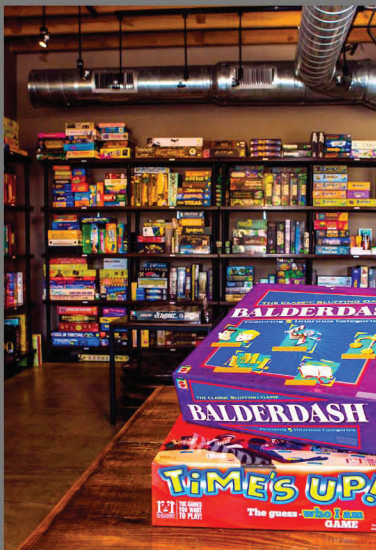


GameX

MAY 26-29, 2017
HILTON LOS ANGELES AIRPORT





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Troubleshooting Staff

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

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

Welcome

Strategicon welcomes you to Gamex 2017. Thank you for joining us.

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

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

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

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event

is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

The prizes for board games will be as follows:

Events are played for the pure fun of the game

Tournaments are paid out as follows:

Mega - \$50, \$20, \$10, \$5

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

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

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

Sponsored events will often award some type of game or game

expansion

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

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

A Guide to Gamex 2017 for Non-gamers

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

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

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

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

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

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

Enjoy the con!

GameX 2017 Special Guests

Tobie Abad

Tobie Abad is the Manila-based game designer of *A Single Moment*, a two-player GM-less role-playing game, and the brains behind the TAGSessions line. He has also written for *A World of Dew's* *Sound of Water*, *Cold Shadows*, *7th Sea: Pirate Nations* and a bunch of other games. You can find him, support him and stay up-to-date on his work at tagsessions.blogspot.com.



Ben Woerner

By day, Ben Woerner is a mild-mannered husband, father and jeweler. By night he's a game designer. Having run games for more than a quarter century, he finally began to design them in 2014 when he published *A World of Dew*, a samurai noir roleplaying game. It was followed by the companion book, *Sound of Water*, the following year. He's also a freelance writer and developer and has worked for John Wick Presents on *Blood & Honor*, *Wield*, and the second edition of *7th Sea*. He's also written on *Call of Calthulhu*, *The Baby Bestiary*, *Tiny Frontiers*, *Scion* and more.

He's a big fan of mitigated success and aspects in game design. He is an even bigger fan of his soccer-playing daughter; his gruff, adorable little man; and the loveliest of all women, his wife, Emily. For more information on Ben's work, visit WoernersWunderWerks.com.

GameX 2017 Artist

Artist: Philip Checkinco

Philip Checkinco (Sharigin) of Norwalk is an artist who gained most of his Knowledge from manga and television shows. Quest grinds for Experience started around middle school. He's building up his Strength at the gym and Intelligence at school, maximizing Social Links wherever possible. He's still leveling up and seeking allies. Will you join him? Please send help. Or check out his work at <https://www.artstation.com/artist/sharigin>.



STRATEGICON SCHEDULE

Convention	Dates	Location
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport
Orcon 2018	Feb 16-19	Hilton Los Angeles Airport
GameX 2018	May 25-28	Hilton Los Angeles Airport
Gateway 2018	Aug 31 - Sep 3	Hilton Los Angeles Airport

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Fri, May

26

Start

Time

Noon

	Dur	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Castles of Caladale 101	International B	B	A	B
	2	Istanbul Event	International B	A	A	B
	1	Kanban: Automotive Revolution 101	International B	B	T	B
	2	Liar's Dice Small	International B	A	A	B
	2	Perpetual Motion Machine Event	International B	A	A	B
	2	Roll Through the Ages: The Bronze Age Small	International B	A	A	B
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	4.5	Xia: Legends of a Drift System Xia: Legends of a Drift System	International A	A	T	M
	8	Axis & Allies Set up and open gaming Event	Los Angeles C	A	A	W
1 pm	2	Anachrony Event	International B	E	M	B
	4	Eternal Kings Demo	International B	B	A	B
	1	Exploding Kittens 101	International B	B	A	B
	3	Kanban: Automotive Revolution Event	International B	E	T	B
	1	Scepter of Zavandor 101	International B	B	A	B
	4	Unearth Demo	International B	B	A	B
	1	Unemployed Clowns Event	International B	A	A	B
2 pm	4	California Gold Event	International B	A	A	B
	2	Exploding Kittens Event	International B	A	A	B
	2	No Thanks! Small	International B	A	A	B
	3	Scepter of Zavandor Small	International B	E	T	B
	1	Sheriff of Nottingham 101	International B	B	A	B
	1	Stone Age 101	International B	B	A	B
	3	Middle-Earth CCG 101	La Jolla	A	A	C
	2	"One More Draw!" Card Games with a Twist	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	4	Blood Rage Blood Rage	International A	A	T	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	4	D&D 5e DDAL 05-18 Eye of Xxiphu, Part 1 (levels 17-20)		E	A	R
	4	D&D 5e DDAL06-01 A Thousand Tiny Deaths (levels 1-4)		A	A	R
	4	D&D 5e ELMW 1-1 The Sage Of Cormanthor (Levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-1 Her Dying Wish (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-4 Down in Flames (levels 5-10)		E	A	R
	4	Fallout Shelter PbtA hack Fallout Shelter: Finding the Descenders	Ch. Boardroom	A	A	R
	4	GURPS Project ASPIRE - Spheres	San Lorenzo F	A	T	R
	4	GURPS 4th Edition Rescue or Bug Hunt?	San Lorenzo E	A	T	R
	4	Homebrood 3rd Edition Unauthorized Human Trials *	San Lorenzo A	B	A	R
	4	Masks Sentinels of the Solar System (Happy Jacks)	San Lorenzo C	A	A	R
	4	Pathfinder The World Tower	San Lorenzo B	A	M	R
	5	Pathfinder PFS 3-25 Storming the Diamond Gate	Los Angeles A	A	A	R
	5	Pathfinder PFS 5-03 The Hellknight's Feast	Los Angeles A	A	A	R
	5	Pathfinder PFS 7-10 The Constorium Compact	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-17 Refugees of the Weary Sky	Los Angeles A	A	A	R
	11	Pathfinder PFS Module: Carrion Hill	Los Angeles A	A	A	R
	11	Pathfinder PFS Module: The Dragon's Demand pt 3	Los Angeles A	A	A	R
	11	Pathfinder PFS Skull & Shackles, part 2	Los Angeles A	A	A	R
	4	Star Wars WOTC Revised Edition Anime-Inspired Star Wars Revised Edition	San Lorenzo D	A	A	R
	3	Synthicide RPG Synthicide RPG demo	San Lorenzo A	B	T	R
	4	The Hero Instant Episode 0: Storm's A'comin'	San Lorenzo B	B	A	R
3 pm	4	Battlestations Event	International B	A	A	B
	2	Dixit Small	International B	A	A	B
	2	Guildhall Fantasy Event	International B	A	A	B
	1	Metropolys 101	International B	B	A	B

Friday

Fri, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	1	Red Dragon Inn 101	International B	B	A	B
	1	Snow Tails 101	International B	B	A	B
	4	Stone Age Tournament	International B	E	A	B
4 pm	1	Alien Frontiers 101	International B	B	A	B
	1	Fuse 101	International B	B	A	B
	2	Metropolys Small	International B	A	A	B
	3	Red Dragon Inn Tournament	International B	E	A	B
	2	Yahtzee Free for All #1 Small	International B	A	A	B
	1	ZDRO! Demo	International B	B	A	B
	1	Eclipse 101	International B	B	T	B
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	2	Munchkin - Be a Hero!	La Jolla	A	A	C
	6	Flames of War V4 HMGS-PSW Presents The Falaise Pocket: August 1944	International A	A	A	M
	4	Command Failure Event	Los Angeles C	A	A	W
	4	Sails of Glory Tournament Small	Los Angeles C	A	A	W
5 pm	2	Alien Frontiers Small	International B	E	T	B
	2	Battlestar Galactica 101	International B	B	A	B
	1	Lords of Waterdeep 101	International B	B	A	B
	2	Monopoly Deal #1 Small	International B	A	A	B
	1	Samurai Spirit 101	International B	B	A	B
	2	The Looney Bin Event	International B	A	A	B
	4	Eclipse Tournament	International B	E	T	B
	2	Battle of Souls	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #1	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
6 pm	1	1846 101	International B	B	T	B
	1	Carson City 101	International B	B	A	B
	3	Container Small	International B	A	A	B
	2	Deals on Wheels Demo	International B	B	T	B
	4	Lords of Waterdeep Big	International B	E	A	B
	2	Love Letter #1 Small	International B	A	A	B
	1	Project Mars 101	International B	B	T	B
	2	"One More Draw!" Card Games with a Twist	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	4	40K Apocalypse Mega-Apocalypse Deployment	International A	A	A	M
	5	Battletech: Alpha Strike Friday Night Alpha Strike	International A	A	A	M
	4	Test of Honor The Sword of the Master	International A	A	A	M
	1	2 Player Pentathlon Event	Newport D	A	A	P
	3	D&D 5e The TPK Tournament - Round 1, Group 1	Santa Monica A	A	M	R
	3	D&D 5e The TPK Tournament - Round 1, Group 2	Santa Monica A	A	M	R
	6	Sturm Europa Event *	Los Angeles C	A	A	W
7 pm	3	1846 Small	International B	A	A	B
	4	Battlestar Galactica Event	International B	A	A	B
	4	Battlestations Event	International B	A	A	B
	3	Carson City Tournament	International B	E	A	B
	4	Forbidden Stars Small	International B	A	M	B
	1	Lord of the Rings Event	International B	A	T	B
	2	Mall Sprawl PLAYTEST Demo	International B	B	T	B
	3	Middle-Earth CCG - Hero Arda	La Jolla	A	A	C
	3	Star Wars Destiny Constructed	La Jolla	A	A	C
	2	Meet & Greet	1635	A	A	G
	2	Cash 'n' Guns Live Event	Newport C	A	A	P
	4	D&D 5e DDAL 05-18 Eye of Xxiphu, Part 2 (levels 17-20)		A	A	R
	4	D&D 5e DDIA06-FORGE OF FURY The Forge of Fury Part 1 (levels 1-4)		A	A	R
	4	D&D 5e ELMW 1-2 The Lost Sanctum (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-2 Uneasy Lies the Head (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-5 The Shadows From the Stars (levels 11-16)		E	A	R
	4	D&D 5e DDAL06-02 The Redemption of Kelvan (levels 5-10)		A	A	R
8 pm	3	Emergence: A Game of Teamwork and Deception Demo	International B	B	A	B
	3	Eternal Kings Sponsored	International B	A	A	B
	1	Mission Red Planet 2nd Ed 101	International B	B	A	B
	2	Phase 10 #1 Small	International B	A	A	B

Friday

Fri, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Power Grid World Tour: Russia Event	International B	E	T	B
	4	Starship Awesome 3000 Sponsored	International B	B	T	B
	1	Xenoshyft 101	International B	B	A	B
	3	Friday Night DRAFT: Amonkhet	La Jolla	A	A	C
	4	Magic: The Gathering - Pauper Tourney	La Jolla	A	T	C
	2	Bill & Ted's Excellent Board Game	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Flea Market		A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	2	Sign - A Game About Being Understood	Room 3103	A	T	L
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	2	X-wing Miniatures X-wing Kids Demo and Practice	International A	B	K	M
	4	Zombicide Zombicide	International A	A	T	M
	4	7th Sea, 2nd edition The True Monsters	Ch. Boardroom	A	T	R
	4	Chaosium Gangsters Ghosts and Ghouls	San Lorenzo F	A	T	R
	4	Dungeons and Dragons 5e For All Our Possessions	San Lorenzo D	A	T	R
	4	GURPS ASPIRE The Un-Happiest Place on Earth	San Lorenzo F	A	T	R
	4	GURPS Paragon University The Big Project	San Lorenzo F	A	A	R
	2	Homebrood 3rd Edition The Thing that Lurks in Nahab *	San Lorenzo A	B	A	R
	4	Mage: the Awakening, Second Edition Guardian of the Beast	San Lorenzo E	A	T	R
	4	Pathfinder The World Tower	San Lorenzo B	A	M	R
	5	Pathfinder PFS 6-10 The Wounded Wisp	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-13 What Sleeps in Stone	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-14 To Seal the Shadow	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-15 Hrethnar's Throne	Los Angeles A	A	A	R
	4	PbtA Jinkies!	San Lorenzo B	A	M	R
	4	Providence Fairview	San Lorenzo C	B	T	R
	4	Rifts® for Savage Worlds New Strawn: Kansas Two Step	Newport A	A	A	R
	3	Synthicide RPG Synthicide RPG demo	San Lorenzo A	A	A	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	2	PS4 Injustice 2 - Warm-Up Round	Marina	A	A	V
	4	Command Failure Event	Los Angeles C	A	A	W
9 pm	1	Glory to Rome 101	International B	B	A	B
	1	Little Drop of Poison Event	International B	A	A	B
	2	Mission Red Planet 2d Ed Event	International B	A	A	B
	2	Ticket to Ride Switzerland Small	International B	E	A	B
	2	Trust Demo	International B	B	T	B
	4	Xenoshyft: Onslaught Small	International B	A	A	B
	1	Settlers of Catan 101	International B	B	A	B
	0	Dealer Room Closes	Pacific	A	A	G
	3	Classic Battletech Battletech tournament (Jihad era)	International A	A	A	M
	4	Werewolf Event	Newport C	A	A	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	4	Ultimate Werewolf Event	Catalina D	A	A	P
10 pm	2	Codenames: Pictures Event	International B	A	A	B
	3	Euphrat & Tigris Event	International B	A	A	B
	3	Glory to Rome Big	International B	E	A	B
	1	Spartacus 101	International B	B	A	B
	2	Uno #1 Small	International B	A	A	B
	1	Wits & Wagers Small	International B	A	A	B
	1	Agricola 101	International B	B	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Interstellar Diplomacy	Room 3103	A	T	L
	2	2 Player Pentathlon Event	Newport D	A	A	P
	2	Two Rooms and a Boom - Adults Advanced Event	Catalina A & B	E	M	P
	2	Werewolves Vs Texans Event	Newport B	A	A	P
11 pm	2	Carcassonne Small	International B	A	A	B
	4	Spartacus Event	International B	A	M	B
	4	Stadium: A Sport Odyssey Demo	International B	B	T	B

Saturday

Fri, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
* = Play with the creator Experience: A = Any, B = Beginner, E = Experienced Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+ Departments: B = Board Games, C = Collectibles, G = General, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Traditional Card Games, V = Video Games, W = War Games						

Sat, May 27

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	Ultimate Werewolf Event	Catalina C	A	A	P
	4	Dungeons and Dragons 5e For All Our Possessions	San Lorenzo D	A	T	R
1 am	4	Ultimate Werewolf Event	Catalina D	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina C	A	A	P
9 am	3	Blue Moon City Tournament	International B	E	A	B
	3	Hollywood Blvd Event	International B	B	A	B
	1	Sagrada Event	International B	A	A	B
	1	Sushi Go! Event	International B	A	A	B
	1	Titan 101	International B	B	T	B
	2	Turn the Tide Event	International B	A	A	B
	3	Unearth Demo	International B	B	A	B
	4	Highlander Type 2 Constructed	La Jolla	A	A	C
	4	Blood Rage Blood rage	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	3	D&D 5e Epic Legacy - Build an Epic 5th Edition Character	San Lorenzo E	E	M	R
	3	D&D 5e The TPK Tournament - Round 1, Group 3	Santa Monica A	A	A	R
	3	D&D 5e The TPK Tournament - Round 1, Group 4	Santa Monica A	A	M	R
	4	7th Sea Seahorse Rescue!	San Lorenzo D	A	T	R
	4	Adventure! The Aeon Society and the 5 crystals of Venus	San Lorenzo E	A	A	R
	4	AGE Blue Rose: Undying Love	San Lorenzo D	B	T	R
	4	Bad Streets Bad Streets	San Lorenzo C	A	A	R
	4	Call of Cthulhu (7th) The Necropolis	San Lorenzo F	B	T	R
	4	Chaosium Gangsters Ghosts and Ghouls	San Lorenzo F	A	T	R
	4	D&D 5e DDAL 00-01 Window to the Past (levels 17-20)		E	A	R
	4	D&D 5e DDIA06-FORGEOFFURY The Forge of Fury Part 2 (levels 1-4)		A	A	R
	4	D&D 5e ELMW 1-3 The Battle of Elmwood (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-3 Bound By Duty (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-6 Out of the Frying Pan (11-16)		E	A	R
	2	Dinosaur Princesses (playtest) Dinosaur Princesses	Ch. Boardroom	A	K	R
	4	Fate Accelerated The Taco Truck Incident of 2017	San Lorenzo D	A	T	R
	4	FIASCO Players' Choice!	San Lorenzo B	A	M	R
	4	GURPS Paragon University - Unhappily Ever After	San Lorenzo F	A	T	R
	3	Homebrood 3rd Edition Beneath a Metal Sky *	San Lorenzo E	B	A	R
	4	Masks Sentinels of the Solar System	San Lorenzo E	A	A	R
	4	Pathfinder PFS 1-29 The Devil We Know Part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 5-08 The Confirmation	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-08 Tyranny of Winds part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-14 To Seal the Shadow	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-16 House of Harmonious Wisdom	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-19 Treacherous Waves	Los Angeles A	A	A	R
	5	Pathfinder PFS CORE 3-09 Quest for Perfection part 1	Los Angeles A	A	A	R
	14	Pathfinder PFS Module: Daughters of Fury	Los Angeles A	A	A	R
	14	Pathfinder PFS Module: Ruby Phoenix Tournament	Los Angeles A	A	A	R
	4	Savage Worlds (Savage Rifts) Rifts: Blessings of The Angel.	Newport A	A	A	R
	4	Skeletons The Skeletons	San Lorenzo A	A	A	R
	4	Swords & Wizardry WhiteBox [...] Happy Jacks Presents: Welcome to [...]	San Lorenzo B	A	A	R
	4	The Hero Instant Episode 0: Storm's A'comin'	San Lorenzo A	A	A	R
	4	Vampire: The Masquerade V20 The Darkest Hour Chronicles: How I [...]	San Lorenzo A	A	T	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	4	Wild Talents Saved by the Bell - A Happy Jacks Game	San Lorenzo C	A	T	R
	12	Axis and Allies Event	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	4	Doom 2nd Ed Small	International B	A	M	B
	2	Killer Bunnies Event	International B	A	A	B

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Modern Art 101	International B	B	A	B
	3	Power Grid World Tour: Baden-Württemberg Event	International B	E	T	B
	1	Seven Dragons Event	Family Area	A	F	B
	1	Ticket to Ride 101	International B	B	A	B
	9	Titan Big	International B	E	T	B
	2	Uno #2 Small	International B	A	A	B
	1	Pokemon Workshop #1	La Jolla	A	A	C
	2	Kitty Paw, Doggy Go, and Shiba Inu House	La Jolla	A	F	C
	2	Lanterns and Lotus - Players' Choice	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	A	C
	4	PLAYER AIDES: Airships/High Heavens/Cockroach Poker Royal/Migration	Plaza A	A	T	G
	12	40K Apocalypse 40K Mega-Apocalypse	International A	A	A	M
	3	ABC - Ancient Battle Cards Battle of Asculum 279BC	International A	B	A	M
	8	Blood Bowl Blood Bowl: N00ber Bowl II	International A	A	A	M
	5	Lion/Dragon Rampant Lion/Dragon Rampant Blood Bath	International A	A	A	M
	10	Mr. Lincoln's War Mr. Lincoln's War ACW Tournament	International A	E	A	M
	7	Paint and Take	International A	A	A	M
	4	Warhammer Quest Warhammer Quest: Silver Tower	International A	A	A	M
	6	Warlands Warlands Demo *	International A	A	A	M
	6	X-Wing X-Wing: 100 point tournament	International A	A	A	M
	4	X-wing Miniatures X-Wing Kids Tournament	International A	E	K	M
	4	Maria Small	Los Angeles C	A	A	W
	8	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
	11	Virgin Queen (Campaign Tournament) Event	Los Angeles C	E	A	W
11 am	1	Battleborn Legacy 101	International B	B	T	B
	2	Beauty Queen Death Match PLAYTEST Demo	International B	B	T	B
	1	Concordia 101	International B	B	A	B
	2	Coup Event	International B	A	A	B
	2	Modern Art Small	International B	A	A	B
	4	Psychosis Demo	International B	B	T	B
	3	Ticket to Ride Tournament	International B	E	A	B
	4	Ascension: Chronicle of the Godslayer #1	La Jolla	A	A	C
	5	Battle of Souls	La Jolla	A	A	C
	1	MtG101: Intro to MtG	La Jolla	A	A	C
	8	Pocketari: Minotaur	La Jolla	A	F	C
	3	Pokemon #1	La Jolla	A	A	C
	6	Flea Market		A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	8	Flames of War (20mm scale) Battle for Troina Sicily 1943	International A	A	F	M
	7	Malifaux Malifaux Demos	International A	A	T	M
	4	Malifaux Malifaux Henchman Hardcore	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Kid Friendly Movies #1	Carmel	A	A	S
	2	Wii U Mario Kart Team Racing	Marina	A	F	V
	4	Command Failure Event	Los Angeles C	A	A	W
	5	Game of Thrones Small	Los Angeles C	A	A	W
Noon	3	Battleborn Legacy Event	International B	B	T	B
	3	Catan National Qualifier Event	International B	E	A	B
	4	Concordia Tournament	International B	E	A	B
	3	El Capitan Event	International B	A	A	B
	3	Emergence: A Game of Teamwork and Deception Demo	International B	B	A	B
	1	Fireball Island Small	International B	A	A	B
	2	Phase 10 #2 Small	International B	A	A	B
	1	Twilight Imperium 3rd Ed 101	International B	B	M	B
	4	Herodix: "Battle Royale"	La Jolla	A	A	C
	2	Honshu - Learn to Play!	La Jolla	A	A	C
	3	Star Wars Destiny Constructed	La Jolla	A	A	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Munchkin Treasure Hunt!	La Jolla	A	F	C
	6	Thug Life Thug Life Tournament *	International A	A	A	M

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Stupid Users: BETA Event	Newport B	A	T	P
	3	The Genius: The Game of Games Tournament	Catalina A	A	T	P
	2	Wii U Super Smash Bros 1v1	Marina	A	A	V
	5	1775 Rebellion Tournament Small	Los Angeles C	A	A	W
	6	Sturm Europa Event *	Los Angeles C	A	A	W
1 pm	2	Codenames: Pictures Event	International B	A	A	B
	1	Five Tribes 101	International B	B	A	B
	1	Franchise King 101	International B	B	A	B
	4	Merchant of Venus Small	International B	A	A	B
	3	Running the System Demo	International B	B	T	B
	1	Scythe 101	International B	B	A	B
	2	The Looney Bin Event	International B	A	A	B
	7	Twilight Imperium 3rd Ed Tournament	International B	E	M	B
	3	Magic: the Gathering Sealed Amonkhet	La Jolla	A	A	C
	6	Song of Blades and Heroes Song of Orcs and Rohan	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	3	D&D 5e The TPK Tournament - Finals, Group 1	Santa Monica A	A	M	R
	3	D&D 5e The TPK Tournament - Finals, Group 2	Santa Monica A	A	M	R
2 pm	4	Battlestations Event	International B	A	A	B
	2	Cock & Bull: It's all about the Monkey! Sponsored *	International B	A	A	B
	4	Eternal Kings Demo	International B	B	A	B
	3	Five Tribes Event	International B	E	A	B
	1	Franchise King Event	International B	A	A	B
	1	King of Tokyo 101	International B	B	A	B
	2	Monopoly Deal #2 Small	International B	A	A	B
	4	Scythe Big	International B	E	A	B
	1	MtG101: Intro to MtG	La Jolla	A	A	C
	2	Snow Tails	La Jolla	A	A	C
	2	"One More Draw!" Card Games with a Twist	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	4	OGRE 6th Edition	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	4	PLAYER AIDES: Pandemic On the Brink/Colossal Arena/Discoveries/Uluru	Plaza A	A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	5	Starship Valkyrie - Basic Starship Valkyrie: KapStar *	Bel Air	A	T	L
	4	Blood Rage Blood Rage	International A	A	T	M
	4	Car Wars (Homebrew) Into the Wasteland	International A	A	A	M
	4	Potion Explosion Potion Explosion	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Sparkle*Kitty Demo	Family Area	A	A	P
	4	5th Ed. D&D Temple of the Dragon Kin	San Lorenzo D	E	A	R
	4	7th Sea Seahorse Rescue!	San Lorenzo C	A	T	R
	4	Adventure! The Aeon Society and the terror in the clouds	San Lorenzo D	A	A	R
	4	Apocalypse World Ruma: Dawn of Empire	San Lorenzo E	A	T	R
	4	Apocalypse World 2 Apocalypse World 2	San Lorenzo B	A	A	R
	4	D&D 5e DDEP06-01 Relics of Khundrukar: Tier 1 (levels 1-4)		A	A	R
	4	D&D 5e DDEP06-01 Relics of Khundrukar: Tier 2 (levels 5-10)		E	A	R
	4	D&D 5e DDEP06-01 Relics of Khundrukar: Tier 2 (levels 5-10)		E	A	R
	4	Dice Up RPG Playtest a new story-focused tabletop RPG! *	San Lorenzo B	A	A	R
	4	Fate Accelerated Monster Truck Tri-Fold Convergence	San Lorenzo E	A	T	R
	4	Generic/Vampire the Masquerade Introduction to LARPing	Santa Monica C	B	M	R
	3	Gruel Truck! mini-rpg Competitive Gruel Truck! (playtest)	San Lorenzo C	A	T	R
	4	GURPS Project ASPIRE - Influence	San Lorenzo F	A	T	R
	4	Hero System Family Reunion (part I)	Ch. Boardroom	A	F	R
	3	Homebrood 3rd Edition Where the Fallen Jarls Sleep *	San Lorenzo D	B	A	R
	4	Lacuna, the Birth of Mystery and the Girl from Blue City Prosopagnosia	Ex. Boardroom	A	T	R
	4	Mindjammer 2nd Edition (Fate Core) Dominion	San Lorenzo F	A	M	R
	5	Pathfinder PACG Skull & Shackles part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 1-30 The Devil We Know Part 2	Los Angeles A	A	A	R
	5	Pathfinder PFS 6-10 The Wounded Wisp	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-07 From the Tome of Righteous Repose	Los Angeles A	A	A	R

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder PFS 8-09 Forged in Flame part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-14 To Seal the Shadow	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-15 Hrethnar's Throne	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-17 Refugees of the Weary Sky	Los Angeles A	A	A	R
	4	PBTA Happiest Apocalypse on Earth	San Lorenzo E	A	T	R
	5	Praxis Praxis: Black Monk Marathon	San Lorenzo A	B	M	R
	8	Rifts® for Savage Worlds Mexican Cargo Run: The Pecos Two step Pt. 2	Newport A	A	A	R
	4	RPG Card System Crystal Ashes - adventure one	San Lorenzo B	A	A	R
	4	Shadowrun 5th Edition Urban Predator or Last Mistake	San Lorenzo F	E	M	R
	4	Star Wars WOTC Revised Edition Anime-Inspired Star Wars Revised Edition	San Lorenzo A	A	A	R
	3	Synthicide RPG Synthicide RPG demo	San Lorenzo E	B	T	R
	4	The Hero Instant Episode 1: Diamonds and Furs and Teeth and Claws!	San Lorenzo A	A	A	R
	4	The Sprawl/Dungeon World Ill Met in Sharn: A milkrun through The [...]	San Lorenzo F	A	M	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	2	Mint On Card Comedy	Carmel	A	T	S
	2	Pc, tablet, Iphone and Android Hearthstone	Marina	A	A	V
3 pm	1	Builders of Blankenburg 101 *	International B	B	A	B
	1	Caverna: The Cave Farmers 101	International B	A	A	B
	1	Down In Flames: Guns Blazing Demo	International B	B	A	B
	1	Game of Thrones 101	International B	B	M	B
	2	King of Tokyo Tournament	International B	E	F	B
	2	Project Elite Event	International B	A	M	B
	2	Six-Gun Express Demo	International B	B	T	B
	2	Yahtzee Free for All #2 Small	International B	A	A	B
	4	Middle-Earth CCG - Open Format	La Jolla	A	A	C
	5	Bolt Action Secure the Landings - Bolt Action 2 Game	International A	A	A	M
	1	Sparkle*Kitty Event	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	4	Command Failure Event *	Los Angeles C	A	A	W
4 pm	4	Battlestations Event	International B	A	A	B
	3	Builders of Blankenburg Sponsored *	International B	A	F	B
	4	Caverna: The Cave Farmers Event	International B	A	T	B
	2	Cottage Garden Event	International B	A	A	B
	1	Epic Roll 101	International B	B	A	B
	5	Game of Thrones 2nd Edition Tournament	International B	E	M	B
	1	Kingsburg 101	International B	B	A	B
	2	Rayguns and Rocketships Demo	International B	B	A	B
	1	Dice Masters 101	La Jolla	A	A	C
	3	Magic: the Gathering DRAFT Amonkhet	La Jolla	A	A	C
	2	Clank! Sunken Treasures	La Jolla	A	A	C
	2	Double Feature	La Jolla	A	F	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	4	PLAYER AIDES PLAYER AIDES	Plaza A	A	A	G
	3	ABC - Ancient Battle Cards Battle of Asculum 279BC	International A	B	A	M
	4	Heavy Gear Blitz Heavy Gear Blitz	International A	A	A	M
	5	Imperial Assault Imperial Assault Skirmish Tournament	International A	A	A	M
	4	Ronin, Advanced Songs of Blades and Heroes, Songs of Muskets and [...]	International A	A	T	M
	1	Sparkle*Kitty Event	Newport B	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	3	2 Player Pentathlon Event	Newport D	A	A	P
	2	Tournament (Movie Screening)	Carmel	A	T	S
	1	PS4 Rocket League	Marina	E	A	V
	4	Friedrich Small	Los Angeles C	A	A	W
5 pm	1	Epic Roll Event	International B	A	A	B
	4	Kingsburg Tournament	International B	E	A	B
	2	Love Letter #2 Small	International B	A	A	B
	1	Mystic Vale 101	International B	B	A	B
	1	Outpost 101	International B	B	A	B
	2	Pirates Cove Event	Family Area	A	F	B
	3	Popular Front Event	International B	A	A	B
	2	Dice Masters Grab Bag #1	La Jolla	A	A	C

