brink" expansion scenario.

Parenthood – Sat, Noon

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

Pillars of the Earth – Mon, Noon

Original game without the expansion.

Pirate King – Fri, Sat, Noon

Try the new Cutthroat Rules and Crewman Expansion for the Real Pirate Gamer Experience!

Power Grid – Sat, 10 am

Two rounds, maximum 36 players. Please bring a copy of the game.

Powerboats – Fri, 4 pm

Powerboats is easy to play but can be tricky. There is luck of the dice but the main challenge is to manage your speed and routes best.

Princes of Florence – Fri, 9 pm

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

Puerto Rico – Sun, 6 pm

One of our BIG tournaments - which pay \$30 in dealer dollars for First Place and \$15 for Second Place.

Quelf – Sat, 10 pm

Quelf is insanely fun and it's easy to play too. But the outcome of Quelf is anything but simple.

Ra – Sat, 7 pm

Reiner Knizia's auction masterpiece, Ra is a light game for 3-5 players. A Big Tournament pays \$30 in dealer dollars for First Place and \$15 for Second Place.

Race For The Galaxy – Sun, 10 pm

Standard, four player game of Race For The Galaxy

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

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

Race The Wind – Sat, Noon

Race the Wind, sailing cup, is a game faithfully reproducing a regatta (more than 2 boats) or a match race (2 boats) without cards or dice.

Roll Through The Ages – Sat, Noon

Matt Leacock's great new game. The final will be the Late Bronze Age variant.

Say Anything! – Sun, 4 pm

The hilarious party game from the makers of Wits & Wagers.

Settlers of Catan BIG Tournament – Sun, 8 pm

Trade wood for sheep and build the longest road in this thrilling classic board game. Standard Settlers rules (4th Edition). Please bring a copy of the game to ensure your participation. The First Prize is \$100! 2nd \$35, 3rd \$15, 4th \$5. Attend the 5 PM demo session ahead of time if you need to learn Settlers.

Settlers of Catan DEMO – Sun, 5 pm

Before the MEGA \$100 tournament, learn Settlers of Catan - the classic eurogame from designer Klaus Teuber.

Slide 5 #1 – Fri, 4 pm

Kramer's 6 Nimmt in a U.S. Edition. Play for four rounds each tournament round.

Smackatoa! – Sun, Noon

Escape the volcano reality show! You're a contestant on a new reality show, but the volcano starts to erupt. Cooperate with other players (but not too much) to build a raft and escape from Smackatoa! A tongue-in-cheek card game with lots of twists and penguins. Fun for all.

Small World – Fri, 8 pm

Two rounds, maximum 25 players. Please bring a copy of the game.

Small World DEMO – Fri, 6 pm

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

Snow Tails DEMO – Sat, 5 pm

Try out the great new Asmodee iditarod racing game where you control your sled speed through careful play. Learn the game and then play in the tournament!

Space Alert! DEMO – Sat, 5 pm

Through The Ages/Galaxy Trucker designer Vlaada Chvatil's innovative take on cooperative games in realtime.

SPANC – Mon, 10 am

Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one Caper after another!

Star Munchkin – Mon, Noon

New players welcome.

Stone Age – Sat, 4 pm

BIG Tournament so three rounds maximum. Players struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers in this great worker placement game

Street Illegal – Sun, 4 pm

Fast-playing abstract racing game.

Sturm Europa! - NEW grand strategic block game – Sat, Noon

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

Sudoku Tactics – Fri, Noon, Sun, 10 am

Choose 1-5 tiles, place them on the 9x9 board following the rules of Sudoku. Create a sudoku match and score or force your opponents into a "sudoku jam" and score again. 2-5 players, one hour. Wood pieces and board.

Super Munchkin – Sun, Noon

New players welcome.

Talisman – Sun, 1 pm

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

Tasty Minstrel - Next year's releases – Fri, 2 pm

Try new games slated for 2010 release from Tasty Minstrel Games! Wizard's Tower - Summon apprentices and maneuver them to build or attack towers. Belfort - Send your Elves and Dwarves to the Village, Throne Room, Guilds, Quarry, Forest, and Mines build up the city and hire Gnomes to run your buildings. Cow Tipping - a family card game about cows tipping over cars!

Tasty Minstrel New Release: Homesteaders – Fri, 6 pm

Try Tasty Minstrel launch title: Homesteaders! Homesteaders is an Auction and Resource Management game. Each round you auction to build a certain type of building, then spend resources to build a building of that type. Build the best combination of buildings and manage the 9 different resources in the game to win, but don't take on too much debt!

Tasty Minstrel New Release: Terra Prime – Fri, 4 pm

Try Tasty Minstrel's launch title, Terra Prime! Explore space, colonize planets, and fight aliens! Choose your strategy and customize your ship. Gain the most leadership and win the game!

The Good, the Bad, and the Munchkin – Sun, 10 am

New players welcome.

The Napoleonic Wars – Mon, 11 am

The Napoleonic Wars 2nd ed. 1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history. Has a simple-to-learn strategic system and short rulebook, and can be played in an evening.

Tichu Finals Round – Sun, 9 pm

Final round for the 16 players that qualify the previous night. Please note, you cannot pre-register for this event since you need to play in the qualifying rounds.

Tichu Preliminary Round(s) – Sat, 9 pm

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

Ticket to Ride – Fri, 8 pm

Alan Moon's Spiel Des Jahres winner. 25 players for two rounds max.

Ticket to Ride CHALLENGE – Sun, Noon

Think Ticket to Ride is just a gateway game? Fun but mostly just luck? Then come challenge a top TTR player Head-to-Head and see if you are lucky enough to win! Better at Swiss, Europe, 1910? There's nothing to lose and you could win the growing "pot". It will start at 5 dealer dollars and increase 1 dollar for every person that loses until someone wins and then pot is reset.

Time's Up! – Sat, 11 pm

The classic party game!

Titan – Sat, 11 am

The classic Monster Slugathon Game!

Titan DEMO – Sat, 10 am

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

Twilight Struggle - FINAL ROUND – Sun, 8 pm

Players who previously qualified in the first round (see Saturday for information) of this Twilight Struggle "tournament" will compete against other finalist, for the win! Top Player from Saturday's qualifying round will be playing against Jason Matthews, co-designer of the game.

Twilight Struggle - OPEN Qualifer Round – Sat, 9 am

Play with Jason Matthews! Show up at the Game Library, any time before noon on Sunday to play in the first round of this Twilight Struggle tournament. Players submit their best score for both US and USSR, before library closes. Top 5 players will advance to the final round which will be played on Sunday Evening for prizes. Highest scoring player will play Jason Matthews, co-designer.

Who Would Win? – Sat, 10 pm

Play the party game of Mass Debating with Game Designer Jeff Siadek!

Winner's Circle – Sat, 9 pm

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

Yspahan – Fri, 11 pm

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

Collectables

La Jolla B, California A, B

A Game of Thrones LCG – Sat, Sun 7 pm

GM: David Koontz

A game of thrones LCG is a game of epic battles and intrigue for 2-4 players. Players vie for the iron throne as one of the six Great Houses of Westeros using their favorite characters from George RR. Martin's A Song of Ice and Fire novels in military, intrigue and power challenges.

Anachronism – Sat, 3 pm

GM: Christopher Heard

Test the mettle of the best warriors history has to offer! For this best-of-five tournament, all cards from sets 1-7 are legal. Cards printed from the online sets 8 and 9 are excluded

Arcane Legions – Fri, 4 pm, Mon, Noon

GM: Victor Bugg

From the same team that invented the collectable miniatures game category—including heavyweights Mage Knight™, MechWarrior®, and HeroClix®—comes a new game system that revolutionizes mass action combat. Players will be able to command hundreds of figures to victory within a couple of hours without having to keep records or reference rules. The titanic wars of the Arcane Legions game are set within a dynamic world created by the same warped mind that brought you gaming classics like BattleTech® and Shadowrun®.

CCG Gathering – Fri, Noon

GM: Victor Bugg

Want to get in a match of highlander? How about a game of cthulhu LCG? Need an opponent for L5R or free realms? Bring your cards and come have fun. Any collectable card game. Bring enough for 2 to be sure. Door prizes, food, giveaways and fun. All day event

Deep Space DrillerAce – Sat, Noon

GM: Bobby Doran

Deep Space DrillerAce is an abstract strategy game for 2 players.

Dinosaur King – Fri, 1 pm

The Dinosaur King Trading Card Game tournament lets players collect their favorite dinosaurs and command them in battle, just like Max, Rex, Zoe and all the heroes of the show's dynamic D-Team!

Fight Klub – Sun, Noon

Fight Klub members are invited to come and battle.

Heroscape: Gateway Rumble – Sat, 5 pm

GM: Bobby Doran

Bring your 400 point army and participate in the greatest battle of all time- when all heroes and warriors of history and fantasy converge on the battlefield. Huge map. Lots of fun.

Huntik – Sat, 7 pm

GM: Victor Bugg

The Huntik tcg lets you act out your missions your own seekers and titans! You can battle other seekers to claim ancient treasures, sneak past dangerous traps, use magical powers to solve puzzles, and investigate long-lost ruins!

Kingdom Hearts – Fri, 3 pm, Sat, Mon 1 pm, Mon

GM: Victor Bugg

Construted format. Prizes for all participants.

Kingdom Hearts: Coliseum Tournament – Sun, 3 pm

GM: Victor Bugg

Players build a deck, team up with another player, and participate in matches vs other teams. Winner and participant prizes.

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

GM: Richard Beckett

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

Magic:The Gathering - Legacy – Sat, 10 am

GM: Richard Beckett

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

Magic:The Gathering - Monday Madness – Mon, 10 am

Player's choice.

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

GM: Chuck watson

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

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

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

Magic:The Gathering - Standard – Sun, 10 am

GM: Richard Beckett

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

Meepiles – Sat, 8 pm

GM: Bobby doran

Players take turns stacking their meepiles on top of megameeple's raised arm. The first player to place 7 Meeples on the pile without knocking any meeples off is the master. Play with the creator. Cool prizes.

Monsterpocalypse "Back to Basics" – Sun, 6 pm

GM: Solomon Chang

"Back to Basics: the Big Beginner Bash" Single Monster format 3 rounds

Monsterpocalypse "Double the Trouble for Double the Rubble" – Fri, 6 pm

GM: Rami Silverman

Double Monster format - Agenda/Faction Rules apply! 3 rounds Scoring is by
Forms Destroyed. Wounds Inflicted considered for Tie-Breaker only.

