

 **STRATEGICON** presents

# Gateway 2008



**Labor Day Weekend**  
**August 29th to September 1st, 2008**  
**at the LAX Radisson Hotel**



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## Welcome

Strategicon welcomes you to Gateway 2008. 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.

## 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.

## 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.

## 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	Norm Carlson , Chris Carlson and Michael Fryer
Exhibitor Hall	Janice Sellers, Steven Ong and RJ Held
Registration	Tracy Fryer
Advisor & Special Projects	John Paiva
Board Games	Patrick Havert, Gayle Charboneau and Lori Greene
Collectibles	Victor Bugg
Computer and Video Games	Tim Keennon
Live Action Role Playing	Ryan McMullan
Miniatures	Jose Mendiola and Robyn L. Nixon
Role-Playing Games	Denys Mordred and Sarah Harrington
Special Events	Eric Burgess, Heather and Devi Hughes
Auctioneer	Alfonzo Smith
Open Gaming Library	Larry York
Webmaster	Tanya Aldrich
Publicity and Propaganda	Eric Downing and Robert Lionheart
Movie Room	Joseph Eder
Volunteers	Mary Scott
Lots of Stuff	Mark Hyman, Eric Nyquist and Michael J. 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.

## **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.
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 9 am to 6 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
- \* Blitzkrieg Studio
- \* Decision Games
- \* Fat Messiah Games (at Flying Buffalo booth)
- \* Flying Buffalo
- \* Gameslinger Enterprises
- \* GMT Games
- \* Gorilla Games (GPA Showcase)
- \* One Small Step
- \* Sierra Madre Games (at Flying Buffalo booth)
- \* Steve Jackson Games (carried by War House)
- \* Temple Games (at Strategicon booth)
- \* Three Sages Games
- \* White Wolf Publishing (carried by War House)

### Retailers

- \* Andrew Parros
- \* Farrescape Gaming
- \* Gaffney Used Books
- \* Gameology
- \* Knightly Games
- \* RMO
- \* Seth's Games and Anime
- \* War House
- \* Weekend Warrior

### Artists

- \* Wadey Graphics

## 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

Atlas Games

Avalanche Press

Columbia Games

Conquest Miniatures

Crocodile Games

Dark Age Games

Days of Wonder

Fantasy Flight Games

Games Workshop

GMT Games

Northstar Games

One Small Step

Out of the Box Games

Privateer Press

Reaper Miniatures

RPGA, AD&D Events

Steve Jackson Games

Stonehouse Miniatures

Twilight Creations

Upper Deck

Warlord Games

Willow Games

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 Wadey Graphics booth 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 10 pm to midnight and Saturday and Sunday 10 am to 2 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 2008 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!

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## 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: All Games & Events

\* = Play with the creator

Departments: B = Board Games, C = Collectibles, L = LARPs,  
M = Miniatures, P = Computers, R = RPGs, S = Seminars

Start Time	Title System	Dept.
Fri, Aug 29th		
Noon	<b>CCG Gathering</b>	C
	<b>Primetime Adventures</b> Primetime Adventures	R
1 pm	<b>Brass</b> Tournament	B
2 pm	<b>Ticket to Ride Card Game</b> Small	B
	<b>Kingdom Hearts TCG Constructed Tournament</b>	C
3 pm	<b>Formula Motor Racing</b> Small	B
	<b>Assault on New Talok</b> D&D 3.5	R
	<b>Clash in Los Angeles</b> Marvel Super Heroes	R
4 pm	<b>British Rails</b> Tournament	B
	<b>Rheinlander</b> Tournament	B
	<b>Slide 5 #1</b> Small	B
	<b>Mutant Chronicles:</b>	C
	<b>North Sea Clash (WW2)</b>	M
5 pm	<b>Kaisers Pirates</b> Small	B
6 pm	<b>Agricola</b> Demo	B
	<b>Winners Circle</b> Tournament	B
	<b>Blue Max</b>	M
7 pm	<b>Amun Re</b> Tournament	B
	<b>Guillotine #1</b> Small	B
	<b>Hearts #1</b> Sponsored	B
	<b>Traders of Carthage</b> Demo	B
	<b>World of Warcraft: Quests and Raids</b>	C
	<b>Invasion Force Intercept</b>	M
8 pm	<b>18XX Short</b> Tournament	B
	<b>Agricola</b> Demo	B
	<b>Felix the cat in the sack #1</b> Event	B



Start Time      **Title** System      Dept.

Fri, Aug 29th

**Game of Politics** Small B

**Seafarers of Catan** Tournament B

**Ticket To Ride #1** Big B

**Tide of Iron** Tournament B

**Uno #1** Tournament B

**Magic: The Gathering** C

**Camarilla Vampire** Vampire: the Requiem L

**Don't Rest Your Head** Don't Rest Your Head R

**Full Light, Full Steam** Full Light, Full Steam R

**InSpectres** InSpectres R

**Living Forgotten Realms** D&D 4th Edition R

**Living Greyhawk** D&D 3.5 R

**Marvel Slugfest** Hero System (Champions) R

**Return to the Depths** Dungeons and Dragons 4e R

**The Catacombs of the Bear Cult** Tunnels and Trolls R

**unWarrented Heroes** unWritten R

**Flea Market** S

9 pm      **Cutthroat Caverns** Event B

**Die Macher Short** Small B

**Liar's Dice #1** Small B

**Pandemic** Demo B

**Nexus Ops** Small B

**Phase 10 #1** Small B

**Poker - 5 Card Draw** Sponsored B

**Princes of Florence** Tournament B

10 pm      **San Juan** Small B

11 pm      **Spades #1** Sponsored B

**Ubongo** Small B

Start Time	Title	System	Dept.
Sat, Aug 30th			
Midnight	<b>Pit</b>	Small	B
1 am	<b>Werewolf #1</b>	Event	B
	<b>Resident Evil: The Ordeal at Mountain Valley</b>	Palladium	R
8 am	<b>18XX Teaching Session</b>	Demo	B
	<b>Battle of Salamanca</b>		M
	<b>Miller's Cornfield (The Battle of Antietam)</b>		M
9 am	<b>Advanced Civilization</b>	Tournament	B
	<b>Axis &amp; Allies #1</b>	Big	B
	<b>Blokus #1</b>	Small	B
	<b>Columbia Games - Hammer of the Scots</b>	Event	B
	<b>Lowenherz</b>	Tournament	B
10 am	<b>1861</b>	Tournament	B
	<b>1960 The Making of the President</b>	Tournament	B
	<b>2 Player Euro Fest</b>	Special	B
	<b>Asia/Europe Engulfed</b>	Event	B
	<b>Britannia</b>	Tournament	B
	<b>Caylus</b>	Big	B
	<b>Chez Geek</b>	Sponsored	B
	<b>Crokinole</b>	Event	B
	<b>Hearts #2</b>	Sponsored	B
	<b>New Game Demo #1</b>	Demo	B
	<b>The War Game - World War II</b>	Event *	B
	<b>Titan</b>	Tournament	B
	<b>Union Pacific</b>	Tournament	B
	<b>Uno #2</b>	Tournament	B
	<b>Magic: The Gathering</b>		C
	<b>VTES demo</b>		C
	<b>Warlord: Starter Deck</b>	Tournament	C
	<b>Coronel!</b>		M
	<b>Invasion Force Intercept</b>		M

Start Time	Title System	Dept.
Sat, Aug 30th	<b>Paint and Take</b>	M
	<b>Section 8</b>	M
	<b>Warhammer Fantasy RTT</b>	M
	<b>Diablo II Gold-Grab #1</b> PC	P
	<b>Open Comp/Video Gaming</b> Xbox, PS2, PC and more	P
	<b>Blade Runner</b> GURPS ULTRA TECH	R
	<b>In A Wicked Age...</b> In A Wicked Age...	R
	<b>Living Forgotten Realms</b> D&D 4th Edition	R
	<b>Living Greyhawk</b> D&D 3.5	R
	<b>Rifts Rapa Nui</b> RIFTS	R
	<b>Smelly. Hairy. Bang!</b> og (firefly games)	R
	<b>Star Wars: The Emperor Is Your Friend</b> Paranoia XP	R
	<b>The Capture of San Hill</b> Star Wars Saga Edition	R
	<b>The Chooser of the Slain</b> Buffy the Vampire Slayer	R
	<b>The Viper Incident</b> Spycraft 2.0	R
	<b>Time Lord Game</b> Call of Cthulhu modified	R
	<b>Vampire the Requiem: The Resurrectionists</b> White Wolf Storyteller	R
	<b>Flea Market</b>	S
11 am	<b>American Megafauna</b> Small *	B
	<b>Columbia Games - Liberty</b> Event	B
	<b>Formula De</b> Tournament	B
	<b>New Game Demo #2</b> Demo	B
	<b>Warriors of God</b> Demo	B
	<b>VTES Tournament: "Bear Baiting"</b>	C
	<b>Generalisimo, Most successful general</b>	M
	<b>War College: Effects Based Simulation</b>	S
Noon	<b>Connect 4 Tournament</b> Event	B
	<b>Deep Space DrillerAce</b> Sponsored *	B
	<b>Duel in the Dark</b> Event	B

Start Time	Title System	Dept.
Sat, Aug 30th		
	<b>Kung Fu Fighting</b> Small	B
	<b>Looney Bin</b> Event	B
	<b>New Game Demo #3</b> Demo	B
	<b>Pandemic</b> Tournament	B
	<b>Pirate King</b> Event	B
	<b>Settlers of Catan</b> Big	B
	<b>Sturm Europa!</b> Demo *	B
	<b>Ticket to Ride 1910</b> Tournament	B
	<b>Warzone</b> Demo	B
	<b>Mutant Chronicles: Gateway Tournament</b>	C
	<b>Battletech</b> Tournament	M
	<b>Super Smash Bros. Brawl #1</b> Wii	P
	<b>Green Monday</b> Hero System (Champions)	R
	<b>Seven Swords of Sin</b> Pathfinder (D20)	R
1 pm	<b>Age of Steam</b> Event	B
	<b>Columbia Games - Crusader Rex</b> Event	B
	<b>Combat Commander</b> Tournament	B
	<b>Juniors Event #1</b> Event	B
	<b>Lord of the Fries</b> Sponsored	B
	<b>Notre Dame</b> Tournament	B
	<b>Phase 10 #2</b> Small	B
	<b>Robo Rally #1</b> Tournament	B
	<b>Spades #2</b> Sponsored	B
	<b>Axis &amp; Allies Minis- War at Sea</b>	C
	<b>Doritos Battletech</b>	M
	<b>Savage Worlds : First Person Shooter!</b>	M
	<b>World of Warcraft Gnome Rally #1</b> PC	P
	<b>War College: Grand Strategy in World War II</b>	S
2 pm	<b>Cleopatra and the Society of Architects</b> Tournament	B
	<b>Iron Dragon</b> Tournament	B

Start Time	Title System	Dept.
Sat, Aug 30th	<b>Monty's Gamble Market Garden</b> Event	B
	<b>New Game Demo #4</b> Demo	B
	<b>No Thanks #1</b> Small	B
	<b>Panzer Grenadier - Airborne</b> Demo	B
	<b>Presidential Fever</b> Small	B
	<b>Rail Baron</b> Tournament	B
	<b>Terra Nova (Oversized)</b> Event	B
	<b>Tigris &amp; Euphrates</b> Tournament	B
	<b>WARPS</b> Demo	B
	<b>Warzone</b> Demo	B
	<b>Warlord: Singles Tournament</b>	C
	<b>Guitar Hero #1</b> PS2 / PS3 / XBox360	P
3 pm	<b>Kriegbot</b> Small *	B
	<b>New Game Demo #5</b> Demo	B
	<b>Politics as Usual</b> Special	B
	<b>Tikal</b> Tournament	B
	<b>Vegas Showdown</b> Tournament	B
	<b>Kingdom Hearts TCG Constructed Tournament</b>	C
	<b>Magic: The Gathering- Booster Draft #1</b>	C
	<b>Pirates of Cursed Sea</b>	C
	<b>Camarilla Mage</b> Mage: The Awakening	L
	<b>Camarilla Promethean</b> Promethean: the Created	L
	<b>South Pacific Dogfight!</b>	M
	<b>World of Warcraft Gnome Rally #2</b> PC	P
	<b>Head Over Heals</b> Spycraft 2.0	R
	<b>Living Forgotten Realms</b> D&D 4th Edition	R
	<b>Living Greyhawk</b> D&D 3.5	R
	<b>Pitch &amp; Pilot</b> Primetime Adventures	R
	<b>Resident Evil - Extinction</b> GURPS Martial Arts	R
	<b>Shadowrun: Dream of the Runners</b> Shadowrun 4ed	R

Start Time      **Title** System      Dept.  
 Sat, Aug 30th

	<b>Silent Wars</b>	In A Wicked Age...	R
	<b>Sons of Liberty</b>	Sons of Liberty *	R
	<b>Spirit of the Shattered Earth</b>	Spirit of the Century	R
	<b>The Devil's Pet</b>	(Reaper)Buffy the Vampire Slayer	R
	<b>The House that Tremere Built</b>	White Wolf (Old) Mage the Ascension	R
	<b>Tom Cummings Presents</b>	Call of Cthulhu	R
	<b>Vapors Don't Shoot Back</b>	Paranoia XP	R
	<b>Why Can't it Ever Go Smooth</b>	Serenity (Cortex)	R

4 pm	<b>Hanging Gardens</b>	Small	B
	<b>Illuminati</b>	Sponsored	B
	<b>Jericho - Demo</b>	Demo *	B
	<b>Juniors Event #2</b>	Event	B
	<b>Landslide</b>	Small	B
	<b>New Game Demo #6</b>	Demo	B
	<b>Star Wars Epic Duels Game</b>	Small	B
	<b>Thurn and Taxis</b>	Tournament	B
	<b>Warzone</b>	Demo	B
	<b>Heroscape Gateway Championship</b>		C
	<b>Yu-Gi-Oh!</b>		C

5 pm	<b>Friedrich</b>	Tournament	B
	<b>Khet</b>	Small	B
	<b>New Game Demo #7</b>	Demo	B
	<b>Samurai Swords</b>	Tournament	B
	<b>St. Petersburg</b>	Tournament	B
	<b>D&amp;D Miniatures</b>		C
	<b>American War of Independence</b>	15mm	M
	<b>Intermediate Painting Techniques</b>		M
	<b>World of Warcraft Gnome Rally #3</b>	PC	P