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Yu-Gi-Oh! Demo #2	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	2	All of them! Terrain Making 001	International A	A	A	M
	6	Circus Maximus Circus Maximus	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Geek Out! Event	Catalina C	A	T	P
6 pm	2	Battlecrates: Pirates vs. Dragons Demo	International B	B	A	B
	1	Kingdom Builder 101	International B	B	A	B
	4	Mystic Vale Big	International B	E	A	B
	3	Outpost Small	International B	E	T	B
	4	Runewars Event	International B	A	M	B
	2	Santa Monica PLAYTEST Demo	International B	B	T	B
	1	Trick-Taking: The Trick-Taking Game Small	International B	A	T	B
	2	"One More Draw!" Card Games with a Twist	La Jolla	A	A	C
	2	Munchkin - Be a Hero!	La Jolla	A	A	C
	5	Vampire: the Masquerade (Sabbat) Pillars of Salt: The War for San Diego	Room 3103	A	M	L
	6	Uncharted Seas 2nd version Uncharted Seas Battles	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	4	D&D 5e Epic Legacy - 5th Edition Beyond 20th Level	Santa Monica A	E	M	R
	4	D&D 5E 2CGaming Presents: Let's Kill Strahd!	Santa Monica A	A	T	R
	1	GeekSpeakTV Live! Podcast	Carmel	A	A	S
	2	PC Overwatch 2v2	Marina	A	A	V
	4	C&C Napoleonic Demo	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Camel Up #1 Small	International B	A	A	B
	2	Deals on Wheels Demo	International B	B	T	B
	2	Hills & Halls Demo	International B	B	A	B
	1	Imhotep 101	International B	B	A	B
	2	Kingdom Builder Small		E	A	B
	1	Project Mars 101	International B	B	T	B
	3	Ticket to Ride: India Tournament	International B	E	A	B
	4	Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	La Jolla	A	T	C
	4	Star Wars Destiny Booster Draft	La Jolla	A	A	C
	2	Yu-Gi-Oh! Tournament	La Jolla	A	A	C
	6	Classic Battletech Battletech tournament (3025 Era)	International A	A	A	M
	3	Painting Techniques Class	International A	A	A	M
	4	Xia: Legends of a Drift System Xia: Legends of a Drift System	International A	A	A	M
	2	Cash 'n' Guns Live Event	Newport C	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Two Rooms and Charades Event	Catalina C & D	A	T	P
	1	Rough: the Card Game Event	Malibu Gardens	A	T	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	4	D&D 5e DDAL06-01 A Thousand Tiny Deaths (levels 1-4)		A	A	R
	4	D&D 5e DDEP6-2 Return to White Plume: Tier 2 (levels 5-10)		E	A	R
	4	D&D 5e DDEP6-2 Return to White Plume: Tier 3 (levels 11-16)		E	A	R
	1	Comic Book LIVE!	Carmel	A	A	S
	4	Command Failure Event	Los Angeles C	A	A	W
8 pm	3	Battlestations Event	International B	B	A	B
	3	Catan National Qualifier Event	International B	E	A	B
	4	Cry Havoc Event	International B	A	T	B
	3	Eternal Kings Sponsored	International B	A	A	B
	1	Imhotep Event	International B	A	A	B
	1	Incan gold Event	International B	A	A	B
	3	Magic: the Gathering Sealed Amonkhet	La Jolla	A	A	C
	4	"Mine Goes to 20" Epic Munchkin	La Jolla	A	T	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	5	Cataphract, the free online mecha game Cataphract: Mecha Urban Com.	International A	B	T	M
	2	The Tube Test: TV Trivia Event	San Lorenzo E	A	M	P
	5	5-10-20 The Carcass: Exodus	San Lorenzo C	A	M	R
	4	Age of Rebellion/X-Wing Miniatures You Are Rogue Squadron	San Lorenzo B	A	T	R
	4	Apocalypse World Ruma: Dawn of Empire *	San Lorenzo A	A	T	R

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Call of Cthulhu (7th) An Amaranthine Desire	San Lorenzo F	A	M	R
	4	Call of Cthulhu 7th Ed. The Whispering Wanderer of Pripyat	San Lorenzo F	A	T	R
	4	Changeling: The Lost Broken Mirror	San Lorenzo D	A	T	R
	4	Dresden Fate Accelerated Dresden Files: The Paranetters Patrol	San Lorenzo D	A	T	R
	4	GURPS The Blackout Era- New beginnings	San Lorenzo F	A	T	R
	4	GURPS Traveller Into the Void	San Lorenzo B	A	A	R
	4	Paranoia Don't Take Your Laser to Town	San Lorenzo E	A	A	R
	5	Pathfinder 8-16 House of Harmonious Wisdom	Los Angeles A	A	A	R
	5	Pathfinder PACG Skull & Shackles part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 1-41 The Devil We Know part 3	Los Angeles A	A	A	R
	5	Pathfinder PFS 7-10 The Constorium Compact	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-10 Tyranny of Winds part 2	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-11 Forged in Flame part 2	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-12 Tyranny of Winds part 3	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-15 Hrethnar's Throne	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-19 Treacherous Waves	Los Angeles A	A	A	R
	4	Soldiers of Misfortune RPG Soldiers of Misfortune: Booty Call	San Lorenzo E	A	A	R
	4	The Sprawl/Dungeon World Ill Met in Sharn II: Do Warforged dream [...]	San Lorenzo A	A	M	R
	4	ThreadbareRPG Threadbare - Boogie Shoes	Ch. Boardroom	A	A	R
	4	WIP, GM-less Death Star	San Lorenzo B	A	A	R
	4	Happy Jacks RPG Podcast - Live from Gamex 2017	Santa Monica C	A	A	S
	2	Black Spiderman (Movie Premiere)	Carmel	A	A	S
	1	PS4 Injustice 2 #1	Marina	A	A	V
9 pm	2	C. C. Higgins Railpass Event	International B	A	A	B
	2	Dixit Small	International B	A	A	B
	2	MicroNations Event	International B	A	A	B
	1	Skull Event	International B	A	A	B
	1	Splendor 101	International B	B	A	B
	4	Tichu Qualifier Event	International B	A	A	B
	2	Trust Demo	International B	B	T	B
	4	Werewolf Event	Newport C	A	A	P
	2	Two Rooms and a Boom - Adults Advanced Event	Catalina A & B	A	M	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	4	Ultimate Werewolf Event	Catalina D	A	A	P
10 pm	2	San Juan 2nd Ed Small	International B	A	A	B
	2	Splendor MEGA	International B	E	A	B
	1	Wizard 101	International B	B	T	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	1	2 Player Pentathlon Event	Newport D	A	A	P
	2	Fangs for the Memories (A Werewolves scenario) Event	Bel Air	A	A	P
	3	Werewolves Vs Texans Event	Newport B	A	A	P
11 pm	2	Wizard Event	International B	A	T	B
	2	2 Player Pentathlon Event	Newport D	A	A	P

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Sun, May 28

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Magic: The Gathering - Horde	La Jolla	A	T	C
	4	Clay o Rama Clay O Rama	International A	A	A	M
	3	Ultimate Werewolf Event	Catalina C	A	A	P
1 am	4	Ultimate Werewolf Event	Catalina D	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina C	A	A	P
9 am	4	Battlestations Event	International B	A	A	B
	2	Bull Moose Event	International B	A	A	B
	1	Castles of Burgundy 101	International B	B	A	B
	2	Dixit Small	International B	A	A	B
	3	Dream Factory Small	International B	A	A	B

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Manila 101	International B	B	A	B
	4	Shadows of Brimstone Event	International B	A	T	B
	3	Ticket to Ride: Europe Small	International B	A	A	B
	4	Highlander Type 1	La Jolla	A	A	C
	4	Potion Explosion Potion Explosion	International A	A	T	M
	4	Raise Your Goblets Raise Your Goblets	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	3	D&D 5e Epic Legacy - Build an Epic 5th Edition Character	San Lorenzo D	E	M	R
	4	7th Sea Seahorse Rescue!	Ch. Boardroom	A	A	R
	4	Adventures In Middle Earth: D&D 5th Whence Greenwood the Great	San Lorenzo E	A	A	R
	4	Call of Cthulhu (7th) What's in the Cellar?	San Lorenzo F	B	T	R
	4	D&D 5e DDAL 00-01 Window to the Past (levels 17-20)		E	A	R
	4	D&D 5e DDAL06-01 A Thousand Tiny Deaths (levels 1-4)		E	A	R
	4	D&D 5e ELMW 1-1 The Sage Of Cormanthor (Levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-1 Her Dying Wish (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-4 Down in Flames (levels 5-10)		E	A	R
	4	D&D 5e DDAL06-02 The Redemption of Kelvan (levels 5-10)		A	A	R
	4	GURPS Zombie Hospital - the Parking Structure	San Lorenzo F	A	T	R
	4	GURPS 4th Edition Rescue or Bug Hunt?	San Lorenzo E	A	T	R
	3	Homebrew 3rd Edition In the Belly of the Beast *	San Lorenzo B	B	A	R
	4	Masks: A New Generation (PbtA) Masks: High School Blues	San Lorenzo B	A	T	R
	4	Microscope Microscope	San Lorenzo A	A	M	R
	5	Pathfinder PFS 1-48 The Devil We Know part 4	Los Angeles A	A	A	R
	5	Pathfinder PFS 3-11 The Quest for Perfection part 2	Los Angeles A	A	A	R
	5	Pathfinder PFS 4-22 Glories of the Past part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 5-08 The Confirmation	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-07 From the Tome of Righteous Repose	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-17 Refugees of the Weary Sky	Los Angeles A	A	A	R
	4	PBTA Happiest Apocalypse on Earth ... Family Edition!	San Lorenzo C	A	F	R
	4	Pugmire RPG Pugmire: Digging up the Bones	San Lorenzo A	A	A	R
	4	The Hero Instant Episode 1: Diamonds and Furs and Teeth and Claws!	San Lorenzo D	A	A	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	5	Castles of Burgundy Big	International B	E	A	B
	1	Dream Home Event	Family Area	A	F	B
	3	Emergence: A Game of Teamwork and Deception Demo	International B	B	A	B
	1	Magic Realm 101	International B	B	M	B
	3	Power Grid World Tour: Japan Event	International B	E	T	B
	1	Terraforming Mars 101	International B	B	A	B
	2	Uno #3 Small	International B	A	A	B
	4	Viticulture Small	International B	A	A	B
	3	Middle-Earth CCG - Hero Arda	La Jolla	A	A	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	2	Kitty Paw, Doggy Go, and Shiba Inu House	La Jolla	A	F	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	A	C
	2	Battle of Souls	La Jolla	A	T	C
	2	Clay-O-Rama Clay-O-Rama Extravaganza	International A	B	F	M
	8	Gepanzerte Faust 15mm Near Hevadorp Sept 17, 1944, Operation Market.	International A	A	T	M
	6	Gorechosen Gorechosen	International A	A	A	M
	7	Paint and Take	International A	A	A	M
	6	Star Wars Armada Corellian Conflict - Lite	International A	B	T	M
	8	Warhammer 40K Goodbye to 7th Edition Tournament	International A	A	A	M
	4	Warhammer Quest Warhammer Quest: Silver Tower	International A	A	A	M
	4	Xia: Legends of a Drift System Xia: Legends of a Drift System	International A	A	A	M
	1	2 Player Pentathlon Event	Newport D	A	A	P
	1	The Meeple Steeple	Carmel	A	A	S
	8	Kriegsspiel Event	Los Angeles C	A	A	W
11 am	2	Deals on Wheels Demo	International B	B	A	B
	1	Great Western Trail 101	International B	B	A	B
	1	Ingenious 101	International B	B	A	B
	7	Magic Realm Tournament	International B	E	M	B

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Middle Earth Quest Event	International B	A	M	B
	3	Running the System Demo	International B	B	T	B
	4	Terraforming Mars Small	International B	E	T	B
	1	The Hare & the Tortoise Event	International B	A	K	B
	1	MtG101: Intro to MtG	La Jolla	A	A	C
	3	Pokemon #2	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #3	La Jolla	A	A	C
	6	Flea Market		A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	6	Hail Caesar HMGS-PSW Presents King Solomon	International A	A	A	M
	5	Kings of War Kings of War: Incurion of the Great KoW on the fields [...]	International A	E	T	M
	6	Napoleonics (HB/Club) Battle of Gospic 1809 Dalmatian Campaign	International A	A	T	M
	4	Test of Honor The Sword of the Master	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Kid Friendly Movies #2	Carmel	A	A	S
	4	Command Failure Event	Los Angeles C	A	A	W
Noon	1	Advanced Civilization 101	International B	B	M	B
	1	Ghost Blitz Event	Family Area	A	F	B
	4	Great Western Trail Event	International B	E	A	B
	2	Ingenious Event	International B	E	A	B
	1	In the Year of the Dragon 101	International B	B	A	B
	2	Phase 10 #3 Small	International B	A	A	B
	1	Talisman Catadysm 101	International B	B	T	B
	3	Ticket to Ride: USA 1910 Tournament	International B	E	A	B
	4	Star Wars Minis Sealed Booster Draft Virtual Set 12 & 13	La Jolla	A	A	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	4	PLAYER AIDES: Cyclades/Nehemiah/Garbage Day/King Up!	Plaza A	A	T	G
	1	Stupid Users: BETA Event	Newport B	A	T	P
	3	The Genius: The Game of Games Tournament	Catalina A	A	T	P
	2	Wii U Super Smash Bros Free-For-All	Marina	A	A	V
	4	Battle Cry Tournament Small	Los Angeles C	A	A	W
1 pm	7	Advanced Civilization Tournament	International B	E	M	B
	6	Agricola National Qualifier Sponsored	International B	E	A	B
	2	Codenames: Pictures Event	International B	A	A	B
	4	Eternal Kings Demo	International B	B	A	B
	2	In the Year of the Dragon Small	International B	A	A	B
	2	Power Grid: The Card Game Event	International B	A	A	B
	1	Project Mars 101	International B	B	T	B
	4	Talisman Catadysm Small	International B	E	T	B
	4	Ascension: Chronicle of the Godslayer #2	La Jolla	A	A	C
	3	Magic: the Gathering Sealed Amonkhet	La Jolla	A	A	C
	6	Song of Blades and Heroes Song of Orcs and Rohan	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Made For Play: Board Games and Modern Industry	Carmel	A	A	S
2 pm	4	Battlestations Event	International B	A	A	B
	1	Boss Monster Event	International B	A	A	B
	1	Firefly 101	International B	B	A	B
	3	Manila Small	International B	A	A	B
	2	Monopoly Deal #3 Small	International B	A	A	B
	4	New Angeles Event	International B	A	T	B
	5	Power Grid Big	International B	E	A	B
	1	MtG102: Intro to MtG	La Jolla	A	A	C
	2	"One More Draw!" Card Games with a Twist	La Jolla	A	A	C
	4	Munchkin Tournament	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	4	PLAYER AIDES: Istanbul/Potion Explosion/Guillotine/Tsuro	Plaza A	A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	4	Juggernaut Juggernaut	Room 3103	A	M	L
	4	Blood Rage Blood Rage	International A	A	T	M
	1	Painting Contest Judging	International A	A	A	M
	4	The Others: 7 Sins The Others: 7 Sins	International A	A	T	M

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Zombicide Zombicide	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	4	7th Sea Seahorse Rescue!	Ch. Boardroom	A	A	R
	4	Age of Rebellion and X-Wing You Are Rogue Squadron	San Lorenzo D	A	T	R
	4	Apocalypse World Ruma: Dawn of Empire *	San Lorenzo D	A	T	R
	4	Call of Cthulhu Call of Cthulhu - The Curse of 𐌺	San Lorenzo F	A	T	R
	4	Cortex Prime Atomic Robo and the Invaders from Mars	San Lorenzo B	A	T	R
	4	D&D 5e DDAL OPEN 2016 The Soulbound Tomb Tier 1 Part 1 (levels 1-4)		A	A	R
	4	D&D 5e DDAL OPEN 2016 The Soulbound Tomb Tier 2a Part 1 (levels 5-7)		E	A	R
	4	D&D 5e DDAL OPEN 2016 The Soulbound Tomb Tier 2b Part 1 (lvs 8-10)		E	A	R
	4	Fallout Shelter PbtA hack Fallout Shelter: Finding the Descenders (Kids)	San Lorenzo C	A	K	R
	4	Fantasy Hero Family Reunion (part II)	San Lorenzo C	A	F	R
	4	Fate Core The Wizard's First Rule	Santa Monica A	A	A	R
	4	Firefly RPG (Cortex Plus) Firefly: The Milk Run	San Lorenzo B	A	M	R
	3	Homebrood 3rd Edition At the Ends of Civilization *	San Lorenzo A	B	A	R
	5	Pathfinder 6-10 The Wounded Wisp	Los Angeles A	A	A	R
	5	Pathfinder PACG Wrath of the Righteous part 1	Los Angeles A	A	A	R
	5	Pathfinder PFS 3-25 Storming the Diamond Gate	Los Angeles A	A	A	R
	5	Pathfinder PFS 4-24 Glories of the Past part 2	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-13 What Sleeps in Stone	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-14 To Seal the Shadow	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-16 House of Harmonious Wisdom	Los Angeles A	A	A	R
	4	Providence Fairview	San Lorenzo E	A	A	R
	8	Rifts® for Savage Worlds Mexican Cargo Run: The Pecos Two step Pt. 2	Newport A	A	A	R
	4	RPG Card System Crystal Ashes - adventure two	San Lorenzo E	A	A	R
	4	Schauermarkhen We All Fall Down	San Lorenzo F	A	M	R
	4	Soldiers of Misfortune RPG Soldiers of Misfortune: Booty Call	San Lorenzo F	A	A	R
	4	Star Wars WOTC Revised Edition Anime-Inspired Star Wars Revised Edition	San Lorenzo E	A	A	R
	3	Synthicide RPG Synthicide RPG demo	San Lorenzo A	B	T	R
	4	The Hero Instant Episode 2: Finale! Man-made Disaster	San Lorenzo A	A	A	R
	1.5	Going Cardboard: A Board Game Movie	Carmel	A	A	S
	2	Pc, tablet, Iphone and Android Hearthstone	Marina	A	A	V
	2	Wii U Mario Kart 8	Marina	A	K	V
3 pm	1	Acquire 101	International B	B	A	B
	1	Arcadia Quest 101	International B	B	A	B
	3	Automobiles Small	International B	A	A	B
	1	Battleborn Legacy 101	International B	B	A	B
	3	Firefly Tournament	International B	E	A	B
	2	March Madness Event	International B	A	A	B
	4	Star Wars Imperial Assault Event	International B	A	M	B
	2	Yahtzee Free for All #3 Small	International B	A	A	B
	1	Dice Masters 101	La Jolla	A	A	C
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	2 Player Pentathlon Event	Newport D	A	A	P
	4	Command Failure Event	Los Angeles C	A	A	W
4 pm	3	Acquire: David Woolcott Memorial Tournament Tournament	International B	E	A	B
	3	Age of Empires III Small	International B	A	A	B
	4	Arcadia Quest: Pets Event	International B	A	A	B
	4	Battleborn Legacy Event	International B	A	T	B
	2	Rayguns and Rocketships Demo	International B	B	A	B
	1	Smash Up 101	International B	B	A	B
	1	World of Warcraft: The Board Game 101	International B	B	T	B
	1	ZDRO! Demo	International B	B	A	B
	2	Dice Masters Grab Bag #2	La Jolla	A	A	C
	3	Magic: the Gathering Sealed Amonkhet	La Jolla	A	A	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	4	PLAYER AIDES: PLAYER AIDES:	Plaza A	A	A	G
	0.1	GRID GAME Raffle Drawing!	Pacific	A	A	G
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	MAY The Force Be With You!	Carmel	A	A	S
	1	PS4 Rocket League Rumble	Marina	A	A	V
5 pm	1	Codenames 101	International B	B	T	B

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Concordia Advanced Event	International B	A	A	B
	1	Coup Small	International B	A	A	B
	2	Hills & Halls Demo	International B	B	A	B
	2	Love Letter #3 Small	International B	A	A	B
	4	Smash Up Tournament	International B	E	A	B
	1	The Cards of Cthulhu Demo	International B	B	A	B
	8	World of Warcraft: The Board Game Expansions Event	International B	A	T	B
	4	Star Wars Minis: The Battle of Hoth	La Jolla	A	A	C
	3	Pirates Sink & Keep: Long Planks and Short Walks	La Jolla	A	K	C
	4	Star Wars Destiny BOOSTER DRAFT	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #4	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	6	Saga Saga: Battle of Stamford Bridge	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Family Feud Event	Catalina A	A	T	P
6 pm	4	Battlestations Event	International B	A	A	B
	3	Catan National Qualifier Finals Sponsored	International B	E	A	B
	2	Codenames Big	International B	E	T	B
	1	Fury of Dracula 101	International B	B	A	B
	3	Nexus Ops Small	International B	A	A	B
	1	Tiny Epic Galaxies 101	International B	B	A	B
	2	"One More Draw!" Card Games with a Twist	La Jolla	A	A	C
	2	Munchkin - Be a Hero!	La Jolla	A	A	C
	6	AD&D 1st Addition The (original) 3-D Monster Mash	International A	E	T	M
	3	Classic Battletech Battletech tournament (Clan Invasion)	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	1	Captain Sonar	Newport D	A	A	P
	4	D&D 5e Epic Legacy - 5th Edition Beyond 20th Level	Santa Monica A	E	M	R
	2	PC Overwatch 3v3	Marina	A	A	V
	4	Sails of Glory, Frigates Event	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Camel Up #2 Small	International B	A	A	B
	1	Colony 101	International B	B	A	B
	3	Fury of Dracula Event	International B	A	A	B
	1	One Night Werewolf Event	International B	A	A	B
	2	Project Mars Event	International B	A	T	B
	1	Ra 101	International B	B	A	B
	2	Tiny Epic Galaxies Small	International B	A	A	B
	3	Ticket to Ride: India Tournament	International B	E	A	B
	2	Yu-Gi-Oh! Tournament	La Jolla	A	A	C
	2	Cash 'n' Guns Live Event	Newport C	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	2	Captain Sonar Event	Newport D	A	A	P
	4	D&D 5e DDAL OPEN 2016 The Soulbound Tomb Tier 1 Part 2 (levels 1-4)		A	A	R
	4	D&D 5e DDAL OPEN 2016 The Soulbound Tomb Tier 2a Part 2 (levels 5-7)		E	A	R
	4	D&D 5e DDAL OPEN 2016 The Soulbound Tomb Tier 2b Part 2 (lvs 8-10)		E	A	R
	2	Feedback Forum	Carmel	A	A	S
	4	Command Failure Event	Los Angeles C	A	A	W
8 pm	3	Colony Event	International B	A	A	B
	2	Dexikon Event	International B	A	A	B
	3	Eternal Kings Sponsored	International B	A	A	B
	3	Ra Tournament	International B	E	A	B
	1	Small World 101	International B	B	A	B
	1	The Orade of Delphi 101	International B	B	T	B
	2	Yokohama Event	International B	A	T	B
	3	Sunday Night DRAFT: Amonkhet	La Jolla	A	A	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	2	Illuminati	La Jolla	A	T	C
	2	Munchkin - Players' Choice	La Jolla	A	A	C
	4	The Others: 7 Sins The Others: 7 Sins	International A	A	T	M
	3	Time's Up!: Extreme Event	San Lorenzo A	A	M	P

Sunday

	4	Call of Cthulhu	Call of Cthulhu - The Curse of	San Lorenzo E	A	T	R
	4	Dresden Files Accelerated	Dresden Files: Playing with Power	San Lorenzo E	A	T	R
	4	GURPS	The Blackout Era- Alliances	San Lorenzo D	A	T	R
	3	Homebrood 3rd Edition	Blackout at Redfield Maximum Security *	San Lorenzo B	B	A	R
	4	Paranoia	Mini-Adventure for Mini-Shooters	San Lorenzo C	A	A	R
	5	Pathfinder	8-14 To Seal the Shadow	Los Angeles A	A	A	R
	5	Pathfinder	PACG Wrath of the Righteous part 2	Los Angeles A	A	A	R
	5	Pathfinder	PFS 0-26 Lost At Bitter End	Los Angeles A	A	A	R
	5	Pathfinder	PFS 4-25 Glories of the Past part 3	Los Angeles A	A	A	R
	5	Pathfinder	PFS 7-10 The Constorium Compact	Los Angeles A	A	A	R
	5	Pathfinder	PFS 8-07 From the Tome of Righteous Repose	Los Angeles A	A	A	R
	4	Praxis	Praxis: Black Monk 4 Playtest	Ch. Boardroom	E	M	R
	4	World of Darkness	Murder on a train	San Lorenzo F	A	T	R
	1	PS4	Injustice 2 #2	Marina	A	A	V
9 pm	1	Pandemic: The Cure 101		International B	B	A	B
	1	Puerto Rico 101		International B	B	A	B
	4	Small World	Tournament	International B	E	T	B
	2	The Oracle of Delphi	Event	International B	A	T	B
	4	Tichu Finals	Small	International B	A	A	B
	2	Trust	Demo	International B	B	T	B
	3	Star Wars Destiny Constructed		La Jolla	A	A	C
	4	Werewolf	Event	Newport C	A	A	P
	2	Two Rooms and a Boom	Event	Catalina A & B	A	A	P
	3	Ultimate Werewolf	Event	Catalina C	A	A	P
	4	Ultimate Werewolf	Event	Catalina D	A	A	P
	14	Pathfinder	PFS Module: Academy of Secrets	Los Angeles A	A	A	R
10 pm	2	7 Blunders	Small	International B	A	A	B
	3	Battlestations	Event	International B	A	A	B
	1	Blood Rage 101		International B	B	A	B
	1	Pandemic: The Cure	Event	International B	A	A	B
	4	Puerto Rico	Big	International B	E	A	B
	2	Skull	Event	International B	A	A	B
	2	Chez Geek - Spring Break!		La Jolla	A	M	C
	2	Two Rooms and a Boom - Adults Advanced	Event	Catalina A & B	A	M	P
	3	Werewolves Vs Texans	Event	Newport B	A	A	P
11 pm	3	Blood Rage	Tournament	International B	E	A	B

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Mon, May 29

Start	Dur	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	Ultimate Werewolf Event	Catalina C	A	A	P
1 am	4	Ultimate Werewolf Event	Catalina D	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina C	A	A	P
9 am	2	7 Wonders MEGA	International B	E	A	B
	1	Ashes: Rise of the Phoenixborn 101	International B	B	A	B
	1	Saint Petersburg 101	International B	B	A	B
	1	Skull Event	International B	A	A	B
	1	The Lord of the Ice Garden 101	International B	B	M	B
	2	Thurn and Taxis Small	International B	A	A	B
	1	ZDRO! Demo	International B	B	A	B
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	D&D 5e DDAL 05-18 Eye of Xxiphu, Part 1 (levels 17-20)		E	A	R
	4	D&D 5e DDIA06-FORGEOFFURY The Forge of Fury Part 1 (levels 1-4)		A	A	R
	4	D&D 5e ELMW 1-2 The Lost Sanctum (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-2 Uneasy Lies the Head (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-5 The Shadows From the Stars (levels 11-16)		E	A	R
	4	GURPS Paragon University - What Lies Beneath	Ch. Boardroom	A	T	R
	4	GURPS 4th Edition Rescue or Bug Hunt?	Santa Monica A	A	T	R
	5	Pathfinder PFS 3-13 Quest for Perfection part 3	Los Angeles A	A	A	R
	5	Pathfinder PFS 5-03 The Hellknight's Feast	Los Angeles A	A	A	R

Monday

Monday

Mon, May 29

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder PFS 8-07 From the Tome of Righteous Repose	Los Angeles A	A	A	R
	9	Pathfinder PFS Mod: Emerald Spire, level 7	Los Angeles A	A	A	R
	4	The Hero Instant Episode 2: Finale! Man-made Disaster	San Lorenzo C	A	A	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	2	Ashes: Rise of the Phoenixborn Sponsored	International B	A	A	B
	3	Power Grid World Tour: Quebec Event	International B	E	T	B
	3	Saint Petersburg Small	International B	A	A	B
	3	The Lord of the Ice Garden Event	International B	E	M	B
	2	Trust Demo	International B	B	T	B
	2	Uno #4 Small	International B	A	A	B
11 am	3	Attika Event	International B	A	A	B
	4	Eternal Kings Demo	International B	B	A	B
	1	Lexomania Demo	International B	B	A	B
	3	Auction	Carmel	A	A	G
	8	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
Noon	2	Deals on Wheels Demo	International B	B	T	B
	1	Port Royal Event	International B	A	A	B
	3	Running the System Demo	International B	B	T	B
	0.1	Raffle Grand Raffle Drawing!	Pacific	A	A	G
1 pm	2	Mystery! Motive for murder Event	International B	A	A	B
	2	To Court The King Event	International B	A	A	B
	4	Vegas Showdown Event	International B	A	A	B
2 pm	1	Trap Demo	International B	B	A	B
	4	D&D 5e DDAL 05-18 Eye of Xxiphu, Part 2 (levels 17-20)		E	A	R
	4	D&D 5e DDIA06-FORGEOFFURY The Forge of Fury Part 2 (levels 1-4)		A	A	R
	4	D&D 5e YLRA 1-3 Bound By Duty (levels 5-10)		E	A	R
	4	D&D 5e YLRA 1-6 Out of the Frying Pan (11-16)		E	A	R
	4	D&D 5e YLRA 1-6 Out of the Frying Pan (11-16)		E	A	R
	4	D&D 5e DDAL06-02 The Redemption of Kelvan (levels 5-10)		A	A	R
	5	Pathfinder PFS 3-25 Storming the Diamond Gate	Los Angeles A	A	A	R
	5	Pathfinder PFS 5-23 Cairn of Shadows	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-16 House of Harmonious Wisdom	Los Angeles A	A	A	R
	5	Pathfinder PFS 8-19 Treacherous Waves	Los Angeles A	A	A	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event	International B	A	A	B

* = Play with the creator

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

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

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

Annual Awards

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

For 2016 the winners are:

Jack Butler Award: 1st - Darrell Stark
2nd - Michael Swinson
3rd - Jaye R.