Monsterpocalypse: "Humled from the rumble" – Sat, 6 pm

GM: Rami Silverman

Single Monster "Survivor" format - Lost wounds carry over to next game!
4 rounds Scoring is by survival, and whoever declares their opponents' destruction first.

Mutant Chronicles – Fri, 4 pm

GM: Victor Bugg

5/5/5 format. Prizes for all participants.

Naruto Chunin – Sun, 9 am

Sanctioned chunin with many prizes. All participants also receive a free full access trial account to crunchyroll anime.

Pirates Pocketmodel Tournament – Sat, 1 pm, Mon, 11 am

GM: Chuck Watson

Constructed format. 40 pt. fleets.

Pirates: Sink-N-Keep – Sun, 5 pm

GM: Victor Bugg

The strategic tradition continues- Bring 1 unopened pack from any set to use. Players ally and combat with each other and the gm as they sail in this special scenario. Any Gm ship you sink you keep (including crew). Pizza, prizes, and many other surprises.

PK Cards – Sat, 5 pm

Players select an avatar to represent themselves in the game. The avatars summon troops, equipment, and magic to defeat their enemies. The first player to achieve 7 prestige points wins the game. The PK Gold Keys found in both the core decks and the booster packs contain a code which can be entered at www.pkcards.com and redeemed for PK Cards prizes.

Pokemon – Sat, 4 pm

GM: Chuck Watson

Constructed format. Swiss rounds.

Star Wars miniatures: Jedi Master Event – Sun, 10 am

GM: Chuck Watson

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

Star Wars Miniatures: Mass Carnage – Sat, 6 pm

GM: Fred Carmelia

special scenario*** All players bring 200 points of light and join together vs the gm run imperial forces. Prizes.

UFS – Sun, 1 pm

GM: Nate Bird

Come one, come all! Bring your UFS deck and prove why you're #1.

Vampire: The Eternal Struggle "Cat's Guidance" – Sun, 10 am

GM: Aaron Clark & Brandon Henricksen

Cats' Guidance Constructed format (2 rounds +final)

Vampire: The Eternal Struggle "Gentha Shale" – Sat, 10 am

GM: Robert Goudie

Gentha Shale Constructed format (2 rounds + final)

Vampire: The Eternal Struggle "Glancing Blow" – Sun, 6 pm

GM: Robert Goudie

Glancing Blow - Constructed Format (2 rounds + final)

Vampire: The Eternal Struggle Paul "Sixofwords29" Moreton – Sat, 6 pm

GM: Robert Goudie

Paul "Sixofwords29" Moreton Constructed Format (2 rounds + final)

Warball – Fri, 2 pm, Sat, Noon, Sun, 2 pm, Mon, Noon

GM: Victor Bugg

Warball, a collectible card game that adds the unique dimension of Warball marbles to a game that includes the appeal of card collecting and strategic thinking. The marbles add elements of manual dexterity and sharp-shooting skills to the game.

Warlord: Ancients – Sat, 4 pm

GM: Fred Carmelia & Heather Sinauskas

Old school Warlord. Constructed format.

Warlord: Gateway Championships – Sat, 10 am

GM: Fred Carmelia

Come battle the other warlords to see who is the 2009 Gateway champion. 4th edition. Swiss format.

World of Warcraft: CMG Arena Battle – Sat, 4 pm

Each player will bring 3 miniatures of any total point value to the tournament, supported by a total of two action bar cards per miniature. Swiss format.

World of Warcraft: Quests & Raids – Fri, Sat 7 pm

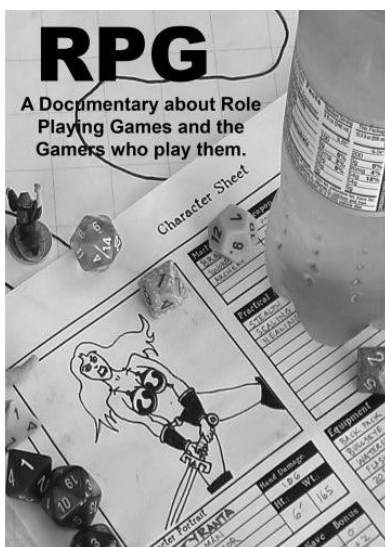
GM: Cliff Bennett

Come join other World of Warcraft CCG players and raid Onyxia's lair, the molten core or the black temple.

Xtra Heart CCG – Sat, Sun 11 am

GM: Jason Todd

This is a card game of superheroes with chess-like strategy



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Computer and Video Games

San Jose, La Jolla A

BIG IN LaJOLLA!: Rock Band Tournament – Sun, 1 pm

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

City of Heroes / Champions Costume Contest – Sat, 1 pm

Come pit a costumed crime-fighter of your design against those of your friends! (Ongoing all Saturday)

Classic Arcade Tournament – Sun, 11 am

Are you a Paragon of Pac-Man? A Templar of Time Pilot? A Juggernaut of Joust? Then come put your skills to the test! Play five classic arcade games, and record your best scores to take the championship! (ongoing all Sunday)

Gears of War 2 Tournament. – Sat, 2 pm

Our first official Gears of War 2 tournament! Come play with your friends in this two man team tourney. Play structure to be announced before play begins.

Going Rogue! - World of Warcraft – Sat, 11am, 2 pm, 8 pm

Going Rogue! Compete against other players in a World of Warcraft. The objective? To get a Frosaken Rogue to level 6 as fast as possible.

Guitar Hero Face-Off – Sun, 7 pm

Come strut your stuff in a head-to-head elimination tournament to determine who is a true Guitar God. Tournament will use whichever Guitar Hero games are available.

Halo Tourney #1 (Classic) – Sat, 4 pm

Classic Halo tournament. That's right, we're going to play like it's 2001 in the original Halo: Combat Evolved Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

Halo Tourney #2 (DM) – Sat, 6 pm

Halo 3 Deathmatch. It's every Spartan for himself. Sign up early, this time slot fills up fast! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

Halo Tourney #3 (Teams) – Sun, 2 pm

Halo 3 Teams. This tournament is 2 man teams, so find a partner. May the best spartans win! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

Hello Gateway '09: Rock Band Tournament – Sat, 6 pm

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

Machinima Movie Making – Sun, 4 pm

Ever wanted to try your hand at making a movie using a video game as the set? Come join the fun in a new event for the computer room. Bring your ideas, but remember, our motto for this event is keep it simple! Xbox.

Open Comp/Video Gaming – Sat, Sun, 10 am, Mon Noon

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

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

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

Opening Night: Rock Band Open Mic – Fri, 6 pm

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

Street Fighter IV Tournament – Sun, 6 pm

Fight Fight Fight! It's one on one fighting time in the latest Street Fighter game. Will you fight as Ken? Bison? Chun-Li? May the best fighter win!

Super Smash Bros. Brawl – Sat, Sun Noon

A tourney for more experienced Brawl players. Games will be 5 stock matches with items disabled. All characters will be unlocked.

THE BATTLE OF THE BANDS!: Rock Band Tournament Finale – Sun, 6 pm

Let the Good Times Roll because Tonight I'm Gonna Rock You Tonight. Come see the Bands that proved They're Red Hot and Bad To The Bone battle it out. Even if you didn't qualify come check out the music and possibly get chosen as a wild card to compete in the show. Location: La Jolla A

LARP

Penthouse, Poolside 1-2

City of Angels, Demons, and Dharma - Changeling: the Lost – Fri, 8 pm – Minds Eye Theatre

GM: Justin Searles

Once you were taken by them - - the Gentry, the Lords and Ladies, the True Fae. You escaped from their bonds, only to find the world had moved on without you. Will you join your fellow veterans and make a new place in the world? And will you stand bravely when the Gentry return to drag you back to the life of a slave? This event is being run by the Camarilla of Los Angeles.

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

GM: robert telmar

This is a table top game for the Dying Kingdoms LARP. Get the inside scoop on the strange new visitors from the forbidding and silent jungles of Aswahi.

Dying Kingdoms Live Event – Sun, 3 pm – Dying Kingdoms

GM: robert telmar

“Eagle and Jaguar” The long-silent Aswahi jungles reveal a presence -in force- and the barbaric people of the south turn out to have much to offer to their northern neighbors. Ancient history surfaces and cultural differences lead to strife that could precipitate the problems - plus, perhaps, a few unique ones. Is it worth it to welcome new friends when their habits don't fit in polite society?

Hollywood by Night - Vampire: the Requiem – Sat, 8 pm – Minds Eye Theatre

GM: Justin Searles

Eternal life promises little peace. Packs of crazed murderers run the streets of Los Angeles, carving out bloody parcels of territory. The ghosts of old sins threaten Los Angeles from without, and the promise of new treachery from within. Can you maneuver the blood-drenched ballrooms of the Danse Macabre and make it another night? This event is being run by the Camarilla of Los Angeles.

Houses of the Blooded LARP – Sat, 8 pm – Houses of the Blooded

GM: John Wick

Houses of the Blooded is a game of intrigue, romance, espionage and opera! In the vicious and cut-throat world of the ven, no secrets are safe. A very different kind of live action experience. Open to experienced and novice live action players.

One World By Night – Fri, 8 pm – Mind's Eye Theatre

GM: Kevin Gaffuri

Vampire Live Action in the One World By Night organization. This is sponsored by both the Anarch and Camarilla games and will have events for both genres.

One World By Night – Sat, 8 pm – One World By Night

GM: Kevin Gaffuri

Vampire Live Action in the One World By Night organization. There will be events for Camarilla, Anarch, & Giovanni characters.

Miniatures

Laguna, Malibu, Newport, Balloom Foyer

ACW Battle of Iuka – Sun, 10 am – Guns at Gettysburg

GM: David Maupin and Greg Kildare, Esq.

Fight in Iuka, Mississippi with over 500 28mm Western theater Civil War figures. Game presented by the LA27Percenters wargaming group. All figures and terrain provided. The rules are regimental scale and each player commands a Confederate or Union brigade. Action and fun are assured.

AE-WWII Demo – Sun, 10 am – AE-WWII

GM: Philip Abramowitz

Stop by any time during the day to learn how to play the pulp WW-II skirmish game AE-WWII. Choose to play with American sci-tech mechanical forces, German Genetic abominations, or forces using only historical weapons. Learning the rules and playing a demo can be done in an hour or two. All figures for the demos will be provided - just drop by willing to learn a fun & quick skirmish game!

