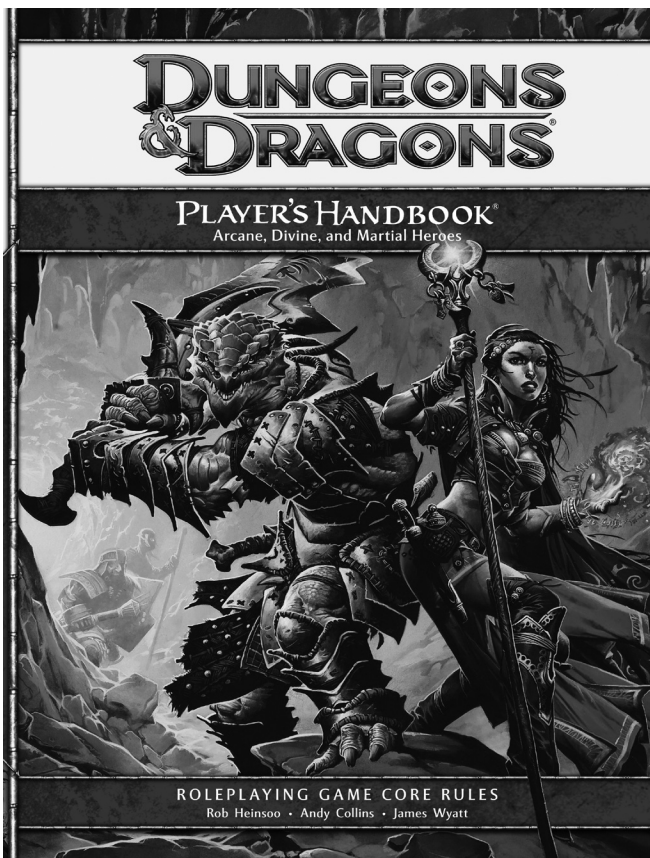


 **STRATEGICON** presents

GameX 2008



D&D 4th edition preview!

Guest of Honor Zev Shlasinger!

**Memorial Day Weekend – May 23rd to 26th
LAX Radisson**



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Welcome

Strategicon welcomes you to Gamex 2008. 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 Southern California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general.

We also offer a wide selection of game retailers and manufacturers in the Exhibitor Hall.

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

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

Again, thank you for coming. Enjoy the adventure.

Oh yeah, Go Lakers!

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.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Since locating individuals at Gamex is sometimes difficult, you can also get information from the Help Desk located in the Registration area.

Convention Coordinator	Eric M. Aldrich I
Convention Operations	Norm Carlson , Chris Carlson and Michael Fryer
Exhibitor Hall	Janice Sellers
Registration	Tracy Fryer
Advisor & Special Projects	John Paiva
Board Games	Patrick Havert and Karl Kreder
Collectibles	Victor Bugg
Computer and Video Games	Tim Keennon
Live Action Role Playing	Ryan McMullan
Miniatures	Jose Mendiola and Robyn L. Nixon
Role Playing Games	Denys Mordred and Sarah Harrington
Special Events	Eric Burgess, Heather and Devi Hughes
Auctioneer	Alfonzo Smith
Open Gaming Library	Larry York
Webmaster	Tanya Aldrich
Publicity and Propaganda	Robert Lionheart, Hugh K. Singh and Eric Downing
Movie Room	Patrick Saul
Volunteers	Mary Scott
Lots of Stuff	Mark Hyman, Eric Nyquist and Michael J. Russell

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.
10. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the dealer room must be wrapped and removed to your room or car immediately.
11. No smoking is allowed anywhere within the Radisson Hotel.
12. Do not use the fire exits unless there is an emergency.

Radisson Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the conven-

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

Exhibitor Hall

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

Hours:

Saturday 9 am to 7 pm

Sunday 10 am to 7 pm

Monday 10 am to Closing

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

Gamex welcomes the following exhibitors:

Manufacturers

- * Art of War Terrain
- * Bronze Age Miniatures
- * Chessex (carried by War House)
- * Decision Games
- * Fat Messiah Games (at Flying Buffalo booth)
- * Flying Buffalo
- * Gameslinger Enterprises
- * Gorilla Games (GPA Showcase)
- * Miniature Building Authority (GPA Showcase)
- * One Small Step
- * R and G Enterprises
- * Ship of Fools Games

- * Sierra Madre Games (at Flying Buffalo booth)
- * Steve Jackson Games (carried by War House)
- * Temple Games (at Strategicon booth)
- * Three Sages Games
- * White Wolf Publishing (carried by War House)

Retailers

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

Artists

- * Tradition Studio
- * Wadey Graphics

Game Tournaments and Events

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

Common Rights of Event Officials

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

1. Judges and GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. Judges and GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, judges and GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players, the convention reserves the right to cancel it.

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

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

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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 pay \$10 for 1st place and \$5 for 2nd

Big Tournaments pay \$30 for 1st place and \$15 for 2nd

Small Tournaments pay \$6 for 1st place and \$3 for 2nd

Sponsored events will give some type of game or game expansion

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

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

Our sponsors include:

AEG

Atlas Games

Avalanche Press

Boards and Bits

Conquest Miniatures

Crocodile Games

Dark Age Games

Days of Wonder

Fantasy Flight Games

Games Workshop

Gateplay

GMT Games

Northstar Games

On the Line Game Company

Out of the Box Games

Privateer Press

Reaper Miniatures

RPGA, AD&D Events

Steve Jackson Games

Stonehouse Miniatures

Twilight Creations

Upper Deck

Wizards of the Coast

Wizkids

Z-Man Games

Miniatures Painting Contest

Sponsored by Conquest Miniatures

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10:00 am Saturday until noon Sunday in the Exhibitor Hall at the Conquest Miniatures table. Judging will take place at 4:00 pm on Sunday. Trophies and prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. One entry will be chosen as Best of Show.

Categories

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

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

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

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

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

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

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them, or else be disqualified.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.

3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category between 1:00 and 4:00 pm on Sunday if the original category has been canceled. Check back after 1:00 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.
9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but Strategicon and Conquest Miniatures 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 and Conquest Miniatures to use such images for any purpose, including posting to the online photo gallery.

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of

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

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN Ballroom D.**
3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collectors' item games will be determined by the auction staff prior to the commencement of the auction. If you want to know if your item qualifies, you should see the auctioneer prior to the start of the auction.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items not picked up immediately following the auction become the property of the convention.
8. Money due will be distributed in Ballroom D approximately 30 minutes after the conclusion of the Auction.

Auction Buyer rules

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

7. If you made the winning bid for an item proceed immediately to the cashier's table to pay for and receive it.

Flea Market

Flea Market tables are rented by the convention at \$10.00 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 10 pm to midnight and Saturday and Sunday 10 am to 2 pm. Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections. NOTE: if you wish to sell painted figures, artwork, games, etc. at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

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

Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!

3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.

4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.

5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

Game manufacturers or their designees have exclusive rights to sell their products at this convention. You may not violate any attending exhibitor's product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of Strategicon or the attending manufacturer/designee, of new games produced by an attending manufacturer/designee is prohibited and constitutes a violation of this policy. In addition, the selling of any appreciable quantity of new product (in or out of shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of Flea Market tables. Individuals judged in violation of any of these policies and regulations may be expelled from the convention site for the remainder of the event without a refund of fees paid.

Notice from the State of California

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

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

A Guide to Gamex 2008 for Non-gamers

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend. We've made a special effort to see to your needs. Enjoy yourself, make new friends, and live some adventures with us that you'll remember. The first thing you should do is walk around and visit the entire convention. Take special notice of Open Gaming and the Exhibitor Hall. Then wander around

and just look at everything else. If anything piques your interest, ask someone what they're doing. Don't worry, people ask us all the time to explain these games and you'll find that gamers as a whole are a very friendly and intelligent group who enjoy talking about, and sharing, their hobby. Don't be surprised if they offer you an instant game lesson and invite you to play! You may wish to jump in and have some fun; after all, this is the stuff that good times and friendships are made of!

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

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

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

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

Enjoy the con!

Guest of Honor

Zev Shlasinger



Zev Shlasinger founded Z-Man games in 1999 to bring back Shadowfist, one of the best multiplayer Collectable Card Games ever made. With the success of the Shadowfist re-release, Z-Man Games published its first B-Movie card game, Grave Robbers from Outer Space, and from that point on it was decided to continue to make fun, innovative games.

A few years back, Zev branched out and started publishing English language versions of "Euro-style" games. Z-Man has now brought many of these fantastic games to the United States, with titles such as Primordial Soup (Ursuppe), Reef Encounter, Scepter of Zavandor, and Agricola (one of the hottest games to come out of Essen 2007). Z-man has also had great success in publishing original games from new US designers like Parthenon, 1960: The Making of the President, and Pandemic. His co-productions include titles such as Duel in the Dark, Chang Cheng and El Capitan. He has also brought many of the hottest Japanese games of recent years to the US, including R-Eco, Fairy Tale, and Owner's Choice.

Zev was born in 1966 and grew up in Brooklyn. He's served as a judge for Magic: The Gathering, has been gaming since the age 11, loves games, and enjoys bringing great games to people. He's co designed two games involving Tim Burton's "The Nightmare Before Christmas" and he may or may not have written a film about cannibalistic mothers!



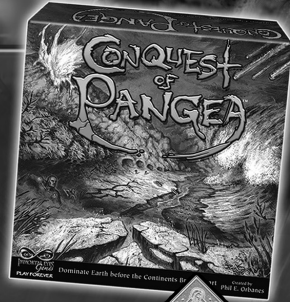
IMMORTAL EYES
Games
PLAY FOREVER

BECOME IMMORTAL - VOLUNTEER!

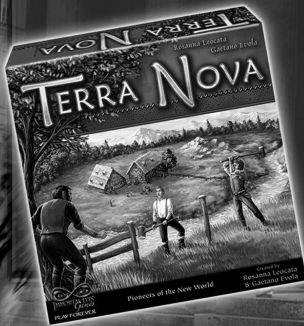
Immortal Eyes Games
(a brand of Winning Moves Games) is
recruiting a volunteer army of "Immortals"
and we want you to be part of it!