Short Board Games: 1st - Darrell Stark
2nd - Gilbert Quinonez
3rd - Michael Swinson

Medium Board Games: 1st - Michael Swinson and Bruce Schlickbernd
2nd - Kyle Greenwood

Long Board Games: 1st - Matthew Weber
2nd - Winton Lemoine
3rd - Jonathan Flagg

Collectible Games: 1st - Ryan Su

2nd - Michael Arsollon

3rd - Elliot Belty

Video Games:

1st - Charlotte Senki

2nd - Jared Patterson

3rd - Stan Cascone

Strategicon congratulates these fine gamers!

As announced at Gateway 2016 we reformulated the awards.

We retained the Jack Butler award and the Collectible(s) award; and simplified the board game award categories to have them based on game duration and number of players. Events are now included in all awards.

We added video games award and for 2017 we will also be adding a miniatures award.

Special Events and Seminars

Special Events and Seminars

Carmel, Newport B

Black Spiderman (Movie Premiere) — Sat 8 pm

The cast of Comic Book LIVE! presents the World Premiere of their new indie film exclusively at Strategicon. Q&A with the cast after the screening.

Comic Book LIVE! — Sat 7 pm

A live and improvised stage adaptation of a comic book or graphic novel performed in full costume! Join us for a nerd-tastically good time filled with fantasy, adventure, costumes & comedy!

Feedback Forum — Sun 7 pm

Comments? Complaints? Suggestions? Here's your chance to let us know how we're doing.

GeekSpeakTV Live! Podcast — Sat 6 pm

Do you speak geek? GEEK Speak TV is honored to be broadcasting live from Strategicon for the very 1st time! This time GSTV is covering all things gaming related: strategy, video, cards, board games, RPGs, and more! We'll be doing game and tournament coverage, interviews, and tutorials! It's time to celebrate and fly that Geek flag high! Special prizes will be available for the audience!

Going Cardboard: A Board Game Movie — Sun 2 pm

In an era of tech-based entertainment, word is spreading about a new breed of board game. Going Cardboard takes you into the designer "German-style" board gaming scene, from its community of enthusiastic fans to the creative passions of the designers and their journeys from concept to reality. Come get an exclusive look at this cool new movie for our hobby!

Happy Jacks RPG Podcast - Live from Gamex 2017 — Sat 8 pm

Join the hosts of Happy Jacks RPG Podcast for a live show. We'll talk about the games we've played, what we liked and what we think can improve. More Information: happyjacks.org

General Events

Pacific Ballroom, Carmel, Executive Boardroom, Plaza Ballroom A, 1635

Auction — Mon 11 am

Our triannual redistribution of games and wealth. Always entertaining and one never knows what might show up.

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

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

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

Gamex's Bazaar of the Bizarre. Games galore of all stripes. Come clear out your closet or fill it back up.

Grand Raffle Drawing! — Mon Noon

Raffle drawing in the Dealer's Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon Booth in the back of the Dealer's Room to drop off your tickets and see if you have won! There will be additional tickets drawn for people attending this drawing for more prizes!

GRID GAME Raffle Drawing! — Sun 4 pm

The drawing for the GRID GAME will pull 6 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon!

Meet & Greet — Fri 7 pm

Come join our special guests Tobie Abad and Ben Woerner for a special Meet & Greet Event. (Room 1635)

Kid Friendly Movies — Sat, Sun 11 am

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

Made For Play: Board Games and Modern Industry — Sun 1 pm

Ludo Fact, one of the world's largest manufacturers of board and card games, demonstrates with this documentary how a board game makes the leap from an idea to your table.

MAY The Force Be With You! — Sun 4 pm

Take a Classic Space Opera film and remix it using songs from, and inspired by, the films of Quentin Tarantino (100% of the score has been replaced). Intended as a fun homage to a great filmmaker, and a remix of one of the best films ever made. Come enjoy a new and unique experience.

Mint On Card Comedy — Sat 2 pm

One of the fastest growing, most popular comedy shows in Los Angeles. Located in a collectible toy store, Mint On Card features some of the best comedians in the world doing their nerdiest material possible. Give those dice a rest and come join us for an afternoon of laughs. This is a PG-13 show.

The Meeple Steeple — Sun 10 am

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

Tournament (Movie Screening) — Sat 4 pm

A feel-good film for those who play for the love of the game and beyond. A group of unlikely friends get together for an epic trading card game only to have a beautiful outsider join in and turn everything upside down (PG-13). Q&A with creators after the film.

PLAYER AIDES — Sat 4 pm

Inis Isle of Skye The King is Dead Raiders of the North Sea

PLAYER AIDES: Airships/High Heavens/Cockroach Poker Royal/Migration — Sat 10 am

PLAYER AIDES: Pandemic On the Brink/Colossal Arena/Discoveries/Uluru — Sat 2 pm

PLAYER AIDES: Cyclades/Nehemiah/Garbage Day/King Up! — Sun Noon

PLAYER AIDES: Istanbul/Potion Explosion/Guillotine/Tsuro — Sun 2 pm

PLAYER AIDES — Sun 4 pm

Marrakech/World's Fair 1893/Gold West/Trick of the Rails/Beyond Baker Street

Whether you want to learn one (or more) of the featured games or if you've just been hoping for a chance to play them at the convention, the GMs of PLAYER AIDES are happy to facilitate a great experience. We start new games as players show up, all throughout the 4 hour session.

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

Raffle drawing at the Strategicon Booth in the Dealer's Room! Three tickets will be pulled to win 15 Dealer Tokens each!

Board Games

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Area), La Jolla

Gaming 101

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

1846 101 — Fri 6 pm

1846 — Fri 7 pm

An 18xx game set in the Midwestern United States. Differences from other 18xx games include scaling the number of corporations, private companies, and bank size to the number of players, the initial distribution of private companies, and paying for track builds.

7 Blunders — Sun 10 pm

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

7 Wonders MEGA — Mon 9 am

7 Wonders returns as the Monday morning MEGA. Expansions may be used after the first round depending on availability.

Acquire 101 — Sun 3 pm

Acquire: David Woolcott Memorial Tournament — Sun 4 pm
Place your tiles and create Hotel Chains. Buy stock in Hotels and anticipate Hotel Mergers to make money. He or she who has the Most Money at the end of the game wins! Greed is Good!

Advanced Civilization 101 — Sun Noon

Advanced Civilization — Sun 1 pm

A game of skill for 2 to 8 players. It covers the development of ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome around the middle of the third century B.C.

Age of Empires III — Sun 4 pm

Battle with your opponents to be the first to succeed in colonizing the new world. In this worker placement game, you struggle over the limited choices presented every turn. If you choose one, you forfeit the other. Manage your resources and your people to maximize your success.

Agricola 101 — Fri 10 pm

Agricola National Qualifier — Sun 1 pm

This is a qualifying event for the National Agricola Championship held at Gen Con. There is an additional \$10 fee for this event.

Alien Frontiers 101 — Fri 4 pm

Alien Frontiers — Fri 5 pm

A worker placement game where your workers are dice, and the numbers you roll affect where and how you can place them. Use your dice to collect ore and energy resources, develop technologies, and build outposts on an alien frontier world. Most victory points wins!

Anachrony — Fri 1 pm

Worker placement game about time travel

Arcadia Quest 101 — Sun 3 pm

Arcadia Quest: Pets — Sun 4 pm

Come battle it out with the other guilds in the new Pet expansion. Pick your favorite pet and run through a custom two-stage tournament to determine which guild is on top!

Ashes: Rise of the Phoenixborn 101 — Mon 9 am

Ashes: Rise of the Phoenixborn — Mon 10 am

This is an Organized Play event for Ashes: Rise Of The Phoenixborn. Please bring a pre-built deck, but you may borrow one from the GM if you do not have one. All Errata applies.

Attika — Mon 11 am

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

Automobiles — Sun 3 pm

Drivers, start your engines! Will you cross the finish line first? Now is your chance to find out! Automobiles is a deck-building game in which the fun is cubed — because instead of using cards to build a deck, you build with your collection of cubes.

Battleborn Legacy 101 — Sat 11 am, Sun 3 pm

Battleborn Legacy — Sat Noon, Sun 4 pm

Choose a mighty Hero and lead massive armies to victory before the final cataclysm! A strategic war game for 2-4 players.

Battlecrates: Pirates vs. Dragons DEMO — Sat 6 pm

Command a deadly cloud of airship-wielding Sky Pirates. Or take on the growing power of the Crimson Dragons in the new BATTLECRATES tactical skirmish game system! Unique, full color dice-as-units make for fast tracking of status and health. Who will win this ultimate battle?

Battlestar Galactica 101 — Fri 5 pm

Battlestar Galactica — Fri 7 pm

Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with everyday crises while trying to reach Earth. But beware, at least one player is not what he or she seems!

Battlestations — Fri 3 pm, 7 pm, Sat 2 pm, 4 pm, 8 pm

Sun 9 am, 2 pm, 6 pm, 10 pm

Work with your fellow crewmates to help save the galaxy! All people welcome! No experience necessary!

Beauty Queen Death Match PLAYTEST — Sat 11 am

Keep up the appearance of congeniality as you claw, bite and bribe your way to the top of a bevy of backstabbing belles in a beauty pageant where things are bound to get ugly.

Blood Rage 101 — Sun 10 pm

Blood Rage — Sun 11 pm

Blood and rage how could it go wrong? Summon your viking heros and monster champions! Charge into battle and ride through the gates of Valhalla when you die! There's card drafting, combat, area control, Ragnarok and RAGE! So pretty much ... it's awesome

Blue Moon City — Sat 9 am

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

Boss Monster — Sun 2 pm

Pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon.

Builders of Blankenburg 101 — Sat 3 pm

Builders of Blankenburg — Sat 4 pm

A board game of bidding and building for 2-5 players. Cater to the towns citizens to earn income and prestige in medieval Germany.

Board Games

Bull Moose — Sun 9 am

Relive the exciting 1912 Presidential election. Take control of one of the 5 candidates and try to win the election.

California Gold — Fri 2 pm

Players are orange growers who compete to see who is more efficient (and lucky)

Camel Up — Sat, Sun 7 pm

Players bet on five racing camels in a quick race around a pyramid. The earlier you place your bet, the more you can win — should you guess correctly, of course.

Carcassonne — Fri 11 pm

A classic, award winning tile-placement game.

Carson City 101 — Fri 6 pm

Carson City — Fri 7 pm

Recruit the help of townfolk and deploy your cowboys on action locations to claim lots, construct buildings and houses, earn income and score victory points. But keep in mind: contested placements are resolved by a rooſin'-tootin' duell!

Castles of Burgundy 101 — Sun 9 am

Castles of Burgundy — Sun 10 am

Players take settlement tiles from the game board and place them into their princedom which is represented by the player board. Every tile has a function that starts when the tile is placed. The princedom itself consists of several regions, each of which demands its own type of settlement tile.

Castles of Caladale 101 — Fri Noon

Catan National Qualifier — Sat Noon, 8 pm

This is a qualifying event for the Catan National Championship. The top 8 players from each qualifying round will compete in the Finals on Sunday. There is an additional \$10 fee for this event.

Catan National Qualifier Finals — Sun 6 pm

Finals for the top 16 players from the qualifying rounds.

Category 5 — Mon 3 pm

Each turn, players simultaneously choose and reveal a card, and then add those cards to rows. The 6th card takes a row. Points are won on cards at the end of round. The game is over when a player reaches 74 and the low score wins.

Caverna: The Cave Farmers 101 — Sat 3 pm

Caverna: The Cave Farmers — Sat 4 pm

Similar to Agricola; you're the leader of a small dwarf family that lives in a cave in the mountains. You begin the game with a farmer and his spouse each member of the family represents an action that the player can take each turn.

C. C. Higgins Railpass — Sat 9 pm

Collect color-coded sets of rail passes as you travel the rails of North American railroad companies of 1920. Plan your routes as you race to designated payday cities utilizing the free travel from the rail passes you obtain along the way.

Cock & Bull: It's all about the Monkey! — Sat 2 pm

A battle over territory and a race to the finish happen simultaneously in this fast paced two player dice game. Players can rocket ahead or fall behind repeatedly, not knowing if they will win or lose until the last second! Very popular with all ages, and demos in just 5 minutes.

Codenames 101 — Sun 5 pm

Codenames — Sun 6 pm

This social-deduction game for partners pits players against rival spy networks. Bring your partner (or we will match you with one) and defeat multiple spy networks in under 2 hours! This tournament is comprised of 3 half-hour bouts & will incorporate a meta-game scoring system.

Codenames: Pictures — Fri 10 pm, Sat, Sun 1 pm

Differs from the original Codenames in that the agents are no longer represented by a single word, but by an image that contains multiple elements.

Colony 101 — Sun 7 pm

Colony — Sun 8 pm

In Colony, each player constructs and upgrades buildings, while managing resources to grow their fledgling colony. Some resources are stable, while others must be used right away.

Concordia 101 — Sat 11 am

Concordia — Sat Noon

In Concordia, colonists are sent out from Rome to settle down in cities that produce bricks, food, tools, wine, and cloth. Each player starts with an identical set of playing cards and acquires more cards during the game.

Concordia Advanced — Sun 5 pm

Concordia with an alternative map, 20 money instead of starting resources, salt, and consul cards to be used.

Container — Fri 6 pm

Produce, sell, buy, ship, and auction containers from all five corners of the globe and try to be the richest shipping magnate of them all.

Cottage Garden — Sat 4 pm

In Cottage Garden, you compete in the art of gardening and are working two beds with a variety of flowers. Whenever no unplanted box is visible on a bed, you have completed it, then you count your points and replace it with a fresh, unplanted bed.

Coup — Sat 11 am, Sun 5 pm

Will you be the last one standing after overthrowing the government, or will you too be out of power?

Cry Havoc — Sat 8 pm

As Humans race a malevolent mechanized A.I. to extract the resources from this virgin planet, they encounter a mysterious alien race they dub "Pilgrims." But the native species, the Trogs, spring from a system of subterranean tunnels, smashing all attempts to plunder their world.

Deals on Wheels DEMO — Fri 6 pm, Sat 7 pm, Sun 11 am

Mon Noon

In this time & money-management game, you race around New York City using bicycles, motorcycles, cars, taxis, buses & trains to quickly complete Tasks & collect Money.

Dexikon — Sun 8 pm

This is a deck building game with scrabble like elements. There are attack cards, defense cards, and penalty cards. The rules are simple but given the staggering amounts of words that can be formed with any combination of letters there is enormous potential for strategy and fun

Dixit — Fri 3 pm, Sat 9 pm, Sun 9 am

Similar to Apples to Apples. Game has amazing artwork and a fun, fast paced gameplay.

Doom 2nd Ed — Sat 10 am

Immerses players in a fierce battle between legions of demons — which are controlled by one invader player — and a cooperative team of up to four marines. The game guides players through two cohesive operations, during which the marines strive to achieve objectives.

Down In Flames: Guns Blazing DEMO — Sat 3 pm

A stand-alone tactical WWII air combat card game in the Down In Flames series!

Board Games

Dream Factory — Sun 9 am

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

Dream Home — Sun 10 am

Try to build the home of your dreams while still outdoing your neighbors.

Eclipse 101 — Fri 4 pm

Eclipse — Fri 5 pm

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

El Capitan — Sat Noon

Navigate the high seas and proliferate for profit in the name of the Queen.

Emergence: A Game of Teamwork and Deception DEMO —

Fri 8 pm, Sat Noon, Sun 10 am

Assimilate data and gain knowledge for the greater good, or use it for your own agenda in this futuristic board game for 3-6 players.

Epic Roll 101 — Sat 4 pm

Epic Roll — Sat 5 pm

Just a fun die rolling game

Eternal Kings DEMO — Fri 1 pm, Sat 2 pm, Sun 1 pm, Mon 11 am

Eternal Kings — Fri, Sat, Sun 8 pm

Game that combines the classic strategy of chess with the awesome combos of a card game. Come test your card gaming chess skills in this highly competitive 1v1 battle!

Euphrat & Tigris — Fri 10 pm

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

Exploding Kittens 101 — Fri 1 pm

Exploding Kittens — Fri 2 pm

A cute little card game about adorable little kittens and their tendency to explode. The last player with a gooey feline mess is the winner!

Fireball Island — Sat Noon

Classic Milton Bradley game with a 3D board, an idol and fireball marbles. Race against your friends to capture the jewel. But beware the fireball marbles rolled at your meeple to thwart your progress and steal the jewel.

Firefly 101 — Sun 2 pm

Firefly — Sun 3 pm

Players begin with a ship, and travel from planet to planet, hiring crew, purchasing ship upgrades, and picking up cargo to deliver (jobs) all in the form of cards.

Five Tribes 101 — Sat 1 pm

Five Tribes — Sat 2 pm

In a unique twist on the worker placement genre, the game begins with the meeples already in place and players must maneuver them over the tiles that make up Naqala. How, when, and where you dis-place these Five Tribes determine your victory or failure.

Forbidden Stars — Fri 7 pm

War for the control of once-lost star systems in Forbidden Stars! Set in the Warhammer 40,000 universe, this strategy board game grants two to four players command of iconic factions fighting for the planets and resources of the Herakon Cluster.

Franchise King 101 — Sat 1 pm

Franchise King — Sat 2 pm

Franchise King is a fast paced dice and card game about managing resources to start up businesses. Be the first to start up a business and gain the reward of having extra resources, not the first one to start up a business, no problem, you still get the revenue it generates.

Fury of Dracula 101 — Sun 6 pm

Fury of Dracula — Sun 7 pm

Come and join the search for the monster dracula, work together to follow his moves and finally track down your foe

Fuse 101 — Fri 4 pm

Game of Thrones 101 — Sat 3 pm

Game of Thrones 2nd Edition — Sat 4 pm

Game has been modified House Lannister and Greyjoy, for better balance.

Ghost Blitz — Sun Noon

A visual reaction game. Help Balduin, the house ghost, figure out what item he wanted, when the photos he took don't quite match the items. It may say 8+ on the box, but 4 yr olds have won this game without help.

Glory to Rome 101 — Fri 9 pm

Glory to Rome — Fri 10 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used

Great Western Trail 101 — Sun 11 am

Great Western Trail — Sun Noon

You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points.

Guildhall Fantasy — Fri 3 pm

Players compete to create the perfect party by recruiting adventurers into their guildhall chapters. Collect sets of cards with unique abilities to control the table, and complete a full chapter to claim victory cards.

Hills & Halls DEMO — Sat 7 pm, Sun 5 pm

In this game players roll the dice and make smart choices to capture as many adjacent Region Squares they can to create the Biggest Continuous Property. They search for sums of 5, 10 & 15 which are hidden in their territory, and collect the equal value in gold from the bank!

Hollywood Blvd — Sat 9 am

Players are theater owners on Hollywood Boulevard tasked with picking films that will generate more money than any of their competitors. Each film will generate money by rolling dice. There are various methods of gaining more dice by advertising, studio deals and card play.

Imhotep 101 — Sat 7 pm

Imhotep — Sat 8 pm

Over 6 rounds, players are competing to create 5 different monuments in Egypt. You must load your stones onto ships that are shared among the players, and then set sail to your preferred site to build the monument, but others may sail the ship to their preferred site.

Incan gold — Sat 8 pm

You have one choice. Do you continue on into the spooky temple or do you go back. If you go back you keep your gold but miss out on future treasure. If you continue you may strike it rich, but you may just as easily die and lose everything. The choice is yours.

Board Games

Ingenious 101 — Sun 11 am

Ingenious — Sun Noon

A classic from the list of Reiner Knizia's better known and loved games.

In the Year of the Dragon 101 — Sun Noon

In the Year of the Dragon — Sun 1 pm

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

Istanbul — Fri Noon

You lead a group of one merchant and four assistants through 16 locations in the bazaar. At each such location, you can carry out a specific action.

Kanban: Automotive Revolution 101 — Fri Noon

Kanban: Automotive Revolution — Fri 1 pm

A deep, innovative eurogame with resource and opportunity management, putting you in the driver's seat of an entire automobile production plant. The action selection and factory manager mechanics make this a thematically rich, unique game experience.

Killer Bunnies — Sat 10 am

This crazy game pits player versus player as you struggle to keep your bunnies alive while collecting carrots. Expansions may be added in later rounds.

Kingdom Builder 101 — Sat 6 pm

Kingdom Builder — Sat 7 pm

Place your settlements in just the right way to earn the most gold and rule over the greatest kingdom of them all.

King of Tokyo 101 — Sat 2 pm

King of Tokyo — Sat 3 pm

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

Kingsburg 101 — Sat 4 pm

Kingsburg — Sat 5 pm

Influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a "battle".

Lexomania DEMO — Mon 11 am

A fun spelling game, where the score is based on the quantity of letters used in a round & use of double & triple value bonus cards.

Liar's Dice — Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die (if not challenger), unless 1/2 of players already have a single die left.

Little Drop of Poison — Fri 9 pm

The rats and the weasels have always been at each other's throats. It isn't in their peasant nature to be overly aggressive. But what needs to be done can be done with a little drop of poison...

Lord of the Rings — Fri 7 pm

This unique cooperative board game captures the magic and tension of J.R.R. Tolkien's legendary trilogy. As 2-5 players travel through the dangerous Mines of Moria and defend the citadel of Helms Deep they must work together to fight off the growing influence of Sauron.

Lords of Waterdeep 101 — Fri 5 pm

Lords of Waterdeep — Fri 6 pm

You are one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city.

Love Letter — Fri 6 pm, Sat, Sun 5 pm

A game of risk, deduction, and luck. From a deck with only sixteen cards, each player starts with only one card in hand. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

Magic Realm — Sun 11 am

A game where you try to win in a medieval fantasy setting by allying with other characters, or attempting to survive on your own. The choice is up to you. Up to 16 players can play.

Magic Realm 101 — Sun 10 am

Mall Sprawl PLAYTEST — Fri 7 pm

Build a mall and manage shoppers in this tile placement game. Can you manage the best mall and make the most money?

Manila 101 — Sun 9 am

Manila — Sun 2 pm

Try your hand at the black markets of Manila. Wager on the success of the barges making their way to port. Successfully make an investment or lose everything you own. Your fate is determined by the dice

March Madness — Sun 3 pm

Take control of a classic college basketball team to try and win basketball games. Easy game system with plenty of decision making.

Merchant of Venus — Sat 1 pm

The classic Avalon Hill space trading game, reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes.

Metropolys 101 — Fri 3 pm

Metropolys — Fri 4 pm

Players will try to construct their buildings in locations which are worth the most prestige. Consecutive bids must increase in value and are placed in adjoining districts. When one player has placed all of their buildings, the game ends. Most prestige wins.

MicroNations — Sat 9 pm

Question, Roll Dice, Answers 1 thru 6. Win or lose Millions of Dollars on each roll. Secret Weapons for each MicroNation.

Middle Earth Quest — Sun 11 am

Middle-Earth Quest takes place approximately ten years after Bilbo Baggins leaves the Shire, and several years before Frodo leaves Bag End on his journey leading to the destruction of the One Ring. Thus, Middle Earth Quest will take place in a time of growing darkness.

Mission Red Planet 2nd Ed 101 — Fri 8 pm

Mission Red Planet 2d Ed — Fri 9 pm

In a steampunk 1800's players will race to control areas of Mars and valuable resources found therein. Over 10 rounds players will select characters from their hand of cards to fill positions on rockets bound for Mars and try to prevent their opponents from doing the same.

Modern Art 101 — Sat 10 am

Modern Art — Sat 11 am

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

Board Games

Monopoly Deal — Fri 5 pm, Sat, Sun 2 pm

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

Mystery! Motive for murder — Mon 1 pm

A stabbed body is discovered in the courtyard of a stately English mansion. The location and method of the murder are obvious. What's left for you, as the investigator, to discover is who did it and their motive.

Mystic Vale 101 — Sat 5 pm

Mystic Vale — Sat 6 pm

Players take on the role of druidic clans trying to cleanse the curse upon the land. You play cards into your field to gain powerful advancements and useful vale cards. Use your power wisely, or decay will end your turn prematurely.

New Angeles — Sun 2 pm

You gain control of a megacorporation, using your wealth and influence to create more wealth and more influence. To do this, you cut deals and forge temporary alliances. You leverage your credits and assets to gain financial superiority over your corporate rivals.

Nexus Ops — Sun 6 pm

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

No Thanks! — Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. All cards are bad.

One Night Werewolf — Sun 7 pm

Like werewolf but one night ... I'm sold. If you're not then you're missing out on this fast paced (like only seven minutes long) game of deduction lying and most importantly: Werewolves!

Outpost 101 — Sat 5 pm

Outpost — Sat 6 pm

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase any of 13 outpost improvements. Improvements are purchased through auctions.

Pandemic: The Cure 101 — Sun 9 pm

Pandemic: The Cure — Sun 10 pm

A dice-based version of the popular Pandemic board game, plays in 30 minutes. As in the board game, four diseases threaten the world and it's up to your team to save humanity.

Perpetual Motion Machine — Fri Noon

No folding in this set collecting game with a Poker theme.

Phase 10 — Fri 8 pm, Sat, Sun Noon

Rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc.

Pirates Cove — Sat 5 pm

Become the most famed and feared Pirate of the High Seas. Gain fame by winning battles, burying your loot, and bragging about your exploits. The most fame at year's end wins the title.

Popular Front — Sat 5 pm

A card driven game covering Spanish Civil war. It is a hybrid Euro team game which is fairly easy to learn. Unlike most wargames, there are no hexes, charts or dice. Combat and politics are covered by cardplay with each player having their own unique but equal deck.

Port Royal — Mon Noon

A quick card game where you collect gold from ships to hire traders, sailors, mademoiselles, admirals, jesters, governors, admirals and also complete expeditions to get you points and more gold. Press your luck and watch out for taxes and ships of the same color!