6 pm	<b>Espana 1936</b>	Event	B
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Start Time	Title System	Dept.
Sat, Aug 30th	<b>Kingsburg</b> Tournament	B
	<b>Lords of the Sierra Madre</b> Small *	B
	<b>Roads &amp; Boats</b> Event	B
	<b>TV Trivia Contest</b> Event	B
	<b>Ticket to Ride Marklin</b> Tournament	B
	<b>Star Wars Miniatures: Jedi Master Event</b>	C
	<b>VTES North American Championships Mini-Qualifier : "Feral Spirit"</b>	C
	<b>Urban Renewal at Henderson Field!</b>	M
	<b>WH40k Apocalypse - Planet Methos</b>	M
	<b>Halo Tournament #1</b> Xbox	P
7 pm	<b>Pitch Car #1</b> Tournament	B
	<b>Ra</b> Big	B
	<b>Risky Strategy</b> Small	B
	<b>Herodlix: Battle Royale</b>	C
	<b>Circus Maximus</b>	M
	<b>North Sea Clash (WW2)</b>	M
	<b>WHFB Good vs Evil</b>	M
	<b>World of Warcraft Gnome Rally #4</b> PC	P
8 pm	<b>Acquire</b> Small	B
	<b>Bang!</b> Event	B
	<b>Empire Builder</b> Tournament	B
	<b>Jericho - Demo</b> Demo *	B
	<b>Pez #1</b> Small	B
	<b>Warzone</b> Demo	B
	<b>Winds of Plunder</b> Tournament	B
	<b>Wits &amp; Wagers - Gamers Edition</b> Small	B
	<b>Magic: The Gathering</b>	C
	<b>Meepile</b> *	C
	<b>Camarilla Vampire</b> Vampire: the Requiem	L

Start Time	Title System	Dept.
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Sat, Aug 30th

<b>Darkmoon</b>	GURPS Traveller	R
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<b>Darkness Falls, Chapter 4: Crawling in the Dark</b>	Star Wars Saga Edition	R
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<b>Grey Ranks</b>	Grey Ranks	R
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<b>Heretics of Taratia</b>	Conan, 2nd Edition	R
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<b>Invasion</b>	unWritten	R
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<b>Living Forgotten Realms</b>	D&D 4th Edition	R
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<b>Living Greyhawk</b>	D&D 3.5	R
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<b>That Island Charm</b>	D&D 3.5	R
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<b>Time Lord Game</b>	Call of Cthulhu modified	R
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<b>Tom Cummings Presents</b>	Call of Cthulhu	R
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<b>Tournament of Heroes</b>	Dungeons and Dragons 4th Edition	R
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<b>Triad &amp; Furor</b>	Buffy/Angel Unisystem	R
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9 pm	<b>Campaign Trail</b> Small	B
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	<b>Catch Phrase</b> Small	B
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	<b>Cuba</b> Tournament	B
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	<b>Poker - 7 Card Stud</b> Sponsored	B
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	<b>The Battle of Katz und Yammer</b>	M
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10 pm	<b>Quelf #1</b> Small	B
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	<b>Tichu</b> Event	B
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	<b>Transamerica #1</b> Small	B
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11 pm	<b>Ca\$h 'n Gun\$</b> Event	B
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	<b>Time's Up!</b> Event	B
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Start Time	Title System	Dept.
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Sun, Aug 31st

Midnight	<b>Charades #1</b> Small	B
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1 am	<b>Werewolf #2</b> Event	B
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9 am	<b>Phase 10 #3</b> Small	B
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	<b>Cruiser Action in the Pacific</b>	M
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	<b>North Sea Clash (WW2)</b>	M
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Start Time	Title System	Dept.
Sun, Aug 31st	<b>The Siege of Helm's Deep</b>	M
10 am	<b>18XX Classic</b> Tournament	B
	<b>Battle Cry!</b> Tournament	B
	<b>Chez Greek</b> Sponsored	B
	<b>Cutthroat Caverns</b> Event	B
	<b>Euro Rails</b> Tournament	B
	<b>Jericho Tournament</b> Special *	B
	<b>Mille Bornes</b> Small	B
	<b>Mr. President</b> Small	B
	<b>Napoleon's Triumph</b> Event	B
	<b>Power Grid</b> Big	B
	<b>The War Game - World War II</b> Event *	B
	<b>Twilight Imperium</b> Small	B
	<b>Magic: The Gathering</b>	C
	<b>Mechwarrior Tournament</b>	C
	<b>American Civil War 15mm</b>	M
	<b>Babylon 5 Call to Arms Tournament</b>	M
	<b>Black Sheep Squadron</b>	M
	<b>Guilford Courthouse, 1781</b>	M
	<b>Paint and Take</b>	M
	<b>Tsushima!</b>	M
	<b>Warhammer 40K RTT</b>	M
	<b>Warhordes Escalating Tournament</b>	M
	<b>Diablo II Gold-Grab #2</b> PC	P
	<b>Open Comp/Video Gaming</b> Xbox, PS2, PC and more	P
	<b>Against the Prince of Beasts: Pt. 1 Thrall of Baphomet</b> Savage Worlds	R
	<b>Living Forgotten Realms</b> D&D 4th Edition	R
	<b>Living Greyhawk</b> D&D 3.5	R
	<b>Rifts Rapa Nui</b> RIFTS	R

Start Time	Title System	Dept.
Sun, Aug 31st		
	<b>Smelly. Hairy. Bang!</b> og (firefly games)	R
	<b>Tom Cummings Presents</b> Call of Cthulhu	R
	<b>WoD Innocents : Orphans Nightmare</b> World of Darkness: Innocents	R
	<b>Flea Market</b>	S
11 am	<b>Abalone</b> Event	B
	<b>Alhambra</b> Tournament	B
	<b>Insecta Mutant Kit</b> Small *	B
	<b>Kutusov</b> Event	B
	<b>Nuclear War</b> Small	B
	<b>Uno #3</b> Tournament	B
	<b>VTES Tournament: "Reform Body"</b>	C
	<b>Warlord: Kerebrus Turncoat</b>	C
	<b>Battle of the Bands! #1</b> PS2	P
	<b>War College: Headline Round-up</b>	S
Noon	<b>Axis &amp; Allies #2</b> Tournament	B
	<b>Brass</b> Tournament	B
	<b>Cribbage</b> Sponsored	B
	<b>Here I Stand</b> Tournament	B
	<b>Ticket to Ride #2</b> Tournament	B
	<b>Mutant Chronides</b>	C
	<b>Doritos Battletech</b>	M
	<b>Spore Creature Creation Contest - Kids</b> Spore	P
	<b>The Ice Cliffs of Barrier Pass</b> D&D 3.5	R
1 pm	<b>Agricola</b> Tournament	B
	<b>For Sale</b> Small	B
	<b>History of the World</b> Tournament	B
	<b>Juniors Event #3</b> Event	B
	<b>Merchant of Venus</b> Tournament	B
	<b>Munchkin</b> Sponsored	B

Start Time	Title System	Dept.
Sun, Aug 31st	<b>Piquet - 15th Century Card Game For Two Players</b> Event	B
	<b>Robo Rally #2</b> Tournament	B
	<b>Sekigahara</b> Event	B
	<b>Talisman</b> Big	B
	<b>Twilight Struggle</b> Tournament	B
	<b>The Battle for Kashyyyk</b>	M
	<b>Super Smash Bros. Brawl #2</b> Wii	P
2 pm	<b>Cloud 9</b> Small	B
	<b>Defiant Russia</b> Demo	B
	<b>I wanna be President</b> Small	B
	<b>Munchkin Fu</b> Sponsored	B
	<b>Origins, How we became human</b> Small *	B
	<b>Railroad Tycoon</b> Tournament	B
	<b>Stone Age</b> Tournament	B
	<b>Warzone</b> Special	B
	<b>Wilderness War</b> Tournament	B
	<b>Kingdom Hearts: Coliseum</b> Tournament	C
	<b>Introduction to Squadron Strike</b>	M
	<b>Dance Dance Revolution</b> PS2	P
	<b>Halo Tournament #2</b> Xbox	P
3 pm	<b>Felix the Cat in the Sack #2</b> Small	B
	<b>Galactic Emperor</b> Tournament	B
	<b>Manoeuvre</b> Event	B
	<b>A Game of Thrones</b> LCG	C
	<b>Magic: The Gathering- Booster Draft #2</b>	C
	<b>Camarilla Changeling</b> Changeling: the Lost	L
	<b>Privateer</b> Dying Kingdoms	L
	<b>The Battle of Cochrane's Rift</b>	M
	<b>Alpha Complexities</b> Paranoia XP	R
	<b>Living Forgotten Realms</b> D&D 4th Edition	R

Start Time	Title System	Dept.
Sun, Aug 31st		
	<b>Living Greyhawk</b> D&D 3.5	R
	<b>Mecha vs. Cthulhu</b> Robot Warriors	R
	<b>Murder At The Mine!</b> D&D, 4th Edition	R
	<b>Shock: Social Science Fiction</b> Shock:	R
	<b>SpecOps: Soldiers of Fortune</b> Sensical Roleplaying	R
	<b>Spirit of the Shattered Earth</b> Spirit of the Century	R
	<b>That Island Charm</b> D&D 3.5	R
	<b>The Devil's Catch</b> Reaper- -modified Buffy the vampire slayer	R
	<b>The House that Tremere Built</b> White Wolf (Old) Mage the Ascension	R
	<b>Trail of the Acolyte</b> Spirit of the Sword/FATE 3.0	R
	<b>We're dead, but where the hell are we?</b> unWritten	R
4 pm	<b>Blokus #2</b> Small	B
	<b>Goa</b> Tournament	B
	<b>Juniors Event #4</b> Event	B
	<b>Lunar Rails</b> Event	B
	<b>Modern Naval Battles</b> Small	B
	<b>Scrabble</b> Small	B
	<b>Spades #3</b> Sponsored	B
	<b>The Game of Presidents of the United States</b> Small	B
	<b>Yu-Gi-Oh!</b>	C
	<b>Battle of the Bands! #2</b> PS2	P
5 pm	<b>Descent: Journeys in the Dark</b> Event	B
	<b>Elk Fest</b> Small	B
	<b>FAB Bulge</b> Event	B
	<b>Guillotine #2</b> Small	B
	<b>Thebes</b> Tournament	B
	<b>Trival Pursuit</b> Event	B
	<b>Paint Clinic with Katie - Painting Eyes and Faces</b>	M
6 pm	<b>Battle Lore</b> Tournament	B

Start Time      Title System      Dept.  
 Sun, Aug 31st

	<b>Candidate</b> Small	B
	<b>Giant Civilization</b> Event	B
	<b>HEROQUEST Milton Bradley 1989/1990</b> Event	B
	<b>Hannibal:Rome vs Carthage</b> Tournament	B
	<b>Hard Vacuum</b> Small *	B
	<b>Liar's Dice #2</b> Small	B
	<b>Mall of Horror</b> Event	B
	<b>Pez #2</b> Small	B
	<b>Qwirkle</b> Small	B
	<b>Pirates: Sink-N-Keep</b>	C
	<b>VTES Tournament: "Anisa Mariana Lopez"</b>	C
	<b>Bir el Gubi November 18th 1941</b>	M
	<b>Guitar Hero #2</b> PS2 / PS3 / XBox360	P
7 pm	<b>Fluxx #1</b> Small	B
	<b>Pitch Car #2</b> Tournament	B
	<b>Puerto Rico</b> Big	B
	<b>Call of Cthulhu LCG</b>	C
	<b>Invasion Force Intercept</b>	M
	<b>Feedback Seminar</b>	S
8 pm	<b>Apples to Apples</b> Event	B
	<b>India Rails</b> Tournament	B
	<b>Ingenious</b> Small	B
	<b>KriegBot</b> Event	B
	<b>Lost Cities</b> Tournament	B
	<b>Pacific Typhoon</b> Small	B
	<b>Zooloretto</b> Event	B
	<b>Camarilla Werewolf</b> Werewolf: the Forsaken	L
	<b>The Guilds</b> Dying Kingdoms	L
	<b>Usual Suspects LARP</b> LARP *	L
	<b>Battle of the Bands! #3</b> PS2	P

Start Time	Title	System	Dept.
Sun, Aug 31st			
	<b>Living Forgotten Realms</b>	D&D 4th Edition	R
	<b>Living Greyhawk</b>	D&D 3.5	R
	<b>Lost in Translation</b>	Cthulhu	R
	<b>Return to the Depths</b>	Dungeons and Dragons 4e	R
	<b>Salvage Mission</b>	Buffy/Angel Unisystem	R
	<b>The Graveyard of Sturges</b>	Serenity (Cortex)	R
	<b>The Shab-al-Hiri Roach</b>	The Shab-al-Hiri Roach	R
9 pm	<b>Hail to the Chief</b>	Small	B
	<b>Modern Art</b>	Small	B
	<b>Race for the Galaxy</b>	Tournament	B
10 pm	<b>Game Smiths present Student Games</b>	Demo	B
	<b>Poker - Texas Hold 'Em</b>	Sponsored	B
	<b>Quelf #2</b>	Small	B
	<b>Tichu - Finals</b>	Small	B
	<b>TransAmerica #2</b>	Small	B
	<b>Awesomely Bad Movie Night</b>		S
11 pm	<b>Cash N Guns</b>	Event	B
Start Time                      Title                      System                      Dept.			
Mon, Sep 1st			
Midnight	<b>Charades #2</b>	Event	B
1 am	<b>Werewolf #3</b>	Event	B
9 am	<b>WWII Naval Battle</b>		M
	<b>Living Forgotten Realms</b>	D&D 4th Edition	R
	<b>Living Greyhawk</b>	D&D 3.5	R
10 am	<b>Cartagena 1 &amp; 2</b>	Tournament	B
	<b>Road to the White House</b>	Small	B
	<b>Uno #4</b>	Tournament	B
	<b>Kingdom Hearts</b>		C
	<b>BLOOD BOWL NAF mini OPEN</b>		M
	<b>South Pacific Dogfight!</b>		M

Start Time	Title	System	Dept.
Mon, Sep 1st			
	<b>Open Comp/Video Gaming</b>	Xbox, PS2, PC and more	P
	<b>Spore Creature Creation Contest</b>	Spore	P
	<b>Against the Prince of Beasts: Pt. 2 In the Maze Worlds</b>	Savage	R
11 am	<b>Napoleonic Wars</b>	Sponsored	B
	<b>Through the Desert</b>	Sponsored	B
	<b>TransAmerica #3</b>	Small	B
	<b>Auction</b>		S
Noon	<b>Juniors Event #5</b>	Event	B
	<b>No Thanks #2</b>	Sponsored	B
	<b>Pillars of the Earth</b>	Sponsored	B
1 pm	<b>Slide 5 #2</b>	Sponsored	B
	<b>Living Forgotten Realms</b>	D&D 4th Edition	R
	<b>Living Greyhawk</b>	D&D 3.5	R
2 pm	<b>Fluxx #2</b>	Sponsored	B
3 pm	<b>Family Business</b>	Sponsored	B
	<b>Familiar</b>	unWritten	R

\* = Play with the creator

B = Board Games, C = Collectibles, L = LARPs, M = Miniatures,

P = Computers, R = RPGs, S = Seminars

## Parking

With the hotel parking lot out of commission it can be a challenge to find parking if you don't know the other area parking lots. Below is a brief guide to them. More information can be found at <http://www.strategicon.net/index.php?goto=parking>. If you have any questions, please feel free to stop by the registration desk.