Here's what you get:

- Terra Nova or Conquest of Pangea (your choice)
- An Immortals t-shirt (ONLY for "The Immortals")
- Posters for use at events and cons
- FAQ sheets and Quick Start Guides
- Points for each event, demo, con, etc. that you attend & work as an Immortal. Points can be redeemed for games, badges, shirts, etc.



Best New Release
Origins 2006



To sign-up or to get more information, please
contact Craig Brooks at (978) 777-7464 x117
cbrooks@winning-moves.com

Master Schedule: All Games & Events

Start Time	Title System	Dept.
Fri, May 23rd		
Noon	Gridiron Demo	B
	CCG Gathering	C
1 pm	Transamerica #1 Event	B
2 pm	1856 Event	B
	Arkham Horror Event	B
	Express Event	B
3 pm	Formula Motor Racing Small	B
	Slide 5 #1 Small	B
	Kingdom Hearts	C
4 pm	Lunar Rails Event	B
	Ticket to Ride Europe #1 Event	B
	Computer Room Open For Setup 4 pm - 10 pm	P
5 pm	Kaisers Pirates Small	B
	Wellington Event	B
	Bakugan	C
6 pm	Game of Thrones Tournament	B
	Niagara Tournament	B
	Pandemic Tournament Special	B
	Puffing Billy Open Rail Game Event	B
	Silverton Event	B
	D&D Miniatures - Gamex League	C
	Call to Arms Spring League	M
7 pm	Amun Re Tournament	B
	Guillotine #1 Small	B
	Hearts #1 Sponsored	B
	Horrorlix Monster Bash	C
	General Quarters Large Scale Intro	M
8 pm	1830 Tournament	B
	Australian Rails Event	B
	Felix: The Cat in the Sack #1 Event	B
	Seafarers of Catan Tournament	B

Start Time **Title System** Dept.
 Fri, May 23rd

Ticket to Ride Tournament B
Uno #1 Tournament B
World of Warcraft: Quests and Raids C
Paladium! Indiana Jones and the Shrine of Shambala! R
Champions Marvel Slugfest V R
Dungeons & Dragons 3.5 RPGA Dungeons & Dragons R
unWritten Rat R
Call of Cthulhu/Delta Green Strike Force R
In a Wicked Age Swords and Sorcery in a Wicked Age R
Hot Chicks: The Roleplaying Game The First Monster - ALIENS R
Dungeons & Dragons "4e Lite" The Other Keep on the Borderlands R
Serenity RPG (Cortex) Why Can't it Ever Go Smooth? R
Flea Market S

9 pm	Liar's Dice #1 Small	B
	Nexus Ops Small	B
	Phase 10 #1 Small	B
	Poker - 5 Card Stud Sponsored	B
	Princes of Florence Tournament	B
10 pm	On the Underground Tournament	B
	San Juan Small	B
11 pm	Spades #1 Sponsored	B
	Ubongo Small	B

Start Time **Title System** Dept.
 Sat, May 24th

Midnight **Pit #1** Small B
Palladium: Heroes Unlimited/Megaverse Resident Evil: The Ordeal at Mountain Valley R
 1 am **Werewolf #1** Event B
 8 am **18XX Teaching Session** Demo B

Start Time Title System Dept.
 Sat, May 24th

Close Action M
Slaughter at Manau Station M

9 am **Advanced Civilization** Tournament B
Advanced Squad Leader Demo B
Axis & Allies - Main Big B
Blokus #1 Small B
Catan Historical Scenarios - Troy Event B
New Game Demos #1 Demo B
Close Action M
Warhammer Fantasy Battle RTT M
Warrior tournament M

10 am **1861** Tournament B
American Megafauna Small B
British Rails Tournament B
Caylus Big B
Chez Geek Sponsored B
Europe/Asia Engulfed Event B
Hearts #2 Sponsored B
New Game Demos #2 Demo B
The War Game World War II Event B
Titan Tournament B
Union Pacific Tournament B
Uno #2 Tournament B
Z-Man Marathon Special B
Magic: The Gathering C
15mm Ancients Tournament M
HMGS-PSW Event - Sudan: The Guns at El Teb M
Mustangs and Messerschmitts - Intro M
Paint and Take M
Computer Room Open for Gaming! (10 am - 4 pm) P
Dungeons & Dragons 4th Edition Dungeon Delve -
 Open Gaming - D&D Preview Adventures R

Start Time	Title System	Dept.
Sat, May 24th	Stargate SG-1 (D20/Spycraft) Grand Theft Starship (SG-14)	R
	Stargate SG-1 (Spycraft 1.0) Grand Theft Starship : SG-17	R
	Spycraft 2.0 Holiday (2-4 hours, 2-7 players)	R
	Dungeons & Dragons 4th Edition LFR-1 Escape from Sembia - D&D Preview	R
	Dungeons & Dragons 3.5 RPGA Dungeons & Dragons	R
	Savage Worlds Savage Worlds: Savage Fantasy Heroes-Assault of the Chaos Lord!	R
	Goreblade: Heavy Metal Roleplaying Seek & Destroy the Powerslave!	R
	Spirit of the Century Spirit of the Force: Revenge of the Jedi	R
	Advanced Dungeons & Dragons 1st ed The Sword of Deklamius	R
	GURPS The X-Files	R
	World of Darkness Werewolf the Forsaken: Keep Your Friends Close	R
	Flea Market	S
11 am	Colosseum Tournament	B
	Columbia Games Demo	B
	Conquest of the Empire Tournament	B
	Formula De Tournament	B
	New Game Demos #3 Demo	B
	Pirate King Demo	B
	D&D Miniatures- Gamex League	C
	Warlord Epic: singles	C
Noon	Hammer of the Scots Tournament	B
	Hell Rails Event	B
	New Game Demos #4 Demo	B
	Rio Grande Demos Demo	B
	Settlers of Catan Big	B
	Sturm Europa! Demo	B
	Terra Nova (Oversized) Small	B

Start Time	Title System	Dept.
Sat, May 24th		

	Ticket to Ride 1910 Event	B
	Axis & Allies Minis- Gamex League	C
	3.5 Ed The Rise of Solamnia	R
	Airsoft Academy	S
	Treasure Fleet Demo	S

1 pm	Combat Commander Tournament	B
	Juniors Event #1 Event	B
	New Game Demos #5 Demo	B
	Notre Dame Tournament	B
	Phase 10 #2 Small	B
	Robo Rally #1 Tournament	B
	Spades #2 Sponsored	B
	UFS Singles Championship	C
	Ambushed in the Misty Mountains!	M
	Battletech	M
	HMGs-PWS Event - Thunder Outside Port Arthur March 1904 *	M
	Mighty Midgets	M
	Slaughter at Manau Station	M

2 pm	Age of Steam Event	B
	Cleopatra & the Society of Architects Tournament	B
	HEROQUEST Milton Bradley 1989/1990 Event	B
	Iron Dragon Tournament	B
	Munchkin #1 Sponsored	B
	New Game Demos #6 Demo	B
	No Thanks #1 Small	B
	Tigris & Euphrates Tournament	B
	Warzone Demo Demo *	B
	World of Warcraft Tourney	C
	Dark-Age Mega Battle	M
	Guitar Hero #1 PS2 / PS3 / XBox360	P
	What's New with Z-Man Games?	S

Start Time **Title System** Dept.
 Sat, May 24th

3 pm	Cuba Tournament	B
	Hard Vacuum Small	B
	Ingenious Small	B
	Khet Small	B
	New Game Demos #7 Demo	B
	Vegas Showdown Tournament	B
	Kingdom Hearts	C
	Magic: The Gathering- Booster Draft	C
	Camarilla Werewolf Werewolf: the Forsaken	L
	Night Boat In Nominae (LARP)	L
	General Quarters Large Scale Intro	M
	AFMBE/Terra Primate Escape from the Planet of the Zombie Apes	R
	Tribe 8 (Silhouette) Grapevine	R
	Paranoia XP (Straight) Groovy Raid	R
	Dungeons & Dragons 4th Edition LFR-1 Escape from Sembia - D&D Preview	R
	Microlite20 Microlite20 Thieves' World	R
	unWritten Neurally Linked exoskeletons... Are you still human?	R
	One Can Have Her One Can Have Her	R
	Dungeons & Dragons 3.5 RPGA Dungeons & Dragons	R
	Savage Worlds Savage Worlds: Savage Fantasy Heroes-Assault of the Chaos Lord!	R
	GURPS Screampunk	R
	GURPS 4th ed. Sic Semper Tyrannus	R
	Spirit of the Century Spirit of the Shattered Earth	R
	Spycraft 2.0 The Gauntlet (2-4 hours, 2-7 players)	R
	Serenity (Cortex) The Graveyard of Sturges	R
	Hot Chicks: The Roleplaying Game The Second Monster - Demons	R
	Buffy the vampire slayer Vegas Vacation	R
	War College - Millennium Wars Advanced: States of Conflict - The Arab Israeli Conflict	S

Start Time	Title System	Dept.
Sat, May 24th		
4 pm	18EU Event	B
	Blue Moon City Tournament	B
	Illuminati Sponsored	B
	Juniors Event #2 Event	B
	Modern Naval Battles Small	B
	New Game Demos #8 Demo	B
	Puffing Billy Open Rail Game Event	B
	Warzone Demo Demo *	B
	Herodlix	C
	Heroscape Grand Tournament	C
	Yu-Gi-Oh!	C
	Computer Room Closed for Dinner (4 pm - 6 pm)	P
	War College - War in the Pacific	S
	5 pm	Diplomacy Tournament
New Game Demos #9 Demo		B
Trivial Pursuit Event		B
Star Wars Miniatures Tournament		C
6 pm	Friedrich Event	B
	Kingsburg Tournament	B
	Puffing Billy Open Rail Game Event	B
	Ticket to Ride Marklin Tournament	B
	Bakugan Tournament	C
	Doritos Battletech	M
	Computer Room Open for Gaming! (6 pm - Midnight)	P
	Halo Tournament #1 Xbox/Xbox 360	P
	Champions When Gods Quarrel	R
	7 pm	Ave Caesar Small
Pitch Car #1 Tournament		B
Ra Big		B
Pirates of Cursed Sea		C
Circus Maximus		M
Fire in the Sky - Arab-Israeli Air Battle		M
Strategicon Warhammer Fantasy Battle Siege	M	