Air Ambush – Sun, 1 pm – Jet Sortie - 285th scale modern aerial combat

GM: Jose Mendiola and Tim Charlesworth

Vietnam 1967 - Two US Air Force fighters are jumped by and out numbered by Migs over the skies of Vietnam while escorting a bomber group to their target area. Assistance is on the way but still at a distance from their combat zone. Fight or Flight! Upto 8 experienced players.

American Revolution – Sat, 7 pm – 15mm Modified Patriots and Loyalists

GM: Adam Hammer

15mm American War of Independence Modified Patriots and Loyalists Rules 4 players Saturday Sept 1st, 6pm start Run by: Adam Hammer American Continentals face off against a combined British and Hessian Force in this meeting engagement. Can the Americans muster enough resolve and grit to hold off the cream of Her Majesty's army? Will the British smash the American Army, thus ending the rebellion in the colonies? Fight it out and see who can claim victory over the New World. Simple and fun rules.

Battle of Viasma – Sat, Noon – Eagles At War

GM: Christopher Anderson

November 1812, Davout's 3rd Corps is surrounded by the Russians! Prince Eugene links up with him in a desperate bid to break the line and escape! Can the Iron Duke and Napoleon's brother make it or will the Russians grind them to nothing! A Napoleonic 15mm game for all levels 2-6 Players

Blood Bowl Demo – Sat, Noon – GW Blood Bowl

GM: Dennis Bolin

Swing by and learn the Fast Action Packed miniature game BLOOD BOWL. Sports and fantasy crammed into one crazy ball of fun. Get your tickets sports fans as your in for one heck of a ride.

Death is only the beginning... A Two Hour Wargames Demo' – Sat, 1 pm – Chain Reaction 3.0

GM: Larry Stehle & Mark Stanley

1923, Hamunaptra, Egypt - A garrison of the French Foreign Legion is cornered at the ruins of Hamunaptra by a roving band of Tuareg warriors. Deserted by their colonel, the Legionnaires fight on under their American Captain Rick O'Connell. So begins the battle at Hamunaptra portrayed in *The Mummy* (1999). Will the Tuaregs slaughter the Legionnaires? Can O'Connell and Beni survive? Come find out! Played using Two Hour Wargames, Chain Reaction 3.0 rules. This game is for new and experienced players alike! Come and learn how to play. Copies of the rules will be available.

Dogfight! – Sun, 2 pm – Wings of War

GM: Special Projects Team

Join us in a game of Wings of War! All materials provided, so just come with your enthusiasm and shoot people down. There will be a full Demo at 10am which you are invited to attend if you don't know the rules or you can learn as you go here.

Explore the Uncharted Seas! – Sat, 2 pm – Uncharted Seas

GM: Special Projects Team

Come and join us in a game of Uncharted Seas! All materials provided, so we invite you to participate in the Demo given earlier and join us now. Game type will be decided on site, either a few one-on-one games or a multi-fleet clash.

Final Battle For Maumbo City – Sat, 1 pm – Battletech

GM: Tom Sutton

1. Pick two of your favorite Inner Sphere assault mechs. Mech sheets must be pre-printed FASA/Wiz Kids sheets. No custom mechs. Two Mechs. Two hundred tons allowed. 2. Two Inner Sphere pilots. Pilot ratings 2/3 and 3/4. 3. Bring copies of Mech sheets of mechs you intend to run. Also, bring one map, dice, and mech figures. Please come prepared to begin play immediately.

Flame of War Demo – Sat, 10 am – Flames of War

GM: Frank Vassallo

Learn to play Flames of War from an expert!

Flames of War Eastern Front – Fri, 6 pm – Flames of War

GM: Frank Vassallo & Adam Hammer

Enter the Eastern Front, Fall of 1942. The German Army is capturing huge swathes of Russian steppes. The Germans need to secure a vital bridgehead to continue their drive east. The Red Army needs to push back the Fascist Invaders. Play this exciting 4v4 scenario with all figures provided. Rookie players are welcome. Good attitudes are essential. Pre-reg is highly recommended.

Fort Capuzzo, 1941 – Sat, 1 pm – Wustenkrieg Desert Xfire (Unpublished)

GM: Steve Phenow and Dan Munson

23rd New Zealand Battalion Defend Capuzzo (Operation Crusader, Nov. 27, 1941) Can the Kewis hold out against a powerful German DAK Kampfgruppe formed by Rommel himself?

Holy Shimakaze! – Sun, 7 pm – Large Scale General Quarters

GM: Special Projects Team

The Japanese have sent loose their newest super destroyer, the IJN Shimakaze! An American task force has been sent to learn her capabilities before making her the newest South Pacific reef! Rules are easy, teamwork essential, and tactics challenging. Join in anytime.

Mediterranean Clash - 1941 – Sun, 10 am – GQ III

GM: Robert Boyens, Jesse Boyens

Italian and British fleets meet in the Mediterranean at the beginning of the conflict.

Miniatures Bootcamp, Session 1 – Sat, 10 am – NA

GM: Special Projects Team

Come and learn a miniatures game of your favorite Genre, Warhammer 40K, Flames of War, Uncharted Seas, Warmachine, or General Quarters. Dealer Dollars will be given to participants as long as they last. Each demo will take about 45 minutes, so come by anytime during this session.

Miniatures Bootcamp, Session 2 – Sat, 2 pm – NA

GM: Special Projects Team

Come and learn a miniatures game of your favorite Genre, Warhammer Fantasy, Warmachine, or Wings of War. Dealer Dollars will be given to participants as long as they last. Each demo will take about 45 minutes, so come by anytime during this session.

Miniatures Bootcamp, Session 3 – Sun, 10 am – NA

GM: Special Projects Team

Come and learn a miniatures game of your favorite Genre, Warhammer Fantasy, Warmachine, or Wings of War. Dealer Dollars will be given to participants as long as they last. Each demo will take about 45 minutes, so come by anytime during this session.

Miniatures Bootcamp, Session 4 – Sun, 2 pm – NA

GM: Special Projects Team

Come and learn a miniatures game of your favorite Genre, Warhammer 40K, Uncharted Seas or General Quarters. Dealer Dollars will be given to participants as long as they last. Each demo will take about 45 minutes, so come by anytime during this session.

Miniatures Paint and Take – Sat, 1 pm – N/A

GM: Katie Gonzalez

Come join us at the Miniatures Paint and Take, where we have everything you need to sit down and paint. Experienced instructors will be on hand to answer any questions, teach you techniques, or just chat. Open Saturday from 1-9PM and Sunday 10-5PM

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

GM: Katie Gonzalez

Come join us at the Miniatures Paint and Take, where we have everything you need to sit down and paint. Experienced instructors will be on hand to answer any questions, teach you techniques, or just chat. Open Saturday from 1-9PM and Sunday 10-5PM

Napoleonics - 1806 – Sat, 10 am – Shako III

GM: Robert Boyens, Tim Greene

The third coalition has formed and Napoleon has sent his army, with some German allies, into Prussia to crush the Kaiser. An advance unit of the French army runs into a hastily formed Prussian/Russian force near the border.

NO Fly Zone!! – Sat, 5 pm – Air Sortie 285th scale

GM: Jose Mendiola

No Fly Zone - 1998 Nato imposed a no flight rule over Bosnia Yugoslavia. Any unauthorized flights over Neutral Air Space will be intercepted. If NATO instructions are not followed. All unauthorized aircraft will be shot down. MIGS in the Air!!! Upto 8 pilots. Figures supplied for play. Experienced players only.

Prokorovka – Sun, 10 am – Flames of War

GM: Harold Hildebrand and Larry Stehle

Using Flames of War 15mm Miniatures rules, we'll recreate the battle of Prokorovka, the key engagement of operation Citadel. The battle will focus on the 1st SS Panzer Grenadier Division (Leibstandarte Adolf Hitler) and it's confrontation with the Soviet 5th Guards Tank Army, fought in the valley between the Psel River, and the Railroad line west of Prokorovka.

Sink the Akagi! – Sat, 7 pm – Mustangs and Messerschmitts

GM: Special Projects Team

A USN torpedo squadron has been sent to attack Pat Morita's carrier, the IJN Akagi! Pilot either the Wildcat escorts, the Zero CAP, the Devastator attack planes, or the Akagi and destroyer escort! Rules are easy, teamwork essential, tactics challenging, and you won't be able to help from having fun with this one. Join in anytime.

South Pacific Skirmish – Fri, 7 pm – Large Scale General Quarters

GM: Special Projects Team

It's late 1944, and a Japanese cruiser task force has been sent to intercept an American task force led by the USS Indianapolis. Rules are easy, teamwork essential, and tactics challenging. Join in anytime.

Speed Rally Labor Day Grand Prix – Sat, Noon – Speed Rally

GM: Michael Taylor

Up to 20 cars in a six lap race using Hot Wheels scale (1/64) vehicles. Cars will be provided! Track about 8 feet long. Only track legal weapons.

Uncharted Seas Event – Sat, 8 pm – Uncharted Seas Naval Miniatures

GM: Robyn Nixon

Bring your basic fleet and join in this two sided mega-team event. Practice your skills as a new recruit or bring your ancient captain skills and help your side bring victory to the Uncharted sea realm. Players will be divided into two teams which will then battle it out on the seas among the isles. This is to be a fun event. All Skill levels encouraged

WAB Gateway Tournament – Sat, 9 am – Warhammer Ancient Battles

GM: Tim Keennon

Bring your armies and prepare to do battle! 1800 points, 1 day, 3 round Swiss System tournament. 8:30 Check-in, 1st round starts at 9am. Please see the website or email Tim@StuGIII.com for further information.

Waiter, There's a Meatball In The Drink – Mon, 10 am – Mustangs and Messerschmitts

GM: Special Projects Team

The gauntlet has been thrown! Brett believes that Paul can't shoot anyone down without crashing into them! Will you fly a USN aircraft and join Brett or an IJN aircraft and join Paul in this battle of who's right and who's in flames? Rules are easy, teamwork essential, tactics challenging and fun required! Join in anytime.

Warhammer 40K RTT – Sat, 9 am – GW WH40K 5th Edition

GM: Robyn Nixon

Gamesworkshop 40k RTT 2000 Points, standard force org list, special characters are ok. Email your list in advance to dragonlady@trackrecords.net. Standard RTT prize categories, so bring your game on.