Radisson: 6225 W. Century Blvd

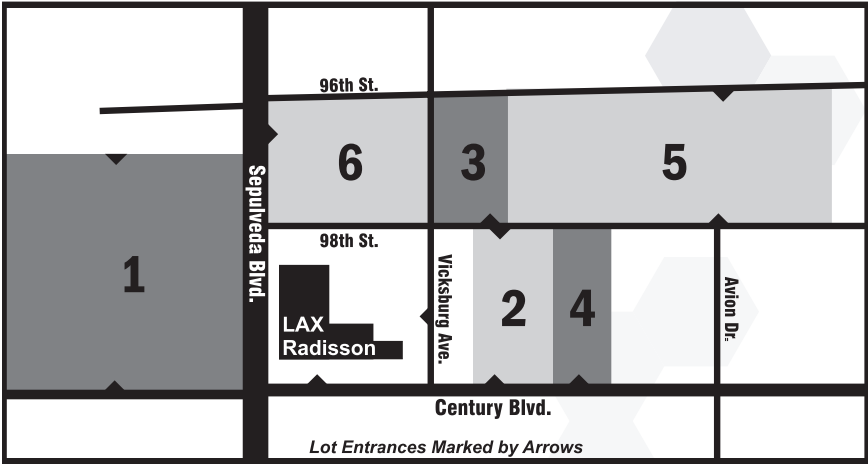
Map #	Lot Name	Gate Rate	Special Rate	Address
1	Park 'N Fly	\$15.95/day	\$8.95/day online	6351 W. Century
2	Quik Park	\$12.95/day	\$9.95/day online	6151 W. Century
3	Sunrise	\$10.99/day		6155 W. 98th St.
4	All Star Parking	\$13.95/day		6141 W. Century
5	Easy Park	\$10.95/day	1 free day coupon	6101 W. 98th St
6	Valet Air Park	\$11.95/day		9600 S. Sepulveda
N/A	LAX Lot C	\$13.95/day		96th St. & Sepulveda

Prices subject to change without notice.

Solid triangles denote entrances. The map is to the right.







# POLITICS AS USUAL



# TOURNAMENT!

**MULTIPLAYER CARD GAME**

**NEW PLAYERS WELCOME!**

**SATURDAY 3PM**

**CHECK THE CATALOG FOR LOCATION**

**ALL MATERIALS PROVIDED**



**\$50 DEALER DOLLAR FIRST PRIZE!**

**ALL FINALISTS RECEIVE A POLITICS AS USUAL EXPANSION!**

## Board Game Events

### Ballrooms A-D

#### **18XX Teaching Session**

This will be a teaching session for those interested in 18XX

#### **1960 The Making of the President**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

#### **Abalone**

The object is simple: push six of your opponent's marbles off the board before he does. Each player may push up to three marbles together a single space in any of six directions. These marbles can be used to push your opponent's marbles as well, as long as you "outweigh" them in the direction you're moving. Three can push two, two can push one, or three can push one. Three can't push three.

#### **American Megafauna**

2nd ed, 2-5 player dinosaurs vs. mammals in ancient America.

#### **Brass** (by Martin Wallace)

Simulating the economic development of 19th century England, players build canals, industries, and ports while trying to manage a hand of cards allowing these actions. Income must be carefully balanced against victory points, as players are racing to lock up key cities and transportation routes.

#### **Ca\$h 'n Gun\$**

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

#### **Campaign Trail**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention. A time limit may be set on this game.

#### **Candidate**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

#### **Chez Geek**

It's 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. You can 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 Geek**

Party raids. Hazing. Many, many kegs. And, of course, beer, sleep, and nookie. It's the hit Chez Geek, moved to a frat house. (Or sorority. Or both.) Pick your major. (Botany? Babes? Beer?) Tap a keg or two. Party hard, and try not to think about Finals Week.

### **Columbia Games - Crusader Rex**

### **Columbia Games - Hammer of the Scots**

### **Columbia Games - Liberty**

There will be an opportunity to get a demo, and then an opportunity to play Columbia's Game Crusader Rex. This game is part of the Columbia Games Two out of Three event on Saturday. The three games will be Liberty, Crusader Rex, and Hammer of the Scots. Players will be able to play two of them to compete in an overall tournament for Columbia Games. These games will also count towards the Wargame Boot Camp tournament.

### **Connect 4 Tournament**

Face off against an opponent in this exciting game of strategy. Who will win? Will it be you? Play your way through to the finals, and you may find yourself the champion.

### **Crokinole**

A game of dexterity.

### **Cutthroat Caverns**

An artifact of untold power lies in your hands! To claim it, you must escape the caverns alive! Unfortunately, no less than nine horrific beasts stand in your way - that, and the greed of the other players! In this card game of kill-stealing, you must remember: "Without teamwork, you'll never survive. Without betrayal, you'll never win!"

### **Deep Space DrillerAce**

"Convention exclusive" is an oversized copy of the game for the winner!

### **Die Macher Short**

The biggest euro heavy hitter of them all! Love politics? Ever wanted to play as a slimy lobbyist? This game has it all! We will be playing the 5-election short game.

### **Friedrich**

Defeat Prussia before the Tsarina dies! Or be Frederick the Great...Friedrich, a novel concept uniting the fascination of board and card games. Accurately based on history with short rules, wide open spaces for chess-like moves, and great depth for strategy. Taken into Frederick's era, you will reflect on tactical finesse, interspersed anecdotes, and at how often you are not able to count to three! This is part of the Wargame Boot Camp.

### **Game of Politics**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

### **Game Smiths present Student Games**

The Game Smiths are a student club at the Art Institute of California - Orange County. This will be a demo of various student designed games.

### **Giant Civilization**

This is the 18 player fan game. We'll check it out for a while to see how it goes.

### **Hail to the Chief**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

### **Hard Vacuum**

2-8 player wargame of World War 2 as fought in space. We will play the Science Gone Mad edition.

### **HEROQUEST Milton Bradley 1989/1990**

Dimensional gameboard is filled with hidden doors, traps, treasure, monsters and more!

### **History of the World**

Come lead your culture to victory.

### **I wanna be President**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

### **Insecta Mutant Kit**

2-8 player bug versus bug combat game. We will play the rainforest edition.

### **Jericho - Demo**

#### **Jericho Tournament**

Come play Barry Lew's newest game about the Post Apocalypse United States.

### **KriegBot**

Teams of custom-designed robots battle for dominance on a futuristic battlefield. Quick and clever design cards and templates let you create your lean, mean, robot-blasting machine before the game starts. Will run two tables if we get enough players, with the early-dead from both tables combining to start a new game to keep the action going.

### **Kung Fu Fighting**

When the dust settles, will you be the only one left standing? Or will your Kung Fu be too weak?

### **Kutusov**

This is part of the Wargame Boot Camp.

**Landslide**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

**Looney Bin**

In Looney Bin players assume the roll of the haed of a psychiatric ward attempting heal patients faster than their colleagues. Deduction and fast paced card play are combined with non phasing player action. 3 to 10 players, 2 minutes of rules, approximately one hour per game. Excellent prototype now available. Game is currently being printed for release in October.

**Lord of the Fries**

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. And now you're one of us. Combine frighteningly generic ingredients like "Cow Meat," "Sauce," and "Drink."

**Lords of the Sierra Madre**

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

**Lowenherz**

Great strategy game with head to head conflict.

**Mall of Horror**

As in Dawn of the Dead, zombies are invading the mall. Each player controls 3 characters: a blond girl, a big guy and a dude with a gun. They must escape the zombies by locking themselves in the stores. But be careful: there is not always enough room in the stores for everybody, you might get trapped in the hallway, amongst the living dead.

**Mr President**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention. There will be a playoff between the top Republican and Democratic candidates for the finals.

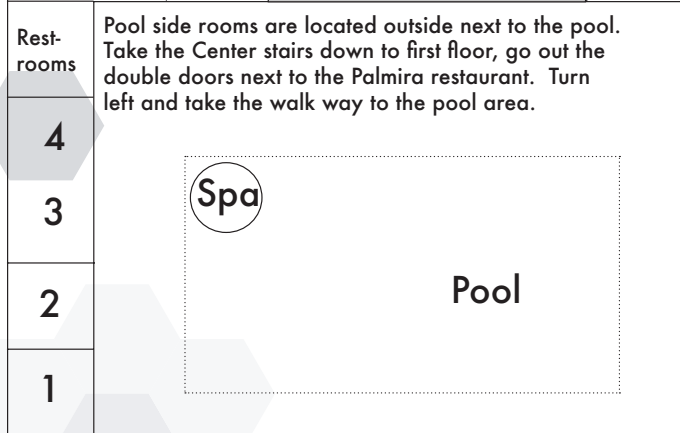
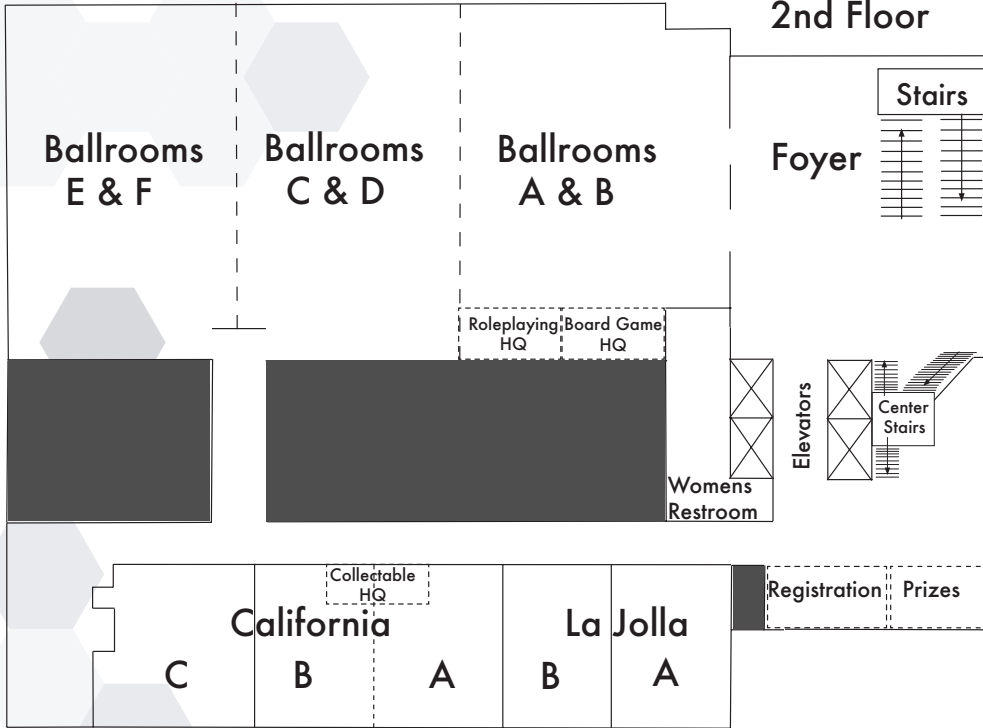
**Munchkin**

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, designed by Steve Jackson, 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.

**Napoleon's Triumph**

Full team-rules game of Napoleon's Triumph (Battle of Austerlitz). Each side had one overall commander and three "wing" commanders communication is strictly limited. "If the enemy dares to descend from the heights to take me in the flank, they will surely be beaten without hope of recovery." -- Napoleon, two days before the battle of Austerlitz

## 2nd Floor



To get to Pen  
the top floor

Pen

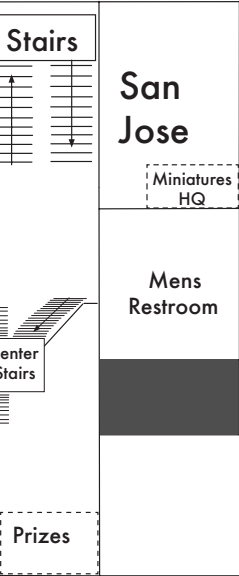
Room  
1201

To get to room 1201  
take elevator to the  
12th floor

**Century**

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

or



# GATEWAY 2008 DIRECTORY

Catalina  
Exhibitor Hall

Get to Penthouse, take elevator to  
top floor (PH)

Penthouse

Room 1201,  
to the

### **New Game Demo #1 – #7**

Come by Boardgames HQ and see the list of games to be demoed. Currently planned are the following:

#1: *Ticket to Ride Card Game* and *Tribune*

#2: *Ticket to Ride: Nordic Countries*

#3: *Say Anything*

#4: *Agricola* and *Innsmouth Escape*

#5: *Octego* and *Traders of Carthage*

#6: *Agricola*

#7: *Cutthroat Caverns* and *Ticket to Ride Card Game*

### **Nuclear War**

Winner takes all!

### **Origins, How we became human**

2-5 player game of Humanity from the Ice Age to the present. We will play with the just-published "Age of Reason" expansion.

### **Piquet - 15th Century Card Game For Two Players**

Learn how to play one of the oldest card games still played today. Rules and cards will be provided. We will start by explaining the rules and basic tactics, then break up into groups to play. Piquet is a complicated game of several phases with different goals, and requires a bit of strategy. Piquet was a popular game in Europe from the 15th century to the advent of Contract Bridge in the 20th.

### **Presidential Fever**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

### **Quelf #1**

### **Quelf #2**

This is a hilarious silly party game where your fellow players will start talking strange or will be sitting on the floor until someone rolls a "4". What about having to do the Hula while rapping about your toenails? Playing this game requires you act crazy. Can you handle it? You can play as a team or an individual person. This game is limit to 8 players or 8 teams of 2.