Start Time	Title System	Dept.
Sat, May 24th		
8 pm	1830/AL/GA/EU Event	B
	Bang! Event	B
	Catch Phrase Small	B
	Empire Builder Tournament	B
	Pez #1 Small	B
	Starfarers of Catan Tournament	B
	Station Master Event	B
	Warzone Demo Demo *	B
	Winds of Plunder Tournament	B
	Meepile	C
	Camarilla Vampire Vampire: the Requiem	L
	Gangland Mob Ties *	L
	Taking Stokamon	M
	GURPS A Pirates Revenge	R
	Star Wars D20 Saga Edition Darkness Falls Chapter 3: Hell Is For Children	R
	Dirty Secrets Dirty Secrets	R
	Deadlands El Cañon Oscuro	R
	InSpectres InSpectres	R
	Basic Fantasy RPG Irongard	R
	GURPS 4th ed. Post Tenebras Lux	R
	Dungeons & Dragons 3.5 RPGA Dungeons & Dragons	R
	Agon Temple of Hera	R
	Dungeons & Dragons "4e Lite" The Other Keep on the Borderlands	R
	Hot Chicks: The Roleplaying Game The Third Monster - MAN	R
	Call of Cthulhu Tom Cummings Presents...	R
9 pm	Acquire Tournament	B
	Poker - 7 Card Stud Sponsored	B
	Quelf #1 Small	B
	Wits & Wagers Small	B

Start Time **Title System** Dept.
 Sat, May 24th

10 pm **Tichu Small** B
 Transamerica #2 Small B
 Uno #3 - Pajama Party Tournament B
 11 pm **Times Up Event** B

Start Time **Title System** Dept.
 Sun, May 25th

Midnight **Pass the Bomb Small** B
 Don't Rest Your Head The BAD Man R
 Toon Toon Random Fun R
 1 am **Werewolf #2 Event** B
 9 am **Catan Historical Scenarios - Cheops Event** B
 Phase 10 #3 Small B
 Border Reivers M
 Warhammer 40k RTT M

10 am **18XX Classic Tournament** B
 Battle Cry! Tournament B
 Chez Greek Sponsored B
 Euro Rails Tournament B
 Giant Settlers of Catan Event B
 Insecta Mutant Kit Small B
 Mille Bornes Small B
 New Game Demos #10 Demo B
 Oltre Mare Tournament B
 Power Grid Big B
 Santa Fe Rails Event B
 The War Game World War II Event B
 Twilight Imperium III Tournament B
 Uno #4 Tournament B
 Operation Poseidon C
 HMGS-PSW Event - Battlestar Galactica - CAP Scramble M
 North Atlantic Engagement M
 Paint and Take M

Start Time Title System Dept.
 Sun, May 25th

Warhordes - 750 point Steamroller M
Computer Room Open for Gaming! (10 am - 4 pm) P
Champions Avengers Assemble R
Dungeons & Dragons 4th Edition Dungeon Delve - R
 Open Gaming - D&D Preview Adventures
Spirit of the Sword Election Day R
Thousand Suns Fading Suns: Kraken's Loom R
Dungeons & Dragons 4th Edition Living Forgotten R
 Realms - D&D Preview Adventure
Dungeons & Dragons 3.5 RPGA Dungeons & R
 Dragons
Goreblade: Heavy Metal Roleplaying Seek & Destroy R
 the Powerslave! *
Buffy the Vampire Slayer The Mystic Voyage of the R
 Slayer
Call of Cthulhu Tom Cummings Presents... R
RISUS - Avatar the Last Airbender Zephyr Temple R
Flea Market S

11 am **Alhambra** Tournament B
Axis & Allies #2 Tournament B
For Sale Small B
Manoeuvre Event B
New Game Demos #11 Demo B
Nuclear War Small B
Magic: The Gathering C
Warlord Epic: Doubles C

Noon **Cribbage** Small B
History of the World Tournament B
New Game Demos #12 Demo B
Puffing Billy Open Rail Game Event B
Rio Grande Demos Demo B
Stephenson's Rocket Event B
Through the Ages Event B
Twilight Struggle Tournament B

Start Time Title System Dept.
Sun, May 25th

	New Game Demos #15 Demo	B
	Thurn and Taxis Tournament	B
	ÜberChrononauts Small	B
	Kingdom Hearts	C
	Camarilla Promethean Promethean: the Created	L
	Imperial Intrigue Dying Kingdoms	L
	Defense of London!	M
	In A Wicked Age... In A Wicked Age...	R
	Dungeons & Dragons 4th Edition Living Forgotten Realms - D&D Preview Adventure	R
	Buffy the Vampire Slayer Orphanage	R
	Dungeons & Dragons 3.5 RPGA Dungeons & Dragons	R
	Spirit of the Century Spirit of the Shattered Earth	R
	unWritten The council of elders has convened...	R
	Call of Cthulhu Tom Cummings Presents...	R
4 pm	18AL Event	B
	Battle Lore Tournament	B
	Blokus #2 Small	B
	Juniors Event #4 Event	B
	Modern Art Small	B
	New Game Demos #16 Demo	B
	Puffing Billy Open Rail Game Event	B
	Spades #3 Sponsored	B
	Warzone Finals Special *	B
	Magic: The Gathering- Booster Draft 2	C
	Computer Room Closed for Dinner (4 pm - 6 pm)	P
5 pm	Descent Journeys in the Dark Event	B
	Guillotine #2 Small	B
	New Game Demos #17 Demo	B
	Thebes Tournament	B
	Yu-Gi-Oh!	C
6 pm	1870 Event	B

Start Time Title System Dept.
 Sun, May 25th

Cowboys way of the Gun Event B
Hannibal: Rome vs Carthage Tournament B
India Rails Tournament B
Liar's Dice #2 Small B
Pez #2 Small B
Qwirkle Small B
Pirates Sink-N-Keep C
Doritos Battletech M
Computer Room Open for Gaming! (6 pm - Midnight) P
Army of Darkness The Dead Presidents Vs Undead R

7 pm
Fluxx #1 Small B
Jigsaw Puzzle Small B
Pitch Car #2 Tournament B
Puerto Rico Big B
Bakugan Royale Rumble C
Sink the Bismark M
Strategicon Warhammer 40k Apocalypse M
Guitar Hero #2 PS2 / PS3 / XBox360 P
Feedback Seminar S

8 pm
Express Event B
Lost Cities Tournament B
Pacific Typhoon Tournament B
Ticket to Ride Europe #2 Tournament B
Camarilla Changeling Changeling: the Lost L
Mystery of the Senator's Mill 2: To Catch A Thief Red L
 Queen (experimental LARP system)
General Quarters Large Scale Intro M
HMGS-PWS Event - Fomm February 6th 1941 M
Dungeons & Dragons 3.5 RPGA Dungeons & Dragons R
Spirit of the Century Spirit of the Force: Revenge of the Jedi R
Call of Cthulhu The Adventure of Lord Walton R
Stargate SG-1 (D20/Spycraft) The Dome R

Start Time **Title System** Dept.
 Sun, May 25th

	Dungeons & Dragons "4e Lite"	The Other Keep on the Borderlands	R
9 pm	Catan Players' Choice	Event	B
	Goa	Tournament	B
	Race for the Galaxy	Tournament	B
10 pm	Apples to Apples	Event	B
	Citadels	Small	B
	Freight Train	Event	B
	Poker - Texas Hold 'em	Sponsored	B
	Quelf #2	Small	B
	Transamerica #3	Small	B

Start Time **Title System** Dept.
 Mon, May 26th

Midnight	Pit #2	Small	B
1 am	Werewolf #3	Event	B
9 am	Dungeons & Dragons 3.5	RPGA Dungeons & Dragons	R
10 am	18XX Finals for Puffing Billy	Event	B
	Cartagena 1 & 2	Tournament	B
	Empire Builder	Finals Event	B
	Hearts #4	Sponsored	B
	Seafarers of Catan - Bermuda Triangle	Event	B
	Tide of Iron	Demo	B
	Uno #5	Sponsored	B
	Kingdom Hearts		C
	Palladium	Midnight falls on Justice City!	R
11 am	Munchkin	Sponsored	B
	Napoleonic Wars	Sponsored	B
	Puffing Billy Open Rail Game	Event	B
	Through the Desert	Sponsored	B
	Ticket to Ride	Finals Event	B
	Auction		S

Start Time	Title System	Dept.
Mon, May 26th		
Noon	Juniors Event #5 Event	B
	No Thanks #2 Sponsored	B
	Pillars of the Earth Sponsored	B
	Computer Room Open for Gaming! (10 am - 1 pm)	P
	Treasure Fleet Demo	S
1 pm	Slide 5 #2 Sponsored	B
	Computer Room Closed for Take Down 1 pm	P
2 pm	Fluxx #2 Small	B
	Dungeons & Dragons 3.5 RPGA Dungeons & Dragons	R
3 pm	Family Business Sponsored	B
	Puffing Billy Award Ceremony Event	B

* = Play with the creator

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

P = Computers, R = RPGs, S = Seminars

Annual Awards

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

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

The points people earn will be faced on the following grid:

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

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

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

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



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Board Game Events

Ballrooms A-D

1830

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 3.

1830/AL/GA/EU

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 3.

1856

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 4.

1861

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 4.

1870

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 4.

18AL

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 3.

18EU

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 3.

18XX Classic

This is a Qualifier for the Puffing Billy Tournament, and the 18XX Finals on Monday. This game is in Category 4.

18XX Finals for Puffing Billy

We'll discuss what game to play, but if no consensus we'll use 1861. This game MUST end by 2:30 pm.