Warhammer Fantasy RTT – Sun, 9 am – GW WHFB 7th Edition

GM: Robyn Nixon

2250 Point Fantasy RTT, special characters are allowed, current Codex only, standard force org. Please email lists to dragonlady@trackrecords.net Standard RTT prize kits for Best Overall, Best General, Best Painted, Best Sportsman, etc. Come practice those lists for those other area tournaments and bring your game on.

WARMACHINE/HORDES Steamroller 4 750-pt Tournament – Sun, 11 am –

WARMACHINE/HORDES

GM: Anthony Nguyen

750-point SteamRoller 4 Tournament Using SR4 scenarios and rules. This is a MK1 event, meaning we are using the current, many years old rules set before it finally changes in January 2010. Bring two 750-point lists and prepare to wage war!!

WH40k Apocalypse - Rumble in the Desert – Sat, 8 pm – GW WH40K 5th Edition - Apocalypse

GM: johnnymaco

Bring your 2000 to 6000 of 40k Armies for an ultimate battle for the fate of the Desert Planet - Spandex! This will be a 2 to 3 way battle (depending on the number of people and forces that show up) between the forces of Order, versus Chaos. If you are not here for fun, then you are in the wrong place. Bring those Titans on. All Models are WYSWYG and must be painted!!

Open Gaming

Ballrooms E-F

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

Roleplaying Games

Poolside 3-6, Century, Penthouse

A Penny For My Thoughts – Sat, 2 pm – A Penny For My Thoughts

GM: Ed Murphy

You are an amnesia patient at the Orphic Institute for Advanced Studies. We have decided to use an experimental drug called Mnemosyne that creates a connection between unconscious minds most people's thoughts are too loud, but patients with your condition can help each other recover their memories. If all goes well, you will remember everything about your life.

ADCP1-1 Jungle Hunt (lvl 1-14) – Fri, 7 pm, Sat, 2 pm, Mon, 9 am – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

A great hunt has been called in the jungles of Chult. The Amnian trading costers of Port Nyranzaru are competing to see which one can bring in the biggest, rarest beasts as trophies, and they're looking for adventuring companies to do the hunting. Are you and your companions up to the challenge? A Living Forgotten Realms adventure set in Chult.

AGLA1-5 Silver Lining (lvl 1-4) – Fri, 3 pm, Sat, 9 am, 7 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

The commander of the Watchwall is looking for adventurers for a special mission into the Tannith Mountains. The Watchwall is always undermanned and Captain Arol thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A Living Forgotten Realms adventure set in Aglarond.

Avengers Assemble – Sat, 8 pm – Hero System (Champions)

GM: Venter Laird

The roar of the Quinjet's engines as it throttled up to escape velocity was unmistakable. In the dim cabin of the high tech vessel, a soft hiss could be heard as life support systems activated in preparation for leaving Earth's atmosphere. Through the tinted front window, six heroes looked at the rapidly growing shape of an alien vessel. Avengers Assemble!

Awake the Dragon – Sun, 9 am – Spirit of the Century

GM: Chris Czerniak

Play a member of a small rebel group (including Bruce Lee, Audie Murphy, Lord Byron and Calamity Jane) that has risen called the Temporal Guardians that try to return the time line back to normal after a scientist from the future has changed history. The Temporal Guardians must travel to WWII Japan and provoke the Japanese into attacking the US to return the timeline to normal.

BALD1-5 Lost Refuge (lvl 7-10) – Fri, 3 pm, Sun, 9 am, Mon, 2 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters, and vicious fey. And if that wasn't enough, the investigation might end up involving you in an ancient, endless struggle. A Living Forgotten Realms adventure set in Baldur's Gate.

Batman: The Brave and the Bold – Sun, 8 pm – Dungeons & Dragons, 4th edition

GM: Alan Scott

Join the Caped Crusader, and fellow heroes such as Aquaman and Blue Beetle, as they battle the forces of injustice. First: Gorilla Grodd and the intelligent apes of Dinosaur Island are attacking Gotham City. Can you thwart the monkey menace? Then: Sinestro, the corrupt Green Lantern is back with a new weapon and new allies. And he wants revenge against planet earth!

Beginner's Guide to 4th Edition D&D – Sat, 9 am, Sun, 2 pm – D&D 4e

GM: RPGA Staff

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

Big Trouble in Little Shou (lvl 1-14) – Sat, 7 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

Major evil is stirring in the Shou district of Delzimmer. The girl with green eyes is the key. Do you have what it takes to prevent the ultimate evil from returning to Faerun? An adventure that you can use your LFR characters to play. You will not receive any gold or xp, but there will be adventure company tie-ins. There will be a new adventure company introduced in this adventure.

Chizombie Chizinema – Sat, 9 am – Zombie Cinema

GM: Joshua Roby

Nobody knew when it started, or why. Perhaps the lonely death of a spinster was too much for angels to bear, or a chemical leak into groundwater had unexpected consequences. One thing is certain: now the dead walk. In the zombie apocalypse, the survivors must make desperate choices: scramble over each other trying to find safety, or cooperate and even sacrifice so at least a few might survive?

CORE1-12 Songs of the Heart (lvl 7-10) – Fri, 7 pm, Sat, 7 pm, Mon, 9 am – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

A tale of two adventurers leads you to the fabled city of Evereska. Non-natives are not always allowed to enter so this is a one-time opportunity. It starts with the simple task of locating a missing person but obviously more is afoot. Can you find out what is going wrong before the poet recites his last poem? A Living Forgotten Realms adventure set in the Fallen Lands.

CORE1-13 The Fate of Camp 15 (lvl 1-4) – Fri, 7 pm, Sat, 2 pm, Sun, 9 am, Mon, 2 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

You have been asked to visit a nearby outpost and pick up a shipment of pearls. It seems like easy money. Unfortunately, something has killed off most of the divers and nearly shut down the operation. Now you must discover the source of this camp's troubles before you share its fate. A Living Forgotten Realms adventure set near the Lake of Steam.

CORE1-14 What Storms May Come (lvl 11-14) – Sat, 9 am, Sun, 2 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

Darkness and light struggle and heroes are once again drawn to unravel the secret of the radiant vessel. Can the truth be determined and the machinations of Szass Tam put to an end? This adventure is the sequel to CORE1-2 Radiant Vessel of Thesk and CORE1-6 Incident at the Gorge of Gauros. A Living Forgotten Realms adventure set in Rashemen and Thay.

CORM1-5 In the Bleak Midwinter (lvl 1-4) – Sun, 7 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

There is something rotten in the city of Suzail. While the Midwinter Festival brings throngs of competitors, merchants, and spectators, it also brings an element of danger. When the Crown turns to the PCs for help, it's up to them to uncover what lurks under the city's snow and ice. A Living Forgotten Realms adventure set in Cormyr.

Creeping Doom! A Pathfinder tale of the Black Company – Fri, 2 pm, 8pm – Pathfinder

GM: Saylor Van Merlin

The Black Company: remorseless, mean, and crafty. These are your brothers. The only things you honor are your contracts and each other. When you are bought, you stay bought and woe to the employer who tries to double-cross you. But when dark wizards battle for absolute power, anything goes and you better watch your back!

Cthulhupunk – Sun, 9 am – GURPS CYBERPUNK

GM: Mike Kelly

In Cyberpunk, man's audaciousness has brought him to the edge of whole new vistas of exploration and knowledge... the other planets, the depths of the ocean. In the Cthulhu Mythos, there are huge eyes and clawed tentacles, waiting just on the other side of that edge. Where they meet... you have Cthulhupunk. This is a must play game for all Cyberpunk or Call of Cthulu fans. Handouts and characters provided. A prize for the winner of this epic Cyberpunk adventure. 6 Players, beginners welcome.

DALE1-2 Blades for Daggerdale (lvl 4-7) – Fri, 3 pm, Sun, 9 am – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

Regular attacks by creatures of the wild turn life in Daggerdale into a nightmare. So when mercenaries offer protection for a fee, does it matter that these were the old enemies of the past? A Living Forgotten Realms adventure set in the Dalelands.

DALE1-4 The Lady in Flames (lvl 4-7) – Fri, 7 pm, Sun, 2 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA staff

Fey creatures wreathed in blue flames have been leaving the Spiderhaunt forest to harrass the citizens of Shadowdale. Lady Ulphor requests that you delve into the forest and retrieve or destroy the source of their newfound powers. Part two of the Byar's Seven quest, which started in DALE1-2 Blades for Daggerdale. A Living Forgotten Realms adventure set in the Dalelands.

DALE1-5 Hunters Down (lvl 7-10) – Sat, 9 am, Sun, 7 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

Vengeance smolders in the hearts of many. It sometimes takes only a little spark to flare back to an all-consuming rage. A Living Forgotten Realms adventure set in the Dalelands for characters levels 7-10. Final part of the 'Byar's Seven' quest. The other parts are DALE1-2 Blades for Daggerdale, and DALE1-4 The Lady in Flames.

Denuli the Shreiker World – Sun, 2 pm – Traveller

GM: Mike Kelly

Denuli is the homeworld of a recently discovered intelligent race . . . the Shriekers. Unfortunately, all that most of Humaniti knows about the Shriekers is that their eggs are precious jewels. Will you help the Shriekers, or help wipe them out for profit? This epic Traveller adventure is a must play game for all Traveller fans. Handouts and characters provided. A prize for the winner of this epic adventure. Six Players, beginners welcome and characters provided. This game will feature the new Traveller

Don't Rest Your Head – Fri, 8 pm – Don't Rest Your Head

GM: Jesse Burneko

It was simple back when you were a garden variety insomniac. But then something clicked. That was when you took a walk down the streets of the Mad City. But that click wasn't from the secret world snapping into place. It was the Nightmares flicking off the safety and pointing a gun at your head. You're chum in the water and it's time you got ready. There's one simple rule. Don't Rest Your Head.

DRAG1-4 Falling Snow, White Petal (lvl 4-7) – Sat, 2 pm, Sun, 7 pm, Mon, 2 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

Master Fan-Ji has a problem and needs the help of professionals who value the arts of discretion, and diplomacy but can also pack a decent punch when those fail.... and if you can keep a stubborn mule under control that would be handy too! A Living Forgotten Realms adventure set in Dragon Coast.