### **Rheinlander**

Easy to learn yet fun game of territory control. Simple conflict resolution.

### **Risky Strategy**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

### **Road to the White House**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention. Will play the Primary version of the game & time limit will be set. Double points awarded for every state for the overall tournament.



### **Seafarers of Catan**

This is only for Seafarers, not Islands of Catan

### **Star Wars Epic Duels Game**

Attack & eliminate your opponents one by one, until you're the last one standing. - Random Draw - Free for all - As soon as a player's main character is destroyed, that player is eliminated.

### **Sturm Europa!**

A grand strategic wargame that recreates the entire European conflict during World War II. SE uses army level blocks with event 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 out there! Check out the demo hosted by the game designer to see it for yourself.

### **Talisman**

This will be the 4th Edition. If you want to learn the game come at 12:30 for a brief teaching session, as this is an excellent game of strategy in a fantasy setting.

### **The Game of Presidents of the United States**

This is part of the "Presidential Election Games Contest". Come see the rules for scoring and each tournament at the convention.

### **Tichu**

This will be played over 2 nights.

### **Ticket to Ride 1910**

We will use the 1910 expansion for as many games as we can.

### **TV Trivia Contest**

Come join your host Alfonzo Smith as he runs a game show style event.

### **Twilight Imperium**

Game of space exploration, conquest, politics, and technology advancement.

### **Vegas Showdown**

Build your own hotel/casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The tiles will allow you to increase your revenue, services, and fame. The player who builds the most famous hotel/casino wins the game.

### **Wargame Boot Camp**

Come by the wargame area to see all of the games available for you to play as well as the list of demos.

### **WARPS**

WARPS is an evolutionary step beyond chess.

### Warzone

An exciting modern land, sea and air battle board game with 42 metal models. Double d4 and double d20 dice included for advanced levels of play. Must have been to a demo of the game to play in the finals for the 50 dealer dollar prize.

### Wits & Wagers - Eurogame Edition

This will be super-sized, 10-question Eurogame edition of Wits and Wagers, with your host Eric Burgess.



### 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 Orccon (Presidents' Day weekend) Convention.

# FREE **WARLORD GAMES** Miniature Promotion!\*



\*While stocks last!



- Who?** Warlord Games  
**What?** Giving away one FREE 28mm hard plastic Imperial Roman Legionary Sprue!  
**When?** While stocks last!  
**How?** Send a self-addressed, stamped legal size envelope along with your name, address and email address to the below address and we'll send your FREE plastic Roman Legionary! Allow two weeks for delivery  
**Where?** Warlord Games, c/o Sphinx Group, 2704 S. Hillock Ave #2, Chicago, IL 60608

[www.warlordgames.co.uk](http://www.warlordgames.co.uk)

## Collectible Events

### California A & B, La Jolla B

#### **A Game of Thrones LCG**

In A Game of Thrones LCG, players will control beloved (and hated!) characters from the full span of "A Song of Ice & Fire" in their quest for dominance. It's a race for power as six Great Houses clash.

#### **Axis & Allies Minis – War at Sea**

Come play several naval battles using the Axis & Allies: War at Sea Miniatures system. Beginners are welcome.

#### **Call of Cthulhu LCG**

GM: Victor Bugg

In the Call of Cthulhu LCG, investigators battle horrors from beyond time and space, risking life and sanity while conspiracies of cultists and malign servitors seek gateways for their outer gods to return. Players take on the roles of intrepid investigators trying to solve their cases, or the servants of the Mythos seeking to carry out their vile conspiracies, or any combination of the two.

#### **CCG Gathering**

Your favorite CCG retired? Want to get in one more match of Highlander, Buffy the Vampire Slayer, Anachronism, Shadowfist or Hecatomb? How about getting in a game of L5R, VS, or WWE Raw Deal? Bring enough for two players and sign up for fun. Points scored for playing matches, bringing enough for two players and getting someone into a match, as well as the variety of games you bring. All day event.

### **D&D Miniatures**

200 point warbands.

### **Herodix: Battle Royale**

GM: *Ken Hughes*

Restricted. 300 point teams. Four teams enter. One team leaves.

### **Heroscape Gateway Championship**

GM: *Bobby Doran*

Participate in the Greatest Battle of All Time, when all the heroes and warriors of history and fantasy converge on a battlefield. Players bring order markers, wound markers, dice, cards, and a pre-drafted 400 point Heroscape army.

### **Kingdom Hearts**

Constructed format. Limited edition card for all participants.

### **Kingdom Hearts TCG Constructed Tournament**

Players will build a deck and participate in head to head matches.

### **Kingdom Hearts: Coliseum Tournament**

GM: *Victor Bugg*

Players will build a deck, team up with another player and participate in head to head matches against other teams.

### **Magic: The Gathering**

GM: *LaTonya Turner*

Bring your deck and cards and come join in for various events and game formats. Type 1, 2, etc.

### **Magic: The Gathering 2**

GM: *Robert Kent*

Standard (type 2) Constructed. Type 2 includes Tenth Edition, coldsnap, time spiral, planar chaos, future sight, Lorwyn, Morningtide, Shadowmoor and Evantide. Swiss pairings. 3 rounds.

### **Magic: The Gathering – Booster Draft #1 and #2**

GM: *Robert Kent*

Three pack booster draft. Any combo of shadowmoor, morningtide, Lorwyn and Evantide. Swiss pairings, 3 rounds.

### **Mechwarrior Tournament**

GM: *Kenneth Kaler*

Bring 450 points of your favorite faction and join us to find who is the greatest mechwarrior.

### **Meepile**

GM: *Bobby Doran*

### **Mutant Chronicles: Gateway Tournament**

GM: *Victor Bugg*

Three matches per player, followed by a final single-elimination round for top four players. Tactical Army format = 10/10/10 (at least three slots of each rank must be used on Command Cards).

### **Pirates of Cursed Sea**

30 point constructed fleets. Each match uses "The Wreck of the Black Galleon" Scenario.

### **Pirates: Sink-N-Keep**

GM: *Victor Bugg*

Bring and use one unopened booster pack from any set. Three teams of 3 players each will be formed. Players battle each other and the gm. Any GM ship you sink you keep plus there are special ships and prizes awarded thru the game. Winning team also gets a prize. Food and fun for everyone.

### **Star Wars Miniatures: Jedi Master Event**

GM: *Fred Carmelia*

150 point DCI tournament using figures from all expansions, faction rules apply. The following DCI 150 point maps will be legal. Tractor Beam Coupling Map (Death Star), Grand Plaza Map (Moonilist), Rancor Pen Map, Hall of Judgement Map (Jedi Temple), Commanders Office Map (Ravaged Base), and Power Regulation Chamber Map (Revenge of the Sith).

### **VTES demo**

GM: *Mike Courtois and Robert Goudie*

### **VTES North American Championships Mini-Qualifier : "Feral Spirit"**

GM: *Chris Shorb*

Vampire the Eternal Struggle- North American Championships Mini-Qualifier : "Feral Spirit"

### **VTES Tournament: "Anisa Mariana Lopez"**

GM: *Chris Shorb*

### **VTES Tournament: "Bear Baiting"**

GM: *Chris Shorb, Mike Courtois, Robert Goudie*

### **VTES Tournament: "Reform Body"**

GM: *Chris Shorb*

### **Warlord: Kerebrus Turncoat**

GM: *Fred Carmelia and Heather Sinauskas*

Warlord must be off-faction of the rest of your army! Replace all instances of the warlord's faction trait with the selected faction. Decks must be exactly 50 cards and the event will be open (no Medusan characters, actions, or items will be allowed).

### **Warlord: Singles Tournament**

GM: Fred Carmelia and Heather Sinauskas  
Constructed deck. Standard format.

### **Warlord: Starter Deck Tournament**

GM: Fred Carmelia and Heather Sinauskas  
Head to head matches from starter decks. Swiss pairings. 3 rounds.

### **World of Warcraft: Quests and Raids**

Come join other World of Warcraft TCG players and raid Onyxia's Lair, Magtheridon's lair, or the Molten core.

### **Yu-Gi-Oh!**

GM: Odin8186  
Standard constructed format. Swiss pairings.

## **Computer and Video Game Events**

### **La Jolla A (Hours: 10 am to 10 pm Saturday and Sunday)**

Earn a free badge by helping in the Video Game Room! Loan your computer or game console for the duration of the convention and earn a badge without having to work any hours yourself. Stop by the Video Game Room and talk to the staff for details.

### **Battle of the Bands! #1, #2 & #3**

Rather than a simple Guitar versus Guitar or Drum versus Drum tournament, we've decided to take Rock back to it's logical competitive event: Battle of the Rock Bands. Participants will appear in groups, choose their songs, and ROCK OUT as hard as they can. Judgment will be based on band performance AND charisma. Each of the three events is a "Heat" - people in all three events are competing against each other for one tournament prize.

### **Dance Dance Revolution**

It's DDR. It's a tournament. By now you should know the drill ... but do you? Double Elimination Bracket DDR Tournament. Three song rounds. Cumulative dance points determine winners. Are you a monkey? Show us what you're made of! This will be held in the seminar room (California C)

### **Diablo II Gold-Grab #1 & #2**

Come play Diablo 2 at your leisure while you're waiting for other games! You have 1 hour to amass as much gold as possible. Scores will be tallied at the end of the day, and posted following morning. This is an ongoing event - you can show up at any time Saturday during computer room hours to play.

### **Guitar Hero #1 & #2**

A head-to-head ladder elimination tournament for the Guitar Hero games. This includes ALL Guitar Hero games that are available at the "Con". It will prob-

ably be played on PS2, but if we have versions available for other systems, they can be used. If you want to use your own guitar, feel free to bring it, but you will have to check in at the desk.

### **Halo Tournament #1 & #2**

Classic Deathmatch action. The halo tournaments have been getting bigger, and so have the stakes. Sign ups and prize information are available in the computer room.

### **Open Comp/Video Gaming**

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

### **Spore Creature Creation Contest**

SPORE Creature Creator is an easy-to-use creature creation tool . With a simple drag-and-drop interface, you can assemble your creature from a wide range of parts. How do you feel about tentacles? Why only two eyes? Each contestant will create their own unique creature. Judging will be based on creativity and uniqueness. Winner receives a \$10 gift card for Gamespot. (13 & up!)

### **Spore Creature Creation Contest - Kids**

SPORE Creature Creator is an easy-to-use creature creation tool . With a simple drag-and-drop interface, you can assemble your creature from a wide range of parts. How do you feel about tentacles? Why only two eyes? Each contestant will create their own unique creature. Judging will be based on creativity and uniqueness. Winner receives a copy of the Creature Creation software. (12 & under)

### **Super Smash Bros. Brawl #1 & #2**

Come to the computer room for a friendly brawl! Single-elimination SSBB Tourney with up to 32 entrants. Games will be 10 stock matches with limited item and stage availability. All characters will be unlocked. Finals will be on the Battlefield map with items disabled. Controllers will be provided, but my GCN controllers are in bad shape, so if you prefer them you may wish to bring your own.

### **World of Warcraft Gnome Rally #1, #2, #3 & #4**

Do you gnome - er, KNOW your way around Azeroth? Can you get anywhere you need to go? Even as a brand new Gnome? Here's your chance to prove it! Come play in the Great Gnome Rally, and demonstrate your knowledge of Kalimdor and the Eastern Kingdoms! Each of the four events is a "Heat" - people in all four events are competing against each other for one tournament prize.

## LARP Events

Poolside 1-6 & 10, Penthouse, 1201

### **Camarilla Changeling**

GM: Jamin Pursell

Taken from your home, transformed by the power of Faerie, kept as the Others' slave or pet – but you never forgot where you came from. Now you have found your way back through the Thorns, to a home that is no longer yours. You are Lost. Find yourself. Red X's have started to appear in the heart of Los Angeles and have been spreading from there. They may be a warning or an invitation ... or both.

### **Camarilla Mage**

GM: David Trudeau

People go about their lives knowing that they can't change the world around them. Some know better. Some are empowered by far off realms that now lie across the abyss. The laws of the world can be changed for a time, and a price. The Awakened, modern mages, weave their spells to their own ends in the shadows. Word has spread in their ranks of lost lore found, awaiting the brave or foolhardy.

### **Camarilla Promethean**

GM: Kelly Nabours

He hates you. She hates you. Every last person on the street hates you. The dog hates you. The plants and very earth itself hates you. Your available solace is with others of the Created, and even then, the Created do not always get along. (Adult themes, age 18+)

### **Camarilla Vampire**

GM: Robert Telmar

White Wolf's Camarilla fan club invites you to participate in an evening of vampire schemes and plots. Expect politics, betrayal and the unrighteous machinations of the undead as you struggle for blood and dominance.

### **Camarilla Werewolf**

GM: Jarrod Iversen

There are two sides to every story and multiple ways to look at each. The passage of time only adds more complications to the event. Just as there are two sides to every Werewolf. Flesh and Spirit combine together to create savage creatures forsaken from everything.

### **Privateer**

GM: Jesse Heinig

A privateering clipper from the trade city of Verrakis is returning home - but ships coming back from long voyages always deal with unexpected events, both on the high seas and at their ports of call. Fantasy pirates, light touch combat, and shipboard intrigue ahoy!



## **The Guilds**

*GM: Jesse Heinig*

In the trade city of Verrakis, powerful guilds control all commerce, civic defense, and politics. Play a Guildmaster scheming for more influence over the city, a foreign diplomat, a privateer just returned from the ocean, or a magician with an enigmatic personal agenda. Will the wealthiest city in the Dying Kingdoms rise to new heights, or fall into decadence?

## **Usual Suspects LARP**

*GM: Aaron Kutzmann and jim pinto*

Officer Gunnerson is dead, shot on the streets of Old New City, his body dumped in an alley. The secret police have rounded up eight convicts, certain that they've had a hand in this murder. But they are innocent, aren't they? Innocent or not, if the secret police pin this crime on any of the suspects, there won't be a trial. Can the criminals find someone else to hang the crime on? Or will they all go down swinging?

## **Miniature Events**

### **Ballroom Foyer, San Jose, Penthouse**

#### **American Civil War 15mm**

*GM: Bob Genso and Adam Hammer*

"Battle of Bull Run" Play the 1st major engagement of the Civil War. Two ill-prepared, "armed mobs" square off outside of DC. Can Stonewall save the day, or will the rebel line collapse, opening the way to Richmond?