18XX Teaching Session

Learn 18XX in this 2 hour demo session.

Advanced Squad Leader

Join the SoCal ASL Club while they demo the new Advanced Squad Leader Starter Kits. Just want to play? We've got that too.

Age of Steam

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 8.

32

Agricola Tournament

The hottest Euro-game of the last couple of years is finally available in the US. Celebrate the English debut of Agricola with a tournament. Due to the limited release of the game, please bring a copy of the game if you have it! Agricola, designed by Uwe Rosenberg. You play a farmer in a wooden shack with your spouse and little else. There are many paths to victory as you grow your family, increase your flock, and harvest your crops, but make sure you can feed everyone come harvest time! One round will be played and the highest scores throughout all the games played will win.

Arkham Horror

The town of Arkham, Massachusetts, is in a panic. Horrific and bizarre events have begun to occur with increasing frequency - all seeming to point towards some cataclysmic event in the near future that may spell disaster for everyone. Only one small band of investigators can save Arkham from the Great Old Ones and destruction!

Australian Rails

This is a Qualifier for the Puffing Billy Tournament, and the Empire Builder Finals on Monday. This game is in Category 6.

Axis & Allies #2

This is the smaller tournament for the Die Hards.

Axis & Allies - Main

Come join the big tournament, and battle it out to claim victory in the ultimate global war.

British Rails

This is a Qualifier for the Puffing Billy Tournament, and the Empire Builder Finals on Monday. This game is in Category 6.

Catan Historical Scenarios - Cheops

Become an Egyptian family in the times of the Pharaohs.

Catan Historical Scenarios - Troy

Players take on the roles of the two warring nations of Troy and Mycenae, but you won't know which side the other players are on until a winner is declared.

Catan Players' Choice

Players can choose from any available Catan based game not already scheduled for this con. Options include, Settlers of the Stone Age, The Great Wall, Alexander the Great, Cities and Knights of Catan, the Fisherman of Catan, the Great River, and the scenarios and variants from "The Book".

Chez Geek

Your job sucks, so you're trying to do everything you can to relax everyone else is trying to stop you. You can't kick them out, they live here too! Event run by the Men In Black.

Chez Geek

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

Combat Commander

GMT's new Squad combat game in World War II.

Descent Journeys in the Dark

Any expansions will depend on availability and people's choices.

Diplomacy

Talk your way into European domination in this Avalon Hill classic.

Empire Builder

This is a Qualifier for the Puffing Billy Tournament, and the Empire Builder Finals on Monday. This game is in Category 5.

Empire Builder Finals

This is the Finals for Empire Builder for the Gamex 2008 Puffing Billy Tournament. We'll use Empire Builder as the default game.

Euro Rails

This is a Qualifier for the Puffing Billy Tournament, and the Empire Builder Finals on Monday. This game is in Category 5.

Europe/Asia Engulfed

Play either of these great games by GMT.

Express

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 7.

Family Business

Your mob is runnin' dis town, but dese udda guys tink dey can get in on the action, so rub em out. Da last mob standin' runs de whole town.

Freight Train

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 7.

Friedrich

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

Giant Settlers of Catan

Come play the largest Settlers set we've ever seen.

Gridiron

Gridiron is a prototype card- and board-game in which two players compete in a streamlined, fast-paced contest modeled after American football. The focus of Gridiron is on executing the individual plays which are at the heart of football strategy. Knowledge and experience of real football will certainly be an asset to players of Gridiron, but is not necessary.

Hell Rails

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 7.

HEROQUEST Milton Bradley 1989/1990

Dark caverns. Gory monsters. Deadly traps ... and worse! The GM will play the part of Zargon, the Evil Sorcerer. With his mutant monster forces, he will plot against the Heroes. The players will battle against Zargon! Which daring Hero will you be? The Barbarian, the Elf, the Wizard or the Dwarf? Once you enter the Mysterious underground world of Heroquest, there no turning back. Good luck! Ages 10 to adult.

India Rails

This is a Qualifier for the Puffing Billy Tournament, and the Empire Builder Finals on Monday. This game is in Category 6.

Iron Dragon

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 8.

Juniors Event #1 to #5

This is a Kids game event. You must have an adult stay with the child(ren), or they will not be able to play.

Kung Fu Fighting

In this fast paced, exciting card game you are a Kung Fu Master ready to battle all who stand against you! Attack with devastating kicks and punches or, if you prefer, strike your opponents with sword, nunchuck or the nearest table! Keep one step ahead of your foes with mastery of kung fu stances! Stop even the most powerful attacks with your amazing balance and excellent blocks! Ages 10 to adult.

Lunar Rails

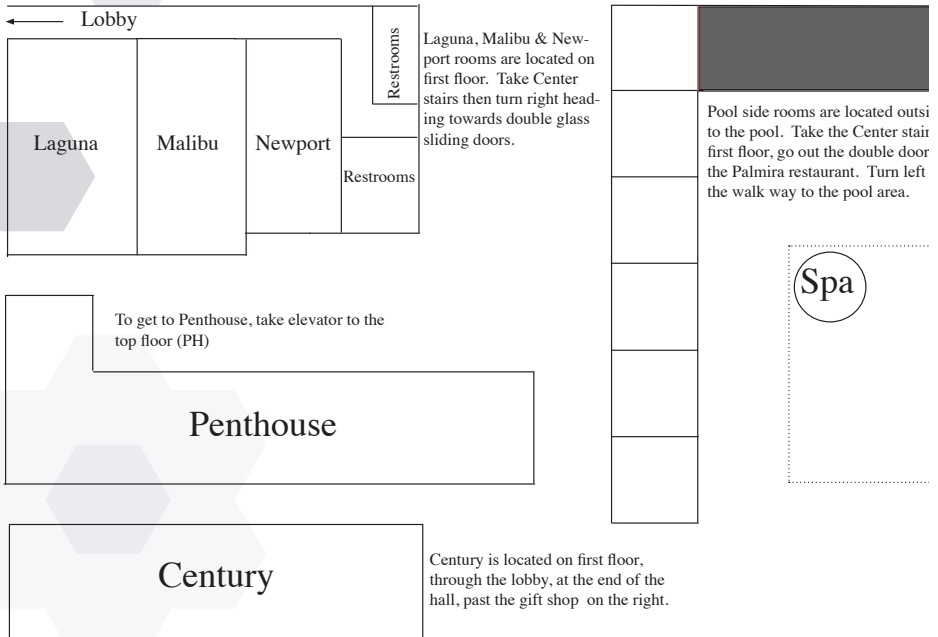
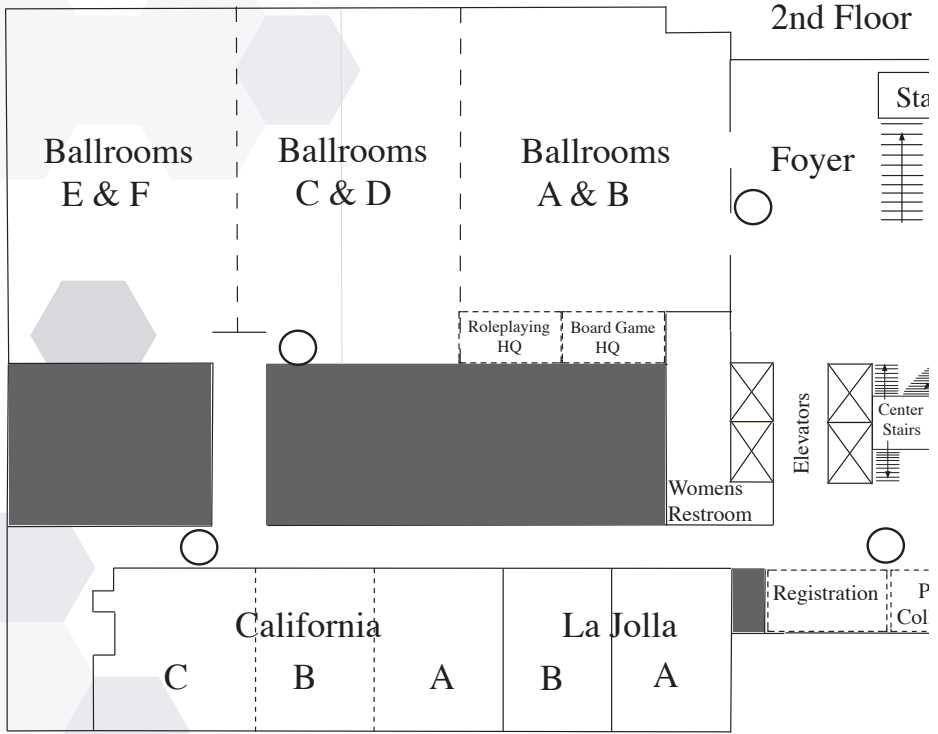
This is a Qualifier for the Puffing Billy Tournament, and the Empire Builder Finals on Monday. This game is in Category 5.

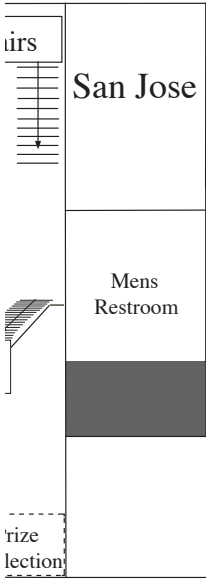
Manoeuvre

GMT's New game of strategy and tactics in the 1800s.

Munchkin

KILL THE MONSTER! TAKE THE TREASURE! All the fun of RPGs, but without the bothersome Role Playing. This event will be run by the Men In Black, and will feature the new Munchkin 6: Demented Dungeons expansion. Now It's Really A Dungeon Crawl! Demented Dungeons introduces a new twist on Munchkin.





GameX 2008 Directory

Catalina

Exhibitor Hall



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○ Directories



Pool



New Game Demos #1

Ticket to Ride Card Game, Pandemic and Agricola will be available for demo.

New Game Demos #2

Innsmouth Escape, Age of Gods, & Say Anything! will be available at this time.

New Game Demos #3

Ticket to Ride Card Game, Pandemic & Agricola will be available for demo at this time.