Dungeon Fantasy – Sun, Noon – GURPS 4e

GM: Bay Grabowski

Wealth beyond imagination. Magics to rival the gods. Secrets of a long-forgotten golden age. All yours for the taking, assuming you can fight your way through improbably large monsters in improbably regular rooms, avoiding diabolical traps and devious curses. Just remember, crazy old men always tell the truth and dragons are always hungry.

Dust to Dust – Fri, 8 pm – Trail of Cthulhu

GM: Alan Scott

It's the height of the Great Depression, and impoverished farmers are fleeing from the dust bowl to greener pastures in California. But something has followed the refugees- -An eldritch horror that threatens to doom the farming community of San Cederaco.

EAST1-5 Mole Hunt (lvl4-7) – Sat, 9 am, Mon, 9 am – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

You have been tasked to travel through the Chondalwood in an attempt to retrieve a doppelganger spy working for the dwarves of Eartheart. However, any task involving a doppelganger is sure to have its complications... A Living Forgotten Realms adventure set in the East Rift.

Geist: The Sin-Eaters – Sun, 2 pm – White Wolf Storytelling System

GM: Louis Garcia

A Storytelling game of second chances. The Dead Gamers Society presents White Wolf's newest World of Darkness game, Geist: The Sin-Eaters. What would you do if you returned from death's door? How would you spend your second life? Explore the dark and ghostly world of Geist.

Hot Potato – Sun, 2 pm – Paranoia XP (Straight)

GM: Ed Murphy

Troubleshooters, you have an urgent mission. Devious members of the Sierra Club secret society are attempting to contaminate Alpha Complex with contraband from the Outdoors. Our reports indicate they are trading it to another secret society, believed to be Pro Tech. Your mission is simple: Disrupt the trade, kill all traitors and deliver the contraband to us for storage.

In the Web of the Spider Queen – Sat, 2 pm – Sorcerer & Sword

GM: Jesse Burneko

In the heart of the black forest dwells the Spider Queen and once year a year she chooses a mate fated never to return. Who will you play? Her freshly chosen lover? His sister? The Spider Queen's would be slayer? One of her previously chosen? Or someone else? The choice is yours. Play this Gothic Pulp Fantasy setup for the game that asks, "How far are you willing to go to get what you want?"

In this Wicked Age... – Sun, 8 pm – In a Wicked Age

GM: James Ritter

In a Wicked Age is a conflict-driven Sword and Sorcery game that uses player input to craft a tale full of S&S goodness - you know, blood, sex, gods, kings and war.

Inherit the Wind – Sat, 2 pm – Song of Ice and Fire

GM: Chris Czerniak

A young boy of 15 has become the lord of his house and must journey to kneel before the lord of the great House Arryn. However, Jon Arryn has lost his wife and his only heir during the War of the Usurper. The young boy is next in line to inherit the Great House and must choose to serve his lord or betray him by preventing him from remarrying and birthing another heir.

Magical Murder Mystery Tour – Fri, 8 pm, Sat, 2 pm – GURPS 4th

GM: Michale Shupe

The parody/tribute band Beatallica is playing at a lonely bed and breakfast in the northern California woods, as a featured guest of the "How to Host a Murder" competition. But a real murder just happened here! Can the guests figure out what happened before it is too late?

Marvel Slugfest – Sun, 2 pm – Hero System (Champions)

GM: Venter Laird

Will the earth tremble as two powerhouses slug it out for the title or will victory take the form of a single deadly slash from Adamantium claws? With over 35 of Marvel's iconic heroes to choose from, there's no telling what the winning combination will be. Employ a combination of strategy, tactics, and a healthy dose of luck to become Slugfest Champion and claim your trophy. Beginners welcome.

Milk White Eyes and Certain Death – Sat, Sun 8 pm – 3:16 Carnage Among the Stars

GM: Scott Anderson

This game is a four hour romp through the 3:16 universe. You are a soldier in the Expeditionary Force. You have one objective: Exterminate all lifeforms hostile to Terra and its people. 3:16 is a tongue-in-cheek approach to sci-fi games with some very serious undertones. Three planetary expeditions lead players through the mechanics of the game and let them experience the progression built into the system. Come Join us and kill some bugs.

MINI1-1 Stirring the Embers (lvl1-4) – Sat, Sun 2 pm, Mon, 9 am – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

All is not well in the Great Port of Tarmalune and no one speaks of it. People are disappearing toward some fell purpose, and you are next. A two-round Living Forgotten Realms adventure that is Part 1 of the Embers of Dawn mini-campaign, set in Tarmalune.

Murder on the Executor – Sun, 2 pm – Star Wars Saga Edition

GM: RPGA Staff

Murder on the Executor uses the Saga Edition Core Rulebook, which is required to use all elements of this adventure. Murder on the Executor is designed for five-six 1st-level pre-generated characters and is intended to be an introductory adventure. The adventure takes place at the same time as the events in the movie Star Wars: The Empire Strikes Back.

My Life with Master – Sun, 2 pm – My Life with Master

GM: Jesse Burneko

A role-playing game of villainy, self-loathing, and unrequited love. The life of a minion is a hard one. The horrific things you do make it difficult to feel good about yourself. If only someone loved you...

New Gidea Branch – Sat, 2 pm – Dogs in the Vineyard

GM: James Ritter

New Gidea is a burgeoning town on the eastern edge of the desert, established as the first large scale Book of Life printing outfit in the territory. Of course, that was before all the killing. The Branch is divided and lynch mobs roam the streets. But now the Dogs are come to set all things right.

No Rest for the Weary – Fri, 2 pm, Sat, 8 pm – Dungeons & Dragons 4th Edition

GM: Robert Curtis

All this group of intrepid adventurers wanted was a place to relax and enjoy some good food and drink. The Fiveleague House seemed like an oasis after days of travel along the Trade Road on their journey to Fallcrest. It seems the gods have other ideas as a local business man bursts through the door enraged by the murder of his family at the hands of kobolds.

Power Teens – Sun, 2 pm – GURPS 4th

GM: Michale Shupe

"A small group of teenagers in the martial arts club at Angel college has been gifted with super powers in response to an alien threat. Will the teens be able to save the world and still get to class in time for the big test? This is to be played with one's tongue solidly in one's cheek."

PSI-r-us part 1 – Sat, 2 pm – GURPS 4.0

GM: Matthew Detering

You and your associates work for Psi R.I. a semi-secret organization researching a sudden surge of Psionics in the universe. You have been tasked to travel to the planet Saffron, pick up government officials and take them to nearest Shipyard and help them negotiate for starship drives. Saffron is under attack of the "salvation army" who consider the planet a bunch of deamons and heretics(1 of2)

PSI-r-us part 2 – Sun, 2 pm – GURPS 4.0

GM: Matthew Detering

This continues the adventures of the PSI RI crew. did the crew save safron in time? did the salvation army get there ahead of schedule? or has something else come up? (play may vary upon the events of the first game)

Psi-Tombs of the Mecha-Pharaohs – Sun, Noon – Gamma World

GM: Robert Lionheart

In the far future of Mars, humans and mutants reclaimed the red planet with frightening ultra-technology until they awakened the angry metal gods of Aegyptus! You are the crew of the Remora, a heavily armed flying pile of junk, wandering in search of a fabled artifact to save a city of healers. We have plenty of pre-gen victims, err I mean heroes! Join us Sunday at Noon! Beginners Welcome!

PSS #31 Sniper in the Deep (Tier 5-9) – Sun, 7 pm – Pathfinder RPG

GM: Pathfinder Staff

When rumors stir of a hidden treasure ship in Absalom's Flotsam Graveyard, the Pathfinder Society sends you beneath the Inner Sea to investigate. Mayhem, undersea adventure, and chaos are to be had in this rousing rampage beneath the roiling waters of Absalom's harbor.

PSS #32 Drow of the Darklands Pyramid (Tier 7-11) – Mon, 9 am – Pathfinder RPG

GM: Pathfinder Staff

A rogue band of drow plague the shipping lanes of Osirion and the Pathfinder Society sends you to stop them. When the drow capture a caravan laden with Society relics, you delve into the Darklands to track down the stolen cargo Travel beneath Golarion, fight through caverns of hideous creatures, and reach the fabled Darklands Pyramid.

PSS-29 The Devil We Know Part 1: Shipyard Rats (Tier 1-7) – Sun, 9 am – (Pathfinder Society - Pathfinder RPG)

GM: Pathfinder Staff

When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's imperial shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir? Pt 1 of 2.

PSS-30 The Devil We Know Part 2: Cassomir's Locker (Tier 1-7) – Sun, 2 pm – Pathfinder RPG

GM: Pathfinder Staff

The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After thwarting a double-cross and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port? Pt 2 of 2.

QUES1-1 Black Cloaks and Bitter Rivalries (lvl 7-10) – Fri, 7 pm, Sun, 2 pm, 7 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

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

Rescue at Rivenroar - Part 1 – Fri, 8 pm – D&D 4th Edition

GM: Robert Curtis

The PCs must brave the depths of ancient catacombs in search of prisoners taken from the town of Nenlast in a midnight raid. The hobgoblin bandits have taken refuge in a dungeon under a ruined mountain fortress. The PCs must clear them out to find the captive townsfolk taken from Nenlast. Part 1 takes the PCs from the raid on Nenlast, in pursuit of the kidnappers, to the doorstep of Rivenroar.

Rescue at Rivenroar - Part 2 – Sat, 2 pm – D&D 4th Edition

GM: Robert Curtis

The PCs must brave the depths of ancient catacombs in search of prisoners taken from the town of Nenlast in a midnight raid. The hobgoblin bandits have taken refuge in a dungeon under a ruined mountain fortress. The PCs must clear them out to find the captive townsfolk taken from Nenlast. Part 2 takes the PCs into the depths of Rivenroar.

Resident Evil: Extinction – Fri, 8 pm – GURPS Martial Arts

GM: Mike Kelly

The Players are highly trained, highly skilled Umbrella agents trying to capture Alice alive and intact. The world will die if they don't. Events per Resident Evil 3 movie with some material from the upcoming Resident Evil 4 movie in production. Will Alice be captured? Play this adventure to find out! A classic adventure for all Resident Evil fans! Characters and prizes provided!

Return of the Nazi Vampire Zombies From the Deep – Sat, Sun 2 pm – Savage Worlds

GM: Andy Blanchard

France, 1944... Your squad is separated from the rest of its platoon, and you're on the run from a German tank crew. You've lost 'em for the moment and you come upon an idyllic French village (only slightly war-damaged) by a quiet lake. But the village is strangely deserted. What's going on here? No time to think, that German tank will be here soon!