Power Grid — Sun 2 pm

Supply the most cities with power. Players use pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

Power Grid: The Card Game — Sun 1 pm

Players bid for power plants at auctions and supply them with resources. Their income depends on the amount of electricity produced in each round. At the end of the game, the player who produces the most electricity wins the game.

Power Grid World Tour: Baden-Württemberg — Sat 10 am

Power Grid World Tour: Japan — Sun 10 am

Power Grid World Tour: Quebec — Mon 10 am

Power Grid World Tour: Russia — Fri 8 pm

Players earn points for each game they play based on the number of players. A few things have changed, including new times, so make sure you plan accordingly.

Project Elite — Sat 3 pm

A cooperative, real-time, speed-dice, tactical, tower-defense-like game in which players roll dice with symbols as fast as they can allowing them to do various actions with their character on the game board.

Project Mars 101 — Fri 6 pm, Sat 7 pm, Sun 1 pm

Project Mars — Sun 7 pm

You work as a space industry contractor racing to be the first company with the technology and engineering levels to send humans to Mars.

Psychosis DEMO — Sat 11 am

A strategic and competitive game grounded in abnormal psychology where each characters abilities stem from their diagnosis, and they run from the monsters whom are all based on phobias. The game takes 90 minutes.

Puerto Rico 101 — Sun 9 pm

Puerto Rico — Sun 10 pm

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

Ra 101 — Sun 7 pm

Ra — Sun 8 pm

One of Reiner Knizia's classic auction games. In this one, the theme is Egyptian and the mechanic is tile set collection with multiple scoring paths in eight different types of tiles.

Rayguns and Rocketships DEMO — Sat, Sun 4 pm

A miniatures-based action board game featuring an inventive dual-scale system. Players take command of a rocketship and a crew of Planeteers to battle for the fate of the galaxy!

Red Dragon Inn 101 — Fri 3 pm

Red Dragon Inn — Fri 4 pm

Come play with your fellow adventurers! See if you can keep your money and continue drinking longer than your companions!

Board Games

Roll Through the Ages: The Bronze Age — Fri Noon

Players roll dice to obtain commodities and workers to build up their civilizations. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points.

Runewars — Sat 6 pm

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

Running the System DEMO — Sat 1 pm, Sun 11 am, Mon Noon

Players compete to be the best smuggler in the galaxy while trying to eliminate the competition! Visit exotic planets, utilize fantastic technology, and steal valuable treasure all while trying to keep you head above water!

Sagrada — Sat 9 am

A beautiful game of strategic dice drafting to create a stained glass window, within the constraints of each individual player's game board.

Saint Petersburg 101 — Mon 9 am

Saint Petersburg — Mon 10 am

A card game of workers, markets, buildings and nobles.

Samurai Spirit 101 — Fri 5 pm

San Juan 2nd Ed — Sat 10 pm

A card game based on Puerto Rico. The deck consists of production buildings and "violet" buildings that grant special powers or extra victory points. Cards from the hand can be either built or used as money to build something else.

Santa Monica PLAYTEST — Sat 6 pm

Build a beachfront and attract people to the beautiful city of Santa Monica. Santa Monica is a tile laying and card drafting game.

Scepter of Zavandor 101 — Fri 1 pm

Scepter of Zavandor — Fri 2 pm

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

Scythe 101 — Sat 1 pm

Scythe — Sat 2 pm

A board game set in an alternate-history 1920s. It is a time of farming and war, broken hearts and rusted gears, innovation and valor.

Settlers of Catan 101 — Fri 9 pm

Seven Dragons — Sat 10 am

Try to get seven of your color dragon connected while preventing any other dragon color from doing it first. Minimal reading required and has adaptations for non-readers.

Shadows of Brimstone — Sun 9 am

Get ready to for a terrifying mine-delving experience in this horror/western hybrid RPG/board game. This event will feature one to two mine adventures and one Frontier Town town visit. We will be rolling up new chars, but if you have a level one character ready, bring them along!

Sheriff of Nottingham 101 — Fri 2 pm

Six-Gun Express DEMO — Sat 3 pm

Lead a gang of nefarious bandits in their assault on a speeding locomotive! Or command the gun-for-hire Pinkertons in their desperate attempt to save the train at all costs! A standard deck of cards controls all of the action in this fast-paced game of poker-based combat.

Skull — Sat 9 pm, Sun 10 pm, Mon 9 am

Skull & Roses is the quintessence of bluffing, a game in which everything is played in the players' heads. Each player plays a face-down card, then each player in turn adds one more card – until someone feels safe enough to state that he can turn a number of cards face up and get only roses.

Small World 101 — Sun 8 pm

Small World — Sun 9 pm

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

Smash Up 101 — Sun 4 pm

Smash Up — Sun 5 pm

Combine decks to make ultimate monster hoards to take over lands worth victory points. Want Alien-Dinosaurs, done. Robot-Ninjas, done! This tournament will be about who can Smash Up the best. Preliminary rounds base game only. Final Round utilizes most (if not all) expansions.

Snow Tails 101 — Fri 3 pm

Spartacus — Fri 11 pm

A two player, card-driven, point-to-point simulation pitting a loose coalition of forces under Sertorius against the Roman Republic as restructured under Sulla and his lieutenants.

Spartacus 101 — Fri 10 pm

Splendor 101 — Sat 9 pm

Splendor MEGA — Sat 10 pm

Gem merchants attempt to garner the favor of nobles by developing their gem empire.

Stadium: A Sport Odyssey DEMO — Fri 11 pm

A competitive TCG board game based on American Football in a post-apocalyptic future. Two coaches, go head to head, using card stats, abilities and momentum in phases to outscore their opponent before one of their decks run out.

Starship Awesome 3000 — Fri 8 pm

This is a Kickstarter Launch Tournament. It's a board game inspired by 90s space-flight sim games with tactical maneuvering, weapons systems that are customized during game play with card combinations, and a novel dice mechanic for resource management.

Star Wars Imperial Assault — Sun 3 pm

In the campaign game, Imperial Assault invites you to play through a cinematic tale set in the Star Wars universe. One player commands the seemingly limitless armies of the Galactic Empire, threatening to extinguish the flame of the Rebellion forever.

Stone Age 101 — Fri 2 pm

Stone Age — Fri 3 pm

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

Sushi Go! — Sat 9 am

A super-fast card game where you play cards representing different sushi dishes and use them to score as many points as possible. Choose from maki, tempura, sashimi, dumplings, nigiri, wasabi, chopsticks or pudding.

Board Games

Talisman Cataclysm 101 — Sun Noon

Talisman Cataclysm — Sun 1 pm

4th Ed Revised Rules. The Prophetess reduction in abilities may be used. For the finals expansions may be used regardless of the board. Cataclysm will be used in the final round with slight modifications. Only new decks and five new characters, along with the originals, will be included.

Terraforming Mars 101 — Sun 10 am

Terraforming Mars — Sun 11 am

In the 2400s, mankind begins to terraform the planet Mars. Giant corporations initiate projects to raise the temperature, the oxygen level, and the ocean coverage until the environment is habitable.

The Cards of Cthulhu DEMO — Sun 5 pm

A solitaire card game that pits you against the forces of The Great Cthulhu and other Elder Gods. You will battle Cultists, slay Minions, banish Horrors, seal the Gates, and protect our world from the enveloping insanity that threatens to consume us all!

The Hare & the Tortoise — Sun 11 am

The tortoise accepted the hare's demand for a rematch, but this time there are three other racers, the wolf, the fox and the lamb. Bet on who will win, and try to make it happen.

The Looney Bin — Fri 5 pm, Sat 1 pm

Compete to see who can cure all the patients in his ward first

The Lord of the Ice Garden 101 — Mon 9 am

The Lord of the Ice Garden — Mon 10 am

Up to 4 players can play this game where you play as 1 of four overlords with unique abilities, trying to gain dominance over the planet of magic before the Dead Snow falls.

The Oracle of Delphi 101 — Sun 8 pm

The Oracle of Delphi — Sun 9 pm

Zeus hosts a competition for his entertainment. Twelve tasks are imposed upon participants: erect statues, raise sanctuaries, make offerings, and slay monsters. The first participant to master all the posed assignments wins the favor of the father of the gods himself.

Thurn and Taxis — Mon 9 am

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

Tichu Qualifier — Sat 9 pm

Tichu Finals — Sun 9 pm

A partnership game. Players may pick partners in advance. Unmatched players are welcome, but may be unable to play. Matched partners will play other matched. As this is a two night event for qualifiers, please be prepared to play both nights *with the same partner*.

Ticket to Ride 101 — Sat 10 am

Ticket to Ride — Sat 11 am

Players collect train cards they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets (goal cards that connect cities) and to the player who builds the longest route.

Ticket to Ride: Europe — Sun 9 am

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

Ticket to Ride: India — Sat, Sun 7 pm

Each time that a player completes a route, they claim a share of one of the companies depicted next to that route. At the end of the game, whoever holds more shares of a company than all other players receives points as a reward.

Ticket to Ride Switzerland — Fri 9 pm

Unlike most other TtR games, discarded tickets are removed from the game instead of being returned to the ticket deck. Also, Locomotives can be used only to build tunnels.

Ticket to Ride: USA 1910 — Sun Noon

Players collect cards of various types of train cars they use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets, and to the player who builds the longest continuous route.

Tiny Epic Galaxies 101 — Sun 6 pm

Tiny Epic Galaxies — Sun 7 pm

Each player controls a galactic empire, aiming to expand their influence by acquiring highly contested planets and increasing their cosmic armada. The game revolves around an innovative dice-rolling combo mechanic.

Titan 101 — Sat 9 am

Titan — Sat 10 am

This tournament will have a 6-player final, played until there is only one Titan left alive. Can *you* be the One, leading your Colossi to victory? First-round heats, when needed, will be 2-4 hours, time-limited, highest-point players from first-round heats advance to the final.

To Court The King — Mon 1 pm

In this game, the players are petitioners at the royal court, trying to gain the King's favor. To do so, they must first gain the help of the servants and petty officials at the court, who can then help them gain access to the nobility, who, in turn, can help to reach the king.

Trap DEMO — Mon 2 pm

A fun game in which you try to reach the "END" point without running into a TRAP.

Trick-Taking: The Trick-Taking Game — Sat 6 pm

Enter an event of illusionary one-upmanship and thievery, where stage magicians try to make their rivals vanish in order to levitate their own stardom! Turn your opponents tricks against them to ultimately emerge victorious as you transform into the World's Greatest Magician!

Trust DEMO — Fri, Sat, Sun 9 pm, Mon 10 am

In this trading game you earn money by making profitable sales or trades with the other players & TRUSTS throughout the squares on the game board.

Turn the Tide — Sat 9 am

In this card game, each player blind bids to earn the lowest number in the center of the table. There are two numbers in the center. Highest bidder chooses first. Second highest chooses second. The second choice is usually bad. Your job: don't become the second highest bidder.

Twilight Imperium 3rd Ed 101 — Sat Noon

Twilight Imperium 3rd Ed — Sat 1 pm

An epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne

Unearth DEMO — Fri 1 pm, Sat 9 am

A dice placement game for 2-4 players from the makers of Boss Monster. Claim ancient ruins, build places of power, and restore the glory of a bygone age!

Unemployed Clowns — Fri 1 pm

In Unemployed Clowns each player portrays a Clown at the union waiting for a job. Utilizing variable player victory conditions, players will use card play to attempt to achieve or avoid work. Any number of players may win since they will have different victory conditions.

Board Games

Uno — Fri 10 pm, Sat, Sun, Mon 10 am

Players race to empty their hands to catch opposing players with cards left in theirs in this classic card game.

Vegas Showdown — Mon 1 pm

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

Viticulture — Sun 10 am

Beginning with a small inheritance of land, an old crush pad, tiny cellar and a few workers, you pursue your dream of operating a great winery! Grow grapes, build structures, make wine, and host helpful guests. Timing and allocation are key to multiple paths to victory!

Wits & Wagers — Fri 10 pm

A trivia game in which you don't have to know any trivia to win. Wits & Wagers is also a betting game. Players write down their answers and wager on who is right. The closest answer pays out according to the odds on the betting mat.

Wizard 101 — Sat 10 pm

Wizard — Sat 11 pm

Trick-taking card game where players compete over multiple rounds by bidding their hand and making their bid exactly. Whoever ends with the highest score wins. We will use the Screwage variant - total number of tricks bid in a round cannot equal the number of tricks.

World of Warcraft: The Board Game 101 — Sun 4 pm

World of Warcraft: The Board Game Expansions — Sun 5 pm
Explore the Eastern Kingdoms and Outlands as one of the original 9 classes, with allegiance to either the Horde or the Alliance. Travel the countryside completing quests, gaining experience and loot, racing to defeat the overlord but beware the other side!

Xenoshyft 101 — Fri 8 pm

Xenoshyft: Onslaught — Fri 9 pm

Cooperative Survival Horror Deckbuilding game. Get troops and supplies to shore up your base against horrifically mutated fauna of an alien planet while trying to mine a rare material.

Yahtzee Free for All — Fri 4 pm, Sat, Sun 3 pm

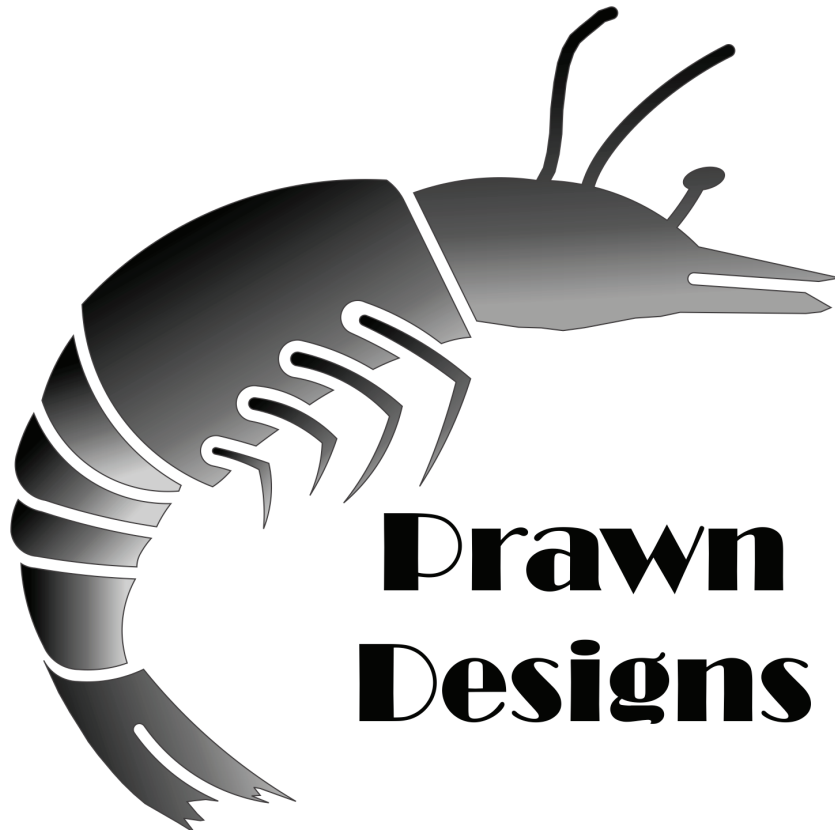
A new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

Yokohama — Sun 8 pm

In Yokohama, each player is a merchant in the Meiji period, trying to gain fame from a successful business, and to do so they need to build a store, broaden their sales channels, learn a variety of techniques, and (of course) respond to trade orders from abroad.

ZDRO! DEMO — Fri, Sun 4 pm, Mon 9 am

An American-style board game for players who love Bowling, Bingo, Wheel of Fortune & Sorry, in a fast & fun game play.



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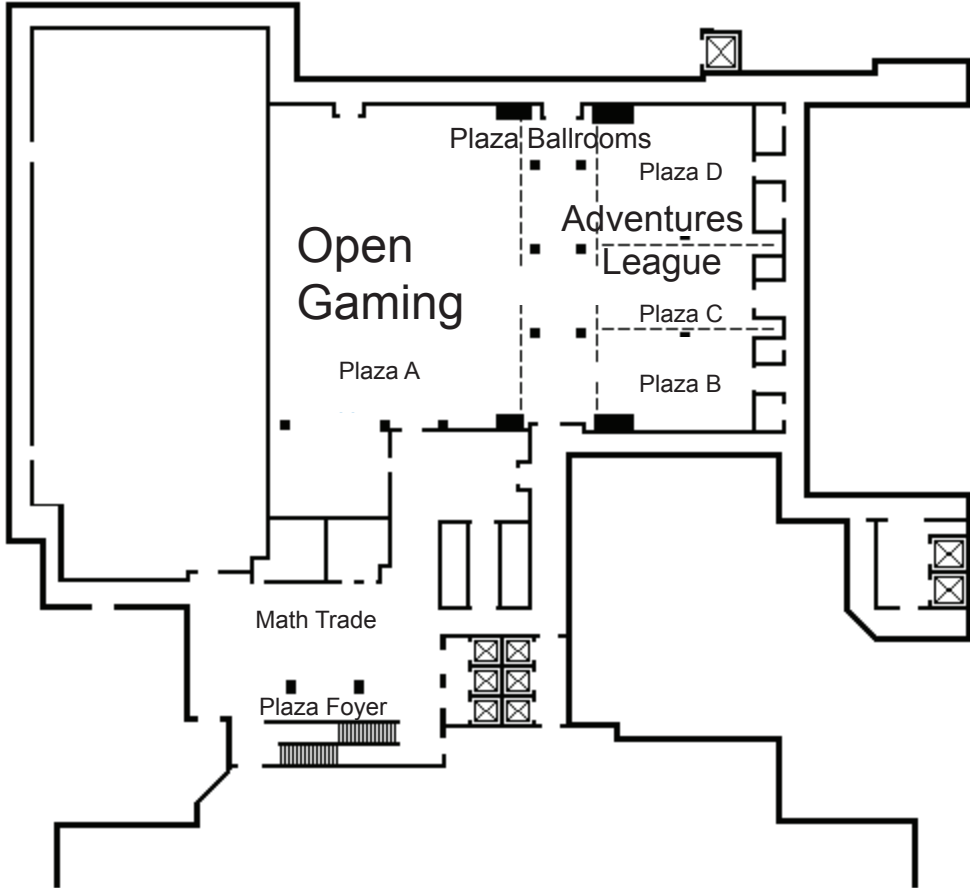
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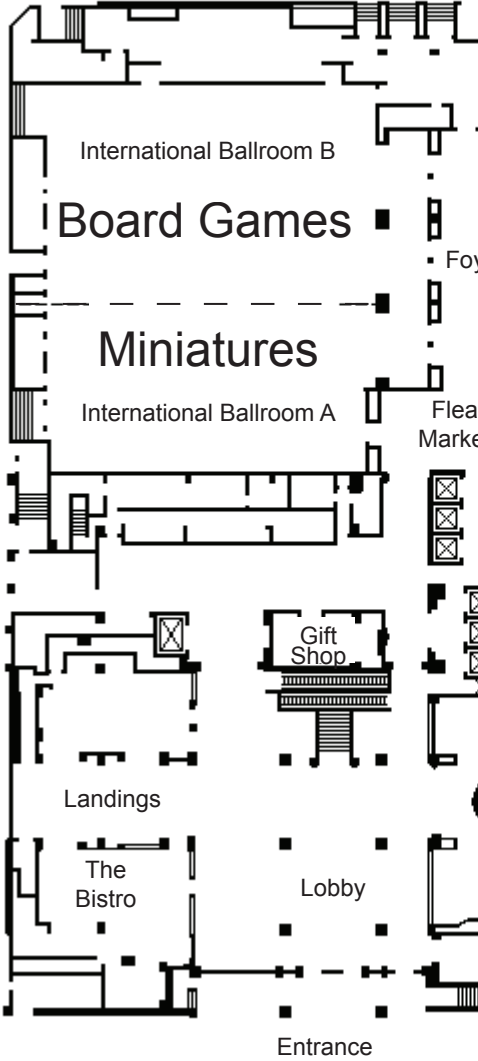
Board Games

GameX 2017 Maps

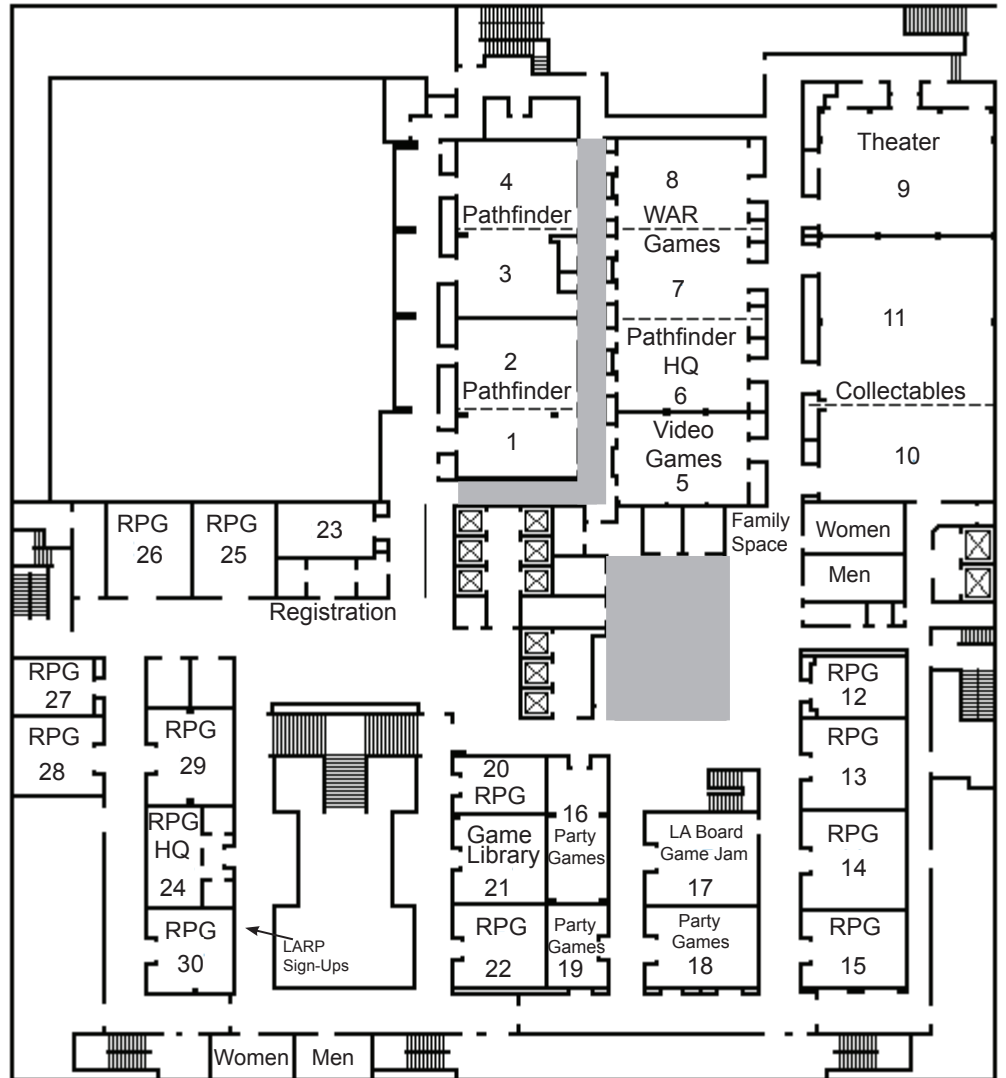
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

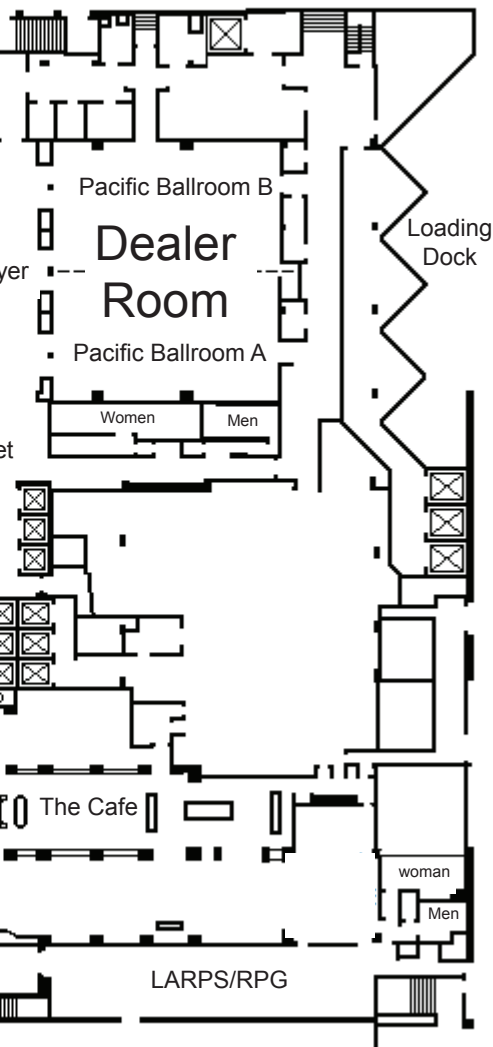


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



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

Family Games

Family Games

For Gamex 2017 we put together a selection of family-oriented games in several departments. This show there are over 50 sections – we hope something for everybody. Many of these events will be hosted in the Family Area while others will be hosted in the their departments designated space. Please check the schedule or with the respective department HQ!

Kids Only Events

Board Games: The Hare & the Tortoise

Collectibles: Pirates Sink & Keep: Long Planks and Short Walks

Miniatures: X-Wing Kids Demo and Practice, X-Wing Kids Tournament

RPGs: Dinosaur Princesses, Fallout Shelter: Finding the Descenders

Video Games: Mario Kart 8

Family Events

Board Games: Builders of Blankenburg, Dream Home, Ghost Blitz, King of Tokyo, Munchkin Treasure Hunt!, Pirates Cove, Seven Dragons

Collectibles: Double Feature, Kitty Paw, Doggy Go, and Shiba Inu House (2), Pocketari: Minotaur

Miniatures: Battle for Troina Sicily 1943, Clay-O-Rama Extravaganza

RPGs: Family Reunion (part I), Family Reunion (part II), Happiest Apocalypse on Earth ... Family Edition!

Video Games: Mario Kart Team Racing

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

Candy Land, Chicken Cha Cha Cha, Crafty Badger, Elephant's Trunk, Walter Wick Can You See What I See?, What's Missing?

5+

Bug Out, Clue Jr, Coconuts, Color Stix, FlipOut, Monster Factory, Sherlock, Skippity, Seven Dragons: Shuffle Hands, Toc Toc Woodsman, Whac a mole

6+

7 ate 9, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory's Story Cubes: Actions, Sorry Sliders, Stomple, Tiki Topple, Uno, Zip Zap



Party Games

Party Games

Chairman's Boardroom, Malibu Gardens, Newport B & C, San Lorenzo E

2 Player Pentathlon — Fri 6 pm, 10 pm

Sat 4 pm, 10 pm, 11 pm, Sun 10 am, 3 pm

Come play in the 2 Player Pentathlon and earn a qualifying score! Not a formal tournament but rather an event that will go from 6 PM Friday to 4 PM Sunday. Come and go as you please. Games to be played are Jaipur, 7 Wonders Duel, Lost Cities, Targi, and Patchwork

Captain Sonar — Sun 6 pm, 7 pm

Be a part of a team of 4 shipmates in search of an enemy sub. This real-time game allows you to use your resources and listen to your opponents for clues as to their location. Each move causes something good to happen and something bad to happen. It's up to your team to work together.

Cash 'n' Guns Live — Fri, Sat, Sun 7 pm

You are gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their team mates.

Family Feud — Sun 5 pm

Survey says...This is the most fun you'll have all con! Join us for a live version of the long-running game show classic. (No family required.)

Fangs for the Memories (A Werewolves scenario) — Sat 10 pm

An Ultimate Werewolves scenario written by Ted Alspach (creator of UW by Bezier Games) for 17 people. Everyone is given an envelope which holds the player's role card and a letter explaining their occupation in the village and a bit of information about some of the other players.

Geek Out! — Sat 5 pm

Who is the biggest geek of all? In this game, players bid to list a number of things that fall in a certain category: comics, fantasy, games, sci-fi, movies, TV, music, books, etc. We'll be playing team vs. team and using cards from both Geek Out! and Geek Out! Pop Culture Party.

Ninja (Playground Game) — Sat, Sun 6 pm

Objective is to take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called the best ninja.

Rough: the Card Game — Sat 7 pm

"Player elimination" does not begin to describe this game. On a scale of one to ridiculous, how badly do you want to stay in? If your masochism knows no bounds, if you like your games short, fast, fun and kind of rotten, this is the game for you.