New Game Demos #4

El Capitan, Pizza Box Baseball, and Stone Age will be available for demo at this time.

New Game Demos #5

Hanging Gardens, Innsmouth Escape, and Cutthroat Caverns will be available for demo at this time.

New Game Demos #6

Stone Age, Ticket to Ride Card Game will be available for demo at this time

New Game Demos #7

Pick N Pack, Say Anything!, and Pandemic will be available for demo at this time.

New Game Demos #8

Risk: Black Ops, Pizza Box Baseball & Stone Age are available for demo at this time.

New Game Demos #9

Ticket to Ride Card Game will be available for demo at this time.

New Game Demos #10

Ticket to Ride Card Game, Hanging Gardens, and Agricola will be available for demo at this time.

New Game Demos #11

Innsmouth Escape, Age of Gods, and Say Anything! will be available for Demo at this time

New Game Demos #12

Risk: Black Ops, Pandemic, and Stone Age will be available for demo at this time.

New Game Demos #13

Hanging Gardens, Innsmouth Escape, and Cutthroat Caverns will be available for demo at this time.

New Game Demos #14

Ticket to Ride Card Game and Pandemic will be available for demo at this time.

New Game Demos #15

El Capitan, Say Anything!, and Prophecy will be available for demo at this time.

New Game Demos #16

Shazaam!, Pizza Box Baseball, and Stone Age will be available for demo at this time.

New Game Demos #17

Ticket to Ride Card Game will be available for demo at this time.

No Thanks

A quick-playing family card game.

On the Underground

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 2.

Pacific Typhoon

Play GMT's new card game, based on the Atlantic Storm system.

Pandemic Tournament

Four diseases have broken out in the world and it is up to a team of specialists in various fields to find cures for and treat these diseases before mankind is wiped out. Players must work together, planning their strategy of eradication before the diseases overwhelm the world. A truly cooperative game where you all win or you all lose. This tournament will be played in 3 rounds, with dealer dollars increasing for the winners and the prize building each round. But keep in mind - if no one beats the game, no one will win the big prize! Pandemic is a game for 2-4 players, as listed on the box and Z-Man's website.

Pass the Bomb

This will be a slightly different version of the game.

Pirate King

BE A PIRATE ... BECOME A KING! Prizes for all participants! Try out the new Official "Cutthroat Rules" at Gamex!

Puffing Billy Award Ceremony

This when the Plaques will be awarded for the Gamex 2008 Puffing Billy Tournament.

Rail Baron

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 8.

Railroad Tycoon

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 2.

Rio Grande Demos

Alfonzo Smith will be representing Rio Grande Games at Gamex. These are the new games he will be demoing: Eketorp, Airships, Change Horses, The Hanging Gardens, Stone Age and Ming Dynasty

Santa Fe Rails

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 2.

Seafarers of Catan - Bermuda Triangle

Can you beat the odds of the Bermuda Triangle where ships disappear at random?

Silverton

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 8.

Starfarers of Catan

Explore the galaxy, build new colonies, and expand commercial ties with the various races of the Galactic Council.

Station Master

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 7.

Stephenson's Rocket

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 9.

Sturm Europa!

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

Terra Nova (Oversized)

Oversized larger scale version of the game Terra Nova. Game demo before tourney. Held in the California room.

Ticket to Ride et al

This is a Qualifier for the Puffing Billy Tournament, and the Ticket to Ride Finals on Monday. This game is in Category 1.

Ticket to Ride Finals

This is the Finals for Ticket to Ride for the Gamex 2008 Puffing Billy Tournament. The default game is Ticket to Ride.

Transamerica #1 to #3

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 2.

ÜberChrononauts

ÜberChrononauts is a combination game played with the original Chrononauts and its prequel, Early American Chrononauts.

Union Pacific

This is a Qualifier for the Puffing Billy Tournament. This game is in Category 2.

Warzone Demo

There will be a final on Sunday at 4pm. If there are 4 teams of 1 to 2 players, then a prize of 50 Dealer Dollars will be awarded to the first place team.

Warzone Finals

There will be a final on Sunday at 4pm. If there are 4 teams of 1 to 2 players, then a prize of 50 Dealer Dollars will be awarded to the first place team.

Z-Man Marathon

The Z-Man Marathon is a free-form tournament encompassing all published Z-Man games that runs from 10 am to 6 pm. Players choose which Z-Man games they want to play and turn in score sheets with the results and playing time. Players earn points based on how they rank against other players and the game length. The individuals with the most points win dealer dollars. Winners to be awarded at 6:30 pm. Attend Zev's Seminar and earn additional points! A library of Z-Man games will be available for use but feel free to bring your own favorites!

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Collectible Events

California

Anachronism Open

A standard Anachronism 3/5 open. All sets and promos printed by TriKing are legal, as are the "virtual" sets 8 and 9 and all Players Committee promos released before April 30, 2008, available at <http://web.mac.com/mindbomber/iWeb/Alexandria/Depot.html> for download.

Axis & Allies Minis- Gamex League

Bring your axis and allies naval or standard game miniatures and come play all day Saturday. Play as few or as many games as time permits.

Bakugan

Duels: Each player brings 3 marbles and 3 cards (only 1 card can be special).

Bakugan Royale Rumble

Arena play.

Bakugan Tournament

Players' choice.

CCG Gathering

Your favorite CCG retired? Want to get in one more match of Highlander, Buffy the Vampire Slayer, War Cry, Shadowfist, or Hecatomb? How about getting in a game of L5R, or Chaotic? Bring enough for 2 players and sign up for fun. Points scored for playing matches, bringing enough for 2 players and getting someone into a match, and for the variety of games you bring. Door prizes as well. All day event.

Collectable Mini Gathering

Your favorite CMG retired? Want another game of Mage Knight, Crimson Skies or Sportsclix? How about a game of Halo Actionclix or Star Wars Space Combat? Bring enough for 2 players and join the fun. Points scored for participation, variety of games played in, bringing games and getting opponents. Door prizes, food, and fun.

D&D Miniatures- Gamex League

Bring your 200 point warband and play matches all during the weekend. Points accumulated for participation and wins. Prizes given out daily based on points as well as door prizes.

Herodix

Restricted. 300 point teams.

Heroscape Grand Tournament

Participate in the Greatest Battle of All Time, when all the heroes and warriors of history and fantasy converge on a battlefield. Players bring order markers,

wound markers, dice, cards, and a pre-drafted 400 point Heroscape army. Tons of prizes and giveaways.

HorrorDix Monster Bash

250 points constructed, Multiplayer Battle Royale. Build your force, choose groups of hapless victims for your monsters to chase down, and assemble a crypt of plot twist cards. Achieve victory by killing enemy monsters, devouring screaming victims, and keeping your own monsters alive through the course of the brutal combat. Last force standing wins.

Kingdom Hearts

Constructed format. Team play.

Magic: The Gathering

Standard (type 2) constructed. Type 2 includes Tenth Edition, Coldsnap, Time Spiral, Planar Chaos, Futur Sight, Lorwyn, Morningtide, and Shadowmoor. Swiss pairings, 3 rounds.

Magic: The Gathering- Booster Draft

3 pack booster Draft. Any combo of shadowmoor, Morningtide, and Lorwyn. Bring your own unopened packs or packs will be available for purchase. Basic land will be available but if you can bring land it will be greatly appreciated. Swiss pairings, 3 rounds.

Magic: The Gathering- Booster Draft 2

3 pack booster Draft. Any combo of shadowmoor, Morningtide, and Lorwyn. Bring your own unopened packs or packs will be available for purchase. Basic land will be available but if you can bring land it will be greatly appreciated. Swiss pairings, 3 rounds.

Meepile

Meepiles given to the first 6 people to sign up. Oversized Meepile given to the winner.

Operation Poseidon

In 3133, the Republic of the Sphere started fielding the Ares class colossal mechs. House Steiner almost immediately sent a commando raid to attempt to steal one. Join the action in the struggle to possess the most colossal mech of all! (Mechs provided. Rules will be taught.)

Pirates of Cursed Sea

Thirty point constructed fleets. Each match uses "The Wreck of the Black Galleon" scenario.

Pirates Sink-N-Keep

Bring an unopened pack from any pirates set. Players will draft then form teams to combat each other and the GM. Any GM ship you sink you keep plus there are special ships and prize spots in the game. Winning team also get a prize.

Star Wars Miniatures Tournament

Standard scenario format. Matches played using 150 point squads.

Star Wars Pocketmodel Tournament

Deck size 30+, and up to 30 build stars of units. Swiss tree pairings, minimum 3 rounds. The Star Wars PocketModel TCG combines the best features of classic TCGs with those of constructible strategy games. Players use characters and action scenes from the movies on their cards to help control their fleets of Pocketmodel ships as they attempt to destroy each other's objectives.

UFS Singles Championship

Come one, come all! Bring your UFS deck and prove to everyone why you're #1. Or don't show and prove to everyone that you're nothing! Standard Swiss tourney with final 8 cut. Prizes, promos and boosters galore.

Warlord Epic: Doubles

Do you and your partner have what it takes to emerge victorious? Doubles partners may not play the same warlord but all combinations are allowed. Constructed Deck, Epic edition rules and format.

Warlord Epic: Singles

Constructed deck, Epic edition rules and format.

World of Warcraft Tourney

Standard format modified swiss pairings.

World of Warcraft: Quests and Raids

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

Yu-Gi-Oh!

Standard constructed format. Swiss pairings.

Computer and Video Game Events

La Jolla

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

Guitar Hero #1 and #2

This is a ladder-style head-to-head competitive tournament. It will be using songs from any of the available Guitar Hero discs, on available systems.

Halo Tournament #1 and #2

Deathmatch action in the ring world of Halo. Stop by the computer room for additional details.

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LARP Events

Poolside 1-4, Laguna, Malibu, Newport, Penthouse

Camarilla Changeling

Taken from your home, transformed by the power of Faerie, kept as the Others' slave or pet – but you never forgot where you came from. Now you have found your way back through the Thorns, to a home that is no longer yours. You are Lost. Find yourself.