Savage Sons of Sinbad – Fri, 7 pm – Savage Worlds

GM: Joel Arellano

A power struggle has erupted among the seven heirs to Sinbad's vast kingdom. Your party is hired to retrace the steps of the legendary sailor and retrieve one of his great treasures.

Savage Tales – Fri, 2 pm – Savage Worlds

GM: Doc Savage

Two Fisted Tales of Adventure using the Savage Worlds System! Enter a world where the Heroes live by their Mitts as often as their Wits. The Great War is over, the roaring '20s are here what's a spirited fellow (or dame) to do? Damsels in Distress, Femme Fatales, Mad Scientists, Nazis, Ancient Curses and Alien Invasions... all in a day's work for these four-colored heroes!

Savage Tales – Sat, 2 pm – Savage Worlds

GM: Doc Savage

Hoist the Black Flag in this Savage Worlds Adaption of the WizKids hit Pirates of the Spanish Main! Join the scurviest bunch of rogues this side of the Indies! Whether searching for treasure, raiding poorly defended ports, or discovering the ruins of ancient meso-america, it's high adventure on the high seas!

SPEC1-3 Ghosts of the Past (lvl 1-14) – Sat, 9 am, Sun, 7 pm, Mon 2 pm – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

Every year coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to clean up one of the many dangerous ruins within her forest kingdom. This year she is looking for several groups. What ghosts of the past have forced the eladrin to seek outside help and abandon their cautious ways? A Living Forgotten Realms adventure set in Myth Drannor.

Spirit of the 17th Century – Sat, 2 pm – FATE

GM: Mike Olson

Flashing blades! Courtly intrigue! Puffy shirts! Come swing on a chandelier or two in this swashbuckling romp through 17th-century France. Familiarity with the FATE system -- the engine that powers Spirit of the Century and Starblazer Adventures -- not required. So if you dig Dumas, savvy Sabatini, or relish Rostand, grab your rapier and get your derring-do derring-done. Have at thee!

Star Trek: City on the edge of forever – Sat, 2 pm – Saga (d20 system)

GM: Darnell Coleman

Captain Kirk, Spock, Scotty, and a red shirt discover a big stone doughnut with extra spacial abilities. Can they use it to change events in history? Dr. McCoy takes this out of their hands. Note: Vulcan is not destroyed in this realm.

Star Trek: Problem at Rodlaw – Sat, 8 pm – Saga (d20 system)

GM: Darnell Coleman

Your group is Captain Kirk, Spock, McCoy and a red shirt. There is trouble on planet Rodlaw. Your job is to find the trouble and eliminate it.

The Evil Light Saber – Sat, 8 pm – GURPS STAR WARS

GM: Mike Kelly

The Chancellor wants the "LightSaber of Darth Sidious" brought to him. It is suspected to be in a private collection on Manui - an Republic world near Tatoine. Players are Master Jedi and are sent to retrieve the item. This game takes place during the "Revenge of the Sith" time period. A must play adventure for Star Wars fans! Characters and prizes provided.

The Eye of Kilquato! – Fri, 8 pm – Savage Worlds

GM: Ian Finn

Hack your way through a hellish jungle in search of a jewel that could set you up for life! You're young, strong and bereft of remorse! Learn the best and smoothest-playing RPG ever made - Savage Worlds! No joke, this is the game you've been looking for! I especially welcome beginners - your life will never be the same!

The General – Fri 8 pm, Sat, 2 pm, 8pm – Fuzion

GM: Robert van Peer

The new federal Paranormal Regulation Forces commander, General Richard Hennigan, was kidnapped from his home in Vienna, VA last night. The doors were locked and there was no sign of forced entry. The director of Region XII, retired Col. William J. Humble (a known mutant who fought in every war from the Korean War to Operation Desert Storm) is calling all paranormals for a rescue operation

The Labyrinths of Mars – Sun, 9 am, 2 pm – Spirit of the Red Planet (FATE)

GM: Morgan Ellis

With the defeat of the Emperor Xang the Usurper the world of Mars has been plunged into chaos. The fragile alliances of the Rebellion have fractured as old feuds are remembered, and new Warlords arise to lay claim to an empty throne. The one hope for peace is the true Princess of Mars, can she forge a new united Mars under her rule? It takes the clash of steel, and navigating a treacherous maze of intrigue to rule the Red Planet.

The League of Extraordinary Young Ladies and Gentlemen – Sat, 2 pm –

HeroQuest 2nd edition

GM: David Banuelos

For queen and country! Or just for the hell of it. After the defeat of the Martian invaders, a new power has appeared to threaten the British Empire and the world. The League of Extraordinary Gentlemen are . . . unavailable. So a new group of young adventurers is assembled. Mowgli, Dorothy, Peter Pan, Alice, and others shall meet the challenge or (just as likely) die trying. Newcomers to the HeroQuest system are welcome.

The Mega-Dungeon Returns! – Sat, 10 am – CLASSIC DUNGEONS & DRAGONS

GM: Robert Lionheart

D&D SPECIAL EVENT: Let's play some Old School D&D! There is a hole in the ground full of magic, monsters, and gold. By the sword gods, today we are going to plunder it all! If there are less than 12 players, feel free to jump in anytime for a few hours. We have plenty of pre-gen victims, err I mean heroes! We will play from 10am to Midnight and maybe beyond. Beginners Most Welcome!

The Revenge of the Klingons – Sun, 8 pm – GURPS STAR TREK

GM: Mike Kelly

The Enterprise is sent to the exotic world known as Tobibak 5. Tobibak is a Federation planet and a water-world with psionic aliens who contact the federation for help. The aliens claim that they are being used as slave labor. This epic Star Trek adventure takes place 2 years after the "Star Trek movie" time period. This is a must play game for all Star Trek fans. Handouts and characters provided. A prize for the winner of this epic Star Trek adventure. 6 Players, beginners welcome and characters

The Secret of Snakepipe Hollow – Sat, 8 pm – HeroQuest 2nd edition

GM: David Banuelos

Something ancient and powerful has been unearthed in Snakepipe Hollow in the land of Dragon Pass. Both the lunar empire and the barbarian rebels want it. Who will reach it first? And will they know what to do with it? Sometimes, that which was buried should remain buried. An adventure in the mythic world of Glorantha using the easy-to-learn HeroQuest 2nd edition system. Players will choose, as a group, whether to play as empirical soldiers or barbarian rebels.

The Shadow Over Hommlet – Sat, 9 am – 4th Edition D&D

GM: Mike Olson

"And why is everybody so down on Hommlet? Well, young fellow, you mustn't take too much stock in what people here say. Some of the stories would make you laugh - about old Captain Marush driving bargains with demons, or about some kind of weirdness he brung back from the Amedio Jungle - but I come from Shibolet, and that kind of story don't go down with me." Pre-generated characters provided.

The Shotgun Diaries – Sat, 2 pm – The Shotgun Diaries

GM: John Wick

Zombies + John Wick = Win. The Shotgun Diaries is John's newest creation. Zombie survival horror roleplaying like you've never seen it before: fast-paced, intense and full of FEAR!

The Six Ineffable Lessons of the Hidden Moon – Fri, 8 pm – Houses of the Blooded

GM: Joshua Roby

The ven: mercurial, savage, and passionate. Their politics: likewise. Six ven come to Davfanna Aldrena, the center of the world and the capitol of ven lands, to join the Senate's autumn session. Backstabbing and skullduggery ensue.

The Whitechurch Branch – Sun, 8 pm – Dogs in the Vineyard

GM: Ed Murphy

You stand between God's law and the best intentions of the weak. You stand between God's people and their own demons. Sometimes it's better for one to die than for many to suffer. Sometimes, Dog, sometimes you have to cut off the arm to save the life. Does the sinner deserve mercy? Do the wicked deserve judgement? They're in your hands.

The Wyrmslayers vs. The Killers of the Fog Peaks – Sat, 9 am – Pathfinder RPG

GM: Juan Natera

Wispil's gnomes live happily in the Verduran forest making a profit in the lumber business. They have had problems with the Dragons of the Fog Peaks before but never this bad. Icemourne and Mirrorwing savagely attacked the only rest-stop between Wispil and Woodsedge, leaving no survivors. You're hired to destroy killers of the Fog Peaks once and for all. A module for six 12th level pregen PCs.

Theft At The Getty – Sat, Noon – GURPS 4e

GM: Bay Grabowski

Your crew has always made a decent living liberating goods from the less careful, but now you've been offered a job that will pay millions, enough to live a long, rich life. Your patron *only* wants you to steal a life-size stone statue during a party in the middle of one of the largest museums around. Schmooze, sneak, or (if things go poorly) fight your way to riches or behind bars.

Tobibak 5 – Sat, 2 pm – Traveller

GM: Mike Kelly

The Imperial cruiser Arrival Vengeance is sent to the exotic water world known as Tobibak 5. Tobibak is an Imperial planet and a water-world with psionic aliens who contact the Imperium and ask for help. The aliens claim that they are being used as slave labor by a greedy mega-corp. This epic Traveller adventure is a must play game for all Traveller fans. Handouts and characters provided. A prize for the winner of this epic adventure. 6 Players, beginners welcome and characters provided. This

TYMA1-5 From One Dwarf to Another (lvl 1-4) – Sun, Mon, 9 am – (Living Forgotten Realms - D&D 4e)

GM: RPGA Staff

When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A Living Forgotten Realms adventure set in Tymnther.

Vampire: New Wave Requiem: Hungry Like A Wolf – Sat, 9 am – White Wolf Storytelling System

GM: Michael Cantin

The Dead Gamers Society presents Vampire New Wave Requiem. Based on the acclaimed Vampire the Requiem supplement, you play a vampire in the dark and decadent 80's. The 80's, World War III on the horizon, drugs and money flowed, the Masquerade at its thinnest point, and the vampires of the day dance it all away. Those were good times.

Veni, Vini, Vermicelli – Sat, 8 pm – Toon

GM: Bay Grabowski

Dr. Diabolicus has stolen your entry for the Worldwide Pasta Extravaganza, bent on winning First Prize and replacing all pasta with his own Mind-Controlling Ravioli (Now with extra evil!). He's just escaped through a glowing portal, cackling maniacally. Strange, is that a... chariot?