Sparkle*Kitty — Sat 2 pm, 3 pm, 4 pm

You are a powerful Princess trapped in a tower by the evil Sparkle*Kitty & cursed never to curse again! Use your new found spellbook filled with Sugar & Spice spells to bust YOURSELF out & defeat the bad kitty. An adorably fun social game for all (reading) ages, sizes & genders.

Stupid Users: BETA —

Sat, Sun 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm
Beta isn't your typical card game. It's an easy to learn, fast paced, trash talking, turn on a dime, IT vs Zombies, army building card game where you steal or loot anything to win. Visit: StupidUsersBETA.com to learn more and read the comic! Takes about 30 min. for 1st time players.

The Genius: The Game of Games — Sat, Sun Noon

12 players will compete in a series of games that will challenge their strategy, logic, and social skills. After each game one player will be eliminated until one remains and is crowned, The Genius. This game will have prizes in the form of games and dealer dollars!

The Tube Test: TV Trivia — Sat 8 pm

Bring your team to take the television trivia challenge!

Time's Up!: Extreme — Sun 8 pm

The party game you know and love. Round 1: Give any kind of clue you like. Round 2: One-word clues only. Round 3: Charades. But do you know about the advanced 4th, 5th, 6th, and 7th rounds?!?! Come and find out!

Two Rooms and a Boom — Fri 9 pm, Sat 7 pm, Sun 9 pm

A game for 6-24 players, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President at the end of the game, then BOOM!

Two Rooms and a Boom - Adults Advanced — Fri 10 pm,

Sat 9 pm, Sun 10 pm

Adults only, advanced rules. Players will be allowed into each game in sign up order. New players will start in the second run.

Two Rooms and Charades — Sat 7 pm

Do you like charades? Do you like moving around rooms? Then this is the game for you! Join us for this modified version of running charades. We will start with a brief charades 101 for those who are new or need to brush up on their charades basics.

Ultimate Werewolf — Fri 9 pm, Sat Midnight, 1 am, 3 am, 9 pm

Sun Midnight, 1 am, 3 am, 9 pm, Mon Midnight, 1 am, 3 am
Join the village and root out werewolves! We will have a pool of GMs ready to start games as soon as we have enough villagers (20-25). All roles will be from "Ultimate Werewolf". One game will be a beginner game suitable for new players and kids. Others may be more advanced.

Werewolf — Fri, Sat, Sat 9 pm

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

Werewolves Vs Texans — Fri, Sat, Sun 10 pm

Some bad hombres (werewolves) have snuck in to a small Texas town, but they may have bitten off more than they can chew. This here is Texas, everybody has a gun. In this game there will be a number of Wolves (depending on the size of the game) and everyone else is a Hunter.

Collectibles

Collectibles

La Jolla

"Mine Goes to 20" Epic Munchkin — Sat 8 pm

Are 10 levels of Munchkin not enough? Are you Epic enough to hang in there for 20 levels? Here's your chance to prove how Epicly Munchkiny you are. Prepare to stick around awhile...we have 4 hours carved out for this Epic game.

"One More Draw!" Card Games with a Twist — Fri, Sat, Sun 2 pm, 6 pm

Some of the most fun card games on the planet! Simon's Cat, Ghosts Love Candy, and I Hate Zombies all pose their own challenges and supply their own fun. They each contain their own surprises!

"One More Roll!" Dice Games — Fri, Sat, Sun Noon, 4 pm Sun 8 pm

Some of the most fun dice games on the planet! Mars Attacks: The Dice Game, Zombie Dice, Chupacabra Dice, Batman The Animated Series Dice Game, and Cthulhu Dice all pose their own challenges and supply their own fun.

Ascension: Chronicle of the Godslayer — Sat 11 am, Sun 1 pm GM: George Carceres

A deck-building game where players spend Runes to acquire more powerful cards for their deck and armies to slay the monsters invading the world.

Battle of Souls — Fri 5 pm, Sat 11 am, Sun 10 am GM: William Brevard

Players deploy warriors from different historical warrior groups. Their goal is to use these warriors to drain the souls (life points) of their opponent and be the first to reach 16000 soul points to win the game.

Bill & Ted's Excellent Board Game — Fri 8 pm

Strange things are afoot in Bill & Ted's Excellent Boardgame! Collect personages of historical significance, but beware! Every time you bag someone, the phone booth breaks most-heinously, and your adventure through time will take a most serious turn! Be excellent to each other...

Chez Geek - Spring Break! — Fri, Sat, Sun 10 pm

Take your quest for Slack on the road - - the geeks are going on Spring Break! In addition to new cards that celebrate the ups and downs of travel you also get to change the rules with our brand-new, giant Event cards! Chez Geek House Party Edition with the two latest expansions

Clank! Sunken Treasures — Sat 4 pm

Sneak into an angry dragon's lair to steal precious artifacts. Delve deeper to find more valuable loot. But don't wake the dragon! With Sunken Treasures, the challenge to prove your thieving skills has moved to new environments. Deck building combined with a dungeon crawl.

Dice Masters 101 — Sat 4 pm, Sun 3 pm GM: Brandon Weiss

Learn to play Dice Masters, a collectible dice game focusing on team building, strategy, luck and rolling a whole lot of dice!

Dice Masters Grab Bag — Sat 5 pm, Sun 4 pm GM: Melissa Weiss/Rich Pizann

New to Dice Masters? Looking for something casual? Get a free random grab bag to play with (6 cards, 15 dice team). Players need to bring their own dice bag, 8 sidekick dice, and at least 2 basic action cards and dice.

Double Feature — Sat 4 pm

Family Event! Players earn points by being the first to name a movie that links elements from two DOUBLE FEATURE cards. The first player to earn enough points wins DOUBLE FEATURE! You don't need to know movie trivia - all you need to know are the movies you've seen.

Friday Night DRAFT: Amonkhet — Fri 8 pm GM: Dae Kim

Standard Friday Night Draft using the newly released Amonkhet set! \$15 entry fee with prizes or promotional items for the victors.

Herodix: "Battle Royale" — Sat Noon GM: Rich Pizann

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

Highlander Type 1 — Sun 9 am GM: Geoff Colman

Standard Constructed Type 1. Prizes for all participants.

Highlander Type 2 Constructed — Sat 9 am GM: Geoff Colman

Standard Type 2 event. Prizes for all participants.

Honshu - Learn to Play! — Sat Noon

Be one of the first to play this beautiful new game! Honshu is a map building card game set in feudal Japan. Players are lords and ladies of Noble houses seeking new lands and opportunities for fame and fortune.

Illuminati — Sun 8 pm

Players compete to take control of groups ranging from the FBI and CIA to the Dentists, increasing their wealth and power for further takeovers, until one rules supreme. No play is too devious, no stratagem too low, as you scheme your way to victory.

Kitty Paw, Doggy Go, and Shiba Inu House — Sat, Sun 10 am
Family Event! Test your reaction, dexterity and speed in these fun games featuring colorful kitties, and acrobat dogs. Games last between 15-30 minutes, so come anytime during the event and bring your friends!

Lanterns and Lotus - Players' Choice — Sat 10 am

A tile placement game set in imperial China. Players act as artisans decorating the palace lake with floating lanterns. Lotus is a beautiful game that grows into a unique work of art every time you play

Magic: the Gathering DRAFT Amonkhet — Sat 4 pm GM: Jimmy Crowell

Magic: the Gathering Draft using the newly released Amonkhet set. \$15 entry fee with packs, prizes, or promotional items for the winners.

Magic: The Gathering - Horde — Sun Midnight GM: Michael Arsellon

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

Collectibles

Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney — Sat 7 pm

GM: Michael Arsolon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Decks must be all commons. Limit of 1 copy of any card other than basic lands. Decks must contain exactly 100 cards. No side boards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Pauper Tourney — Fri 8 pm

GM: Michael Arsolon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck with all commons. Your deck must contain a minimum of 60 cards. No side boards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: the Gathering Sealed Amonkhet — Sun 1 pm, 4 pm

GM: Jimmy Crowell

Magic: the Gathering Sealed Tournament using the new Amonkhet set. \$20 entry fee packs and prizes will be provided for the winners.

Magic: the Gathering Sealed Amonkhet — Sat 8 pm

GM: Dae Kim

PRE-RELEASE SPECIAL EVENT! \$25 entry fee will get you access to this limited draft of the newly released Amonkhet set. This event is limited to 20 people first come first served.

Magic: the Gathering Sealed Amonkhet — Sat 1 pm

GM: Jimmy Crowell

Magic: the Gathering Sealed Tournament using the new Amonkhet set. \$20 entry fee packs and prizes will be provided for the winners.

Middle-Earth CCG 101 — Fri 2 pm

GM: Larry Page

Introductory session for the Lord of the Rings Middle-Earth CCG! Veterans and beginners alike are welcome- bring your own constructed and/or challenge decks, or you're welcome to use ours! We will be based in the CCG room at the con, look for the Lidless Eye T-Shirts. See you!

Middle-Earth CCG - Hero Arda — Fri 7 pm, Sun 10 am

GM: Larry Page

Be one of the five Istari in Middle-Earth and vie for the right to lead the fight against Sauron! Gather treasures, persuade allies, and recruit armies while avoiding the lure of corruption!! We supply all the cards and the play map, just bring yourselves and your lucky dice!!!

Middle-Earth CCG - Open Format — Sat 3 pm

GM: Larry Page

Open-format Middle-Earth CCG tourney! Hero, Minion (Sauron/Nazgul), Fallen Wizard, Balrog, and even Dream Cards constructed decks are most welcome- standard 30/30 decks plus 10 additional against Fallen decks. 3-round Swiss format but with relaxed environment and timing rules.

MtG101: Intro to MtG — Sat, Sun 11 am, 2 pm

GM: Frank Zazanis

Learn the basics to play Magic: the Gathering! Decks will be provided.

Munchkin - Be a Hero! — Fri 4 pm, Sat, Sun 6 pm

Whether you're new to the World of Munchkin, or a long-time fan, this game is for you. Players will choose from Munchkin Marvel, Munchkin XMen, or the newest Guest Artist Edition - Super Munchkin!

Munchkin - Players' Choice — Fri Noon, 2 pm, 6 pm, 8 pm, 10 pm
Sat 10 am, Noon, 2 pm, 4 pm, 8 pm, Sun 10 am, Noon, 8 pm
Whether you're new to the World of Munchkin, or a long-time fan, this game is for you. Many of the varieties of Munchkin will be here for players to choose from, from old favorites to the new Guest Artist Editions.

Munchkin Tournament — Sun 2 pm

This is the convention Munchkin qualifier and tournament. All of the Munchkin fun of backstabbing friends and stealing stuff, and a chance to win loot to boot! Official tournament rules will apply. Experience is recommended, but all are welcome. 2 hours qualifier, 2 hours final.

Munchkin Treasure Hunt! — Sat Noon

Family Event! A fun boardgame for up to six players, ages 6 and up - now everyone in the family can be a Munchkin! If there are enough players, a second game will be offered - Munchkin Wonderland! Win by collecting the loot...and take home some loot of your own! (IN FAMILY AREA)

OGRE 6th Edition — Sat 2 pm

A desperate contest between a super-intelligent, bloodthirsty AI-controlled tank, & squads of infantry, armor, and artillery fighting to stop its advance. You can be the Ogre and ruthlessly steamroll the humans in your way, or play the defenders, defeating it at any cost.

Pirates Sink & Keep: Long Planks and Short Walks — Sun 5 pm

GM: Victor Bugg

Kids event. Special Format. Two teams of three players each vs the other team. Ships provided. Fun and Prizes for everyone.

Pocketari: Minotaur — Sat 11 am

GM: Gerrod Garcia

Explore the Minotaur's labyrinth. Defeat monsters and avoid traps while navigating an ever changing dungeon. Recover the pieces of the ancient medallions and seal away the Minotaur! Beware, the Minotaur may be lurking around any corner, waiting to crush puny adventurers like you!

Pokemon — Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop — Sat, Sun 10 am

GM: Charles Watson

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

Revolution! — Sat, Sun 10 am

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory, collect more gold, blackmail, and force. It's a game of bluff, counter-bluff, and surprise.

Snow Tails — Sat 2 pm

Set in the snowy world of the Arctic Circle, where brave sledders compete in a test of skill and endurance. Action is fast and furious and not all sleds may make it to the finish. The game features a fun and original movement mechanism.

Star Wars Destiny Booster Draft — Sat 7 pm, Sun 5 pm

GM: John Borders

6 Booster Draft. 30 point teams, no alignment restriction, min 20 card decks. 35 minute rounds. Min 3 rounds. \$25 Entry + Bring 1 NON UNIQUE Character and dice. If you do not have one, one can be provided for \$3.

Collectibles

Star Wars Destiny Constructed — Fri 7 pm, Sat Noon, Sun 9 pm

GM: John Borders

\$5 Entry. Standard constructed (Awakenings and Spirit of the Rebellion will be legal). 30 card decks/30 point teams. Please have a decklist(ones will be available to fill out at the con). 35 minute rounds. Min 3 rounds.

Star Wars Minis Sealed Booster Draft Virtual Set 12 & 13 —

Sun Noon

GM: Mel Campbell

Star Wars Miniatures sealed booster draft tourney. Each participant will receive 2 full sets of 30 cards from the last 2 SWM sets and the 2, 6 card mini sets, "The Force Awakens" and "No Such Thing As Luck", along with 2 sealed booster sheets, to make a 150pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis to borrow.

Star Wars Minis: The Battle of Hoth — Sun 5 pm

GM: Mel Campbell

Imperials Vs Rebels: 1000pts vs 1000pts. We will be playing on amazing, "super realistic" snow terrain. The Imperials will be commanding 2 AT-AT's, 5 AT-ST's and hundreds of snowtroopers. The Rebels will be defending the Hoth Base and commanding 9 Snowspeeders, hundreds of Hoth Troopers, and many Rebel heroes. The armies will already be pre-made and the minis will be brought by the GM

Sunday Night DRAFT: Amonkhet — Sun 8 pm

GM: Dae Kim

Sunday Night Draft using the newly released Amonkhet set! \$15 entry fee with prizes or promotional items for the victors.

Yu-Gi-Oh! Demo — Fri, Sat 5 pm, Sun 11 am, 5 pm

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

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

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

Yu-Gi-Oh! Tournament — Sat, Sun 7 pm

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

Video Games

Marina

Hearthstone — Sat, Sun 2 pm

Wild event if enough request are made it can be converted into standard. Best 2 out 3 no hero can be repeated.

Injustice 2 — Sat, Sun 8 pm

Ever wanted to play out a fight between Superman and Darkseid? Starfire and Harley Quinn? Batman and Bane? These and many other characters - 38 in all, with a few from Mortal Kombat - will clash. This is being released only a few weeks before Gamex, so get some practice in!

Injustice 2 - Warm-Up Round — Fri 8 pm

With tournaments running on both Saturday and Sunday, I'm sure you want to get some practice in beforehand, right? Come face off with 38 DC and Mortal Kombat characters, check out your competition, and train up on your combo skillz!

Mario Kart 8 — Sun 2 pm

Race with some of the best-known Nintendo characters, and go for the gold! Choose your character, vehicle, etc. and race against up to three others on various different tracks. Highest score in the finals will be the King of Karting.

Mario Kart Team Racing — Sat 11 am

Pick a partner and race against another team. Check out the fun tracks of the Mario Kart world.

Overwatch 2v2 — Sat 6 pm

Blizzard's latest game, Overwatch, is the team-based FPS that you never knew you wanted. This tournament is 2v2 with standard double-elimination rules.

Overwatch 3v3 — Sun 6 pm

Blizzard's latest game, Overwatch, is the team-based FPS that you never knew you wanted. This tournament is 3v3 with standard double-elimination rules. If we do not have enough PCs to run 3v3, it will be dropped to 2v2.

Rocket League — Sat 4 pm

Ever heard of playing soccer with cars? Cars with jet engines? Well, now you have. This tournament is for teams of 2 in a standard, double-elimination tournament.

Rocket League Rumble — Sun 4 pm

Normal Rocket League is pretty crazy. But it gets even crazier when you start giving the cars Mario-Kart-like power-ups! Kick an opponent. Trade places with an opponent. Punch the ball! And many more options. This is a 2v2, double-elimination tournament.

Super Smash Bros 1v1 — Sat Noon

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Head-to-Head, Double Elimination rules. Additional rules explained at the tournament.

Super Smash Bros Free-For-All — Sun Noon

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Brawl against up to 7 other players, and come out on top. Additional rules explained at the tournament.



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

LARPs

LARPs

Bel Air, Catalina, 3103

Interstellar Diplomacy – Fri 10 pm – written by Nick Wendig
GM: Joe Landolph

You are diplomats from the various civilizations of the Galactic Union. You have assembled to negotiate an end to a massive political crisis. If no agreement can be reached in the next few hours, this sector of the galaxy will be totally destroyed, and you along with it. For this meeting, you have come to a planet called Earth and you have taken on the guise of the native life. You each appear as human to the local lifeforms and to each other, to avoid panicking the natives. Can you negotiate your way to peace?

Juggernaut – Sun 2 pm – Juggernaut
GM: Ryan McMullan

It is July third, 1950. The Korean War is eight days old. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. And you have invented a computer that can see the future. JUGGERNAUT is a live-action game about free will for 4-6 players that plays like a creepy Twilight Zone episode.

Pillars of Salt: The War for San Diego – Sat 6 pm – Vampire: the Masquerade (Sabbat)

GM: Rachel Judd

The Camarilla domain of San Diego has fallen to the cruel vampires of the Sabbat. While the most militant Sabbat packs advanced on Orange County, few of them survived the counter attack. Meanwhile, the politically savvy and ambitious of the Sabbat have descended on San Diego to claim the city for themselves. While only a few packs have declared their support for a specific leader, all have agreed to settle the matter through a Monomacy duel overseen by Sabbat Cardinal Bruce De Guy. Pregen characters & starting assistance provided.

Sign - A Game About Being Understood – Fri 8 pm – written by Kathryn Hymes and Hakan Seyalioglu

GM: Joe Landolph

Sign is a game played in total silence. Players take on the role of a young deaf people. Together, they will create sign language in order to communicate. No knowledge of actual sign language is necessary. Together, we will share the frustration and loneliness of not having a language. We'll slowly develop the tools necessary to express what's important to us. We will explore which words we choose to define together, and what that says about ourselves, our deepest desires, and the relationships we build.

Starship Valkyrie: KapStar – Sat 2 pm – Starship Valkyrie - Basic
GM: Christian Brown

Starship Valkyrie is cooperative sci-fi action. You are the crew of a starship, fighting aliens, solving problems and fighting to save humanity. The ERS Daimajin has been tasked with providing security for the new KapStar base until its own weapons are up and running. There have been reports of pirates and scouts of an unknown configuration in the Kapteyn's Star star system. Space piracy is almost unheard of, though so there must be something more to this.



Open Gaming

Plaza Ballroom A

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

Open Gaming

Miniatures

International Ballroom A

40K Mega-Apocalypse — Sat 10 am — 40K Apocalypse
Massive battle for 40K players to join in! Decide the fate of worlds! Up to 20,000 points per player. Loaner armies available, new players welcome!

Battle for Troina Sicily 1943 — Sat 11 am — Flames of War (20mm scale)

GM: Daniel and Michael Verity

Battle of Troina (31 July to 6 August 1943), during the Sicilian invasion campaign. Forces of the U.S. II Corps, 1st Big Red Division, 26th Infantry Regt, engaged in fierce fighting around the town of Troina against the German 15th PzGren Division, 129th PzGren Regiment's defense. Scenario focused upon the engagements on Monte Basilio northeast of Torina. Scenario details soon posted to Wargamerabbit blog.

Battle of Asculum 279BC — Sat 10 am, 4pm — ABC - Ancient Battle Cards

GM: Tom Black

The battle at Asculum, between Pyrrhus' Macedonian army and Roman legions. The flexibility of the legions would be tested by the Greeks advantages in cavalry and in its elephants. Pyrrhus later famously commented on his victory, stating, "One more such victory, and we are undone." It is from reports of this semi-legendary event that the term Pyrrhic victory originates. 15mm, Simple Rules, Beginners welcome.

Battle of Gospic 1809 Dalmatian Campaign — Sun 11 am — Napoleonics (HB/Club)

GM: Michael Verity

Gospic 1809 was a small battle in the scale of Napoleonic battles. GD Marmont and Army of Dalmatia advanced after the retiring Austrian "Korps" of Oberst Rebrovic (GM Stoichevich been captured). Near Gospic / Bilaj, the Austrians turned to face Marmont. After two days of bitter fighting for such small corps, the Austrians finally retire at night, the French happy to see them leave. URL link posted scenario details.

Battletech tournament (3025 Era) — Sat 7 pm — Classic Battletech

GM: Robert Courtney

2000 points, 5 mechs maximum, 3025 mechs only. Bring one standard Battletech hex map, mechs and mech sheets. 1 hour games. 3 games.

Battletech tournament (Clan Invasion) — Sun 6 pm — Classic Battletech

GM: Robert Courtney

2000 points, 5 mechs maximum, Clan Invasion Era mechs only. Bring one standard Battletech hex map, mechs and mech sheets. 1 hour games. 3 games.

Battletech tournament (Jihad Era) — Fri 9 pm — Classic Battletech

GM: Frank Vassallo

2000 points, 5 mechs maximum, Jihad Era mechs only. Bring one standard Battletech hex map, mechs and mech sheets. 1 hour games. 3 games.

Blood Bowl: N00ber Bowl II — Sat 10 am — blood bowl

GM: Paul Villar

The N00ber Bowl is a beginner friendly tournament designed for new players to experience league play. In the 3 games all Star Player Points, Injuries, gold and fan factor will carry over to the next round. Team Builds: All players will start with a 1 mil gold team. You must have 11 players before using star players. All Inducements detailed in DZ I are allowed All teams DZ1 and the Teams of Legend are allowed.

Blood Rage — Fri 2 pm, Sat 9 am, 2 pm, Sun 2 pm — Blood Rage
In this fast-paced yet highly strategic game, players take control of Viking clans, with their own warriors, leader and ship.

Invading, pillaging and battling in a quest to gain as much glory as possible before Ragnarök finally consumes the land!

Cataphract: Mecha Urban Combat — Sat 8 pm —

Cataphract, the free online mecha game

GM: Ilan Mitchell-Smith

A free, fast-play mecha urban combat game that uses the CAV models from Reaper Miniatures. In this scenario mercenary commanders fight for various objectives in the Urban Center 3 settlement.

Circus Maximus — Sat 5 pm — Circus Maximus

GM: Jaime Vann

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

Clay O Rama — Sun Midnight — Clay o Rama

GM: Adam Hicks

Building miniatures out of play doh, then playing a football-esque game to victory or death! How you build your figure determines your stats and abilities!

Clay-O-Rama Extravaganza — Sun 10 am — Clay-O-Rama

GM: Patrick Sewell

Create your own warrior out of Play-Doh and then battle it out with special attacks such as Poke, Drop, Bowl and the surprisingly popular Alter Limb. Nothing like a sword becoming a poop emoji! Previous combatants have ranged from snakes to robots with jet packs and flying pigs. All materials provided. All ages welcome, with the youngest players getting a little boost.

Corellian Conflict - Lite — Sun 10 am — Star Wars Armada

GM: Francisco Vassallo

Join the fierce battle over the Corellian sector. Free the system from the evil Galactic Empire or rid it of the rebel scourge. We will try to get 3 1 on 1 games + a final battle. Starting fleet will be 300 points instead of 400 so we can finish the campaign in on day. Starting Fleet composition: - 300 points. - NO NAMED UPGRADES except for the Commander. - Fleets will max out at 400 points. Bring a couple of fleets, just in case, so we can start on time.

Friday Night Alpha Strike — Fri 6 pm — Battletech: Alpha Strike

GM: Paul Schipitsch

Fast play Battletech developed for the modern tabletop miniatures wargamer.

Goodbye to 7th Edition Tournament — Sun 10 am — Warhammer 40K

Come say goodbye to Warhammer 40K 7th Edition with this 3 round, 2250 scenario based tournament.

Gorechosen — Sun 10 am — Gorechosen

Are you ready to prove yourself Khorne's mightiest, most ruthless champion? Gorechosen gives you the chance! Chose one of Khorne's favored and battle it out for supremacy. Games last about an hour, so jump in at almost any time. All materials provided, new players welcome.

Heavy Gear Blitz — Sat 4 pm — Heavy Gear Blitz

GM: William Stilwell

Just finished painting your Kickstarter mini's or just want to get a game? Bring a 150 tv list for an opportunity to meet and wage war on other Heavy Gear Blitz players. Up to two rounds.

Miniatures

HMGS-PSW Presents King Solomon — Sun 11 am — Hail Caesar
GM: Andrew Gledhill and Adam Hammer
Multi-player, Demo style game in 28mm. An Ancient Israelite army is facing a Philistine Horde on the coastal plain west of Jerusalem. King Solomon's guile and wit can be a key factor in facing a larger force of well armed warbands and chariots who are seeking to reconquer the Holy Land! Beginners are welcome. All materials will be provided and were painted by none other than "Harold the Great"

HMGS-PSW Presents The Falaise Pocket: August 1944 — Fri 4 pm — Flames of War V4
GM: Mark Nicholson and Adam Hammer
A Multi-Player, Demo style game where the US 2nd Armored Division is attempting crush the desperate defense of elite SS units in order to close the Falaise Pocket and facilitate the destruction of an entire German Army Group. All materials will be provided. Beginners are welcome.

Imperial Assault Skirmish Tournament — Sat 4 pm — Imperial Assault
GM: Alexander Nobles
A fast-paced tactical combat game where two players create armies with their favorite Star Wars characters and vie for battlefield supremacy. The tournament will run with up to 3 Swiss rounds, 65 minutes per round. There will be an hour in advance where players new to the game may work with the GM to build their own squad.

Into the Wasteland — Sat 2 pm — Car Wars (Homebrew)
GM: Robert Hagmaier
Life as a trooper is hard enough out here in the Wasteland - unruly citizens, cycle gangs and the incessant acid rain. Now you've been ordered to go chasing after some insane warlord? What kind of name is "Prodigious" anyway? At least you'll get one of those fancy new cruisers... state of the art, they say. Big reward, too, if you make it. Too bad it's split between the survivors. Maybe they won't all make it back...

Kings of War: Incursion of the Great KoW on the fields of Halfling Hills — Sun 11 am — Kings of War
GM: John McManis
The unfortunate and rather embarrassing invasion of Halfling Hill Village by the vampire, Count Von Herbimyre, is for 2000 pt armies. No special characters or allies. League of Rhordian, undead, halflings, and undead halflings will get a 75 cumulative pt. bonus. Victory points will be based on surviving and destroyed point values. Hobbit holes held at the end of the game have hidden prizes in them.

Lion/Dragon Rampant Blood Bath — Sat 10 am — Lion/Dragon Rampant
GM: James Lang
Come play 3 rounds against your opponent. Winner with most points at the end of 3 rounds will be the champion.

Malifaux Demos — Sat 11 am — Malifaux
GM: Joshua Gill
Hello Los Angeles Wargamers and table top adventurers. We are having a Malifaux Demos at Strategicon Saturday from 11-7PM The demos include 5 scenarios that will take you step by step through every mechanic of the game. Each scenario will take about 20 minutes and you can play as many or as few as you wish. Please feel free to come on down and join.

Malifaux Henchman Hardcore — Sat 11 am — Malifaux
GM: Joshua Gill
This is a fun and fast-paced alternative to regular Malifaux gameplay. It's a great and quick way to have fun and meet new players. Rules Gaining Grounds 2017 20SS Henchman-led Crews 4 models no more no less Fixed List Any Unspent SS are lost No Summoning One upgrade allowed, must be attached to Henchman 25-minute rounds/5-minute set-up Strategy is Headhunter Scheme is Mark For Death

Masmorra: Dungeons of Arcadia — Fri 8 pm, Mon 9 am — Masmorra: Dungeons of Arcadia
Masmorra was a magical dungeon built beneath the streets of Arcadia. It was meant to be a training grounds for young Heroes, until it was taken by force by the evil wizard, Malaphyas. Now the Heroes will play through several rounds, delving deeper into the dungeon, facing off against nasty monsters, and gaining experience as they go.

Mega-Apocalypse Deployment — Fri 6 pm — 40K Apocalypse
All rules will be discussed at this time. Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset! Deployment begins at 6pm.

Miniature Skirmish Medley — Sat 4 pm — Ronin, Advanced Songs of Blades and Heroes, Songs of Muskets and Tomahawks
GM: Donald Tseng and Greg Mazourek
Interested in miniature gaming but scared off by the price tag and size of an army game? Well dip your toes into the world of skirmish games - easy on the wallet and your time. Ronin is a tactical game focusing on outcomes influencing bby aggression or defense in a nail-biting duel of clashing katanas. Advanced Songs of Blades and Heroes is a Fantasy skirmish game focusing on activation priorities where not every henchman can be counted on to go according to plan. Lastly, Songs of Muskets and Tomahawks.