Camarilla Promethean

What is it about the theatre that sparks such creativity and more, something magical, in the human soul? For the Created this is not just idle speculation. Prometheans are soulless corpses animated by a mysterious, alchemical force – the Divine Fire stolen from the gods. Their hideousness forces humans, animals, and even nature itself to reject them on an instinctual level. They wander the dark places of the world, seeking what their creators denied them: humanity.

Camarilla Vampire

Welcome to the Danse Macabre. Since time immemorial, the Kindred – vampires – have stalked their prey, unseen by the mortal masses. Their world is a xenophobic nightmare, populated by tyrannical despots, wildeyed heretics, bloodthirsty rogues and scheming manipulators, all unified by the mysterious curse of vampirism. And you would join them? You would live forever? To play the lusts of mortals like a violinist plays the strings? Then beware, the price is steep to enter the neofeudal hell.

Camarilla Werewolf

A gust of wind blows across the spiritual landscape of the Southwest. Those with gifts of prophecy and vision see signs of things they do not yet understand. Those who dream, dream of place they have never been and yet must go. Those of balance teeter between apathy and passion, while those of shadow and light are caught on the ends. Now the Forsaken hunt for answers.

Gangland

GM: Judson Lester and Ryan McMullan

It's 1923 and prohibition has created new opportunities for power to those who disregard the law and bring people what they want. Take your place in your crime family, establish your empire of hooch and dames, then deal, betray, undermine, and wack these other wise guys who think they got the moxy. Beginners welcome (no LARP experience necessary). Fedoras welcome. Mature audiences only. Genre: 1920s Mobsters Resolution: Poker-based, No Live Combat Costuming: 1920s (optional).

Imperial Intrigue

GM: Jesse Heinig

In a fantastical world, where low cunning and bare steel are man's best friends, ancient empires crumble under the weight of their own decadence. In the Imperial Court of Albeira, capital of the Illumin Empire, struggling nobles

vie for the throne. Will a new Emperor be crowned? Will the Empire survive the turmoil?

Mystery of the Senator's Mill 2: To Catch A Thief

GM: *Barbara Fuentes and Angela Martin*

In *Mystery Part 1*, some of the many uses of curried mutton were discovered, and a murder mystery was solved. But how did the events at the Broken Head Tavern have such far reaching effects? Where did Chako the Dockworker disappear to, and did the guards arrest the wrong man? A chase across two kingdoms ended up in a mess-tent in the middle of a Siege encampment, and what in the world does a Civil War have to do with anything? Fantasy costumes encouraged but not required. If you missed Part 1, don't worry, you can still make a difference in Part 2.

Night Boat

GM: *Barbara Fuentes and Claudia Dievendorf*

Adrift in the Atlantic, your only wish is for a second chance, to live a while longer to set some things right. Your wish is granted in the form of an 18th century sailing ship, but the devil is in the details. No experience with *In Nomine* required. This game is designed to be easy to play for players who have never LARPed before. Costuming from any historical period, especially 1890 to near-future, is optional but warmly appreciated.

Miniature Events

Ballrooms E-F, Penthouse

15mm Ancients Tournament

GM: *Bob Siegel*

Single player games of Osprey's new ancient and medieval miniatures rules. You must have read the rules. (Don't need to have played though.) Army lists must be from one of the published books. (Must bring book with you.) 650 points total. You must take the list's minimums. Bring: your painted figures, dice (multiple colors), 12" ruler, rules book, army list book, terrain (and a 4' by 6' game mat if you wish).

Ambushed in the Misty Mountains!

GM: *Larry Stehle and Bruce MacRae*

After The Fellowship leaves Rivendell, Aragon feels they are being followed, now that they are past the borders of Elrond's domain. Taking a short cut down a mountain ravine, the Fellowship find their way blocked by Orcs! Now it is win free or die from this foul Orc Ambush! And what is following the Fellowship!?! Another fine Lord of the Rings Miniature Game brought to you by those wacky Warriors of Arda!

Battletech

GM: *Tom Sutton*

Rules Note. We will be trying out the new "CLASSIC BATTLETECH INTRODUCTORY BOXED SET" edition rules. This has everything needed to start playing. Even

if you do not have the new rules you will still be able to play in the tournament.

Rules: BATTLE FOR MAUMBO CITY.

1. Construct one Inner Sphere lance based on 225 tons.

2. Bring figures, dice, mech sheets, one map and a copy of the new "CLASSIC BATTLETECH INTRODUCTORY BOXED SET" rules.

Call to Arms Spring League

GM: *Robyn Nixon*

This is your chance to participate in the official Privateer Press CTA league but in one weekend. Play starts on Friday night and proceeds through Monday Morning, register at any time during the weekend. Scenarios advance as the weekend does. Contact the Miniature desk to register and participate.

Circus Maximus

GM: *Rich De Rosa and Mark Yosikawa*

Return to those thrilling days of yesteryear, when a man was comfortable wearing only a tunic and a pair of sandals when Rome ruled the known world and when the most exciting event in the world was watching your favorite charioteer race through the Circus Maximus. Now you can delight and thrill the crowd. Drivers, experienced and novice, are needed for the next race. Report to the Circus Maximus.

Close Action

GM: *Steve Thorne and Robert "El Supremo" Estremo*

1:1200 scale Napoleonic sailing ships battle it out on the high seas.

Dark-Age Mega Battle

GM: *Robyn Nixon*

Dark-age miniatures is a post apocalyptic Sci-fi miniature game set on a far distant part of the galaxy. The abandoned humans are set against mutants, aliens and rebel scum to survive in a hostile world with no back up ever expected. Bring your 500 point Dark-age wargroup to participate in this event. Some warbands will be provided for those players who do not have armies, or bring your own.

Defense of London!

GM: *Special Projects Team*

Defend Britain against a German raid on London! Spitfires and Hurricanes will defend the skies against a German bombing mission escorted by ME109s and FW190s.

Doritos Battletech

GM: *John Knox*

Random generation of Mech and vehicle weights. No sides. If your machine gets destroyed roll up another one. Play as long as you like. All equipment provided. Sheet, Mechs, dice, and terrain. Don't think of it as being out numbered think of it as a target rich environment.

Fire in the Sky - Arab-Israeli Air Battle

GM: *Jose Mendiola and Tim Charlesworth*

Fly the hot sky over the Sinai and engage opposing fighter approaching fast. Manuever your fighter jet for the deadly kill. Experienced players. Up to 8 players.

General Quarters Large Scale Intro

GM: Special Projects Team

Learn to play this WWII Naval Action game, using 1/700 scale ships and a true horizon playing surface. Fire the big guns at range, see why the destroyer torpedo runs are so deadly. Rules learnable in 5 minutes, teamwork and tactics take a bit longer. All materials will be provided, with choice of German or British ships to command. Join at any time, so come and try this challenging naval simulation.

HMGS-PSW Event - Battlestar Galactica - CAP Scramble

GM: Gregg Lukomski

"DRADIS reports multiple contacts... Cylon Raiders inbound." BSG space combat using a modified version of ICE's Silent Death rules. No experience necessary, rules will be taught. Max of 8 players.

HMGS-PSW Event - Sudan: The Guns at El Teb

GM: Gregg Lukomski

The Sudan, 1890: A British/Egyptian column must resupply the small garrison at El Teb with much needed gunpowder. Will the cannons fall silent, making El Teb easy pickings for the Dervish? Fastplay rules, loosely based on The Sword and the Flame. No experience necessary. Historical Miniatures Gaming Society - Pacific Southwest sponsored event on beautifully rendered desert terrain.

HMGS-PWS Event - Fomm February 6th 1941

GM: Paul Szymborski

A British flying column's task is to form a blocking force on the highway to hold up retreating Italians until the bulk of the 7th Armored Division can catch up to them. The Italians must break through or lose!

HMGS-PWS Event - Mr. Lincoln's War Yearly Tourney

GM: Steve Phenow and Dan Munson

Two round tourney. The highest four scorers will face off for two prizes. Prizes supplied by the War House. Troops should be brought, Basing is one inch square for troops. However, if enough figures are brought for two forces, different basing can be used. Terrain will be supplied. If you are playing please let me know. We are also will have a demo game for those who never have played MLW.

HMGS-PWS Event - Thunder Outside Port Arthur March 1904

GM: Steve Phenow

A What if: The surprise attack on Port Arthur Feb. 8th, 1904 was a failure, a month of shelling does not reduce the Russian Fleet and Admiral Stepan Makaov sorties out with the Russian Pacific fleet to break the Japanese blockade. The two fleets are close to parity, the Japanese are better trained, but the Russians only need to break through the blockade. Rules used will be *Battleline* designed by my naval club in while in HS. They are simple rules, yet still gives a result true to history.

Meet the Fokkers!

GM: Steve Thorne and Tim Charlesworth

WW 1 airplanes duel in the air over the Western Front.

Mighty Midgets

GM: *Tim Charlesworth and Rick Hewitt*

1:1250 scale World War 2 ships. The "Tokyo Express" makes another run to Guadalcanal. Can the United States Navy derail this train?

Mustangs and Messerschmitts - Intro

GM: *Special Projects Team*

Come, learn and play the premier WWII Dogfighting game Mustangs & Messerschmitts. Outfox and outfly opponents, get good shots in, try not to get flamed. Rules in 8 minutes, tactics test your mettle. US, British, Russian, German and Japanese planes available all materials provided. Already know how to play we will work with you on tactics and challenge you. Free-flowing, players may join at any time

North Atlantic Engagement

GM: *Special Projects Team*

Full task force strength engagement, with the Royal Navy task force led by the HMS Hood going against the Kriegsmarine force led by the KMS Bismarck! Command an element of the force and fire at will! Engagement begins at 24000 yards with clear visibility and all guns and tubes loaded and ready.