#### **American War of Independence 15mm**

*GM: Bob Genso and Adam Hammer*

"Battle of Princeton" Play the second leg George Washington's first successful campaign against the British. Can Cornwallis save his honor by smashing the colonial rebels after being humiliated at Trenton? Can Washington continue his success by concentrating his attacks on Cornwallis's spread out army during the winter months?

#### **Babylon 5 Call to Arms Tournament**

*GM: Claude LeCesne*

Three round tournament one each at skirmish, raid, and battle. Points vary from 4 to 6 pts to be determined randomly at the beginning of each round. Participants must provide a list of 16 ships from which they will be allowed to constructed fleets for the different rounds.

#### **Battle of Salamanca**

*GM: Robert Boyens and Jesse Boyens*

July 22, 1812 - Marmont attempts to turn Wellington's flank near Salamanca, Spain.

### **Battletech Tournament**

GM: *Tom Sutton*

1. Pick two of your favorite Inner Sphere assault mechs. Mech sheets must be preprinted FASA/Wiz Kids sheets only. No Custom mechs please! Two hundred ton limit. Two mechs.
2. Two standard Inner Sphere pilots. Pilot rating 2/3 and 3/4.
3. Bring mech sheets of mechs you intend to use. Also, bring one map, dice and mech figures of some kind. Please come prepared to start play immediately.

### **Bir el Gubi November 18th 1941**

GM: *Steve Phenow and Paul Szymborski*

The afternoon attack of 22nd Armored Brigade (what is left of it) against the Italian leftmost strongpoint at Bir el Gubi. After being repulsed on the right and center, the survivors of the 22nd attack the less well defended left. Will the Italian armor show up in time to save the poor foot pounders? WUSTENKRIEG Modified Crossfire for the desert. Quantum Publishing.

### **Black Sheep Squadron**

GM: *Special Projects Team*

A dogfight in the slot with F4U-1 Corsairs against A6M2-21 Zeros. Was the Corsair better or was it the men who flew them? Come and find out! Beginners welcome, join in at any time. Rules taught in 1 turn, tactics are the trick!

### **BLOOD BOWL NAF mini OPEN**

GM: *Dennis Bolin*

The premier Blood Bowl event hosted by FABBL 10am - 6pm Tournament Rules: 3 games All LRB 5.0 teams are welcome TV 100 Tournament will be a skill builder/resurrection. Allowed Inducements: Bloodwieser Babes Bribes Extra Team Training Master Chef Star Players Wandering Apothecaries Inducements NOT allowed: Wizards Mercenaries Igors Journeymen Cards 4 minute rule IS in effect.

### **Blue Max**

GM: *Kerry Brown and Tony Brown*

WW I air combat using 1/72nd scale aircraft on stands,. This game is player friendly with easy to learn rules. Multiple games will be run. All necessary items will be provided. Just show and play.

### **Circus Maximus**

GM: *Caleen and Chris Tokashiki*

The ever-popular game of Circus Maximus Chariot Race. Run a Ancient Roman Chariot and race against others in this fun filled game. Test your skill and try to get across the finish line in one piece. Whipping other racers is acceptable. (Really, It's in the Rules!?) Up to 20 players. Beginners are welcome.

### **Coronel!**

GM: *Mr Torp Joe Bickley*

One of the few naval battles in the Pacific during WWI that demonstrated that a scratch team of Royal Navy Cruisers will not always decisively interrupt the

passage of a homeward bound German Far Eastern squadron lead by Graf Spee. German and British warships. Familiarity with the rules is a plus (isn't it always?) but not necessary as the fundamentals can be easily learned.

### **Cruiser Action in the Pacific**

GM: *Robert Boyen and Jesse Boyens*

US and American cruisers battle it out somewhere in the South Pacific.

### **Doritos Battletech**

GM: *John Knox/RalphPatino*

Random roll for mech weights Then random roll for entry point. If yor mech gets knocked out roll up another one till time runs out or everyone quits. Don't think of it as being out numbered think of it as a target rich enviroment. Mechs, dice, sheets, pens, provided. Experience helpful but can teach the basics.

### **Generalissimo, Most successful general**

GM: *Francisco Vassallo*

Depending on participation: Either a large battle, winner is the general who looses the least teams and kills the most. Or a 3 round tournament. Prize support provided by Battlefront games.

### **Guilford Courthouse, 1781**

GM: *Steve Phenow and Dan Munson*

Guilford Courthouse 1781. Pivotal AWI Battle.

### **Intermediate Painting Techniques**

GM: *Katie Gonzales*

Painting Clinic with Katie - Intermediate painting and modeling techniques - So you've painted some miniatures, but you're ready for the next level. Learn about layering, feathering, blending and glazing to get those smooth transitions between your highlights, midtones and shadows. There may be a limited number of prepared miniatures available for this class, but please bring your own if at all possible.

### **Introduction to Squadron Strike**

GM: *Ethan McKinney*

Any ship, any universe, fully 3-D! Building on the movement system from Saganami Island Tactical Simulator, 2nd edition, Squadron Strike adds ships that go "Whoosh!" with system that allows cinematic, vector, and "UFO" movement all in the same game. We'll teach the movement and combat systems for Squadron Strike to prepare you for The Battle of Cochrane's Rift (immediately following).

### **Invasion Force Intercept**

GM: *Special Projects Team*

An American task force attempts to intercept and stop a Japanese Invasion fleet. Play either American or Japanese force. Beginners welcome, join in at any time during the event. All rules taught in 1 turn, tactics are the name of the game!

### **Miller's Cornfield (The Battle of Antietam)**

GM: *Dave Maupin and Greg Kildare, Esq*

Miller's Cornfield was the bloodiest beginning to the bloodiest battle of the American Civil War. The Iron Brigade, the Texas Brigade, the Louisiana Tigers...all of these brigades fought and died on Miller's farm. This a 28mm ACW scenario played using the Guns at Gettysburg rules, a regimental scale rule set that allows the players to make the same decisions that ACW brigade commanders had to make, but still makes the game fast and fun to play. All of the 28mm figures and terrain is supplied.

### **North Sea Clash (WW2)**

GM: *Alex Webster*

Fictional clash between the Royal Navy and the Kriegsmarine in the North Sea. "Victory At Sea" is a simple set of World War 2 Naval rules with this battle being fought using 1:4800th scale ships. All equipment will be supplied and the rules will be taught, beginners welcome.

### **Paint and Take**

GM: *Katie Gonzales, Aaron*

This is your chance to try out that new color or paint or simply talk with our paint experts. You invest with time and take away a painted miniature. This Event is sponsored by GW, Reaper, Rackem and other paint and miniature manufacturers. Open during Exhibitor/Vendor hall hours. Saturday and Sunday - Sign up at table.

### **Paint Clinic with Katie - Painting Eyes and Faces**

GM: *Katie Gonzales*

Paint Clinic - Painting Eyes and Faces "Many people often have trouble with eyes and faces when they are first learning to paint. This class focuses on these trouble areas to give you a good grounding in the most important part of the miniature! Try to bring your own, primed, miniature, preferably one with an expressive face (and large eyes make it easier!)"

### **Savage Worlds : First Person Shooter!**

GM: *Ted Arlauskas*

Blast the other players as you battle for control of Dirkastan! Just died?! Don't worry - you'll respawn in a minute! Video game fun with 4" action figures and LOTS of firepower! This 1/18 scale skirmish game uses the Fast, Furious, and Fun! Savage Worlds Showdown! skirmish rules which will be taught.

### **Section 8**

GM: *Donald Tseng*

1/18 scale joes vs. kobra in a tom klancy dirty bomb scenario with kustom terrain. Awesome minis, terrain, and rulez - and remember, "Knowing is half the battle."

### **South Pacific Dogfight!**

GM: *Special Projects Team*

World War II dogfighting in the South Pacific. Pick either an American or Japanese fighter and let loose the dogs of war! Beginners welcome, join in at

any time during the event. Rules taught in 1 turn, learning how to use them with your aircraft is the trick!

### **The Battle for Kashyyyk**

*GM: Joe Burns and Tim Jenkins*

Enslave or protect? The choice is yours as the evil Galactic Empire conspires with the Trandoshans and other Bounty Hunters to bring the Wookiees and their homeworld to heel. Can you help the Wookiees defend their homes or will you stand behind the might of the awesome Imperial war machine to crush the alien resistance?

### **The Battle of Cochrane's Rift**

*GM: Ethan McKinney*

Klingons and Cylons and Tholians, oh my! This 3-D Trek-Galactica crossover game features a mass assault on a Cylon Basestar, defended by its fighter squadrons and nuclear missiles. But beware! Your allies may profit from your destruction! You must attend the 2pm Introduction to Squadron Strike to participate in this event (previous playing experience exempts you from the Introduction).

### **The Battle of Katz und Yammer**

*GM: Tim Greene*

A big unit Seven Years War battle inspired by the style of gaming popularized by Brigadier General Peter Young and Charles Grant. Infantry units of 24 castings, horse units of 12-16 castings, sweeping movements, simple but fun mechanics. Multi brigade battles of the Old Regime with large units and the feel of 18th Century drill and manoeuvre. Join the Grand Duke of Slobvratska-Ruthenia as his forces invade the Erzhogate of Pumpernickel-Wurst in a bid to replace Hassenpfeffer with Borscht.

### **The Siege of Helm's Deep**

*GM: Harmon Ward and Justin Ward*

In the massive fortress of Helm's Deep the outnumbered Defenders of Rohan await the endless tide of Uruk Hai. Brave heroes look for aid that may not come. You can command Aragorn, Eomer, Theoden, Eowyn, Legolas or Gimli and the stalwart defenders. Your friends will command the vicious Uruk Hai who will storm the walls with a savagery that is legend in Middle Earth. Everything provided and you can start late if necessary.

### **Tsushima!**

*GM: Steve Thorne and Robert Estremo*

Tsushima! The naval battle that decisively ended Imperial Russian designs in the Far East. Russian and Japanese warships. Rules: Dawn of the Rising Sun from Clash of Arms Games. Familiarity with the rules is a plus (isn't it always?) but not necessary as the fundamentals can be easily learned.

### **Urban Renewal at Henderson Field!**

*GM: Tim Charlesworth and Rick Hewett*

Can a bunch of American splinter boats grab glory at the expense of the Imperial Japanese Navy as they attempt to blast the Cactus Air Force into the next

life. American PT Boats and Japanese warships. Familiarity with the rules are a plus (isn't it always?) but not necessary as the fundamentals can be easily learned.

### **Warhammer 40K RTT**

GM: *Mike Garner*

Warhammer 40k at its best: Bring your 1750 point Army, created using the 2008 GW Games Day Standard Force Organization. This is your chance to prove that your army is the best. Best Overall, General, Painted and other rewards.

### **Warhammer Fantasy RTT**

GM: *Mike Garner*

Warhammer Fantasy Battles at its best: Bring your 2000 point Army, created using the 2008 GW Games Day Standard Force Organization. This is your chance to prove that your army is the best. Best Overall, General, Painted and other rewards.

### **Warhordes Escalating Tournament**

GM: *Robyn Nixon*

This is where you prove your tactics are better than your army list. Bring your 3 lists for the 3 rounds of the tournament: Round one - Mangled Metal/Bloody Beast Plus 1 - Bring your 500 points of Jack/Beasts & Warcaster/Warlock plus one solo or unit. Round 2 - Troops only - Bring your Warlock plus troops & solos Round 3 - 750 Points Standard list Warmachine and Hordes at its best.

### **WH40k Apocalypse - Planet Methos**

GM: *Robyn Nixon*

The ultimate battle! Bring any size force: 500 pnts to 4000 pnts. Sides will be divided to see if Chaos or Order will be supreme on the planet Methos. Is this a side show to the ancient battle between the Imperium and the forces of Chaos? Which side will the Xenos scum of the universe support? No one can read their minds or intentions. Reserve forces may join battle in progress. Jump in.

### **WHFB Good vs Evil**

GM: *Jon Wagner & Justin Clouter*

Warhammer Fantasy Battles Good vs Evil (multi-player) 2250 pts army max. Special characters and Dogs of Wars allies allowed. Painted models not required. Terrain will be supplied. But if you some of your own terrain pieces. You are welcome to use them. Army lists do not need to be submitted in advance. Accomodate up to 8+ players.

### **WWII Naval Battle**

GM: *Richard Brown and Tom Brown*

Battle off the Solomons. Cruisers and Destroyers battle each other during a night run of the Tokyo Express and an American convoy will either sides reinforcements hit the beach?

## Role-Playing Events

### Century, Poolside 1-6 & 10, 1201

#### **Against the Prince of Beasts: Pt. 1 Thrall of Baphomet** – *Savage Worlds*

GM: *Saylor Van Merlin*

Your seasoned group of adventurers is hired to help an old sage save his remote village from the Redeemers, an evil cult of rangers that has taken over the Sun temple and converted or coerced all the locals to join them. Journey from the metropolis of Greensparrow to the lonely hamlet of Drowsy Hollow on a valiant quest (and/or lucrative contract) to help the villagers!

#### **Against the Prince of Beasts: Pt. 2 In the Maze** – *Savage Worlds*

GM: *Saylor Van Merlin*

After your valiant party of seasoned adventurers defeated the Thrall of Baphomet, there remained only one problem: an open gate to the Abyss! Now it is up to you to enter the 600th layer of the Abyss, The Endless Maze of Baphomet, to find a way to close this gate before some dread horror steps through! Thrill to this adventure as the Prince of Beasts steps out of the pages of the Demonicon of Iggwilv!

#### **Alpha Complexities** – *Paranoia XP*

GM: *Ed Murphy*

Attention Troubleshooters! Once again your friend The Computer has selected you to report for the joy and privilege of participating in a suicide mission of marginal importance. You are assigned to masquerade as a crack team of Commie traitors in a practice maneuver with 12 elite Vulture squadrons. As fatalities on this mission are expected to be overwhelming, all clones in each family will report to facilitate rapid reinforcement.

#### **Assault on New Talok** – *D&D 3.5*

GM: *Jeff A. Hatch*

A small strike Force of mercenaries is assembled to pierce the defenses of the keep in the capital city. The objective: get in, make the strike and get out.

#### **Blade Runner** – *GURPS Ultra Tech*

GM: *Mike Kelly*

In a cyberpunk vision of the future, man has developed the technology to create replicants, human clones used to serve in the colonies outside Earth but with fixed lifespans. In Los Angeles, 2019, Blade Runners are cops who specialise in terminating replicants. LAPD's Blade Runner units prowl the steel & micro-chip jungle of the 21st century for these assumed humanoids.