Mr. Lincoln's War ACW Tournament — Sat 10 am — Mr. Lincoln's War
GM: Dan Munson
The White Oak Swamp campaign of the Seven Days Battles . Troop point changes are available at the link below. Author will be present. Point total 350 pts per Div. Suggest you supply both a Confederate and Federal list. Prizes are supplied by two figure manufactures and a hobby store. 1st, 2nd and third place prizes will be awarded.

Near Hevadorp Sept 17, 1944, Operation Market. — Sun 10 am — Gepanzerte Faust 15mm
GM: Stephen Phenow
Remnants of the 2nd Para Battalion, of 1st Para Div. and Royal engineers platoon, supported by a troop of 6lb from the 1st Air Landing Brigade attempts to seize a RR Bridge before moving to Arnhem. They are opposed by several scratch German infantry units and a reduced platoon of Panzers.

Paint and Take — Sat, Sun 10 am
GM: Sarah ChristianScher
Come join us in the International Ballroom at the Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff on the other side of the table. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday. Children under 10 must be supervised

Painting Contest Judging — Sun 2 pm
GM: Victor Bugg
Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are personalized plaques. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 3pm.

Miniatures

Painting Techniques Class — Sat 7 pm

GM: Crazy Bob

Come learn some more painting techniques to up your painting game! Drybrushing, antiquing, weathering, and more!

Potion Explosion — Sat 2 pm, Sun 9 am — Potion Explosion

It's senior year at the Horribilorum Sorcery Academy for Witty Witches and Wizards. All the hard work and studying comes down to this: the final exams! Under the helpful, tutelage of the Headmaster, players have learned how to handle volatile ingredients and turn them into fantastical potions! But only one will become the head of the class! Games take about 45min.

Raise Your Goblets — Sun 9 am — Raise Your Goblets

It's time for a dinner party, and all of the noble families of Otravia are invited. However, this is no ordinary party. It's being held to determine who will be next in line for the throne. And more than one of the guests might get a serving of poison to go with their wine. Each game takes about 30min.

Saga: Battle of Stamford Bridge — Sun 5 pm — Saga

GM: Roger Stilwell

Side with either Harold Godwinson's Saxons or Harald Hardrada's Vikings as we re-fight the battle of Stamford Bridge to determine the rightful King of England. Long may the winner reign! This is a Saga scenario / demo game with new players welcome. All miniatures are provided but feel free to bring your own 4 to 6 point Saga armies.

Secure the Landings - Bolt Action 2 Game — Sat 3 pm — Bolt Action

GM: James Lang

Please bring a 1000 point list to play in a 2 round tournament. All armies welcome, but thematically D-Day armies best. Scenario 3 from Battleground Europe will be played. No Artillery units in this event. 1 track vehicle with a damage value of 8+ or less and any number of half track transports allowed. Round one will be the allies assaulting a Causeway and round two will be Allies repulsing a counter attack.

Song of Orcs and Rohan — Sat, Sun 1 pm — Song of Blades and Heroes

GM: Larry Stehle

Have some time to kill? Want to learn a quick & easy Fantasy skirmish system. Then drop by and learn "Song of Blades and Heroes!" It's easy, you don't need a lot of figures to play and it's fun! And I am using Lord of the Rings figures, so you can be the Orcs of Mordor or the Warriors of Rohan! Please pre-register if you wish to play as I will have 3 areas set for 2 players each.

Terrain Making 001 — Sat 5 pm — All of them!

GM: Frank Vassallo

Like to play miniature games. Tired of playing on a plain table? Come learn how to easily make terrain with readily available materials. I'll go over how to make 15mm and 32mm terrain. Simple buildings, hills, bases for rough/forests. Some materials will be provided. Any requests on "how to?" please email to: frankyvas at yahoo dot com with at title of "Terrain Making request".

The (original) 3-D Monster Mash — Sun 6 pm — AD&D 1st Addition

GM: Bob Furginson

The 3-D Monster Mash, which was last played in 1989, IS BACK and it is bigger than ever. The 5th Terrain is sharing this tradition with the newer generation of gamers and helping old guys relive the glory days. The return of 3-D Monster Mash will be played using AD&D 1st Edition for sake of nostalgia. The 3-D Monster Mash is open to all, playing at one time. All you need now is that million point character.

The Others: 7 Sins — Sun 2 pm, 8 pm — The Others: 7 Sins

A horror board game designed by Eric M. Lang that pits the forces of good against evil in a battle for the fate of the planet. One player will take on the role of one of the Sins and the rest will team up in an effort to disrupt their plans.

The Sword of the Master — Fri 6 pm, Sun 11 am — Test of Honor

GM: Tim Keennon

Come try Warlord Games' new skirmish game set in the Age of the Samurai. Its a race to claim the ancestral sword of the fallen Daimyo to prove your right rule. You must defeat the usurpers and the guardian of the sword to be victorious! All materials provided, beginners welcome!

Thug Life Tournament — Sat Noon — Thug Life

GM: Jason Serrato

A fast moving miniatures card game of crimes and street combat. Players take on the role of Bosses leading a gang of Thugs into crimes, schemes and urban warfare, competing for Respect on the streets. The game is out there. Either play it, or get played. This time, play to win it all!

Uncharted Seas Battles — Sat 6 pm — Uncharted Seas 2nd version

GM: Jack Hilburn

Come play the game of Fantasy Naval Warfare. 5 fleets haunt the same water, all in search of different goals. Take control of one fleet and get your prize before all the others! All materials provided, new players welcome.

Warhammer Quest: Silver Tower — Sat, Sun 10 am —

Warhammer Quest

GM: Paul Thomsen

Warhammer Quest has finally returned! Learn the new game while leading your band of heroes through the Silver Tower of the Gaunt Summoner. Manage to survive and you will gain glory and treasure.

Warlands Demo — Sat 10 am — Warlands

GM: Tony Kenealy

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

Xia: Legends of a Drift System — Fri Noon, Sat 7 pm, Sun 10 am — Xia: Legends of a Drift System

GM: Frankie Aguayo Jr

Each player starts as a captain of a small starship. Players fly their ships about the system, completing a variety of missions, exploring new sectors and battling other ships. Navigating hazardous environments, players choose to mine, salvage, or trade valuable cargo. Captains vie with each other for Titles, riches, and most importantly Fame. The most adaptive, risk taking, and creative players will excel.

X-Wing: 100 point tournament — Sat 10 am — X-Wing

GM: Eric Duran

100 point tournament, 3 rounds 1 hr games

X-wing Kids Demo and Practice — Fri 8 pm — X-wing Miniatures

GM: Patrick Sewell

Come and learn how to play X-wing miniatures with all materials provided. Ships from Rogue One, Episode 7, Star Wars Rebels have joined all of the classics in this fast playing game of space combat. Experienced kids may come and test their lists in preparation for the tournament on Saturday. Any beginner who attends this can also borrow ships to play in the tournament.

Miniatures

X-Wing Kids Tournament — Sat 10 am — X-wing Miniatures
GM: Patrick Sewell
Time to find out who will rule the galaxy this Con the (evil?) Empire, the (heroic?) Rebels or the Pirates and Bounty Hunters. Bring a 100 point list or use one that is provided (under age 16). You just need to have played before OR attended Friday's 101. Lists will be verified for point cost prior to start so please show up at least 15 minutes early. Minimum of 2 games with a 3rd round for 1st-4th place.

War Games

Los Angeles B & C

1775 Rebellion Tournament — Sat Noon
Control the major factions and allies that participated in the American Revolution. British Regulars, Loyalist Militia, Hessian Mercenaries, American Continental Army, Patriot Militia, French Regulars and Native Americans. Fast and easy to learn

Axis & Allies Set up and open gaming — Fri Noon
Axis & Allies set up, pre-game smack talk, and open gaming.

Axis and Allies — Sat 9 am
Play Europe or Pacific for the preliminary rounds, and the players have the option of playing the full world game for the finals. Preliminary rounds are played on Saturday, the final round on Sunday at noon. We welcome new players. We can match you with an experienced partner.

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

C&C Napoleonics — Sat 6 pm
Command Napoleon's French and Prussian, Russian and Austrian forces in a series of battles- - All with Richard Borg's easy to learn and use card driven wargame system. Demo of basic game and epic game. Demo last 15 minutes or can play longer.

Command Failure — Fri 4 pm, 8 pm, Sat, Sun 11 am, 3 pm, 7 pm
A computer driven 3-player WWII Grand Strategy game that focuses on the ground war but includes the politics of neutrals, strategic bombing, research and development, naval actions, sub warfare and naval convoys. Command Failure provides both simplicity and a measure of realism without confusing complexity with accuracy by having the computer deal with the underlying details, freeing the player to focus on the grand strategy of fighting the war.

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

Game of Thrones — Sat 11 am
3-6 players. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

Zombicide — Fri 8 pm, Sat, Sun 9 am, 2 pm — Zombicide
Slipping between buildings, ducking behind rubble, and scavenging for anything that might keep them alive just a little bit longer, a group of Survivors navigates the streets of a dilapidated city now overrun by a mindless horde of zombies. Survivors, each with unique abilities, use their skills against the masses of unthinking, blood craving zombies!

Zombicide: Black Plague — Fri 2 pm — Zombicide: Black Plague
A standalone cooperative board game for 1 to 6 players that brings the relentless zombie-killing action of Zombicide into a brand new fantasy setting, featuring different Survivors from all walks of medieval life and even some fantasy races like dwarves and elves!

Kriegsspiel — Sun 10 am
Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with blocks to represent units. Easy to learn and simple to play understanding of Napoleonic tactics a plus. Con scenario is American Civil War, operational level

Maria — Sat 10 am
A three-player war game based on the War of Austrian Succession. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required. Dealer Tokens awarded

Napoleonic Wars, 2nd Edition — Sat 10 am, Mon 11 am
The Napoleonic Wars, 1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history.

Sails of Glory, Frigates — Sun 6 pm
Recreates naval combat in the Age of Sail (1750 – 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board gamemechanics

Sails of Glory Tournament — Fri 4 pm
Recreates naval combat in the Age of Sail (1750 – 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board gamemechanics

Sturm Europa — Fri 6 pm, Sat Noon
This is not your fathers World War 2 wargame! Plastic miniatures and simultaneous action selection are highlights of this fast paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro! Check out the demo hosted by the designer

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

Roleplaying

Plaza Ballroom D, Newport, San Lorenzo

RPG Games on Demand

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

2CGaming Presents: Let's Kill Strahl! – Sat 6 pm – D&D 5E

GM: Christopher Grey

Back by popular demand! Spend the evening raiding tabletop RPG's most infamous castle with one goal: Kill Strahl! This Gothic Horror one-shot was especially created for an epic battle with the notorious vamp. Level 9 human pre-gens will be provided. Join us if you dare.

6-10 The Wounded Wisp – Sun 2 pm – Pathfinder Society

When a routine errand uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years.

8-14 To Seal the Shadow – Sat, Sun 8 pm – Pathfinder Society

In their de facto capitol Inahiyi, the wayangs host an annual festival to commemorate the catastrophe that brought them into this world and forced them to ally with their neighbors against a common threat.

An Amaranthine Desire – Sat 8 pm – Call of Cthulhu (7th)

GM: Sam Carter

It is 1753, and on the English Suffolk coast a smuggling ship approaches the shore. Assisted by locals from the nearby village of Dunwich, the crew begins unloading its cargo as a storm grows around them. But all is not as it seems. A scenario involving an echo of the past. Will you survive what awaits you?

Anime-Inspired Star Wars Revised Edition – Fri, Sat, Sun 2 pm – Star Wars WOTC Revised Edition

GM: Allan Sylvia III

The Force has been UNLEASHED, an ancient evil has returned from the Unknown Region of Space. Now the Republic and Jedi Academy are helpless, as their enemy moves in the shadows, gathering up it's forces. The fate of the galaxy rests in a select few heroes that are Gifted with the Force. The Force has strengthened within them, allowing them to perform phenomenal abilities with explosive outcomes. All ages welcome.

Apocalypse World 2 – Sat 2 pm – Apocalypse World 2

GM: JiB

Nobody remembers the before time when cities of gold shone in the night and people had enough to eat and nobody died from the twisting. Things are different now life is hard and often cheap, short, and brutal. Something howls on the edges of your consciousness, are those words in the maelstrom?

Atomic Robo and the Invaders from Mars – Sun 2 pm – Cortex Prime

GM: Mike Olson

"Ladies and gentlemen, I have a grave announcement to make. Incredible as it may seem, both the observations of science and the evidence of our eyes lead to the inescapable assumption that those strange beings who landed in the New Jersey farmlands of Grover's Mill tonight are, in fact, the vanguard of an invading army from Mars."

At the Ends of Civilization – Sun 2 pm – Homebrood 3rd Edition

GM: Mikal Saltveit

At the edge of the known universe, dangerous men find their fortunes. What ancient treasures lie on planets without names. A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world. Easy to pick up for new players, and innovative for experienced players.

Bad Streets – Sat 9 am – Bad Streets

GM: JiB

Can you solve the crime, beat up the bad guys, and always keep it cool and sexy. You are the star characters in the hot new 70's crime drama Bad Streets. Enter the Bad Streets of the City, and be the heroes that the City needs.

Beneath a Metal Sky – Sat 9 am – Homebrood 3rd Edition

GM: Mikal Saltveit

Your crew found a seemingly-abandoned space hulk, docked, and began exploring. Now your ship is missing, and that's not the worst of your problems. A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world. Easy to pick up, yet innovative for experienced players.

Blackout at Redfield Maximum Security – Sun 8 pm – Homebrood 3rd Edition

GM: Mikal Saltveit

The power shuts off during visiting hours at Redfield Maximum Security Prison. How will you escape? Who is watching you? What strange goings on are happening in the warden's office? A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world. Easy to pick up, yet innovative for experienced players.

Blue Rose: Undying Love – Sat 9 am – AGE

GM: Chris Czerniak

The Lich King of Kern was destroyed and now one of his ruling lieutenants wishes to forge a treaty with Aldis. He has specifically requested meeting with the PCs. Queen Jaellin is reluctant to make any deal with Kern and it is up to the PCs to determine if he will stick to his word. Come adventure in a world of Romantic Fantasy.

Broken Mirror – Sat 8 pm – Changeling: The Lost

GM: Louis Garcia

It is said that the fetches are gathering and forming their own city, away from the eyes of the Changeling courts. Rumors says they have found a doorway into the Hedge and are in contact with the Gentry, the arch enemy of all Changelings. The changeling courts have formed a team to find out why? Presented by the Dead Gamers Society

Call of Cthulhu - The Curse of – Sun 2 pm – Call of Cthulhu

GM: Michale Shupe

For the past few centuries, every century, time itself is in danger. And every century a small group of stalwart individuals sets the clocks right again. This time, they come together from the 19th, 20th, and 21st centuries to stop the curse at its source - In 1629, in Salem, Massachusetts Bay Colony. Pregenerated characters provided.

RPGs

Call of Cthulhu - The Curse of — Sun 8 pm — Call of Cthulhu

GM: Michale Shupe

No one remembers George C. Blickensderfer, and you want to keep it that way. Find and prevent the inventor of the portable typewriter from making it a far more sinister device. Infinite Monkeys on Infinite Typewriters Summon Things Best Left Unsummoned. A sequel to "The Curse of " earlier this convention (though knowledge of that scenario is not needed!).

Competitive Gruel Truck! (playtest) — Sat 2 pm — Gruel Truck! mini-rpg

GM: Dave from Monkeyfun Studios

Monkeyfun Studios presents a playtest of GRUEL TRUCK! The zany game about Food Trucks in Middle Earth! In competitive play, players will form their own trucks and compete for tips, dodging angry customers and causing mischief for their competition. All welcome, for ages 12 and up. ORDER UP!

Crystal Ashes - adventure one — Sat 2 pm — RPG Card System

Crystal Ashes - adventure two — Sun 2 pm — RPG Card System

GM: Eric Gerds

Come help beta test a new Fantasy Role Playing System, easy to learn and fun to play. Step into an original world: It has been 80 years since the great war. People are reclaiming the land, but dangers from the war still remain. Clearing the land can mean finding both treasure and terror. Join a party investigating the mystery of a small farming community which has not been heard from in weeks. Both adventures are standalone.

DDAL 00-01 Window to the Past (levels 17-20) — Sat, Sun 9 am — D&D 5e

When a Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers. PCs who played in DDAO-1 (at any tier) may not participate in this one.

DDAL 05-18 Eye of Xxiphu, Part 1 (levels 17-20) — Fri 2 pm, Mon 9 am — D&D 5e

DDAL 05-18 Eye of Xxiphu, Part 2 (levels 17-20) — Fri 7 pm, Mon 2 pm — D&D 5e

Baron Bajram's forces have secured the Nelanther Isles and have scoured the Sword Coast for treasures. Now they have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers to locate the Eye of Xxiphu and avert catastrophic disaster.

DDAL06-01 A Thousand Tiny Deaths (levels 1-4) — Fri 2 pm, Sat 7 pm, Sun 9 am — D&D 5e

The promises of glory and the chance of riches draw you to Blasingdell, a small village near the infamous Stone Tooth. Within the rocky mountain lay the dwarven stronghold Khundrukar and the fabled Forge of Fury, to which a chance encounter provides you with the location of a hitherto unknown entrance. Are you brave enough to explore this mystery? Will it lead to wealth or doom?

DDAL06-02 The Redemption of Kelvan (levels 5-10) — Fri 7 pm, Sun 9 am, Mon 2 pm — D&D 5e

A strange, foreign wizard calling himself Kelvan has appeared at the same time a strange mountain materializes out of thin air. He asks you to recover the Gloomblade from a Netherese ruin in order to help him with his research into this strange new mountain.

DDAL OPEN 2016

The Soulbound Tomb Tier 1 Part 1 (levels 1-4) — Sun 2 pm

The Soulbound Tomb Tier 1 Part 2 (levels 1-4) — Sun 7 pm

The Soulbound Tomb Tier 2a Part 1 (levels 5-7) — Sun 2 pm

The Soulbound Tomb Tier 2a Part 2 (levels 5-7) — Sun 7 pm

The Soulbound Tomb Tier 2b Part 1 (levels 8-10) — Sun 2 pm

The Soulbound Tomb Tier 2b Part 2 (levels 8-10) — Sun 7 pm

D&D 5e

Residents of Waterdeep are starting to go missing and all evidence points to Undermountain. Will you brave the famed dungeon to find the missing?

DDEP06-01 Relics of Khundrukar: Tier 1 (levels 1-4) — Sat 2 pm — D&D 5e

DDEP06-01 Relics of Khundrukar: Tier 2 (levels 5-10) — Sat 2 pm — D&D 5e

Khundrukar held many fine implements of war in its heyday, many of them now lost to time. Clues point to some of the long dead Master Smith Durgeddin's handy work in the service of sinister forces that bid their time deep in the Underdark. Reclaim the riches of Khundrukar from the darkness if you dare.

DDEP6-2 Return to White Plume: Tier 2 (levels 5-10) — Sat 7 pm — D&D 5e

DDEP6-2 Return to White Plume: Tier 3 (levels 11-16) — Sat 7 pm — D&D 5e

New information has tarnished the reputation of the wizard Kelvan. Can he really be complicit in the kidnapping of a high priestess and the disappearance of others in the area around White Plume Mountain? Or is he simply the pawn of a much greater power?

DDIA06-FORGEOFFURY The Forge of Fury Part 1 (levels 1-4) — Fri 7 pm, Mon 9 am — D&D 5e

DDIA06-FORGEOFFURY The Forge of Fury Part 2 (levels 1-4) — Sat 9 am, Mon 2 pm — D&D 5e

Rumors of the discovery of Durgeddin's Blades abound. But are you ready to take on the plethora of dangerous denizens there?

Death Star — Sat 8 pm — WIP, GM-less

GM: Tobias Strauss

After its stunning success at Yavin IV, the Death Star is taking a victory lap, blowing up planets wherever it goes! Help the Force find balance in this Microscope-esque adventure!

Dinosaur Princesses — Sat 9 am — Dinosaur Princesses (playtest)
GM: Gina Ricker

You are a Dinosaur Princess! We will create our Dinosaur Princess at the table, and then you and your friends will combine your imaginations to tell a story about Dinosaur Princesses who work together to overcome a problem facing their community. (Princesses can be of any gender.)

Dominion — Sat 2 pm — Mindjammer 2nd Edition (Fate Core)
GM: Sam Carter

It is the 2nd age of Space (approximate year 17,000). As a member of SCI Force, it is your duty to bring newly discovered civilizations back into the fold of The Commonality. Your first mission seems to be going well... until disaster strikes! Mindjammer is a transhuman space opera setting.

Don't Take Your Laser to Town — Sat 8 pm — Paranoia
GM: Ed Murphy

Friend Computer has built a magnificent new amusement center to allow citizens even more fun in their off-duty hours, a theme park called Black Gulch (tm). We've gotten reports of a gang of renegade bots in the park robbing and killing citizens. Your mission, and you will decide to accept it, is to infiltrate Black Gulch (tm) as fun-loving citizens, find the bots in question and bring them back for reprogramming.

RPGs

Dresden Files: Playing with Power – Sun 8 pm – Dresden Files Accelerated

GM: Richard Warren

When supernatural threats threaten Seattle, you're the last line of defense. You wield powers that ordinary people can only dream about—and you use them to stop the things that go bump in the night. In this adventure, you play Supernatural and Otherworldly scale characters.

Dresden Files: The Paranettors Patrol – Sat 8 pm – Dresden Fate Accelerated

GM: Richard Warren

You're just a regular person—mostly. Someone who has seen too much, who knows too much, but who still wants to help. Sure, you can't summon bolts of fire, or trade punches with a ghoul. But, you have a few tricks up your sleeve, and these days, Seattle needs every helping hand it can get. When things start happening on the street, you're usually the first to know.

ELMW 1-1 The Sage Of Cormanthor (Levels 5-10) – Fri 2 pm, Sun 9 am – D&D 5e

The grain has rotted in the town of Elmwood, which means people might starve, businesses and banks might fail, and endanger the town's already-precarious existence. Brave adventurers are needed to travel through the wild forest to seek the advice of the Sage of Cormanthor.

ELMW 1-2 The Lost Sanctum (levels 5-10) – Fri 7 pm, Mon 9 am – D&D 5e

Terrible news indicates that some vestige of the long-dead god Moander might be active in the forests near Elmwood. The Town Council is seeking clever adventurers to brave the perils of the Cormanthor forest to breach a lost wizard's sanctum in search of a way to protect the town.

ELMW 1-3 The Battle of Elmwood (levels 5-10) – Sat 9 am – D&D 5e

As the Greengrass Festival gets under way, one might have a sneaking suspicion that something is awry. Will the adventurers be able to save their new home in the Battle of Elmwood?

Epic Legacy - 5th Edition Beyond 20th Level – Sat, Sun 6 pm – D&D 5e

GM: Ryan Servis

A freezing maelstrom has sprung up from nowhere, within which dire creatures lurk. Explore the adventure with our Epic Legacy system for play beyond 20th level! No previous Epic Legacy experience required. Pre-made characters included!

Epic Legacy - Build an Epic 5th Edition Character – Sat, Sat 9 am – D&D 5e

GM: Ryan Servis

Join us in this session to create and test out 22nd level characters using the Epic Legacy system!

Episode 0: Storm's A'comin' – Fri 2 pm, Sat 9 am – The Hero Instant

GM: Andy Ashcraft

The weather around The City is getting really screwy. With the city emergency services spread thin, it's up to the superheroes to do what they do best: save people! New Players Encouraged! Create a new character and play an introductory adventure.

Episode 1: Diamonds and Furs and Teeth and Claws! – Sat 2 pm, Sun 9 am – The Hero Instant

GM: Andy Ashcraft

With the weird storms raging, are these wolfmen robbing the high-end fashion and jewelry boutiques. What is going on in the city, and can the heroes stop it? No experience necessary. Feel free to play characters you've played before, or use a pre-gen.

Episode 2: Finale! Man-made Disaster – Sun 2 pm, Mon 9 am – The Hero Instant

GM: Andy Ashcraft

There's a connection to the storms and the wolfmen and the stolen diamonds, but will the heroes work it out in time, or will the city be lost for good? No experience necessary. Feel free to play characters you've played before, or use a pre-gen.

Fairview – Fri 8 pm, Sun 2 pm – Providence

GM: jim pinto

About national identity and isolation. Players take on the roles of people living in a small town America during World War II. But something isn't right and the characters have started to take notice. Characters will be created at the event. This is a new game system. It's been tested and run several times with a GM. This test will attempt to play the game GMless.

Fallout Shelter: Finding the Descenders – Fri 2 pm – Fallout Shelter PbtA hack

GM: Tomer Gurantz

It's been over 100 years since our ancestors built the vault. We've done pretty well since that time, all things considered. We even discovered how to use the telegraph that connects us to Vault 321, and have established a trade route between our vaults, through the wasteland. Today a group of us from Vault 456, the Ascenders, leaves on a journey through the wasteland to Vault 321, to meet with the Descenders.

Fallout Shelter: Finding the Descenders (KIDS ONLY) – Sun 2 pm – Fallout Shelter PbtA hack

GM: Tomer Gurantz

It's been over 100 years since our ancestors built the vault. We've done pretty well since that time, all things considered. Today a group of us from Vault 456, the Ascenders, leaves on a journey through the wasteland to Vault 321, to meet with the Descenders. (Open for Kids only, roughly for ages 8-14)

Family Reunion (part I) – Sat 2 pm – Hero System

GM: Dustin Laurence

You like your family and all, but they ARE a little weird. At this year's reunion you're old enough to go on one of grandpa's mysterious mountain backpacking expeditions instead of having fun with the cousins who haven't gotten all weird like the adults yet. (Family-friendly)

Family Reunion (part II) – Sun 2 pm – Fantasy Hero

GM: Dustin Laurence

Everybody goes backpacking in the mountains with grandpa when they're old enough, so you and your cousins didn't really have much of a choice. Wherever you ended up after the fog lifted, it's somewhere *else*. Somewhere you can *do stuff*. That would be fun if grandpa were still here to take you back... and if the mountain itself wasn't trying to kill you with more than cold and weather. (Family-friendly)

Firefly: The Milk Run – Sun 2 pm – Firefly RPG (Cortex Plus)

GM: Geoff Kloess

Your crew is deep in debt, but months of bad luck is finally turning around! You've found a sweet little job to run twenty-four head of cattle from Deadwood to New Omaha on board your Firefly class starship. Shiny! What could possibly go wrong?

For All Our Possessions – Fri 8 pm, Sat Midnight – D&D 5e

GM: Ken Gorman

A dark adventure of horror survival in the multiverse of Dungeons and Dragons. Based around 2nd Lore with some conversions of the 2E rules replacing the 5e expanded universe book content. Chars will be provided, but custom chars using standard array for stats maybe allowed upon approval. Character level 6

RPGs

Gangsters Ghosts and Ghouls – Fri 8 pm, Sat 9 am – Chaosium

GM: Gary Gandara

In the era of prohibition a group of people on the run from Capone, stumble across a horror even worse.

Guardian of the Beast – Fri 8 pm – Mage: the Awakening, Second Edition

GM: Steven Rodriguez

Like waking from a deep sleep, you felt the power of Magic surge through you when you Awakened. The incredible ability to shape reality according to your whim and desire, and all the dangers of the supernal world are now yours. In your protected home, your Sanctum, one of your Cabalmates is found dead, and the Consilium is asking questions that are all too detailed. Presented by the Dead Gamers Society

Happiest Apocalypse on Earth – Sat 2 pm – PBTA

GM: Christopher Grey

Strange things are happening at Mouse Park. If human sacrifices during the Main Street Parade and demon-possessed pirate animatronics aren't enough, it seems an elder god may be waking up beneath the Princess Castle. Beta version of the Powered by the Apocalypse Game. No experience necessary. Blood, guts, and horror themes a certainty, but kept PG-13.

Happiest Apocalypse on Earth ... Family Edition! – Sun 9 am – PBTA

GM: Christopher Grey

Strange things are happening at Mouse Park. Kids have no adult supervision and are allowed to run free anywhere they want. Little do they know all of the frightening dangers that lurk amidst the rides and attractions. Beta version of the Powered by the Apocalypse Game. No experience necessary. Content is family-friendly, all ages, no experience necessary! Great fun for kids and grown-ups alike.

Happy Jacks Presents: Welcome to ARMOR! – Sat 9 am – Swords & Wizardry WhiteBox derivative

GM: Tim "I cant get my games in on time" Huntley

Welcome to the Agency for Response and Management of Otherworldly Resources! In ARMOR, you play an "enhanced" operative of a clandestine government agency protecting the world from the things that transcend normal law-enforcement duties. Will you join the team and protect the innocents from the things they're just not yet ready to encounter?