Paint and Take

GM: *Katie Gonzalez*

This is your chance to relax while trying out that paint technique with experienced painters and a free miniature. Miniatures are being provided by Games Workshop, Reaper Miniatures, Dark-age Miniatures and other manufacturers. Take some time between your busy schedule and check out this area. Sign up at the table. Max of 10 participants at a time Open from 10 am until 6 pm, Saturday & Sunday. Hosted in the Ballroom Foyer.

Sink the Bismarck

GM: *Robyn Nixon*

This is your chance to prove the metal of your ships. You are either commanding the Bismarck, and The Prince Eugen, versus the British King George V, Prince of Wales, Ramillies, Revenge, Rodney, Repulse, Hood, Renown, Victorious, Ark Royal and various cruisers. Can the Germans run the gamut and escape the board? How many of the British will be at the bottom of the sea? Multiple battles.

Slaughter at Manau Station

GM: *Chris Brockmeier and Sean O'Brien*

The forces of disorder are on the brink of overrunning Manau Station on the forge world of Last Hope. But the good guys are regrouping and planning to drive the attackers off the planet once and for all. Bring your armies and plan to have 3,000 to 5,000 points per person. We'll divide up the sides and play a massive game. Terrain provided, experienced players requested. Event scheduled from 8 am to 6 pm.

Strategicon Warhammer 40k Apocalypse

GM: Ronald Penrose and Charles Lung

After the official GW RTT tournament: A celebratory big battle will be held after the RTT tournament, starting at 7 pm and ending at 1 am, will feature Strategicon Apocalypse! Bring your force to this mega battle of Us versus Them. The forces of the universe have banded together to fight those who wish to bring the destruction of the Universe. Bring your 3000 point force and defend against the ravaging hords of Disorder. Or Bring your 3000 Points to bring change to the Universe.

Strategicon Warhammer Fantasy Battle Siege

GM: Matt Steinke and Charles Lung

After the official GW RTT tournament: A celebratory big battle, starting at 7 pm and ending at 1 am, will feature a Strategicon Siege! Bring your force to participate in this mega battle of Good versus Evil. Evil once again has set upon the home forces of Good. Good bring your 1700 point force (using a 2000k Force org chart) and defend the town against the ravaging hords of Evil who will bring 2250 point forces. Hosted by: B.A.G.G.I.N.S.

Taking Stokamon

Official Crocodile Campaign Event: Stokamon is a vital link in a supply chain, guards the only decent water source in the area and is vital for troop movements. It appears deserted. But this is not to be. The evil Necromancer, Chargamel, has taken the villagers hostage. They are being held in small groups, in different houses, and guarded by the Necromancer and his minions. Bring your Warband!

Warhammer 40k RTT

GM: Ronald Penrose and Charles Lung

This is an official GW RTT tournament. 1,750 points may be spent on the creation of your army. Armies must follow all restrictions on army selection from their own Army Book. Only the main army list may be used for the army in question. No appendix lists are permitted. Special Characters are permitted, subject to the normal restrictions for that character in the Army Book. Pre-registration and submission of army requested.

Warhammer Fantasy Battle RTT

GM: Dan Hyman and Charles Lung

This is an official GW RTT tournament. No more than 2,250 points may be spent on the creation of your army. Armies must follow all restrictions on army selection from their own Army Book. Only the main army list may be used for the army in question. No appendix lists are permitted. Special Characters permitted, subject to the normal restrictions. Pre-registration and submission of army listed requested.

Warhordes - 750 point Steamroller

GM: Robyn Nixon

WARMACHINE & HORDES 750 Point mixed event. 750 Point WARMACHINE Steamroller tournament! Bring your 750-point army and expand your domain! This is the next level beyond the basic battle box. Armies must include 1 Warcaster. Swiss style rounds. Battle honors will be awarded to the top players. Check in time is 1/2 hour prior to the tournament.

Role Playing Events

Century, Laguna, Malibu, Newport, Poolside 1-4

A Pirates Revenge

GM: *Mike Kelly*

GURPS Traveller. The players are in jump space headed to 0237 – an unexplored world in the Thalassa Subsector. This world is jump-18 away from Terra – Spinward. The world has been red-zoned by the scouts service to keep people away from it. It has a known ancients colony there that also has a Terrian deep sleep colony ship crash land there thousands of years ago.

Avengers Assemble

GM: *Venter Laird*

What do you do when criminals can't be held in prison? Happy to answer this question, the Punisher has increased his hunt for those who would break the laws of society, leaving a red trail of ruin in his path. The Mighty Avengers must uncover how criminals keep vanishing from custody as quickly as they're caught before the situation gets further out of hand.

Darkness Falls Chapter 3: Hell Is For Children

GM: *Joe Burns*

The Jedi and their Clone companions emerge from the temple to discover that five years have passed and much has changed. Palpatine's New Order has spread. Insurrection is stamped out beneath the white boot of the Stormtrooper. But changes have occurred within as well. There was darkness in that ancient temple and it has touched them all. Now they must travel to Arendil's homeworld to translate the prophecy of the One in Three as the fate of the galaxy hangs in the balance.

Dirty Secrets

GM: *Jesse Burneko*

This hardboiled detective game inverts the traditional role-playing model and uses distributed authority to guide a single investigator searching for the truth. Together the group will craft a modern day crime story composed of lies, corruption and murder in the vein of Dashiell Hammet, Raymond Chandler and Ross MacDonald.

Dungeon Delve - Open Gaming - D&D Preview Adventures

GM: *RPGA Staff*

Hack and slash your way to glory! The Dungeon Delve format consists of *30 minute blocks* of straight dungeon-crawling, sword-swinging, fireball-tossing fun. Parties of 4 to 6 pit themselves against a bewildering variety of classic fantasy monsters. The Delve will preview the D&D 4th edition ruleset in fast-paced, easy to learn format. Pre-gen characters will be provided. Note: This event is open to everyone. RPGA membership NOT required to play.

El Cañon Oscuro

GM: *Ed Murphy*

The year is 1876, but the history is not our own. The Civil War grinds on. Most of California has fallen into the sea. The Sioux have reclaimed the Dakotas. And the dead walk among us. The action picks up along the Ghost Trail, cutting through Apache territory on the way to Lost Angels and the Great Maze, from which the CSA mines most of the ghost rock that powers its new steam-punk industries.

Election Day

GM: *Mike Olson*

It's Election Day in the Free City of Habsucht - and time for the Guilds to pay off the voters, as always. Competition is fierce for The Graft, Habsucht's densely populated haven of the unsavory, and odds are good that the winner will have to sling more than just mud before it's all over. "Spirit of the Sword" is an in-development fantasy RPG based on "Spirit of the Century." Beginners welcome!

Escape from the Planet of the Zombie Apes

GM: *Mike Olson*

Something stinks in the city of New Simia - probably all those zombie apes. The place is lousy with 'em. Can three respectable, non-zombified apes and their cadre of human slaves escape the city and reach the relative safety of the ominously named Forbidden Zone? Short answer: Yes, but it won't be easy.

Fading Suns: Kraken's Loom

GM: *Chris Czerniak*

Fading Suns is a science fiction game of heavy combat, vicious politics, weird occultism, alien secrets, and unknown and un-mapped worlds. In Kraken's Loom the characters search for a Hawkwood Count, a prominent diplomat whose ship was lost in the outer reaches of the Leminkainen system. The trail leads to Hargard, however, where they learn that there are many fates worse than death.

Grand Theft Starship (SG-14)

GM: *Kenneth Kaler*

Come join the SGC's only all extra-terrestrial Stargate team as they assist the Tok'ra in "liberating" a Goa'uld ship from the system Lord Olukun. SG-17 will be doing the same for the Free Jaffa, and General Hammond has promised a three day pass to the first team to achieve their goal. [Run Concurrently with Grand Theft Starship SG-17.] (Characters Provided)

Grand Theft Starship : SG-17

GM: *Tyler King*

Come join the SGC's only Marine exploration Stargate team as they assist the Free Jaffa in "liberating" a Goa'uld ship from the system Lord Olukun. SG-14 will be doing the same for the Tok'ra, and General Hammond has promised a three day pass to the first team to achieve their goal. [Run Concurrently with Grand Theft Starship SG-14.] (Characters Provided)

Grapevine

GM: Sam Carter

Tribe 8 is a roleplaying game set in a tribal future where Player Characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old, fighting against alien horrors and the Fatimas, avatars of the Goddess Herself. Used DP9's Silhouette system. Pregenerated characters provided.

Groovy Raid

GM: Ed Murphy

You're all gathered in a bare concrete hallway in Autocar Garage DSF-10445. You're standing out of sight just outside an open door into the largest illegal tire-regrooving warehouse in DSF Sector. The secret society Free Enterprise runs it, and lots of other traitorous groups resell its shoddily regrooved autocar tires. The Computer has politely ordered you to shut down this criminal investigation and arrest everyone involved.

Holiday (2-4 hours, 2-7 players)

GM: Scott Stokes

Part of the Spycraft Mega-Event! Welcome to Chateaux de la Mer, exotic resort and cozy nook where Agency operatives are sent for downtime. After an impossibly rugged mission, your team is ordered to enjoy some much-needed R&R. Unfortunately, the folks at the home office aren't the only ones interested in you today. This event showcases the basic Spycraft 2.0 game system!

In A Wicked Age...

GM: Jesse Burneko

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

Indiana Jones and the Shrine of Shambala!

GM: Tim Jenkins

Oh on! Indie is missing! Doctor Jones recently embarked upon a trip to south africa to investigate the Shrine of Shambala! But he has been missing for over a week. Delve into the Shrine of Shambala to find Indie! Can you all team together to solve the puzzles of this deadly location to save the life of Indiana Jones?!

InSpectres

GM: Morgan Ellis

Join a team of licensed paranormal investigators and eliminators. Work in an exciting, fast-paced environment with dynamic interesting people. Knowledge of Angelic script, Native American burial rites, cryptozoology, really big Twinkies, lycanthropy, Ouija board maintenance, the theory of Atlantis, and sponge migrations preferred but not necessary. A hilarious game of ghost and monster busting.