#### **Clash in Los Angeles** – *Marvel Super Heroes*

GM: *Josef Molnar*

Supervillains have arrived in Los Angeles, and it's up to a group of fledgling superheroes to stop them? Do they have what it takes to save the city from disaster?

### **Darkmoon** – *GURPS Traveller*

GM: *Mike Kelly*

A MegaCorp owned by the players is cutting down Big Trees on a Garden World that is a very natural and pristine Earth-like World. No smog, no pollution – just lots of big trees. The equipment used to harvest trees is sabotaged. The world is a prison world where prisoners are used to harvest the trees. The players find an evil at play on this world that must be eliminated.

### **Darkness Falls, Chapter 4: Crawling in the Dark** – *Star Wars Saga Edition*

GM: *Joe Burns*

The darkness continues to envelop the galaxy. Its weight presses upon the Jedi and their Clone allies. After the atrocities witness on Sara Lonar they begin to question their mandate. But they are compelled to continue. Now they must journey to the spice mines of Kessel to search for the missing Magha Thind so that he might translate the prophecy of the one in three, but is it already too late?

### **Don't Rest Your Head** – *Don't Rest Your Head*

GM: *Josef Molnar*

You can't sleep. It started like that for all of us, back when we were garden variety insomniacs. But then something clicked. That was when you took a long walk down the streets of the Mad City, stopped being a Sleeper, and started being Awake. Can you survive your first few nights?

### **Familiar** – *unWritten*

GM: *alejandro jose gervasio duarte*

What do the wizard's pets and experiments do when he is out adventuring. Play the role of a rat, raven, raccoon, whatever. that has the run of a wizard's devilish tower while he isn't around. What kind of trouble do you cause? Do you escape or remain ... loyal?

### **Full Light, Full Steam** – *Full Light, Full Steam*

GM: *Josh Roby*

The crew of HMS Imperial were decimated in the last encounter with the pirates of the asteroid belt. Repaired, refitted, and with a new crew, the Imperial is headed back to Vesta. The captain isn't sure about these green officers, and the pirates have been preparing for round two. Will attacks from without or distrust from within destroy the Imperial – or will they, somehow, make it through to glory?

### **Green Monday** – *Hero System (Champions)*

GM: *Venter Laird*

A Gamma bomb has been released within a facility for the criminally insane. With casualties already in the thousands, some of the inmates have transformed into various stages mimicking those displayed by the Incredible Hulk. Acting on impulses of their impaired minds, these insane deviants pose a threat beyond imagination. Can even the Avengers overcome a challenge of this magnitude?



### **Grey Ranks** – *Grey Ranks*

GM: *Jesse Burneko*

In *Grey Ranks*, you will assume the role of a young Polish partisan before, during, and after the disastrous 1944 Warsaw Uprising. The players will create the story of a group of one of the countless *Grey Ranks* “crews” that take up arms. The characters - child soldiers - will have all the faults and enthusiasms of youth. Across sixty days of armed rebellion, they will grow up fast - or die.

### **Head Over Heals** – *Spycraft 2.0*

GM: *Scott Stokes*

The Chilean Government is asking for help in recovering a disc from an Italian Mafia Fixer. His name is Hugo Parin. He will be handing the disc off to the buyer at his daughter’s wedding. You must crash the party and get the disc. ID the buyer and get out. We don’t need to tell you that being Identified by the Mafia would be a very bad thing. They hold grudges.

### **Heretics of Tarantia** – *Conan, 2nd Edition*

GM: *Jim Sandoval*

Hail travellers. Welcome to Tarantia! Crown jewel of the west, capital of Aquilonia and home to the Lion Throne of the Barbarian King CONAN! Murder most foul? A plot against the King? Danger lurking around every corner threatening the lives of free men? Sounds like its all in a days work for our adventurers in this action packed story.

### **In A Wicked Age...** – *In A Wicked Age...*

GM: *Vasco Brown*

Gods, demons and mortals contend with one another for power. Law and civilization are new, and no one is their master... In a Wicked Age is a pick-up game of sword and sorcery in the vein of Robert E. Howard, Tanith Lee and Jack Vance utilizing an evocative set of “oracles” to collaboratively construct dynamic characters, situations and conflicts.

### **InSpectres** – *InSpectres*

GM: *Vasco Brown*

Aliens intercepting your satellite TV? Werewolves eating your newspaper? Vampires loitering awkwardly in your carport? Let us help! We fight the forces of darkness so you don’t have to! *InSpectres* is a game about the burgeoning supernatural investigation and elimination market. Start a franchise and try to stay afloat long enough to cash in those sweet, sweet stock options. Or die trying!

### **Invasion** – *unWritten*

GM: *alejandro jose gervasio duarte*

Several months ago 18 extraterrestrial satellites took geosynchronous orbit around earth. They appeared overnight. Immediately after that the same satellites were spotted around every planet in our solar system. We don’t know where they came from. In a joint global effort we attacked them. Nothing. Last night a powerful blast of energy erupted from them frying all electronic devices. Now what?

### **Living Forgotten Realms – D&D 4th Edition**

GM: RPGA Volunteers

"Between the foreboding cliffs of the East Rift and the wicked city of Thay lie realms forgotten, where heroes, blessed or warped by the spell-plague, may find glory or death in ancient cities or against nameless evils." The RPGA is debuting adventures for the Living Forgotten Realms campaign. Adventures are designed for beginning D&D 4th ed. players looking for High Fantasy and High Magic!

### **Living Greyhawk – D&D 3.5**

GM: RPGA Volunteers

"Days grow dark, heroes of the Flanaess. Malevolent gods plot to unmake the world, while Archmages scheme to make it in their own image. If your swords are sharp and spells mighty, we may yet live to see the dawn." Come to world of Greyhawk, the original Dungeons and Dragons setting of Gary Gygax, for the conclusion of the eight year Living Greyhawk campaign and a last chance to play D&D 3.5!

### **Lost in Translation – Cthulhu**

GM: Armand Morton

A wonderful tour of Japan becomes a nightmare, Japanese style. Race against time and a complete cultural disconnect as you try to unravel a mysterious discovery ....

### **Marvel Slugfest – Hero System (Champions)**

GM: Venter Laird

Once again Marvel's mightiest enter the arena employing brains, brawn, and brinksmanship in an effort to claim the coveted title. Be the last hero standing and you can join the ranks of Quicksilver, Colossus, Iron Man, and two time winner She-Hulk. Trophy and Prize awarded to winner of event.

### **Mecha vs. Cthulhu – Robot Warriors**

GM: Robert Lionheart

It is 2208 and Cthulhu has risen and his minions are taking over the world. You are among the few, the brave (the insane?) who can hold your cookies in the face of such monsters and thus you pilot giant mecha robots into battle against Things That Should Not Be! Robot Warriors is a lite-version of HERO. Beginners Most Welcome!

### **Murder At The Mine! – D&D, 4th Edition**

GM: Gary Shelton

Magic, Mystery, & Murder! Sahrik, a devoted follower of The Raven Queen, turns up dead after breaking foundation on Mineport's first temple. The characters are sent to find the truth, but everyone has an ulterior motive. Will players deliver justice, or deliver the goods? Expect intrigue, heresy, & corruption. Pre-made characters will be provided, bring dice if you have them!

### **Pitch & Pilot – Primetime Adventures**

GM: Jesse Burneko

If you enjoy TV, then you'll love Primetime Adventures, the game that lets you

create and play the TV show you always wanted to see. You and the other players will create the show and its cast, then play out the pilot episode of the series, exploring the personal struggles of the main characters and cooperatively laying out the kind of story television executives dream of.

**Primetime Adventures** – *Primetime Adventures*

GM: *Josh Roby*

If you enjoy great TV, then you'll love Primetime Adventures, the game that lets you create and play the TV show you always wanted to see, complete with meaningful characters and gripping drama. You and the other players will create the show and its cast, then play out actual episodes of the series, exploring the personal struggles of the main characters and cooperatively laying out the kind of story television executives dream of.

**Resident Evil - Extinction** – *GURPS Martial Arts*

GM: *Mike Kelly*

Based on the post holocaust hit Science Fiction Movie. The trip to Alaska is a success. The players find themselves in a land free of the wicked T-Virus that destroyed the world. However, their military skills are still needed and Alaska has a need for heroes with special abilities and powers. This game will explore some of the events of the next Resident Evil movie currently in production.

**Resident Evil: The Ordeal at Mountain Valley** – *Palladium*

GM: *Joe Burns*

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

**Return to the Depths** – *Dungeons and Dragons 4e*

GM: *Robert Lionheart*

Come learn D&D 4e! Wicked monstrosities stole the Chalice of Peace and unless it is recovered quickly, the city-states go to war at dawn. The oracles point to the Cult of Orcus who unearthed a foul and ancient tomb, teeming with bestial foes eager to chew your flesh. Strap on your sword, string your bow and charge your magic orb for tonight we dine in hell! Beginners welcome!

**Rifts Rapa Nui** – *RIFTS*

GM: *Robert Lionheart*

What trouble lurks in paradise? Easter Island has always been a destination of magic, mystery and intrigue. Come explore the beautiful serenity! But please ignore the undersea psychic vampiric pyramids, the crashed space hulk and the exploding ghouls of Orongo...or you will discover the phenomenal danger that is Rapa Nui. RIFTS is old school gonzo apocalyptic techno-fantasy. Beginners welcome!

**Salvage Mission** – *Buffy/Angel Unisystem*

GM: *Michael M. Kelly*

A "Codename: I.S.I.S." movie. Taskforce C.A.B.E. has been re-assembled, and

an old foe has been defeated. Or has it? I.S.I.S. agents are sent to retrieve the unauthorized members of C.A.B.E. The agents of C.A.B.E. must destroy the true source of evil in Hong Kong or members of both taskforces will die. Part 2 of 2. Each session is stand-alone and need not be played to participate in the other.

### **Seven Swords of Sin** – *Pathfinder (D20)*

GM: *Juan Natera*

The ancient Seven Swords of Sin have been stolen and brought together again for a terrible cause. Seven Swords of Sin is a lethal adventure that pits players against a vile enchantress, Tirana, in a trap-laden and monster-guarded dungeon. Only the brave (and perhaps foolish) can survive Tirana's lair and rescue the fabled Seven Swords of Sin from her heinous plot to unlock their deadly powers.

### **Shadowrun: Dream of the Runners** – *Shadowrun 4ed*

GM: *Chris Czerniak*

Johnson's got a job for you... a job just like any other. However, this job digs to the core of what it means to be runner and why you became a runner in the first place. Most would say it was for the nuyen but the instinct goes deeper. I would say it is easy ... but we both know better than that.

### **Shock: Social Science Fiction** – *Shock:*

GM: *Vasco Brown*

Shock: Social Science Fiction is a fiction game of culture and future shock, based on the works of Bruce Sterling, Kim Stanley Robinson, Ursula K. LeGuin, and Philip K. Dick. The game pushes the players to make stories that matter to them – stories about politics, philosophy, love, and death. You are invited to explore the hopes and dreams you have for science and technology - specifically its relationship with and effect on humanity.

### **Silent Wars** – *In A Wicked Age...*

GM: *Vasco Brown*

Silent Wars is a game of action, espionage and the paranormal that sits in a shadowed world between the Jason Bourne film trilogy and Chris Carter's X-Files. It utilizes a custom set of "oracles" to seed collaborative creation of characters, situations and conflict in a world of rumored CIA mind-control programs, Soviet psychics and human experimentation. The secrets of the cold war have begun to emerge.

### **Smelly. Hairy. Bang!** – *og (firefly games)*

GM: *Albert Park*

you're a caveman. a thick-browed, drooling moron. you prefer to hit things to make a point. on rare occasion you articulate your words, all six of 'em, with aplomb. so: huge pesky reptiles keep eating your tribesmen. also: a rival tribe is starting to explore the uses of things like rocks (e.g. pointifying & throwing 'em). so it's up to the smartest & strongest of your tribe (and you) to survive.

### **Sons of Liberty** – *Sons of Liberty*

GM: Josh Roby

Have you ever had Alexander Hamilton wind up your clockwork power armor, jump out of Thomas Paine's ornithopter, and land in the middle of the Battle of Yorktown to punch General Cornwallis in the face? No? Would you like to? Take on the role of the Founding Fathers to kick ass and take names for truth, justice, and the American way in the only RPG of Freedom and Badassery.

### **SpecOps: Soldiers of Fortune** – *Sensical Roleplaying*

GM: Matt Eklund

Recently laid off Black Ops soldiers have gone rogue and now work for the highest bidder. Your job is to- Wait a sec. You're them. The U.S. government has stopped paying your bills, so you're going to have to find alternate income. Fortunately an opportunity has just presented itself ....

### **Spirit of the Shattered Earth** – *Spirit of the Century*

GM: Morgan Ellis

Eons ago the world was sundered in a great cataclysm, the cause of which can never now be known. Humanity's civilization was cast in ruins. In its place lies The Shattered Earth! A world of savagery, mutation, super science, and sorcery. But a few heroes still fight for freedom and justice against the forces of evil in a world gone mad. A game inspired by post-apocalyptic comics, fiction, & film.

### **Star Wars: The Emperor Is Your Friend** – *Paranoia XP*

GM: Mike Olson

It seems a couple of rogue droids have made off with some secret data tapes, and it's up to a few select members of the 501st Imperial Legion to get them back. If you can blast some traitorous Rebels and Force users along the way, so much the better. Familiarity with Paranoia XP is helpful, but not necessary. Familiarity with Star Wars is a must. Stay alert! Trust no one! Keep your blaster handy!

### **That Island Charm** – *D&D 3.5*

GM: Paul Madison

An adventure to recover a fortune lost at sea. First published in Dungeon Magazine. 8th level pre-generated characters will be available.

### **The Capture of San Hill** – *Star Wars Saga Edition*

GM: Kenneth Kaler

Clone War Day One: Your team's gunship has been shot down on Geonosis. Now the survivors need to fight their way through the separatist opposition to capture a key separatist leader. (characters provided)

### **The Catacombs of the Bear Cult** – *Tunnels and Trolls*

GM: Scott Anderson

Come and play through this classic module. The Catacombs hold dealy secrets, vicious traps, and hungry monsters waiting to test the limits of your prowess and the strength of your sword arm. We will be using the Free RPG Day quick start rules. No previous T&T experience is necessary.