Ill Met in Sharn: A milkrun through The Sprawling Dungeon

World of Eberron – Sat 2 pm – The Sprawl/Dungeon World

Ill Met in Sharn II: Do Warforged dream of construct sheep? –

Sat 8 pm – The Sprawl/Dungeon World

GM: Sayler Van Merlin

Listen Omae: The guilds run this 'plex-the guilds and the noble families. It's all an honest criminal can do to stay ahead of the bleeding edge of magical and psionic technology-to stay alive. Whether you're Dwarven artificer rigging drone constructs, Kalashtar dreamNet runner with dragonshard implants, Elven mage inquisitive, Shifter samurai, or Warforged monk seeking a soul, running the shadows in Sharn is no joke!

In the Belly of the Beast – Sun 9 am – Homebrood 3rd Edition

GM: Mikal Saltveit

You are a scavenger of the evergut. One of the survivors of the nightmare that was the awakening of the god from beyond the stars, none other than Nazu himself! Plumb the depths of this world-eating monster's guts, and scour the remains of the mighty Empires that were eaten by the Beast. A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world.

Into the Void – Sat 8 pm – GURPS Traveller

GM: Gary Mack

(A GURPS Tournament Qualifier) WANTED seasoned spacers to make a simple smash and grab data retrieval on a deep space research station, combat training greatly encouraged due to liability concerns.

Introduction to LARPing – Sat 2 pm – Generic / Vampire the Masquerade

GM: Mike Leader

Interested in Live Action Roleplaying, but don't know where to start? Come on down to this seminar, to get some of the background of LARPing, as well as a basic tutorial in Vampire the Masquerade (BNS) for a LARP following this event the same night!

Jinkies! – Fri 8 pm – PbtA

GM: Tobias Strauss

Jinkies, gang, we have a mystery on our hands! Its up to you and the gang to use your cartoon hijinks to find out whodunit. And yes, your talking pet can help too!

Masks: High School Blues – Sun 9 am – Masks: A New Generation (PbtA)

GM: Richard Warren

High School Sucks. It sucks even worse when you have super powers, and you're not even allowed to go out and fight crime. Stupid parents. Stupid teachers. Stupid A.E.G.I.S cops. They have all the power. They make all the rules. But that just means you have to be sneaky. You have to out think them. Maybe you can't battle DeathBots on main street, but you can still protect Halcyon city. You just need to do it your way.

Mexican Cargo Run: The Pecos Two step Pt. 2 – Sat, Sun 2 pm – Rifts® for Savage Worlds

GM: Cameron Cleveland

Fantasy, Sci-Fi, post Apocalypse. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & the party will be split into two teams for a strike mission and a convoy mission. Two Gm's will be running this event. Music & sound board provided. This is a role play tournament. Players will vote the best role-play (not roll-play).

Microscope – Sun 9 am – Microscope

GM: Kevin Garnica

101 teaching, and full play-through.

Mini-Adventure for Mini-Shooters – Sun 8 pm – Paranoia

GM: Ed Murphy

The day's classes are done, but you and several other Junior Citizen clones still sit dejectedly at your terminals. Your worst fear is about to come true. Someone must have discovered your involvement in yesterday's cafeteria riot. What are they going to do to you? You've heard about the bad children who wind up down in the food processing center, flavoring the large batches of industrial waste they call Hot Fun.

Monster Truck Tri-Fold Convergence – Sat 2 pm – Fate Accelerated

GM: Seth Halbeisen

You are a member of Bureau 13, the clandestine non-governmental organization in charge of non-terrestrial/dimensional/Mythical/Magical/and metaphysical individuals/tourists/organizations/and events. You're mandated to maintain "Normalcy" with Right-Place/Right-Time/Technology®! Remember, Success means it never happened!

Murder on a train – Sun 8 pm – World of Darkness

GM: Gary Gandara

Someone has murdered a supernatural emissary. Your job, to find out who, before the Lord of the afterworld comes for Judgement.

RPGs

New Strawn: Kansas Two Step – Fri 8 pm – Rifts® for Savage Worlds

GM: Cameron Cleveland

Savage Rifts® Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pregens no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session.

PACG Skull & Shackles part 1 – Sat 2 pm, 8 pm – Pathfinder Society

ADVENTURE CARD GAME No one asks to join the crew of the ruthless pirate captain Harrigan, but when his ship leaves port, it usually sets sail with several unwitting new crew members.

PACG Wrath of the Righteous part 1 – Sun 2 pm – Pathfinder Society

ADVENTURE CARD GAME Kenabres is the center of hope in the Worldwound. Alas, it will not be hopeful for long. At the festival of Armasse, the city's greatest guardian is about to fall to the might of the Storm King.

PACG Wrath of the Righteous part 2 – Sun 8 pm – Pathfinder Society

ADVENTURE CARD GAME The shattering of the wardstone kindled something deep within you. Your destiny is to become a mythic adventurer. Perhaps your courage will be strong enough to hold back the raging armies of the Abyss.

Paragon University - Unhappily Ever After – Sat 9 am – GURPS

GM: Michale Shupe

A powerful Telepath recently recruited to study at Paragon has trapped the entire campus in a dream world. Find her and wake her before the whole school plunges into an endless dream. Pregens Available. Part of the GURPS tournament.

Paragon University - What Lies Beneath – Mon 9 am – GURPS

GM: Michale Shupe

Students at Paragon have been the recent targets of both Fae, and an ancient Vampire. Many of their encounters are with strange undead Fae, a supposed impossibility. But, some students have found a clue that may lead them to the source. Of course it's after hours and telling the instructors would just waste time, right? Let's find the source of these unholy beasts! Pregens Available.

PFS 0-26 Lost At Bitter End – Sun 8 pm – Pathfinder Society

When a Priest of Nethys disappears in Geb while studying the Mana Wastes, the Society sends you to uncover her whereabouts & find her journals. Arriving in the town of Bitter End, you find it deserted but for a few mysterious creatures never before seen on Golarion.

PFS 1-29 The Devil We Know Part 1 – Sat 9 am – Pathfinder Society

When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery.

PFS 1-30 The Devil We Know Part 2 – Sat 2 pm – Pathfinder Society

The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin.

PFS 1-41 The Devil We Know part 3 – Sat 8 pm – Pathfinder Society

Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances.

PFS 1-48 The Devil We Know part 4 – Sun 9 am – Pathfinder Society

In the conclusion of The Devil We Know campaign arc, you are called once more to Cassomir, where a mass abduction of the residents of Swift Prison has the entire town in a panic.

PFS 3-11 The Quest for Perfection part 2 – Sun 9 am – Pathfinder Society

With an ancient Iroran relic in hand, you must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact.

PFS 3-13 Quest for Perfection part 3 – Mon 9 am – Pathfinder Society

As the Pathfinders approach the village of Nesting Swallow, they find it besieged by a gang of bandits. The PCs must repulse the attackers & ultimately face off against the bandits' charge.

PFS 3-25 Storming the Diamond Gate – Fri, Sun, Mon 2 pm – Pathfinder Society

Agents of the Pathfinder Society have discovered the location of a back door into their private demi-plane that puts the entire realm at risk of plunder and exploitation at the hands of the Aspis Consortium. You must secure the gate at any cost.

PFS 4-22 Glories of the Past part 1 – Sun 9 am – Pathfinder Society

The dwarven sky citadel is one of the least visited settlements in the land. The Pathfinder Society has been invited to assist in the excavation of a forgotten ruin within the large underground complex.

PFS 4-24 Glories of the Past part 2 – Sun 2 pm – Pathfinder Society

The Pathfinder Society has discovered the hint of a monumental revelation, but in order to confirm their find, they must send a team of agents into the dangerous and unwelcoming orc-ruled Hold of Belkzen.

PFS 4-25 Glories of the Past part 3 – Sun 8 pm – Pathfinder Society

Deep beneath the orc city lie the ruins of the ancient dwarven Sky Citadel, where awaits what could be the greatest discovery of the Age of Lost Omens.

PFS 5-03 The Hellknight's Feast – Fri 2 pm, Mon 9 am – Pathfinder Society

GM: Pathfinder Society

War has broken out in the Worldwound far to the north of Absalom, but despite the implications of an Abyssal victory, many nations are ambivalent toward the cause. The Pathfinder Society arranges a banquet at which they can attempt to sway the political opinions.

PFS 5-08 The Confirmation – Sat, Sun 9 am – Pathfinder Society
Almost all Pathfinders undergo training for 3+ years to learn the tricks of the trade, & their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation.

PFS 5-23 Cairn of Shadows – Mon 2 pm – Pathfinder Society

The cairns and burial mounds of Barrowmoor contain treasures and terrors. When the Blakros family informs the Pathfinder Society that their shared enemy is in pursuit of a dangerous artifact, you must brave the shadow-stricken region to keep this object from falling into the wrong hands.

PFS 6-10 The Wounded Wisp – Fri 8 pm, Sat 2 pm – Pathfinder Society

When a routine errand uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years.

RPGs

PFS 7-10 The Constorium Compact — Fri 2 pm, Sat, Sun 8 pm — Pathfinder Society

The Aspis Consortium pays well, but few can stand its underhanded tactics for long. One operative fed up with the Consortium's practices has contacted the Pathfinder Society with a tempting offer...

PFS 8-07 From the Tome of Righteous Repose — Sat 2 pm, Sun 9 am, 8 pm, Mon 9 am — Pathfinder Society

A local venture-captain has found a lost chapter to the Tome of Righteous Repose, which chronicles the demise of countless heroes of the Shining Crusade.

PFS 8-08 Tyranny of Winds part 1 — Sat 9 am — Pathfinder Society

The Sandswept Hall Pathfinder lodge is an imposing target for thieves, yet an enemy operative recently broke in, stole valuable property, and you are the best disposed to follow the culprit's trail.

PFS 8-09 Forged in Flame part 1 — Sat 2 pm — Pathfinder Society

The Society has identified a sage: an efreeti who will share her knowledge in exchange for assistance. The PCs travel to the Plane of Fire, where they must find some way to fulfill the deal.

PFS 8-10 Tyranny of Winds part 2 — Sat 8 pm — Pathfinder Society

As the Pathfinders pursue a culprit and uncover the past that has brought them in conflict, they may find they have more in common than they had expected—including a shared enemy.

PFS 8-11 Forged in Flame part 2 — Sat 8 pm — Pathfinder Society

Only by teaming up with this genie—at least in name, if not in spirit or practice—can the PCs both secure the secrets she owes the Society and help topple a major fixture of the City of Brass.

PFS 8-12 Tyranny of Winds part 3 — Sat 8 pm — Pathfinder Society

The Society's investigations have borne fruit, but they've also awakened a foe. To avert disaster, the PCs embark for the frontier harbor of Port Eclipse, where one of the Society's allies disappeared while seeking a powerful weapon.

PFS 8-13 What Sleeps in Stone — Fri 8 pm, Sun 2 pm — Pathfinder Society

The snowcapped summits and volcanic peaks of the Kullan Dei range cut across Tian Xia, as the PCs retrace the path of an ancient hero, will they conquer the mountains or perish as have so many who came before?

PFS 8-14 To Seal the Shadow — Fri 8 pm, Sat 9 am, 2 pm, Sun 2 pm — Pathfinder Society

In their de facto capitol Inahiyi, the wayangs host an annual festival to commemorate the catastrophe that brought them into this world and forced them to ally with their neighbors against a common threat.

PFS 8-15 Hrethnar's Throne — Fri 8 pm, Sat 2 pm, 8 pm — Pathfinder Society

The mist-shrouded Gloomspires have defied local seafarers and treasure hunters for centuries, but Venture-Captain Calisro Benarry has nearly unlocked the secrets of the spire where the dread pirate Sevenfingers hid his treasure.

PFS 8-16 House of Harmonious Wisdom — Sat 9 am, Sun, Mon 2 pm — Pathfinder Society

The land of Shokuro has sought the means to discourage its neighbors territorial ambitions and earn their respect. When a retired hero learns of a lost palace that might protect relics of the old empire, she calls on the Society for help.

PFS 8-17 Refugees of the Weary Sky — Fri, Sat 2 pm, Sun 9 am — Pathfinder Society

As the Jistka Imperium decayed from within, its artificers and elementalists struggled to repel invaders from Osirion to the east. The Pathfinder Society knows that many of the mages escaped, but only recently and with the help of a new ally did it learn where they fled.

PFS 8-19 Treacherous Waves — Sat 9 am, 8 pm, Mon 2 pm — Pathfinder Society

The Society believes that a powerful relic lies in the depths of the Plane of Water, yet the most recent expedition to retrieve it failed for mysteriously tragic reasons. It's up to the PCs to travel to the aquatic metropolis of Vialesk to investigate that ill-fated mission.

PFS CORE 3-09 Quest for Perfection part 1 — Sat 9 am — Pathfinder Society

In Tian Xia, the Pathfinder Society's Lantern Lodge sends a team to the mountains of the Wall of Heaven to an monastery in search of a relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament.

PFS Mod: Emerald Spire, level 7 — Mon 9 am — Pathfinder Society

An ancient shrine of the serpentfolk, this temple has now fallen into the hands of a heretical serpentfolk cultist who has reconsecrated it to a terrible demon lord.

PFS Module: Academy of Secrets — Sun 9 pm — Pathfinder Society

A dungeon adventure for 13th-level characters. Every year the Acadamae opens its gates to the city to host the Breaching Festival, where the most skilled infiltrators are invited to enter the magically guarded Hall of Wards or die trying.

PFS Module: Carrion Hill — Fri 2 pm — Pathfinder Society

The strange city of Carrion Hill has long loomed over the surrounding swamps in Ustalav, yet its rulers have shifted many times over the centuries. Often enough that only a few sinister scholars and curious minds know the true nature of the hill's original inhabitants.

PFS Module: Daughters of Fury — Sat 9 am — Pathfinder Society

When devils slay the knightly leader of Arwyll Stead & orcs from the Hell's Fury tribe attack the town, all hope seems lost for the people living on Lastwall's border.

PFS Module: Ruby Phoenix Tournament — Sat 9 am — Pathfinder Society

Can your team of contestants survive six bouts in the Grand Pavilion arena against the mightiest combatants and cleverest battle mages on Golarion? Step into the arena to find out!

PFS Module: The Dragon's Demand pt 3 — Fri 2 pm — Pathfinder Society

The small town of Belhaim has become a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control.

PFS Skull & Shackles, part 2 — Fri 2 pm — Pathfinder Society

Bound for adventure upon the pirate vessel they've taken as their own, the heroes face a sea of dangers as they chart a course to become true Free Captains of the Shackles.

Players' Choice! — Sat 9 am — FIASCO

GM: Monique Macasaet

FIASCO is an a GM-less game where you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

RPGs

Playtest a new story-focused tabletop RPG! – Sat 2 pm – Dice Up RPG

GM: Tim

Which will it be? Pirates? Vikings? Ronin? Space Cowboys? Dice Up RPG is a rules-light, story-focused, roleplaying system. It is setting neutral and features a simple set of rules. The game setting will be decided by the group right there at the table! You will create your characters and become immersed in the story before you know it! Hope to see you at the table!

Praxis: Black Monk 4 Playtest – Sun 8 pm – Praxis

GM: jim pinto

Characters are people living in a desolate, but vibrant world where time seems to have lost meaning. Living for decades, perhaps longer, in isolation from others, the people of Elysia toil in work, only to be visited once a year by the Black Monk. This is the first playthrough of the 4th game in the series. This session is recommended for people familiar with GMless games and/or my designs.

Praxis: Black Monk Marathon – Sat 2 pm – Praxis

GM: jim pinto

Characters are people living in a desolate, but vibrant world where time seems to have lost meaning. Living for decades, perhaps longer, in isolation from others, the people of Elysia toil in work, only to be visited once a year by the Black Monk. For more information on the Black Monk visit [drivethrurpg](#) This marathon session will attempt to play through all three stories in the series.

Project ASPIRE - Influence – Sat 2 pm – GURPS

GM: Michale Shupe

With the intel gathered from the Sphere of Influence base, Project ASPIRE has a new lead - a technology hub hidden in Seattle Washington carries the only other copies of the SOI's most sensitive data. Bringing this hub down will give ASPIRE what it needs to start pruning the moles and agents of SOI out of INTERCEPT, and help restore ASPIRE's name. Pregens available, part of the GURPS tournament.

Project ASPIRE - Spheres – Fri 2 pm – GURPS

GM: Michale Shupe

Ever since the Sphere of Influence "outed" ASPIRE as a terrorist organization, the latter has been playing defense. No more. Your crack team has been given the location of one of the SOI's secret bases - and you're charged with bringing it down. Pregens Available. Part of the GURPS Tournament.

Prosopagnosia – Sat 2 pm – Lacuna, the Birth of Mystery and the Girl from Blue City

GM: Tobie Abad

Mystery Agents are on another case in the fascinating Blue City. But when identity comes into question, how do they decide on whom they should trust? Characters to be created during play.

Pugmire: Digging up the Bones – Sun 9 am – Pugmire RPG

GM: michael cantin

An emissary from an unknown cat kingdom has come to Pugmire, inviting dogs to join his master, The Sphinx, at court and to behold the wonders of Man beneath their tombs and pyramids. There are indeed wonders to behold, but also secrets to sniff out. Something ancient is restless, and angry.

Rescue or Bug Hunt? – Fri 2 pm, Sun Mon 9 am – GURPS 4e

GM: Mook

As they head back to Earth, a platoon of Colonial Marines receives a distress call from a remote Weyland-Yutani research facility. Initial reports sound like a pirate or corporate attack... but could it be something far more dangerous? Come find out! NO GURPS experience needed.

Rifts: Blessings of The Angel. – Sat 9 am – Savage Worlds (Savage Rifts)

GM: Damon Sutton

The New German Republic survived The Apocalypse through hard work, discipline, and courage. Largely rebuilt, it is now sending patrols out into the surrounding wastelands to help who they can. You're one of these patrols, can you survive the arrival of a threat from Earth's past?

RPG Games on Demand – Fri 8 pm, Sat 9 am, 2 pm, Sun 9 am – various

GM: Tomer Gurantz

Want to play or run indie press RPGs and story games? Didn't get into the game you wanted? Open yourself up to the fates! Come play RPG Games on Demand with us. We will pitch games at 15 minutes after start time.

Ruma: Dawn of Empire – Sat 2 pm, 8 pm, Sun 2 pm – Apocalypse World

GM: Martin Greening

Citizens, the Ruman Empire needs your help! Ruma: Dawn of Empire takes place in an alternate Roman Empire where myth and magic exist. Players take on roles of soldiers and support elements tasked with discovering and overcoming savage barbarians, murderous beasts, magical forests, and other strange horrors on the fringes of the empire. Come demo and play test the game with the designer.

Saved by the Bell - A Happy Jacks Game – Sat 9 am – Wild Talents

GM: Kimmy

The city is under attack! Will your super powers be enough to save it during your lunch or free period? A Happy Jacks RPG Podcast game. Bring d10s if you have them. A lot of them. Good for beginners to the system.

Seahorse Rescue! – Sat, Sun 9 am, 2 pm – 7th Sea

GM: Ben Woerner

7th Sea is a tabletop roleplaying game of swashbuckling and intrigue, exploration and adventure, taking place on the continent of Théah, a land of magic and mystery inspired by our own Europe. You've just transferred to the Atabean Sea & discovered that the Atabean Trading Company, your employers, are slavers! Risk it all to escape the ATC & find the Brotherhood of the Coast ships before it's too late.

Sentinels of the Solar System – Fri 2 pm, Sat 9 am – Masks

GM: Jason Mills

Teen superheros of Earth have picked up on something strange happening around Jupiter. Will they intervene in time to prevent a calamity? Jump in to find out!

Soldiers of Misfortune: Booty Call – Sat 8 pm, Sun 2 pm –

Soldiers of Misfortune RPG

GM: Kyle Aho

Try a new cyberpulp tactical RPG that utilizes cards instead of dice! You wake up in the belly of a pirate themed cruise ship with cybernetic implants you never asked for but the powers they grant you are pretty damn cool. With any luck your party will be escape with your lives to tell the story! No experience necessary, I will teach as we play. Visit my website to download the core guidebook for free!

Syntheticide RPG demo – Fri 2 pm, 8 pm, Sat, Sun 2 pm – Syntheticide RPG

GM: Dustin DePenning

Learn the basics of Syntheticide RPG in this cyberpunk mission about a gang, corporation, and a corrupt church. Syntheticide debuts the ACTIONS RULES CODEX (ARC), a streamlined single-die system that's light on skill lists but heavy on tactical choices. Premade characters are provided.

RPGs

Temple of the Dragon Kin – Sat 2 pm – D&D 5e

GM: Joe Pearce

A sage desires to hire adventurers to explore a lost temple dedicated to dragons and their humanoid children, the dragon born, and from within recover a powerful item: the Helm of the Dragon Lord. The party must avoid deadly traps, solve inscrutable puzzles, and defeat powerful guardians to succeed! This scenario is for 6th to 8th level PCs. Pre-generated characters will be available.

The Aeon Society and the 5 crystals of Venus – Sat 9 am – Adventure!

GM: Ian ChristianScher

Attention adventurers, gentlemen and ladies of the Aeon society: there is a lead on the legendary five crystals of Venus! It would be the find of the century! Adventure, danger and glory await in far flung unexplored corners of the world! Presented by the Dead Gamers Society.

The Aeon Society and the terror in the clouds – Sat 2 pm – Adventure!

GM: Ian ChristianScher

The Aeon society are an elite group of adventurers who use their amazing abilities to explore the world, expand the bounds of knowledge, and save the day. When ships and aircraft start vanishing in the Bermuda Triangle your team must head there to find the truth and face the terror in the clouds! Presented by the Dead Gamers Society.

The Big Project – Fri 8 pm – GURPS Paragon University

GM: Ron Shaw

(A GURPS Tournament Qualifier) Why do teachers do this? Divide the whole school into groups for a “team skills building” project, what for? Your assignment: overhaul the ASPIRE recruiting protocols from initial observation, to the approach, to the offer, all the way to social disengagement and extraction. The 3 groups with the best theoretical proposals will have to test them in the field.

The Blackout Era- Alliances – Sun 8 pm – GURPS

GM: James Freeman

You have come across a couple groups of survivors that are at war over territory and supplies, which faction will you join or will you decide to make it a 3-way conflict? The setting is in Oregon where there is no power and different factions are trying to consolidate power or just survive from one day to the next.

The Blackout Era- New beginnings – Sat 8 pm – GURPS

GM: James Freeman

Our survivors have traveled up the west coast of the USA by ship and are finally arriving in Oregon and plan on heading to a safe location that has supplies and can be defended. They have seen the level of chaos that has hit the west coast because of the loss of power and lack of food.

The Carcass: Exodus – Sat 8 pm – 5-10-20

GM: jim pinto

A post-apocalyptic game of community. Can be played with or without a GM. This game has a quick-start method of play and only involve a GM if the game fills up. Plays well either way.

The Darkest Hour Chronicles: How I Stopped Worrying and Learned To Love Gehenna – Sat 9 am – Vampire: The Masquerade V20

GM: Louis Garcia

It's all going to Hell. The arrival of Gehenna was swift and fierce. With the destruction of the local Prince, the Primogen council and a Justicar no less, Kindred society is spiraling out of control. But among the destruction and confusion, a voice calls out to you. “Come to me, help me build my Empire of Blood”. Ain't Gehenna grand? Presented by the Dead Gamers Society

The Necropolis – Sat 9 am – Call of Cthulhu (7th)

GM: Sam Carter

Ahh, Egypt! What better place to make one's name in this archaeological field than right here, right now - and your team is on the forefront! -An introductory scenario for Call of Cthulhu. Classic 1920s time period, current rules.

The Skeletons – Sat 9 am – Skeletons

GM: michael cantin

The Skeletons flips the script on the classic dungeon crawl— here you play not the intruders, but the guardians, cursed to spend all of eternity defending a tomb. Ferocious battles are fought and won, and the skeletons slowly remember who and what they once were. Brought to you by the DGS RPG Lab

The Taco Truck Incident of 2017 – Sat 9 am – Fate Accelerated

GM: Seth Halbeisen

You are a member of Bureau 13, the clandestine non-governmental organization in charge of non-terrestrial/dimensional/Mythical/Magical/and metaphysical individuals/tourists/organizations/and events. You're mandated to maintain “Normalcy” with Right-Place/Right-Time/ Technology®! Remember, Success means it never happened!

The Thing that Lurks in Nahab – Fri 8 pm – Homebrood 3rd Ed.

GM: Mikal Saltveit

Something sinister lurks in the heart of Nahab, the trading capital of the known world. It took something precious from you, what will you do to get it back? A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world. Easy to pick up, yet innovative for experienced players.

The TPK Tournament - Round 1, Group 1 – Fri 6 pm – D&D 5e

The TPK Tournament - Round 1, Group 2 – Fri 6 pm – D&D 5e

The TPK Tournament - Round 1, Group 3 – Sat 9 am – D&D 5e

The TPK Tournament - Round 1, Group 4 – Sat 9 am – D&D 5e

GM: Steven Gordon/ Ryan Servis/ Chris Grey

Love 5th Edition Dungeons & Dragons but want to try something a little different? Indulge your death wish with 2CGaming at the Total Party Kill Tournament! Face off for two rounds in this challenging and rewarding dynamic dungeon. Previous D&D 5e experience required pre-made characters provided. Prizes for participants include books, coupons and dealer dollars!

The TPK Tournament - Finals, Group 1 – Sat 1 pm – D&D 5e

The TPK Tournament - Finals, Group 2 – Sat 1 pm – D&D 5e

GM: Steven Gordon/Ryan Servis

The Final of the TPK Tournament! Invite-Only.

The True Monsters – Fri 8 pm – 7th Sea, 2nd edition

GM: Tobie Abad

When monsters have broken free from their cages, the Heroes are called to help prevent their escape! But when the truth behind their captivity is revealed, who truly deserves to be locked back in their cages? Pre-generated characters, but players can adjust them somewhat.

The Un-Happiest Place on Earth – Fri 8 pm – GURPS ASPIRE

GM: Gary Mack

(A GURPS Tournament Qualifier) A dark secret is threatening to break free in the happiest place on earth. The Fae Lord, Lady Bell has put forth a call for ASPIRING heroes in this grave hour.

The Whispering Wanderer of Pripyat – Sat 8 pm – Call of Cthulhu 7th Ed.

GM: Dimitri Del Castillo

30 years after the Chernobyl disaster, a survey team is sent to evaluate the area for resettlement. Squatters have pursued their own resettlement plans into the Pripyat common. Now they tell of amnesiac strangers that speak unheard of languages and of oddly localized earthquakes. And of a haunting, compelling voice on winds descending down into the ground.

The Wizard's First Rule — Sun 2 pm — Fate Core

GM: JiB

Humans are stupid. For wizards, that much is a given. They are also panicky and prone to violence. The real problem though is that there are a lot more of them than there are of you. You'd think that by the 21st century people would be a bit more willing to accept things that are different, but no.... Now, it seems that someone is hunting wizards.

The World Tower — Fri 2 pm, 8 pm — Pathfinder

GM: PJ Megaw

Set in a world combining Steam Punk ingenuity, fantasy races and magic, tied with the bow of the gritty Film Noir The entire world is now encapsulated in a tower that has survived for years untold after a great catastrophe. With 12 floors connected by The Central Lift of all mortal kind is welcome to live in peace...if political corruption, rampaging demons, Elven mafias and mad wizards don't kill your first.

Threadbare - Boogie Shoes — Sat 8 pm — ThreadbareRPG

GM: Stephanie Bryant

In Threadbare, you play a broken toy in a broken world. In this adventure, you'll kick up your toes and explore the world of DANCE as you and your friends try to make or break a dance troupe and win the dance competition.

Unauthorized Human Trials — Fri 2 pm — Homebrood 3rd Edition

GM: Mikal Saltveit

You awaken to the strong stench of antiseptic and the bright lights of an operating room. A sign on the wall reads "Remember to take your belongs and body parts with you when you leave." Now you remember, you signed up for this. A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world. Easy to pick up for new players, and innovative for experienced players.

Urban Predator or Last Mistake — Sat 2 pm — Shadowrun 5th Ed.

GM: David J. Altman

This City has many bars, many clubs, many sensual, darker and bloodier entertainments. But two are strictly for REAL 'runners. The Urban Predator is a members-only joint open to 'runners who are legend. A Valhalla to up-and-coming and veteran 'runners alike. The Last Mistake is open to real 'runners too, where the "wiped" and "disappeared" are toasted by the survivors. This 'run will put you in one or the other.