Welcome to Rune Tank – Fri, Sun, 8 pm – Rune Tank

GM: Robert Lionheart

Come playtest my crazy new RPG! It's D&D...with tanks! You are the Ghost in the Machine, a virtual reality brain who commands a massive tank as you explore alien worlds. Can your column destroy a merchant caravan before the virus-laden cargo reaches the starport city? Want to be the wise Hierarch, sly Corsair, spider-legged Evoker or the mighty Battlewagon? Easy to learn old school system!

World of Darkness: London Fog – Sat, 2 pm – White Wolf Storytelling System

GM: Steve Ramirez

The game is afoot. The Dead Gamers Society presents World of Darkness: London Fog. Set in Victorian England, you play a mortal thrust into the dark occult world of London. What dangers lurk in the fog shrouded alleyways, dare you look back to see what follows you?

2009 Gamex Winners

Game: 1st; 2nd; 3rd

Board Games

1835 - 18XX: Todd VanderPluym; Bill Gallagher; Chuck Bass

1856 - 18XX: Todd VanderPluym; Jonathan Flagg; Bill Gallagher

1861 Rails of Russia: Jonathan Flagg; Joe Gray; Chuck Bass

1870 - 18XX: Todd VanderPluym; Steve Turay; Chuck Bass

18XX Classic: Joe Gray; Todd VanderPluym; Bill Gallagher

18XX Short Slot: Chuck Bass; Todd VanderPluym; Jonathan Flagg

Acquire: Eric Downing; Rusty Howell; Cheryl Aday

Advanced Civilization: Jeff Schwartz; Bob Woodson; Alfonso Weillbach

Age of Steam: Steven Turney; Bruce Ballard; Ken McMillen

Agricola: (Bruce Schlickbernd, Kenneth Heilfron); (Kyle Greenwood, Jeff Ridenour)

Alhambra: Larry York; Danny Crouch; Jeff Schwartz

Amun Re: Andrew Cohen; Daniel Eppolito; Bryan Coolidge

Apples to Apples: Bob Lemarre; Sierra West; Kayla Armstrong

Archaeology the Card Game: Jeff Bates; Jonathan Schleyer; Michael Shupe

Arkham Horror: Steve Cuneo; Steve Johnston; James Van Cleef

Australian Rails: Matt Grimaldi; Eric Verheiden; Kyle Greenwood

Axis and Allies #1: (Wally Cairns, Aaron Jensen, Stanton Peay); (Tim Towery, Dale Conklin)

Battle Cry: Eric Downing; Stephen Stewart; Rick Lepore

Battle Lore: (Ben Roby, Garrett Lepper, Andrew, Ben Tobin)

Battlestar Gallactica: Ed Stewart; Tristan Muntsinger; Ethan Stewart

Blokus #1: Shane Sauby; Daniel Eppolito; Tracy Ashizawa

Blokus #2: Tracy Ashizawa; Chia Richardson; Robert Bloom

Bombay: Jillian Burcar; Darrell Stark; Bradley Burcar

Brass: Robert Neff; Stephanie Kelleher; Danny Crouch

British Rails: William Beyermann; Eric Verheiden; Burt Hunt

Burn in Hell: Alyssa Freeman; James Freeman; Kristofer Freeman

Burn in Hell: Jeff Bates; Paris Themmen; Grant Zweifel
 Burn in Hell: Michael Parra; Rocco Garcia; Tim Maloney
 Burn in Hell: Kimberly Shaver; Paris Themmen; Walter Wade
 Burn in Hell: Rob Escalante
 Burn in Hell: Ryan Gan; Barry Lazarus
 Cartagena 1 & 2: Darrell Stark; Brien Croteau; Jonathan Kottler
 Cash N Guns #1: (Andrew McSorley, Molly Malcolm); (Nathan Taylor, Steve Loeb);
 Chris Atkins
 Cash N Guns #2: Chris Atkins; John Albright; (Andreas Pluchar, Sallan Griffin)
 Catan Book Scenario: Tanya Aldrich; Alexander Ortiz; Alasdair Burton
 Catan Historical Scenarios Alexander: Alasdair Burton; Bill Beyermann; Tanya Aldrich
 Catan Traders & Barbarians: Tanya Aldrich; Bill Beyermann; Chuck Watson
 Catch Phrase: (Anna Peay, John Albright, Keith Brush, Sallan Griffin, Stephanie Schidel,
 Lana Berman); (Cherie Belkin, Ester Vovardi, Paris Themmen, Jessica Insko, Leonard
 Lopez, Darrell Stark)
 Caylus: Bruce Schlickbernd; Eric Fletcher; Robert Neff
 Charades #1: (David Trice, Jana Meneley, Chuck Brass, Lynn Paumbo); (Linda Fitzsim-
 mons, Mary Taylor, Scott Corum, Joe Neelon)
 Chicago Express: Steve Jones; Grant Zweifel; Bob Jones
 China Rails: Eric Verheiden; Jonathan Flagg; C. Kamser
 Cloud 9: Mary Taylor; Lori Greene; Lana Burman
 Coloretto: Chris Johnson; Edward Tu; Roderick Lee
 Colosseum: Kirk Udvardi; Wesley Kawato; David Zevin
 Combat Commander - DEMO: Jason Robert
 Conquest of the Empire: Justin Clouter; David Wakefield; Jon Wagner
 Cribbage: Forrest Davie; Mike James; Sallan Griffin
 Diketown: Paul Hansen; Ian Frederick; Russell Howell
 Dominion #2: Chia Richardson; Tracy Ashizawa; Daniel Eppolito
 Dork Tower: K Kaler; Mark M Padilk; Brad Rosin
 Down in Flames: Mark Hom; Mark Yoshikawa; Tim Porter
 Empire Builder: Kyle Greenwood; Jonathan Flagg; Eric Verheiden
 Espana 1936: Mark Luta; Bob Woodson
 Euro Rails: (Eric Verheiden, Colin Kameoka)
 Europick #2 of 2: Roderick Lee; Winton Lemoine; Cheryl Aday
 Felix: The Cat in the Sack #2: Cheryl Aday; Molly Malcolm; Darrell Stark
 Formula Motor Racing: Greg Richardson; Chia Richardson
 Frag: Sean Thompson; Dane Ilario; Andreas Pluchar
 Friedrich: Kurt Keckley; Tom Donnelly; Rick Lepore
 Game of Thrones: Megan Storey; Edward Tu; Garrett Lepper
 Guillotine #1: Daniel Parra; Minna Leigh; (Diane Grotjohn, Bruce Ballard)
 Guillotine #2: Joe Eder; Kree'Ah Stonecutter; Erin Austin
 Hanging Gardens: Mason Stewart; Chris Johnson; Darrell Stark
 Hannibal: Rome vs Carthage: Sebastian Sohn; Matthew Smith
 Hearts #1: David Trice; Dan O'Farrell; Brien Croteau
 Hearts #2: Larry Blumenthal; Stephanie Schidel; Rick Lepore
 Illuminati: HighIndr61/Kree'ah; Karla Freeman; Sean Thompson
 Imperial: Ken McMillan; Brad Keller; Len Brockus
 India Rails: Eric Verheiden; Colin Kameka; Ethan Stewart
 Ingenious: Cherie Belkin; Ben Halbrook; David Trice
 Iron Dragon: Scott Samarel; Eric Verheiden; Steve Jones
 Juniors Event #1: (Esther Udvardi, Samantha Kline, AJ Armstrong); (Travis Albright,
 Esther Udvardi); (AJ Armstrong, Samantha Kline, Travis Albright)
 Juniors Event #3: Ariel; Lydia; Samantha Kline
 Kingsburg: Grant Zweifel; David Zevin; Elisa Vomocil
 Liar's Dice #1: Ed Murphy; Chia Richardson; Tom Finkle
 Lifeboat: (Keith Brush, Edward Tu, Jeremy Langdon)

Lost Cities: Rachael Innes; Karen Star; Ben Holbrook
 Lost Cities the Boardgame: Steve Loeb; Jeff Becker
 Magnet: Russell Howell; Mason Guzman
 Manouvere: John Escavera; Paul Tevis; Mike Sanchez
 MEGA Dominion: (Daniel Eppolito, J Karen Star); Avery Callenbrook; Phoenix Oakley
 Memoir '44: Andrew A; (Ben Roby, Scott Dunningham); Grant Lepper
 Merchant of Venus: Brad Rosin; Venter Laird; Sebastian Sohn
 Mille Bornes: (Ben Mack, Leonard Lopez); (Bruce Nelson, Chris Allen)
 Munchkin: Eric Fletcher; Brien Croteau; Rob Escalante
 Munchkin: Kyle Johnson; Kree'Ah Stonecutter
 Munchkin: Rachael Innes; Kree'Ah Stonecutter; Rocco Garcia
 Munchkin: Rocco Garcia; Chris Allen; (HighIndr61, Mary Anne)
 Munchkin: Dearl Albright; Sallan Griffin; Jessamine Campbell
 Munchkin Islands: Dean Taylor; Alexander Ortiz; M Aidan Jolliff
 Nexus Ops: Darrell Stark; Jillian Burcar
 No Thanks #1: Darrell Stark; Andreas Pluchar; Robert Neff
 On the Underground: (Winton Lemoine, Jana Meneley)
 ONEXENO - DEMO #1: Richard Castrence; M Aidan Jolliff; Rachel Hart
 ONEXENO - TOURNEY: Spencer Shulem
 Pandemic: (Jason Robert, Belle Barsi, Victor Ippolito, Ryan Gan)
 Pez #1: Quincy Watson; Andrew McSorley; Chris Atkins
 Pez #2: Chris Atkins; Andrew McSorley; Karla Freeman
 Phase 10 #1: Joe Neelon; Debbie Brinkman; Mary Taylor
 Phase 10 #2: Sallan Griffin; Debbie Brinkman; Cathy Neelon
 Phase 10 #3: Rob Escalante; Stephanie Schidel; Barry Lazarus
 Pit: Kree'Ah Stonecutter; Stephen Johnson; Odin8186
 Poker - 5 Card Draw: Dan O'Farrell; Robert Pirone; Joshua McFadden
 Poker - 7 Card Stud: Scott Samarel; Walter Wichowski; Dan O'Farrell
 Poker - Texas Hold 'Em: Ben Holbrooke; David Trice; Dan O'Farrell
 Power Grid: Chris Johnson; John Margerum; Barry Lazarus
 Princes of Florence: Shannon Beets; Winton Lemoine; Ben Holbrook
 Probe: Darrell Stark; Paris Themmem; Nichole Dixon
 Puerto Rico: Bruce Schlickbernd; Steve Loeb; Jeff Ridgnour
 Ra: Bradley Burcar; Rocco Garcia; Mike Slater Lansford
 Race for the Galaxy: Peter Van Ettinger; Chris Johnson; Stephanie Kelleher
 Rail Baron: Pearl Albright; Eric Downing; Paul Bonday
 Railroad Tycoon: (Steve Loeb, KenMcMillen)
 Rails of Europe: Stanton Peay; Paul Bonday; Aaron Jensen
 Robo Rally #1: Dan O'Farrell; David Swanson; Steve Packard
 Robo Rally #2: Nich Chavez; Brien Croteau; Stephanie Schidel
 Roll Through the Ages: John Margerum; Brian Gregory; Jeffrey Zinn
 Saint Petersburg: Tim Oates; Wesley Kawato; Tom Finkle
 San Juan: Grant Zweifel; Paris Themmen; John
 Scepter of Zavador: Peter Van Ettinger; Scott Samarel; Eric Fletcher
 Scrabble: Venter Laird; Rob Escalante; Charlie White
 Seafarers of Catan: Alasdair Burton; Tanya Aldrich; Andreas Pluchar
 Settlers of Catan: Ben Mack; Elisa Vonocil; Stephanie Schidel
 Shadow Hunters #1: (Joe Neelon, Scott Samarel)
 Slide 5 #1: Andrew Cohen; Jeff Becker; Chia Richardson
 Small World: Martin Smith; Sarah Coswell; Steiner
 Small World Demo: Grant Zweifel; Dean Taylor; Aidan Jolliff
 Spades #1: (Cherie Belkin, David Trice); (Anna Peay, Dan O'Farrell); (Eric Downing, Stephen Stewart)
 Spades #3: (Dan O'Farrell, Anna Peay); (Cherie Belkin, Cathy Neelon)
 Steel Driver: Aaron Cappocchi; Andrew McSorley; Chris Johnson
 Stephenson's Rocket: Roderick Lee; Leland Pike; Mary Ann Nguyen