### **The Chooser of the Slain** – *Buffy the Vampire Slayer*

GM: *Morgan Ellis*

Tales tell of days long ago in a land of ice and sorrow, in a kingdom far across the sea where arose a dreadful evil from ages past. Called to vanquish this evil was the Chooser of the Slain, one of Odin's handmaidens, she who sends the dead on to Valhalla. She sailed to meet this evil, and ended in legend. A Tales of the Slayer Game: Norse Sagas and Viking Myths meet Buffy the Vampire Slayer.

### **The Devils Catch** – *Reaper* – *modified Buffy the Vampire Slayer*

GM: *nicholas butler*

Another soul has escaped from hell it's up to you to catch being that your the only bounty hunter for the red headed devil himself are you up to the job.

### **The Devils Pet** – *Reaper* – *modified Buffy the Vampire Slayer*

GM: *nicholas butler*

The devils Fav pet is on the loose and it's up to you as the newly required bounty hunter for the devil to catch him can you and your friends pull off this dirty deed.

### **The Graveyard of Sturges** – *Serenity (Cortex)*

GM: *Kenneth Kaler*

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

### **The House that Tremere Built** – *White Wolf (Old) Mage the Ascension*

GM: *Ron Shaw*

Remnants of the Original House Tremere within the Order of Hermes have safeguarded the original Vampire Transformation formula, and several of the base formulas from which Thaumaturgy discovered by the leaders of the house Tremere centuries ago. Now this last surviving remnant's location has been revealed! They need YOUR HELP to see them safely into the custody of the Order of Hermes once again!

### **The Ice Cliffs of Barrier Pass** – *D&D 3.5*

GM: *Jeff A. Hatch*

The kingdom has been at war for several years. The King personally has led his forces against the forces of the north. Reinforcements were called for to make a final strike but one thing stands in their way -- a fortress called Barrier Pass. The Heroes are sent to disable the gates and weaken the defenses before the reinforcements arrive.

### **The Shab-al-Hiri Roach** – *The Shab-al-Hiri Roach*

GM: *Jesse Burneko*

The Shab-al-Hiri Roach is a dark comedy of manners, lampooning academia and asking players to answer a difficult question - are you willing to swallow a soul-eating telepathic insect bent on destroying human civilization? No? Even if it will get you tenure?

### **The Viper Incident** – *Spycraft 2.0*

GM: *Scott Stokes*

The year is 1999. It is New Years Eve. Agents, you may have heard of Project Viper. Viper is a highly advanced helicopter. What you don't know is that Peter Valley one of the key engineers went missing 2 months ago. 3 hours ago we picked up some reliable intel that the plans for the Viper are now for sale and the seller is meeting with a middleman tonight. You are tasked with the recovery of the stolen plans to Viper. The seller is set to meet a mysterious buyer tonight ....

### **Time Lord Game** – *Call of Cthulhu modified*

GM: *Darnell Coleman*

You have woken up in a strange black place. The Time Lords and their Companion awake in a black place, now you have to find out where you are, where is your Tardis and what happened to Gallifrey, maybe you were just caught in one of the Jokers time trap experiments or something worse. There was a War with the Daleks before you went unconscious. The game has two Time Lords and four Companions. The game will use the Call of Cthulhu system with extra awards for description of PC actions.

### **Tom Cummings Presents** – *Call of Cthulhu*

GM: *Tom Cummings*

Play a Strategicon tradition. Join Tom in another riveting tale of ordinary folks caught in extraordinary circumstances.

### **Tournament of Heroes** – *Dungeons and Dragons 4th Edition*

GM: *4e Tournament Team*

Let's cry havoc in the Main Foyer on Saturday Night! Play D&D 4e as a gladiator boardgame in a deadly team tournament. Eight tables of five players each will compete against a brutal arena of monsters. The team with the most kills wins Great Big Prizes! 8th level characters provided. If you enjoy tactical boardgames or skirmish wargames, don't miss the Tournament of Heroes!

### **Trail of the Acolyte** – *Spirit of the Sword/FATE 3.0*

GM: *Mike Olson*

Foul deeds are afoot in Busra! When a few vagrants turned up missing here or there, no one even noticed - - but with the disappearance of an acolyte from the Cathedral of the Maiden, the Theocracy decrees that something must be done ... discreetly. Will you solve the mystery of the vanishing clergy? Or will you be next? An in-development fantasy RPG based on "Spirit of the Century."

### **Triad & Furor** – *Buffy/Angel Unisystem*

GM: *Michael M. Kelly*

A "Codename: I.S.I.S." movie. Two members of I.S.I.S. defy orders and assemble the scarred remnants of the long disbanded taskforce "C.A.B.E." for one last, desperate mission in Hong Kong. Can these shattered veterans finally defeat the deadly threat that nearly destroyed them all ten years ago? Part 1 of 2. Each session is stand-alone and need not be played to participate in the other.

### **unWarrented Heroes** – *unWritten*

GM: *alejandro jose gervasio duarte*

"Some of us were born, some of us were made, but regardless of how we got here, we're here. This world needs us, but do we need it?" What happens when the social order no longer counts for anything? What happens when the rules change, and no one knows what the new rules are? Do we embrace this new world or do fight for the status quo? What is the status quo?

### **Vampire the Requiem: The Resurrectionists** – *White Wolf Storyteller*

GM: *Louis Garcia*

They say an infamous old vampire is buried in an overgrown old cemetery outside the city. This nefarious bloodsucker was some kind of cult leader back in his nights. Stole mystic secrets from the Sanctified and the Acolytes alike and eventually went into hiding – in torpor – back in the '30s or '40s. But his hiding spot was lost, even by his own cult ... until tonight.

### **Vapors Don't Shoot Back** – *Paranoia XP*

GM: *Ed Murphy*

Rejoice, Troubleshooter! Another opportunity to serve The Computer is upon you! This is evidence of The Computer's trust in you and appreciation of your value. As part of a special Troubleshooter team, you must track down a dangerous band of traitors. Your important duties will include the summary execution of those traitors on sight. The security and safety of RSB Sector depends on the successful completion of your mission. Report immediately to RSB Sector Troubleshooter HQ, Briefing Room C.

### **We're dead, but where the hell are we?** – *unWritten*

GM: *alejandro jose gervasio duarte*

There's 3 of us. We're in a 1967 1/2 Ford Mustang, the tank is full. We're on a desolate highway. Up ahead it branches to the left and to the right, just outside of a rest stop. There are a few cars, trucks, and RVs. The sign post reads: "Welcome to Purgatory: Population: Sinners" beneath that, another smaller sign that reads: "<- Heaven - Hell ->."

### **Why Can't it Ever Go Smooth** – *Serenity (Cortex)*

GM: *Kenneth Kaler*

A simple smuggling job... Get the goods to the destination without any "Alliance Entanglements", and don't look in the boxes. Your team and your ship are up to the task, right? (Characters provided.)

### **WoD Innocents : Orphans Nightmare** – *World of Darkness: Innocents*

GM: *Chris Czerniak*

The new kid just arrived. He said his parents were killed. He said they were killed by a monster but Mrs Kolwinsky said he is just making that up and that there is no such thing as monsters. But you all saw that thing last night ... didn't you?



## Seminars and Other Events

### Ballroom D (Monday), California C, Ballroom Foyer

#### **Auction** – Ballroom D

Clear out your closet of all those games you don't want. You might make a few bucks in the process. You never know what bargains can be found here.

#### **Awesomely Bad Movie Night** – California C

Three Movies, one night, a very long wait to use the bathroom, and a really easy way to lose your mind. Those weak of heart or stomach beware. The game is simple. Sit through three INCREDIBLY BAD MOVIES. There will be short restroom breaks in between films, but that will be the ONLY time you are allowed to leave the room. Those who can endure the entire evening of films will be rewarded. Those who can't will be shamed.

#### **Feedback Seminar** – California C

So now we have no parking in addition to no elevators? What gives? Come find out what's going on and more. Weapons will be checked at the door.

#### **Flea Market** – Ballroom Foyer

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

#### **Movie Room** – California C

When California C is not in use for seminar or other event we will be showing movies. The schedule will be posted on/by the door of California C.

#### **War College: Effects Based Simulation** – California C

Mike Anderson is the brains behind the new MCS Group simulation, States of Conflict, the Arab-Israeli Wars. Mike has taken an entirely new approach in simulating modern warfare on the theater level, utilizing a mission based system with an operations resolution procedure to provide a more realistic casualty chain. The system integrates the entire spectrum of warfare, from terrorism to tank battles to weapons of mass destruction, into one procedure. Mike will also answer questions on game publication related issues.

#### **War College: Grand Strategy in World War II** – California C

A new look at the objectives of Japan and Germany. Did Hitler really want to conquer the world? Why did the Allies really make the decision to go to strategic bombing? Did Japan stumble by incident into its China War? And was the Allied CBI theater a lost opportunity for victory against Japan? What would have happened had Japan attacked the USSR instead of the USA on 7 December 1941? New research on reveals a big picture that gives a startling look at the big decisions of World War II.

#### **War College: Headline Round-up** – California C

Is there still a Revolution in Military Affairs, or is it back to counterinsurgency for the Pentagon? Effects of the Surge on the Iraqi front. What's going on in Afghanistan. The situation in South Ossetia. Russian army combat effectiveness.

Black Sea battle between Russian and Georgian navies. China's emergence as a regional superpower and the transformation of the PLA into a 21st century strike force. New trends in the US Department of Defense: future combat systems, Land Warrior infantry, robotic armies for Terminator style combat, and super-warships.

## **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!



*Come on out and join the fun. We run all kinds of gaming events ALL over Southern California. We also display the list of events for others clubs in So Cal.*

*Check it out, the only thing you have to lose is a good time.*

**[HTTP://WWW.SOCALGAMERS.INFO](http://www.socalgamers.info)**

## 2008 Gamex Winners

Board Games	1st Place	2nd Place	3rd Place
18 AL	Michael Powell	Todd VanderPluym	Chuck Bass
18 EU	Todd Vanderplyum	Joe Gray	
1830 Rail Slot	Bill Gallagher	Chuck Bass	Joe Gray
1830/AL/GA/Eu Choice	Todd Vanderplyum	Joe Gray	
1861 Rail Slot	Joe Gray, Todd VanderPluym	Bill Gallagher, Jonathan Flagg	
18XX Classic	Todd Vanderplyum	Jonathan Flagg	Bill Gallagher
18XX Finals - 1861	Todd Vanderplyum	Joe Gray	Jonathan Flagg
1960 Making of the President	Chris Durian	Dave Berson	
Acquire	Dave Gerson	Rocco Garcia	Larry Pollack
Advanced Civilization	Tony Zbaraschole	Jeff Schwartz	Matt Tweed
Age of Steam	Michael Powell	Ken McMillen, Laura Samuels	
Agricola	Avery Callenback	Daniel Eppolito	Thomas Robertson
Alhambra	Michael Parra	Ben Mack	Pearl Newon
Amun Re	Jason Sherlock	Jessica Callenback	Bryant Fosgren
Apples to Apples	Brian Symington	Vincent Fryrt	Joseph Neelon, Beverly Goodman, Phil Fleischmann
Australian Rails	Eric Verheiden	Paul Bonday	Jonathan Flagg
Axis and Allies #1	Chas Mchaffee	Jay Spowart	
Axis and Allies #2	Dale Conklin, Tim Towery	Jon Wagner, Justin Clouter	
Bang!	Lori Greene	Pat Havert	Chris Tukashika
Battle Cry	Rick Lepore	Tim Towery	George Nichols
Battle Lore	Paul Haban	Ben Tobin	
Blokus #1	Peter Vanettinger	Chia Richardson	Darell Stork
Blokus #2	Winton Lemoine	Peter Vanettinger	Adam Taylor
Blue Moon City	Winton Lemoine	Bill Beyermann	Karin Kunstman
British Rails	Eric Verheiden	M. Grimaldi	P. Vandehuge
Cartagena 1 & 2	Darrell Stark	Neil Figuracion	Rusty Howell

Catan Histories: Cheops	Charles Watson	Art Gitelinmass	Tracy Ashizawa
Catan Histoies: Troy	Jessica Callenback	Avery Callenback	
Catch Phrase	Keith Brush, Darrell Stark, Bill Schmitt	Ernie Castillo, Ed You, Leonard Lopez	
Caylus	Daniel Eppolito	Bruce Schlickbernd	Winton Lemoine
Chez Geek	Ben Mack	Mark Padilla	Dane Ilazir
Citadels	Scott Pease	John Walts	Kyle Johnson
Cloud 9	Mary Taylor	Nathaniel Taylor	Lori Green
Colosseum	Steve Loeb	Jacob Lubman	Bryant Forsgren
Combat Commander	Sam Walus	Tim Porter	Rick Byrens
Conquest of Paradise	John Wootress	Robert Woodson	Scott Everts
Conquest of the Empire	Matthew Smith	Francisco Serret	
Cribbage	Greg Richardson	William Mortonl	Stephanie Kelleher
Cuba	James Cavanaugh	Eric Elder	Bryant Forsgren
Descent Journeys in the Dark	Chris Takashiki	Calleen Takashiki	Edward Tu
Diplomacy	Joshua Nave	Tony Zbaraschutz	Steve Avery, Michael Sheeter
El Grande	Chris Venuti	Michael Sarzosa	Bradley Burcar
Empire Builder	Eric Verheiden, Scott Samerel		
Empire Builder Finals - EB	Bill Beyerman	Paul Bonday	Eric Verheiden
Euro Rails	Anne Sidell	Eric Verheider	Dennis Aveill
Express	Bill Beyermann	Steve Loeb	Eric Verheiden
Express	Terry Newton	Steve Lobb	Robert Neff
Family Business	Vince Fryer	Patrick Havert	Mary Taylor
Felix: The Cat in the Sack #1	Hilda Erb	Adam Taylor	Mike Sarsoza
Felix: The Cat in the Sack #2	Nathaiel Taylor	Adam Taylor	Stephanie Sarsoza
Fluxx #1	Bill Gallagher	Hilda Erb	Robert Neff, Lori Greene
Fluxx #2	Adam Taylor		
For Sale	Stephanie Sarzoza	Larry Blumenthal	Clint Corley
Formula De	John Osburn	Andreas Pulcar	JP Mitchell
Formula Motor Racing	Shane Sauby	Steve Loeb	Bill Beyerman