We All Fall Down — Sun 2 pm — Schauermarken

GM: Tobie Abad

You are a child. You awake in a strange old town with no memory of how you arrived here. A grinning man stalks you all and only hope and fear guide you in your attempt to find escape. But is there any chance of escape? This is a horror game. And yes, disturbing scenes and topics may be present.

What's in the Cellar? — Sun 9 am — Call of Cthulhu (7th)

GM: Sam Carter

Arthur Blackwood murdered his wife - or did he? That's a question for the trial... You are here to gather evidence (depending on your employer's needs). Arthur's non-coherent babbling about 'darkness' at the old family cabin is surely just the raving of a madman who can't deal with the results of his horrible actions. Surely. An intro scenario for Call of Cthulhu. Classic 1920's time period, newest rules.

Whence Greenwood the Great — Sun 9 am — Adventures In Middle Earth: D&D 5th

GM: Louis Garcia

Mirkwood. What dark secrets does it hold? Why is it feared and shunned? You are a hardly company of adventurers and you're about to find out. Most important of all, stay on the path.

Where the Fallen Jarls Sleep — Sat 2 pm — Homebrood 3rd Ed.

GM: Mikal Saltveit

High in the mountains, a castle of ice holds a powerful treasure. Will you be the first to claim it? Or will the ice claim you? A rules-lite narrative system that emphasizes taking calculated risks in a dangerous world. Easy to pick up for new players, and innovative for experienced players.

YLRA 1-1 Her Dying Wish (levels 5-10) —

Fri 2 pm, Sun 9 am — D&D 5e

Note: This is Custom Convention Content, premiering at Orcon 2017 in Los Angeles, CA.

YLRA 1-2 Uneasy Lies the Head (levels 5-10) —

Fri 7 pm, Mon 9 am — D&D 5e

Refugees from Mulmaster have flooded the rough-and-tumble city of Ylraphon. Poverty, shortages and overcrowding have tempers high and looking for someone to blame. When a series of mysterious crimes erupt, the people are desperate for someone to blame. Can you find the connection and the culprit, or will the angry mob deal its own form of justice?

YLRA 1-3 Bound By Duty (levels 5-10) —

Sat 9 am, Mon 2 pm — D&D 5e

Violence is on the on the rise: even more than expected. The heat is rising. People run amok. But greed does not appear to be the flame behind it. Something much colder appears to drive the chaos. Can you track it down and remove it?

YLRA 1-4 Down in Flames (levels 5-10) —

Fri 2 pm, Sun 9 am — D&D 5e

When one of Ylraphon's finest disappears on a routine investigation, brave adventurers are needed to unearth his fate. But as both politics and earthquakes rattle the town, the flame of hope grows dim, and hidden dangers of Ylraphon's past resurface that may still spell doom for the future of the Moonsea.

YLRA 1-5 The Shadows From the Stars (levels 11-16) —

Fri 7 pm, Mon 9 am — D&D 5e

The Cult of the Eternal Flame has just completed a daring raid on the Moonwater, Ylraphon's temple to Selune. A powerful artifact has been stolen, and the one man who can help lies trapped in a vision he cannot escape. Ylraphon's mightiest adventurers must travel the world of dreams and face Ylraphon's worst nightmares.

YLRA 1-6 Out of the Frying Pan (11-16) —

Sat 9 am, Mon 2 pm — D&D 5e

A traitor from within the town, allied with fiery villains and aberrant monsters, seeks use an artifact to bring destruction to the Moonsea region. The clock is already ticking... will you be able to extinguish the treacherous plot before it's too late?"

You Are Rogue Squadron —

Sat 8 pm, Sun 2 pm — Age of Rebellion and X-Wing

GM: Neil Gaughan

Fly to the secret smuggler base, get the information deemed vital to the future of the rebellion, and bring it back to General Dodonna for evaluation. Easy. An rpg/miniatures hybrid. Basic familiarity with X-Wing mechanics helpful.

Zombie Hospital - the Parking Structure — Sun 9 am — GURPS

GM: Ron Shaw

So, it's the zombie apocalypse. Your physical therapy got ended early when your "recovery specialist" got his brains eaten. Previously your ragtag group used the extra time to escape to the roof where the helicopter was... supposed to be. Now your only option off the roof is to descend through the attached open air multilevel parking. What could possibly go wrong?

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

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

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

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

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

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

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

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
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Columbia Games	One Small Step Games
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Dan Verssen Games	Pegasus Hobbies
Days of Wonder	Prawn Designs
Decision Games	Privateer Press
Educational Insights	Queen Games
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Fantasy Flight Games	Rio Grande Games
Galaxy Press	Seth's Games & Anime
Gamecraft Miniatures	Sierra Madre Games
Gamelyn Games	Smart Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Imperial Outpost	Wattsalpoag Games
John Wick Presents	Wizards of the Coast
LITKO Game Accessories	Wizkids
Looney Labs	Z-Man Games
Magic Meepile Games	Zombiesmith

Shopping

Dealer Room

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

Hours:

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

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

Gamex 2017 Dealer Room Vendors:

2C Gaming	Cobblestone Games
Arc Knight	Crazy Bob's
Bits & Pips	D20 Decor
Blue Panther	Dan Verssen Games
C & C Bargains	Fantization Miniatures
Card Addiction	Fire & Dice

Game Matz	Game Emporium
Gamecraft	Seth's Games & Anime
Gamer Concepts	Spell Binders
GamingFixx	Starship Awesome
Hooks & Chains	Strategicon Market
Lay Waste Games	Summon Entertainment
Merchant Green Leather Works	Table Top Adventures
Mythica Metalworks	Tiny Shiny Squid
Obscure Reference Games	The Board of Games
Party Penguins	The Broken Token
Play 5	Unrivaled
Quad Nine	The War House

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, etc.

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

Flea Market

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

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

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don’t count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year’s worth of magazines, for example). The Lot Registration Slip should contain list what items

the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

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

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

Auction Buyer rules

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the

game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

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

Orcon 2017 Winners

Boardgame	1st Place	2nd Place	3rd Place
1846	Bill Gallagher	Jonathan Flag	Andrew Schoonmaker
7 Blunders	Nick Chavez	Robert Larson	Stephen Bowen
7 Wonders Duel	Fabien Jacques	Lisa King	Alex Haley
A Study in Emerald	David Cohen	Daniel Cramer	Richard Potthoff
Acquire 2016	Jonner Purinton	Rusty Howell	Test333 Test
Acquire: David Woolcott Memorial Tournament	Eric Downing	Ozgun Tumer	Gilbert Quinonez
Advanced Civilization	Todd Van Der Pluym	Will Morgan	Martin Deolden
Agricola	Lumin Sperling	Mike Munson	Marisa Kantor
Agricola	Lisa King	Lumin Sperling	Matt Black
Alien Frontiers	Bill Persaud	Joshua Beller	Paris Themmen
Alien vs Predator: The Hunt Begins	Michael Cantin		
Andromeda Fight League	Brad Owen		
Arcadia Quest	Ryan Higa		Nick Bayuga
Barker's Row	Robert Larson	Wes Bell	Madz Berrei
Battle for Stalingrad	Rick Lepore, George Nickols		
Bios: Megafauna	Bill Ratner	Andre Chautard	Thomas Diendorf
Blue Moon City	Darrell Stark	Dwight Stone	Alex Konowitz
Camel Up! #1	Wes Bell	Shaheen Ghazvinizazeh	Michelle Olson
Camel Up! #2	Gilbert Quinonez	Jason Wegener	Steffan Muntsinger
Can't Stop	Darrell Stark	David Cohen	Samantha Burkes
Carcassonne	Darrell Stark	Diana Nelsen	Rocco Garcia
Cards Against Humanity	Nathaniel Peay, Leah the Menace		
Carson City	Marisa Kantor	Darian Wilkin	Sue Dekany
Catan Finals	Lumin Sperling		
Category 5	Eric Downing	Lisa Burolo	Ivan Demoura
Cinque Terre	Christopher Alexander	Alex Arjad	Jean-Edouard Rostaing
Civilization: The Board Game	Steven Rodriguez		
Cock & Bull: It's all about the Monkey!	Michelle Paradis-Sorensen	Tri Fritz	
Codenames	Heather Mason, Wally Schrass	Ramon Vinluan, Matt Schwartz	Austin Rovetti, Chris Gillis
Concordia	Eric Downing	Thomas Wallace	David Cohen
Container	Toni Johnson	Manny Duran	Bill Harris
Cottage Garden	Nathan Morelli	Paris Themmen	
Coup	Matthew Lee	Owen Heydorn	Elliott Lee
Crazy Karts	Jon Carsie, Ronald Sebastial	Melissa Zubi, Rachell Berania	
Darkrock Ventures Finals	Bermudes		
DiXit	Bill Harris		Steve 3 Ehrensperger
DiXit	Robert Larson	Andre Chautard	Ramon Vinluan
DiXit	Jaden Massaro	Aidan Rooney	Rebekah Yospe
DiXit	Edgar Contreras	Ethan Stewart	Ana Rosa Castro
Dream Factory	Darrell Stark	Andre Chautard	Michael Swinson
El Grande	Evan Craft	Rachell Berania	Marc Capitolo
Fireball Island	Bernard Hansel	Monica Meyka	Emma Hartwig
Fluxx	Madeline Barnicle	Christine Marciniak	Megan Takahashi
Food Chain Magnate	Sam Christopher		Angel Perez, Oscar Perez
Forbidden Stars	Brian Mccarty	Joshua Beller	Nicholas Werner
Formula D	Collin Lierz	Sue Dekany	Rich Pizann
Ghost Blitz	Jeremy Estrella	Keira Estrella, Tanya Aldrich	Potato Pie
Glory to Rome	Eric Luce	Jenn Van Persaud	Dea Abruzzo, Nathan Morelli
In the Year of the Dragon	Michael Swinson	Darrell Stark	Brian Mccarty
Inca Gold	Derek Ren	David Parayre	Eric Downing
Ingenious	Jonner Purinton	Bill Gallagher	Rusty Howell
Jaipur	Mara Kenyon	Toni Johnson	
Kemet	Matt Young	Tj Tolliver	Princeton Nguyen
Kill Dr. Lucky	Rachell Berania	Carrie Olson	Erick Olson
King of Tokyo	David Parayre	Cameron Takahashi	Elis Bahl
Kingdom Builder	Michael Swinson	Madz Berrei	Brian Dickson
Kingsburg	Bruce Schlickbernd	Marc Capitolo	Reema Rijhwani
Liar's Dice	Gilbert Quinonez	Robert Neff	Robert Larson
Lost Cities	Toni Johnson	Veronica Hines	Chris Hines
Love Letter #1	Jared Patterson	Nathaniel Taylor	Zachary Pitts
Love Letter #2	Rachel Moore	Nathaniel Taylor	Karin Yospe
Love Letter #3	Joanna Leung	Billy Finn	Lily Gaer
Magic Realm	Mike Morris	Chris Ferraro	Justin Scott
Manila	Michael Swinson	Brandon Muller	Madeline Barnicle
Merchant of Venus	James Thomas	Winton Lemoine	Gerald Delker
Metropolys	Stephen Stewart	David Mines	Sue Dekany

Modern Art
 Monopoly
 Monopoly Deal #1
 Monopoly Deal #2
 Monopoly Deal #3
 Munchkin Treasure Hunt
 Mystic Vale
 Nexus Ops
 No Thanks!
 Outpost
 Patchwork
 Perpetual Motion Machine
 Perpetual Motion Machine
 Phase 10 #1
 Phase 10 #2
 Phase 10 #3
 Power Grid
 Power Grid World Tour: Orccon
 Puerto Rico
 Ra
 Race for the Galaxy: 2 player
 Red Dragon Inn
 Robo Rally
 Roll Through the Ages: The Bronze Age
 San Juan 2nd Ed
 Scepter of Zavador
 Scrabble
 Scythe
 Scythe Expansion
 Sentinels of the Multiverse
 Small World
 Speculation
 Splendor
 Stone Age
 Sushi Go Party!
 Sushi Go!
 Talisman & Cataclysm
 Targi
 Tau Ceti Planetary Crisis
 Terra Mystica
 Terraforming Mars
 The Alchemists
 The Castles of Burgundy
 The Current Number of the Beast
 The Gallerist
 There's a Moose in the House
 Thurn and Taxis
 Ticket to Ride
 Ticket to Ride: Africa
 Ticket to Ride: Europe
 Ticket to Ride: India
 Ticket to Ride: Pennsylvania
 Ticket to Ride: Rails & Sails
 Ticket to Ride: Rails and Sails
 Ticket to Ride: Switzerland
 Ticket to Ride: UK
 Ticket to Ride: USA 1910
 Tiny Epic Galaxies
 Tiny Epic Western
 Titan
 To Court The King
 Trajan
 Twilight Imperium 3rd ed
 Uno #1
 Uno #2
 Uno #3
 Uno #4
 Vegas Showdown
 Viticulture
 Wits & Wagers
 Xenoshyft: Onslaught
 Yahtzee
 Yahtzee
 Yahtzee Free for All #1
 Yahtzee Free for All #2

Evan Craft
 Jack Munson
 Nancy Sprute
 Michael Pearson
 Christopher Sprute
 Drew Brody
 Darrell Stark
 Eric Downing
 Darrell Stark
 Jason Zara
 Dan Pineda
 Jaye R
 Brian Kane
 Naseem Zubi
 Michelle Paradis-Sorensen
 Jenn Van Persaud
 Randall Bart
 Christopher Mills
 Raymond Sola
 Scott Samarel
 Jenn Van Persaud
 Allen Eckhouse
 Tracy Sangster
 Todd Van Der Pluym
 Eric Downing
 Anna Peay
 Samantha Burkes
 John Clair
 Brad Owen
 Cheryl Gaul
 Nathan Demoura
 Chris Hines
 Darrell Stark
 Sean Growley
 Jenn Van Persaud
 Ferdinand Capitulo
 Solomon Chang
 Toni Johnson
 Jeff Mcarthur
 Peter An
 Marisa Kantor
 Norbert Enriquez
 Sean Growley
 Samantha Burkes
 Winton Lemoine
 Jeremy Estrella
 Gilbert Quinonez
 Jonathan Flagg
 Kyle Greenwood
 Gilbert Quinonez
 Kyle Greenwood
 Kyle Greenwood
 Brian Simmons
 Drewkitty ~..~
 Kaz Nyborg-Andersen
 Ozgun Tumer
 Madeline Barnicle
 Drewkitty ~..~
 Kyle Greenwood
 Apar Suri
 Alex Haley
 Eric Downing
 David Malki
 Sean Growley
 Martin Deolden
 Mary Taylor
 Thomas Barry
 Karin Yospe
 Jack Munson
 David Mines
 Christine Marciniak
 Kim Chen
 Carlos Flores
 Michael Watson
 Michael Watson
 Gilbert Quinonez
 Heather Fins

David Scott
 Jared Bendifallah
 Christopher Sprute
 Philip Strom
 Nancy Sprute
 Lindey Brody
 Joe Block
 Kyle Greenwood
 Michael Swinson
 Kristine Zara
 Gilbert Quinonez
 Tall Paul
 Jaye R
 Nancy Sprute
 Robert Lamarre
 Jennette Lee
 Christopher Mills
 Randall Bart
 Darrell Stark
 Steven Estrella
 Drew Conley
 Vivi Figuers
 Sullivan Weibert
 Darrell Stark
 Jonathan Flagg
 Jonathan Flagg
 Dennis Baranowski
 Chris Buskirk
 Eric Fong
 Marybelle Foster
 Christine Marciniak
 Naveen Anand Gunalan
 Thomas Wallace
 Jaye R
 Toni Johnson
 Jerell Maneja
 Leonard Lopez
 Mara Kenyon
 Marty Watrous
 Tj Tolliver
 Nathan Morelli
 Ivan Demoura
 Jonathan Flagg
 Philip Strom
 Eric Elder
 Keira Estrella
 Todd Van Der Pluym

Richard Dekany
 Luke Watson
 Chris Ramirez
 Shane Biznard
 Shane Biznard
 Isaiah Brody
 Ephraim Silverman
 Atticus Gifford
 Nicholas Sobko
 Alan Potts
 Dea Abruzzo
 Jonathan S. Nowak
 Michael Swinson
 Christopher Sprute
 Tamala Takahashi
 Rhonda Blue
 Apar Suri
 Bruce Schlickbernd
 Kyle Greenwood
 Rachell Berania
 Winton Lemoine
 Blair Johnson
 Winton Lemoine

Michael Swinson
 Marsha Waldau
 Michelle Estrella
 Dwight Stone
 Bill Harris
 David Gutierrez
 Nupul Kukreja
 Marc Capitulo
 David Parayre
 Veronica Hines
 Bill Persaud

Juan Miguel Marez
 Scott P

Joe Block
 Tj Tolliver
 Solomon Chang
 Ian Caballero
 Norbert Enriquez
 Monique Macasaet
 Ayla Acuna
 Darrell Stark
 Jaye R
 Brandon Muller
 Darrell Stark
 Gilbert Quinonez
 Brandon Muller
 Bill Gallagher
 Cindy Massaro
 Phillip Lobo
 Matt Schwartz
 Michelle Estrella
 Eric Gadai
 Johnathan Pulos
 Eric Gerber
 Ozgun Tumer
 Mara Kenyon
 Raymond Sola
 Luke Watson
 Wayne Shermann
 Thomas Barry
 Mary Taylor
 Kyle Greenwood
 Kaz Nyborg-Andersen
 Bill Gallagher
 Emily Morales
 Samantha Burkes
 Samantha Burkes
 Robert Lamarre
 Wayne Shermann

Yahtzee Free for All #3	Jonathan S. Nowak	Randall Bart, Jaye R	
You're Bluffing	Ethan Stewart	Stephen Stewart	Jerell Maneja
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
"Mine Goes to 20" Epic Munchkin	Diana Leyva	James Orzechowski	Blake Beckman
"One More Roll!" Dice Games	Andre Chautard	Dea Abruzzo	Tommy Svolos
"One More Roll!" Dice Games	Tommy Svolos	Malcalypse	
Ascension: Chronicle of the Godslayer #1	Ephraim Silverman	Cheryl Gaul	Melissa Weiss
Ascension: Chronicle of the Godslayer #2	Matty Wilkerson	Jonathan Soon	Matt Cohen
Bill & Ted's Excellent Board Game	Carrie Olson	Jonathan Tamashiro	Ashley Boyd
Chez Geek - Spring Break!	Don Wechsler	Nicholas Butler	Steven Pope
Clank!	Kim Shaver	Dean Taylor	
Colt Express- Tournament	Kristin Wilcox	Bradley Rose	Johnathan Pulos
Dice Masters "Grab Bag" Tournament	Dave Intner	Cole Trupkin	Mike Trupkin
Dice Masters Booster Draft Tournament	Dave Intner	John Mundy	Rich Pizann
Double Feature	Jonathan Soon	Derek Ren	Victor Rea
Dragon Dice Sealed Kicker Draft	Oliver Caceres	Brandon Weiss	Diana Leyva
Dragon Dice Sealed Starter Novice	Randy Lesh	Oliver Caceres	Brian Peters
Exodus Tournament #1	Katie Ritchie	Beth Ritchie	Josh Everman
Exodus Tournament #2	Jon Brown	Texas Tanner	Bradann Farr
Exodus Tournament #3	Jon Brown	Beth Ritchie	Katie Ritchie
Heroclix Battle Royale	Mason Stewart		
Highlander TCG Type 2 Standard	Geoff Colman		
Kitty Paw and Doggy Go!	Desiree Flores	Barbie Johnston	Sarah Barksdale
Knightmare Chess	Sage Kuno	Lauren Lee	
Lanterns and Lotus	Steve Nanning	Dean Taylor	Derek Ren
Magic: Keith Aldrich Pauper Highlander	Chris Waters	Michael Arsellon	Tanya Aldrich
Magic: The Gathering - Pauper Tourney	Chris Waters	Frank Zazanis	Michael Arsellon
Magic: the Gathering Friday Night DRAFT	Cameron Takahashi	Aaron Castillo	
Magic: the Gathering On-Demand Draft	Gavin Frank	Raymond Sola	Carrie Frank
Magic: the Gathering On-Demand Draft	Cameron Takahashi	Aaron Castillo	
Magic: the Gathering Sat. Night DRAFT	Cameron Takahashi		
Magic: the Gathering Sealed Draft	Vincent Fryer	Jacob Milchman	Theo Cyngiser
Magic: the Gathering Sealed Draft	George Caceres	Vincent Fryer	
Magic: the Gathering Sealed Draft	Henry Friedman	Santiago Munoz	Matthew Gonzalez
Magic: the Gathering Sunday Night DRAFT	Anna Fleiss	Theo Cyngiser	
Munchkin - Players' Choice	Linus Thompson		
Munchkin - Players' Choice	Fernando Alvarez	Justin Bias	Jose Sanchez
Munchkin - Players' Choice	Andrea Mccoll	Savannah Farr	
Munchkin - Players' Choice	Blake Beckman		
Munchkin - Players' Choice	Nicholas Butler		
Munchkin - Players' Choice	Nicholas Butler	Darlene Smith	Brand Bogard
Munchkin - Players' Choice	David Drake	Eric Gadal	Geoff Robertson
Munchkin - Players' Choice	Ryan Burke	. Malcalypse	Steven Alvarez
Munchkin - Players' Choice	Amber Walkov	Tommy Svolos	
Munchkin Quest	Philip Strom	Michelle Paradis-Sorensen	Cameo Baranowski
Munchkin Tournament	Doug Ecks	Theia Sexton	Nicholas Butler
Munchkin Tournament	Luis Alvarez	Daniel Alvarez	Lorilie Alvarez
Munchkin Treasure Hunt!	Brooke Saltveit	Blair Johnson	Mikal Saltveit
Munchkin Wonderland!	Melva Guzman	Jessica Sanchez	Adriana Garcia
Mysterium	Keith Aldrich, Diego Sewell,		
Pirates Sink & Keep: Minion Marauders!	Vincent Rossetti, Abbie Gill		
Pokemon	Jonathan S. Nowak		
Pokemon	Jonathan S. Nowak	Owen Heydorn	Matthew Lee
Revolution!	David Drake	Don Wechsler	. Malcalypse
Snow Tails	Justin Bias	Vivi Figuers	
Star Wars Destiny Constructed	Austin Flippo	Jonathan Murray	Brian Kane
Star Wars Destiny Constructed	Peda Joittanoon		
Star Wars Destiny Draft	Austin Flippo	Jonathan Murray	Danny Del Pilar
Star Wars Destiny Draft/Constucted	Jonathan Murray	Jay Frank	Jason Williams
Star Wars Minis Escape from the Death Star	Brandon Timms	James Branzuela	Andre Bashay
Star Wars Minis Clash of the Titans-Melee			
Style Sealed Booster Draft	James Branzuela	Brandon Timms	Andre Bashay
Tile Chess			
Yu-Gi-Oh! Lite Tournament 2	Ryan Burke	George Caceres	Ashley Burke
Yu-Gi-Oh! Lite Tournament 3	Ryan Su	Corey Fahres	Tyler Weipert
Yu-Gi-Oh! Tournament #1	Ryan Su	Logan Langewisch	Aaron Thomas
	Chubbs Le Werewolf	Tyler Weipert	Griffin Geller
Miniatures	1st Place	2nd Place	3rd Place
Blood Bowl Tournament: Noober Bowl 1	Chris Lovell	Dennis Bolin	William Salazar
Circus Maximus	Belle Ippolito	Rita Green	Jodie Sewell
Kings of War Tournament	Kyle Timberlake	John Mcmanis	Gwen Sato-Herrick
Malifaux Championship Series	John Meyer	William Stilwell	Diane Grotjohn
Star Wars: Armada 180 Point Tournament	Frank Vassallo	Bill Fretze	Steve Isack

Team Yankee Tournament
 Warhammer 40K Tournament
 X-Wing Kids Tournament
 X-Wing: 100 point tournament

Painting Contest

Fantasy Large
 Fantasy Single
 Fantasy Unit

Historical Large

Historical Single
 Historical Unit

Open
 Sci Fi Large
 Sci Fi Single
 Sci Fi Unit
 Strategikids

RPGs

GURPS Final
 Total Party Killing Tournament
 Video Games
 Hearthstone
 Mario Kart 8

Mario Kart Team Racing

Overwatch 2v2

Overwatch 3v3

Rocket League 2v2 (Rumble)
 Rocket League 2v2 (Standard)
 Super Smash Bros
 Super Smash Bros

Wargames

1775 Rebellion Tournament
 Axis and Allies
 Battle Cry Tournament
 Maria
 Sails of Glory Tournament
 Virgin Queen (Campaign Tournament)

Igor Torgeson
 Grady Catterall
 Milo Rose
 Naseem Zubi

1st Place

Justin Bias
 Tyler Russo
 Joshua Howdeshell

Robert Boyens

Jesse Boyens
 Andrew Gledhill
 Robert Boyens
 Justin Bias
 Joshua Howdeshell
 Justin Bias
 Edgar Contreras

1st Place

Gary Mack
 Randal Rhodes
 1st Place
 Reza Lackey
 David Parayre
 Allen Green & Griffin Geller,
 Keira Estrella & Jeremy
 Estrella, Allegra Venable &
 Zachary Venable
 David Gutierrez, Elijah
 Moreno
 Nolan Powelson, Thiea
 Sexton, Matthew Rebeles
 Aiden Rooney, Asa Schiller
 Aiden Rooney, Asa Schiller
 Jared Patterson
 Norbert Enriquez

1st Place

Greg Hultgren, Rick Lepore
 Theo Strinz
 Mason Stewart
 Ron Artigues
 Eric Noel, Bruce
 Schlickbernd
 Ryan Gill

Christian Sorensen
 Tyler Russo
 Isaiah Brody
 M H

2nd Place

Joshua Howdeshell

Sarah Barksdale

Justin Bias

2nd Place

Rebecca Scott
 Desmond Wooten
 2nd Place
 Bradley Clarke
 Jack Green

Stan Cascone, A.J.

Armstrong
 Matthew Gonzalez, Eric
 Montijo, Chris Cumins
 . Malcalypse, Kris Freeman
 Amir Vahdani
 Nate The Collector 6741
 Nathan Yospe

2nd Place

Tim Towery
 Jon Archer
 Mike Robinson

Richard Aldrete
 Brent Kubachka
 Sherman Parker
 Bill Fretze

3rd Place

Terry Simon

Lindsey Brady, Barbara
 Johnston

Mike St Armand

3rd Place

Tommy Lepore
 Dan Luoma
 3rd Place

Michael Watson

Theia Sexton, Elias
 Baranowski

Gerald Fairclough
 Marcus Walker
 Aj Of House Aj

3rd Place

T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts
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GameX 2017 pin!
 How will folks back home know you actually attended GameX 2017 unless you have the pin to prove it? For a mere \$5, you can buy a piece of this grand event and take home this limited edition enameled beauty, perfect for any lanyard or lapel in your life.

Hotel Food Policy

No outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.



A Word (or two) from the Con Man

Everyone Dry Now?

For those that missed last con (not many of you – see below), we got hit with a 50-year storm and we discovered every possible place the hotel can leak. More than a few guest and convention rooms got swamped, and not in a good way. Though from what I've heard there were no disasters.

Orcon 2017 was Yuge!

We topped 2,300. Largest show we've ever run. Thank you. Despite the rain it went relatively smoothly.

Gamex 2017 looks to be big too

This show is almost always our smallest of the year, but small is relative. Last year we topped 2,000. We very well might again this year. This show has always been the most relaxed of the three, and that's not a bad thing.

There's no better deal around!

Our auction has been a victim of its own success. Last con we sold out of lots on Saturday. So this con we're going to restrict lots a bit more and hold some back for Sunday and Monday. We're also raising the price to \$2 a lot in order to discourage, how should I put it, random "junk" from getting thrown in that has no chance of selling. Non-gaming items will now, for the most part, be summarily rejected. While we don't get a lot of these, but they take up an inordinate amount of time and deny lots to games.

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Traditional Card Games?

We'd like to revive these, but our last effort failed for a myriad of reasons. So we're looking for someone interested in taking over a big chunk of responsibility and lead the charge to revive this department. You'd receive all the "perks" that come with being a department supervisor – consider this carefully before applying.

A Blast from Our Past

Back in the 1980s there was event that ran every show that showed just what you can do at a game convention that you can't really do at home – the **3-D Monster Mash!** This massive sprawling 3-D dungeon was run every con into the wee hours of the morning and was a blast. The last time it was run was 1989. Well, after over a year of talking about it, we managed to convince the creator of it to bring it out of retirement on Sunday evening. It's AD&D 1st edition, and it's quite a spectacle.

Final Thoughts

Have a great con everyone. Glad you could be here.

p.s.: The answer turned out to be no sale.

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Redeemable at The Board of Games booth during GameX 2017 (May 26-29) While supplies last.

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