Stone Age: David Zevin; Jeff Becker; (Walter Wichowski, Tanya Aldrich)
 Sudoku Tactics: Jallian Griffin; Sarah Boswell; Martin Padilla
 Talisman: Joseph Will; Mary Sorenson; Bruce Nelson
 Thingamajig: Molly Malcolm; Lana Berman; Darrell Stark
 Through the Ages: Ed Hess; Ken McMillen; Len Brocus
 Through the Ages - Demo: Tom Denny; Trey Alsup
 Thurn and Taxis: Robert Neff; Darrell Stark; Chris Johnson
 Tichu: (Cherie Belkin, Russell Howell); (Cheryl Aday, George Lu); (Tristan Meentringer, Meghan Watt)
 Ticket to Ride: Robert Neff; Darrell Stark; Peter Van Ettinger
 Ticket to Ride - Marklin: Roderick Lee; Amelia Harswill; Rick Lepore
 Ticket to Ride #1: Eric Fletcher; Kenneth Hefron; Aaron Jensen
 Ticket to Ride Card Game: Chris Johnson; Chia Richardson; (Greg Richardson, Roderick Lee)
 Ticket to Ride Card Game #1: Steve Loeb; Stephanie Kelleher; Tom Finkle
 Ticket to Ride Europe: Steve Loeb; Jana Menely; Winton Lemoine
 Ticket to Ride Europe: Kenneth Helfrom; Brad Rosin; Colin Kameoka
 Ticket to Ride Nordic Countries: Stacey Shanks; Greg Richardson; Scott Dunnington
 Ticket to Ride Switzerland: Kyle Greenwood; Eric Veraland; David Koontz
 Times Up: (Lana Berman, Jessica Insko); (Eugene Hourany, Darrell Stark)
 Titan: Alasdair Burton; Richard Potthoff; Vance Cole
 Transamerica #1: Paul Bonday; Chia Richardson; (Trey Alsup, Sean Thompson)
 Transamerica #2 - Vexation: Stanton Peay; Anna Peay; Terry Newton
 Transamerica #3: Tracy Ashizawa; Eric Verheiden; Odin8186
 Transamerica #4: Steve Loeb; Greg Richardson; Chia Richardson
 Trivial Pursuit: (Darrell Stark, Clifford Bennett); (Lisa Adams, Lloyd Adams); (Larry Blumenthal, Craig Uchiyama)
 TTR 1910 - Mega: Chia Richardson; Greg Richardson; Chris Johnson
 Twilight Struggle: David Gibson; Rick Lepore; Alex Elston
 Ubongo: Darrell Stark; Chris Johnson; Shane Sauby
 Um Reifanbrante: Megan Watt; Tristan Muntsinger; Dennis Chan
 Unhappy King Charles: Tim Porter; Drew Simon
 Union Pacific: Jana Meneley; Paul Bonday; Roderick Lee
 Uno #1: Stephen Stewart; Krysta Fryer; Nathaniel Taylor
 Uno #2: Nathaniel Taylor; Alexis Armstrong; Kayla Armstrong
 Uno #3: Andreas Pluchar; Sierra West; Leonard Lopez
 Uno #4: Andreas Pluchar; Debbie Brinkman; Joe Neelon
 Vegas Showdown: Jeff Becker; Stanton Peay; David Mines
 War of the Ring: Johnathan; James Walter; Ben Roby
 Warriors of God: David Wilson
 Werewolf #1: Eugene H
 Werewolf #2: John Walts; Eric Elder; Ed Bodge
 Werewolf #3: Daniel Watson; Molly Malcolm; Anna Peay
 Who Would Win: Wayne Sherman
 Wings of War: Richard Castrence; Art Fitzsimmons;
 Wits and Wagers: Meghan Watt; Ray Brown; Art Fitzsimmons
 World Cup Soccer: Patrick Havert; Steven Stewart; Rick Lepore
 Zombie Fluxx: Tristan Muntsinger; Richard Potthoff; (Mary Anne Nguyen, Martin Padilla, Alexander Murphy, Megan Watt)
 Zooleretto: Edward Tu; Jeff Becker; Jonathane

Collectible Games

Clout West Coast Summer Slam: Michael Mitchell; Brandon Weiss; Melissa Weiss
 Heroscape: Gamex Rumble: Brandon Weiss; Robby Kellogg; Jonas Wilmoth
 Kingdom Hearts: Vincent Fryer; Bob LaMarre; Cliff Bennett
 Kingdom Hearts #2: Vincent Fryer; Bob LaMarre; Ken Hughes

Magic: the gathering Eldar Dragon Highlander: Chuck Watson; Nick Chavez; Cliff Bennett

Magic: the Gathering #1: Garik Garza; John Brown; Cliff Bennett

Magic: the Gathering Legacy: Anthony Soliz; David Koontz; Jared Fitzsimmons

Magic: the Gathering Pauper Tournament: Tim Wilson; Dan Hyman; Mark Hyman

Magic: the Gathering Sealed: Eric Downing; Brad Rosin; Tim Wilson

Magic: the Gathering Sealed #2: Chia Richardson; Eric Downing; Tim Wilson

Magic: the Gathering Booster Draft: Brad Rosin; Eric Downing; Tim Wilson

Magic: the Gathering 2-headed Giant: Garik Garza & Anthony Soliz; Brad Rosin & David Koontz; Brandon Henricksen & ???

Meepiles: Spencer Shulem; Chris Raymond; Daniel Watson

Monsterpocalypse: Erin Austin; Nick Chavez; Gary Okuma

Pirates: Sink-n-keep: Chuck Watson; Crystal Koontz; Melissa Weiss

Pirates (War): (Heather Caronelia, Crystal Koontz, Chuck Watson, Melissa Weiss); (Fred Carmelia, David Koontz, Thomas Farr, Brandon Weiss)

Star Wars Miniatures: Jedi Master Event: Gary Okuma; Lloyd Adams; Mickey

Star Wars Miniatures: Sith Lord Tournament: Lisa Adams; Chuck Watson

Warball: Bobby Doran; Michael Mitchell; Melissa Weiss

Warlord: Gamex Championships: Rami Silverman; Lisa Adams

Warlord: Kerebrus Tournament: Rami Silverman; Brandon Weiss

Warlord: Sealed Starter: Lisa Adams; Lloyd Adams

World of Warcraft: cmg arena battle: Erin Austin; Nick Chavez; Ken Hughes

Yu-Gi-Oh!: Vincent Davis; Mario Palafox; Christopher Robinson

Yu-Gi-Oh!: Chris Robinson; Odin8186; Patrick Pallick

Computer and Video Games

Classic Arcade Games: Jason DuVall; Polly Aylor; Warren Johnson

Guitar Hero: Molly Malcolm; Sallan Griffin; Franck Kusuie

Halo Tournament #1 (Halo Classic): Christopher Robinson; Vincent Davis; Mark

Halo Tournament #2 (Deathmatch): Spencer Shalem; Adam Taylor; Todd Schlickbernd

Halo Tournament #3 (Teams): (Kelly Mai, Todd Schlickbernd); (Vicent Davis, Christopher Robinson); (Chris Raymond, Spencer Shulem)

Super Smash Bros. Brawl #1: Vincent Davis; Todd Schlickbernd; Mario Palafox

Super Smash Bros. Brawl #2: Christopher R; Vincent Davis; Kelly Mai

“World of Warcraft – “A New Request””: Polly Aylor; Chris Robinson; Chris Beilby

LARP/RPG

Monster Bash: Alexander Ortiz; James Freeman; Dan Sherer

Miniature Games

Circus Maximus: Victor Ippolito; Leleand Guthrie; Belle Barsi

War Machine: Greg Sztain; Paul Main; Glorious Tran

Warhammer Ancient Battle: Adam Hammer; Greg Kildare; Harold Hildebrand

Painting Contest

Fantasy Single: Gregory Sztain

Fantasy Unit: Calleen Tokashiki; Anthony Nguyen

Historical Single: Tim Keennon; Janice Sellers

Historical Unit: Tim Keennon

Science Fiction Large: Gregory Sztain; Anthony Nguyen

Science Fiction Single: Gregory Sztain; Anthony Nguyen

Science Fiction Unit: Anthony Nguyen; Gregory Sztain

Strategikids: Emily Howard

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