Friedrich	Jesse Escobedo	Cicso Serret	Mark Luta
Game of Thrones	John Walts	Ted Blegen	Andrew Leigh
Giant Settlers of Catan #1	Darrell Stark	Avery Callenback	Alasdair Burton
Giant Settlers of Catan #2	Joseph Will	Alex Graham	Ben Tobial
Goa	Bryant Forsgren, Martin Bowers, Joseh Wills		
Guillotine #1	Lori Greene	Chris Allen	Andrew Cohen
Guillotine #2	Chris Weiser	Joseph Neelon	Michael Parra
Hammer of the Scots	Mark Donner	Alex Stevens	
Hearts #1	Dan O'Farrell	Hilda Erb	Larry Blumenthal
Hearts #2	Rick Lepore	Darrell Stark	Fern Carrasquillo
Heroquest	Melvin Fitzgerald	Laura Fitzgerald	David Fitzgerald
History of the World	Eric Gerber	Stephan Van Hoak	Jason Sherlock
Illuminati	MaryAnne Kline	Dane Ilario	Belle
India Rails	Eric Verheiden	Nancy Ballard	Tony Zbarachuk
Ingenious	Chris Johnson	Barry Lazarus	Russell Howell
Iron Dragon	Eric Verheiden	Jonathan Flagg	Nancy Ballard
Jigsaw Puzzle	Chia Richardson, Greg Richardson	Ted Blegen, MaryAnne Kline	
Juniors Event #1	Laura Fitzgerald	Travis Albright	Samantha Kline
Juniors Event #2	Travis Albright	Samatha Kline	Jacob Frigun, Laura Fitzgerald
Juniors Event #3	Dylan Venuti	Hunter Venuti	Jacob Frigun
Juniors Event #4	John Albright	John Nelson	Jacob F, Samantha Kline
Kaisers Pirates	Lori Greene	Andrew Cohen	Amanda Meyer
Khet	Mike Fryer	Bob LaMoure	Jon Nichols
Kingsburg	Chia Richardson	Bruce Schlickbernd	Phil Fleischmann
Kung Fu Fighting	Darrell Stark	Fabiam Prerera	David Barssil
Liar's Dice #1	Stephanie Kelleher	Larry Blumenthal	Minna Leigh
Liar's Dice #2	Larry Blumenthal	Matt Tweedt	Anna Acero
Lost Cities	Stephanie Sarzoza	Jacob Lubman	Barbara Newton
Lunar Rails	Bill Beyermann, Steve Hutt	Kyle Greenwood, Mark Shocklee	
Manoeuvre	Michael Schwer	Mark Applegate	
Merchant of Venus	Dan O'Farrell	Ron Fraigun	Tarynne Fraigun

Mille Bornes	Richard Potthoff	Leonard Lopez	Kraig Beaver
Modern Art	Brian Symington	Larry Blumenthal	Shane Sauby
Munchkin #1	Darrell Stark	Chris Allen	Jason Hansen
Munchkin #2	Vincent Langston	Barbara Fuentes	Brian Symington
Munchkin Fu	MaryAnn Kline	Jennifer Sharp	Jeff Cales
Napoleonic Wars	Mark Luta	David Gerson	Tim Porter
Niagara	Robb Neff	Chris Johnson	Mike Sarsoza
No Thanks #1	Andreas Pluchar	Lori Green	Mary Taylor
No Thanks #2	Chris Johnson	Jan Meneley	Gayle Charboneau
Notre Dame	Joshua Nave	Melanie Robinson	Scott Samarel
Nuclear War	David Barssil	Jon Albright	Fabian Primera
On the Underground	Stephanie Kelleher	Jana Meneley	Chris Johson
Pacific Typhoon	Patrick Havert	Robert Woodson	Jon Wootress
Pez #1	Chris Venuti	Nathaniel Taylor	Mary Taylor
Pez #2	Nathaniel Taylor	Adam Taylor	Tracy Ashizawa
Phase 10 #1	Chris Allen	Mary Taylor	Keysta Fryer
Phase 10 #2	Robert Neff	Vincent Myfayt	Krysta Fryer
Phase 10 #3	Mary Taylor	Adam Taylor	Lori Green
Pick Up Rail Game	Jonathan Flagg	Eric Verheidan	Jeff Fleischman
Pit #1	Kree'al Stonecutter	Lori Green	Sean Thompson
Pitch Car #1	Samantha Kline	Neil Fijunacion	Tim Porter
Pitch Car #2	Neil Figuracion	Clint Corley	odin 8186 Kline
Poker - 5 Card Draw	Jonathan Kotler	Michael Sheeter	Kraig Beaver
Poker - 7 Card Stud	Winton Lemoine	Dustin Lord	Alan Flower
Poker - Texas Hold 'Em	Kree'an StoneGueter	Jonathan Kother	Lloyd Adams
Power Grid	Shane Sauby	Cheryl Aday	Chris Johnson
Princes of Florence	Ben Holbrook	Danny Crouch	David Mines
Puerto Rico	Jamie Bussio	Bruce Schlickbernd	Ed Williams
Quelf #1	Pearl Newton, Robert Charboneau, Robin Friz, Lanie Kline		
Quelf #2	Mary Taylor, Lori Greene	Adam Taylor, Alan Scott	Pearl Newton, Odin8186
Qwirkle	Chris Johnson	Phil Fleischmann	Rob Escalante

Ra	Michael Slater-Lunstord	Chris Johnson	
Race for the Galaxy	Travis Ball	Chris Johnson	Brian Williams
Rail Baron	Steve Loeb	Laura Samuelson	Roderick Lee
Railroad Tycoon	Bill Beyermann	Paul Bonday	Kevin Saussmann
Robo Rally #1	Tanya Aldrich	Joe Neelon	Matt Grimaldi
Robo Rally #2	Phil Fleischmann	Joe Neelon	Myfayt
Saint Petersburg	Bruce Schlickbernd	Tim Oates	Tim Maloney
San Juan	John Walts	Daniel Eppolito	Not Applicable
Santa Fe Rails	Roderick Lee	Jana Meneley	Paul Bonday
Seafarers - Bermuda Triangle	Daniel Carr	Charles Watson	
Seafarers of Catan	Matthew Smith	William Beyermann	Chia Richardson
Settlers of Catan	Ben Mack	Rob Escalante	Barry Goldstein
Slide 5 #1	Lori Greene	Scott Donington	Patrick Havert
Slide 5 #2	Scott Samuel	Russell Howell	Steve Loeb
Spades #1	Scott Samarel, Dan O'farrell	Samantha Cohen, Chuck Watson	Daniel Watson, Brandon Henriksen
Spades #2	Fern Carrasquillo, Dave O'Brian	Lana Berman, Larry Pollack	om Finkle, Rachel Innes
Starfarers of Catan	Alasdair Burton	Joe Neelon	Andreas Pluchar
Stephensons Rocket	Chris Johnson	Danny Crouch	
Talisman	Daniel Carr	Alasdair Burton	Dane Ilario
Thebes	Jessica Callenback	John Walts	Jonathan Kotten
Through the Ages	Mike Urban	Tim Oates	Burt Hunt
Through the Desert	Bradley Burcar	Wesley Kawato	Leland Pike
Thurn and Taxis	Jamie Bussio	Scott Samarel	Larry York
Tichu	Marc Gilutin, Michael Sarsoza	Greg Richardson, Chia Richardson	
Ticket to Ride	Kenneth Heilfrom	Robert Neff	Chris Johnson
Ticket to Ride - Finals	Kenneth Heilfrom	Robert Neff	Steve Loeb
Ticket to Ride - Marklin	Michael Powell	Kenneth Heilfrom	Fern Carrasquillo
Ticket to Ride #2	Kenneth Heilfrom	Winton Lemoine	Eric Verlich
Ticket to Ride 1910	Paul Bonday	Nancy Ballard	Roderick Lee

Ticket to Ride Europe #1	Shane Sauby, Greg Richardson, Beverly Goodman, Jonathon Kottler	Neil Fijunacion, Chia Richardson, Sarah, Boswell, Larry Blumenthal	
Ticket to Ride Europe #2	Kenneth Heilfrom	Bill Beyermann	Sean Thompson
Tigris & Euphrates	Shane Sauby	David Mines	Danny Crouch
Times Up	Chris Johnson, Darrell Stark, Jacob Ligbman, Bob Lamotte	Brett Digdrich, Sean Thompson, Ernie Castillo, Andrew Cohen	Mike Fryer, Robert Neff, Jesse Escobido, Daniel Eppolito
Titan #1	Alasdair Burton	Richard Potthoff	David Humphreys
Transamerica #1	Robert Neff, Ron Fraigon, Tarynne Fraigon	Robert Woodson	Eric Verheiden
Transamerica #2	Jamie Bussio	Robert Neff	Sean Thompson
Transamerica #3	Pearl Newton	ODIN8186(Kline)	Tracy Ashizawa
Treasure Fleet	Matthew Smith	Andrew Leluw	Brian Symington
Trivial Pursuit	Stephanie Kelleher, Darrell Stark, Michael Wolfe	Winton Lemoine, Larry Pollock, Lana Berman	ob Escalante, Barry Lazarus, Katyn Cumlog
Twilight Imperium III	Ken Hughes	F. Lane	Jeremy Langdon
Twilight Struggle	Bryant Forsgren	Rick Lepore	James Cavanaugh
Uber Chrononauts	Jim Heitman	Tanya Aldrich	
Ubongo	Russell Howell	Sean Thompson	Tanya Aldrich
Union Pacific	Chris Johnson	Paul Bonday	Mark Applegate
Uno #1	Rocco Garcia	Kraig Beaver	Joe Neelon
Uno #2	Mary Taylor	Ray Turner	RobTaylor
Uno #3 Pajama Party	Bob Lamarte	Patrica Gold	Mike Fryer
Uno #4	Ray	Nicole	Matt
Uno #5	Nathaiel Taylor	Mary Taylor	Elliot Hughes
Vegas Showdown	Greg Richardson	Brian Symington	Steve Loeb
War Game, WWII The	Robert Nelson	Steve Gardner	
War Game, WWII The	Darryl Albright	John Liddy	
Warzone Demo	Chris Takashiki	Calleen Takashiki	
Warzone FINALS	Brian Tinder, Torie Tinder	Hunter Venuti	
Winds of Plunder	Alison Cuyler	Steve Hutt	Leland Pike
Wits and Wagers	Bill Gallagher, Jamie Bussio	Lana Bermen, Brian Symington	Mike Sarsoza, Steph Salsoza
Z-Man Marathon	Travis Ball	Jamie Bussio	Chris Johnson



Collectible	1st Place	2nd Place	3rd Place
Anachronism	David Wakefield	Thomas Schmutz	Christopher Heard
Axis & Allies Miniatures League	Emanuel Volakis, Dale Conklin, John Liddy, Tim Towery		
CCG Gathering	Martin Bowers	Emmanuel Volakis	
D&D Miniatures League	Christopher Heard, Nathan Heard		
Heroclix Battle Royale	Nathan Heard		
Heroscape	Dylan Fernandez	Dan Fernandez	Mike Urban
Horrorclix Battle Royale	Melissa Weiss		
Kingdom Hearts	Christopher Heard	Nathan Heard	Alan Scott
Kingdom Hearts	Christopher Heard	Nathan Heard	Dylan Venuti
Kingdom Hearts	Christopher Heard	Sam Mitchell	Kenneth Grotjohn
Magic: The Gathering	Charles Watson	Ashton Fox	Tim Wilson
Magic: The Gathering			
Magic: The Gathering	Sam Imai	Ryan Gan	Tim Wilson
Magic: The Gathering	Sam Imai	Jacob Lubman	Rob Kent
Mechwarrior	Victor Bugg, Sam Mitchell	Ken Grotjohn, Wesley Conklin	
Pirates of the Cursed Sea	Brandon Weiss	Chuck Watson	Melissa Weiss, Michael VanDegift
Pirates: Sink & Keep	Nick Garcia, Brian Say, Melissa Weiss	Chuck Watson, Brandon Henriksen, Samantha Cohen	Tim Wilson, Brandon Weiss, Michael VanDegift
Star Wars Miniatures	Chuck Watson	Lloyd Adams	JP Mitchell
UFS	Grant Wheatley	Ian Aleese	Derek Kim
Warlord Epic: Doubles	Dan Tsuchiyama, Heather Sinauskas	Rami Silverman, Daniel Gore	Lloyd Adams, Lisa Patterson
Warlord Epic: Singles	Dan Tsuchiyama	Lisa Patterson	Rami Silverman
World Of Warcraft	Sean Parsons	Alex Sharp	Greg Smith, Jeremy Geih
Yu-Gi-Oh!	Stephen Novak	Mark Nicholson	Robert Charboneau

Computer Games	1st Place	2nd Place	3rd Place
Diablo II	Sam Crosbie	Warren Johnson	Mario Golgorin
Guitar Hero #1	Nick Garcia	Laurance Jiang	Stephanie Kelleher
Halo #1	Todd Schlickbernd	Tim Jenkins	Cody West
Halo #2	Alex Sharp	Robert C	Odin8186
Mario Brothers Brawl	Todd Schlickbernd	Bryan Harrington	Patrick Landrum
Mario Brothers Super Smash	Ian Lynam	Todd Schlickbernd	Ashton Fox

Miniatures	1st Place	2nd Place	3rd Place
Mr. Lincoln's War	Daniel Franles	Paul Szymborski	Dan Munson
Warhammer 40K RTT	Roman Baker, Bryan Harrington, Kraig Beaver, Jon Napier, David Burroughs	Curtis Cooper	
Warhammer Fantasy Battle RTT	Mat Manders, Ron Smorynski, Mario Acuna, Keith Nelson, Karrian Dalangini, Josemanuel Garcia	Solomon Goren	
Warhordes - 750 Point Steamroller	Jeremy Geib	Jin Sugimoto	Marc Kozlen

Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Malcom Hee		
Fantasy Single	Anya Stettler	Justin Clouter	Rachael Cruz
Fantasy Unit	Gregory Sztain		Ben Tobin
Historical Single		Tim Kennon	Steve Thorne
Open	Solomon Chang	Steve Thorne	Gregory Sztain
Science Fiction Single	Malcom Hee	Ted Blegan	Solomon Chang
Strategikids	Meghan Michael		

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THE CLONE WARS

**STAR WARS**  
THE FORCE UNLEASHED

**Axis & Allies**  
THE BOARD GAME

**GLEAM**  
THE TRADING CARD GAME

**MapleStory**  
THE TRADING CARD GAME

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The RPGA is launching Living Forgotten Realms here at Gateway 2008. Come by and see it in the Century room on the 1st floor.

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