Irongard

GM: Paul Madison

Irongard is an introductory adventure written by Ed Greenwood for Dungeon Magazine and revised for use with the Basic Fantasy RPG, a free rules-lite version of D20. Trimmed down skills, no feats, less accounting and all action. Pre-generated characters will be available.

Living Forgotten Realms - D&D Preview Adventure

GM: Jacob Sprunck

A new dawn for Forgotten Realms, and nothing will ever be the same! Strange magics course through the skies in the wake of the spellplague, and now new heroes must be the beacons of light against the encroaching darkness. Living Forgotten Realms "Escape from Sembia" previews DnD 4th edition material. Written with the novice player in mind, it's a perfect chance to try the new system firsthand! RPGA membership mandatory but you can quickly sign-up for FREE at the con to play.

Marvel Slugfest V

GM: Venter Laird

Once again Marvel's mightiest square off in the Slugfest Arena to determine who'll take home the coveted trophy and join the ranks of previous winners: Quicksilver, Colossus, She Hulk, and Iron Man. Combine wits, alliances, brute force, and cunning to navigate your hero to victory. Over thirty characters to choose from.

Microlite20 Thieves' World

GM: Andy Blanchard

What's that you say? You LOVE Thieves' World? You want to have thrilling adventures in Sanctuary? And you want to also give that ultra-slimmed-down version of D20 that everyone's talking about called Microlite20 a test-run? Well then this game is tailor-made for you! Have fun in the nastiest, grittiest, most dangerous city in the Rankan empire, using the easiest D20 system created!

Midnight falls on Justice City!

GM: Tim Jenkins

Justice City home to the worlds top Super Heroes! Something is amiss as the city awakens to a perpetual darkness! Worse yet the Continued Midnight seems to be having an averse effect upon the ordinary citizenry and Supers a-like! Can The Team of Supers save the city from the grip of Midnight and save the day? (night?)

Neurally linked exoskeletons ... are you still human?

GM: alejandro jose gervasio duarte

Let's explore the lives of 4 highly trained soldiers that have been neurally linked to experimental body armor that both enhances and dampens ones physical and mental attributes. The question: What happens when the software becomes indistinguishable for your thoughts?

One Can Have Her

GM: *Jesse Burneko*

In this 1940s film noir inspired game, players take on the role of men with criminal pasts confronting their enemies, evading the police, and pursuing their life's ambition. They are tied together by relationships with the same woman but in the end only One Can Have Her.

Orphanage

GM: *nicholas butler*

The local orphanage is missing children and more are vanishing into the night it's up to you to find out whats happening to them and hopefully save their lives.

Post Tenebras Lux

GM: *Bay Grabowski*

Infinity Patrol bringing peace, stability, freedom to the worldlines. It's why you joined up. Centrum, the only rival lying in a distant worldline, seeks to bring all under their control. Your job is to stop them from subverting yet another world, as they've sent in a team to twist history to their own goals. However, you're not feeling too keen about having to defend Nazis in the process.

Rat

GM: *alejandro jose gervasio duarte*

The humans have been messing with our brains for years. We're different now. We understand. They fed us, then they stopped coming... Our clues: Escaped experimental Lab Rats in a human world, where the humans have disappeared. Everything is still doing something, but what's it doing? What is our role in this new world. Explore this new environment where "The Secret of NIMH" meets "I am Legend!"

Resident Evil: The Ordeal at Mountain Valley

GM: *Joe Burns*

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

Savage Worlds: Savage Fantasy Heroes-Assault of the Chaos Lord!

GM: *Sayler Van Merlin*

It's Fast!Furious!Fun! Savage Worlds provides detailed characters, massive combats, and minimal bookkeeping in any genre. You are the Protectors of Greensparrow and are renowned for your exploits. But when the Duke's Oneiromancer has a dream-vision that warns of dire peril at the hands of the Chaos Lord, can you continue to fulfill your duty in the face of this unknown threat?

Screampunk

GM: *Mike Kelly*

Screampunk is a GURPS Space game that combines the mood of cyberpunk with the setting of an alternate Industrial Age, where computers run on steam

power, walking colossi stalk the battlefields, flying ironclads rule the skies, and science is the new frontier. This Space game will cover the real events, politics, and personalities of the Industrial Age, as well as the weird science that could have been created ... vehicles, robots, airships, Cthulu horror themes and more. "Screampunk" is set in the Victorian Age.

Seek & Destroy the Powerslave!

GM: *Robert Lionheart*

Fire up your bloodguns, slap on your warlock armor and ignite your most dangerous mystical hexes in a fight against a world of dragonspawn! Come playest what happens when old school roleplaying gets bent with the madness of heavy metal. If blending magic, mutation and over the top action sounds like fun, come try Goreblade. Beginners most welcome!

Sic Semper Tyrannus

GM: *Bay Grabowski*

Loyal operatives of the worldline-jumping organization Centrum, you've been tasked to help bring a distant worldline under a more watchful eye. Without your intervention, the worldline's Nazi force during WW2 will win several crucial battles and end up creating their Third Reich. Your job is to change history. Even so, the meddling Infinity Patrol will not even let such a laudable act go....

Spirit of the Force: Revenge of the Jedi

GM: *Colin Jessup*

Your master has fallen to the Dark Side he has corrupted, maimed or murdered your friends. He has killed countless thousands of innocents and burned a world to cinders. The council has refused your request to hunt him down. Jedi do not crave vengeance they have told you...So you have left the Order ... you will have your Revenge. Will your pursuit of your Master lead you down his path to Darkness?

Spirit of the Shattered Earth

GM: *Morgan Ellis*

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

Strike Force

GM: *Wes Otis*

You are here to protect the United States from truths normal people are not ready to know. Lately there has been more and more people disappearing off the streets of San Francisco. At first it was the homeless. No one took notice. Now prominent members of society are missing. The cops and FBI are stumped but they never know the real score anyway. You are the best, but is it enough? Probably not.

Swords and Sorcery in a Wicked Age

GM: James Ritter

Come play Vincent Bakers game of blood, sex, magic and demons. Players will collaboratively create the world and populate it with interesting characters using In A Wicked Age's innovative oracle system. Not for the shy or faint of heart.

Temple of Hera

GM: James Ritter

A mob of lascivious satyrs has seduced the sacred virgins charged with tending Hera's temple and desecrated the goddess's once sacred shrine. Who among you is hero enough to redeem Hera's shrine and be remembered throughout the ages?

The Adventure of Lord Walton

GM: Wes Otis

Three English Lords of exceptional breeding and class have decided to go big game hunting while in Kenya. They have hired the best hunters and guides to lead them into the jungle. They find that Africa holds many secrets. Some man is not meant to know. If you have never played a Call of Cthulhu game and want to try it out, this is your game. Just remember, if you're going to die, die with your boots on.

The BAD Man

GM: Colin Jessup

A monster has take residence in your room, one that won't leave no matter what you do. No one believes in this Bad Man who lives in the nightmare city under your bed, outside your window or in your closet. You know that when you go to sleep, it will completely devour you. So, you don't sleep, not anymore. Now it is time for you to enter into his world of nightmares and make him stop.

The council of elders has convened

GM: alejandro jose gervasio duarte

They have decided to send out a task force to enforce the new law. You are that task force. You will be armed with a council wizard, a guardian, a spokesman, and a silent agent. The new law: complete submission.

The Dead Presidents Vs Undead

GM: Darnell Coleman

The party of Heroes was stuck on a Volcano in 580BC. Because they are stuck in past they live so Western Civilization is wiped out in Paradox however The Dead Presidents were told about this from a Time Lord named Slappy. Dead President Grant and the guys go in the past to save them and find death in the past. Some of the Dead Presidents must survive to bring the heros back to the future. Dead Presidents Ulysses S. Grant, Teddy Roosevelt, Abraham Lincoln, John Kennedy. Please note this is six hour event.

The Dome

GM: *Kenneth Kaler*

The Tok'ra want to make friends with a Goa'uld system Lord and General Hammond wants your team to help. As always when the Tok'ra are involved, it's not as simple as it sounds. Join SG-15 as they travel through the Stargate to work it all out. (Characters provided)

The First Monster - ALIENS

GM: *Scott Corum*

It is a dark time in human history - 2015 marks the year that mankind becomes cattle. Aliens, Demons, and even human Corporations are all out to profit from the suffering and death of masses of humanity, and the most endangered people of all are the Hot Chicks. Ladies of the Night have been going missing like they were popcorn, and no one knows where they are going. The police aren't talking, the media doesn't care, but someone has to find them.

The Gauntlet (2-4 hours, 2-7 players)

GM: *Alexander Stokes*

Part of the Spycraft Mega-Event! It all went wrong when what should have been a simple raid turned into a full-blown gun battle with the most savage gang in all of Empire City. Now there's only one way out and it's directly through the heart of the city's worst ghetto. Gather all your wits, guts, and bullets and leap into the thrilling world of crime noir in this preview of Crafty Games' forthcoming setting, Ten Thousand Bullets!

The Graveyard of Sturges

GM: *Kenneth Kaler*

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

The Mystic Voyage of the Slayer

GM: *Morgan Ellis*

The Seas of Adventure beckon once more. Now to save the Kingdom from a plague of the Undead the Slayer must set sail on a dangerous journey to a mysterious and forbidden land filled with terrifying monsters and demons. Will the Slayer along with her fearless crew return from their voyage with the key to save the Kingdom? A Tales of the Slayer Game: Ray Harryhausen monster movies meet Buffy the Vampire Slayer.

The Other Keep on the Borderlands

GM: *Robert Lionheart*

Things That Should Not Be came in the night and stole off the cutest serving wenches from your favorite tavern. Now, you must rescue the hotties, slaughter the foul ones and pour forth hearty dwarven ale! Draw your swords, kick down the dungeon door and may Gary Gyax bless your D20s! We will be using the ENworld "4e Lite" version. All rules will be taught. Beginners most welcome!

The Rise of Solamnia

GM: Darnell Coleman

Your party is sent to kill Goblins and Hobbs and along the way you find out out a secret that could wreck the Morality of the Knights of Solamnia recapturing the land of Solaamnia. This game is based on the book Lord of the Rose by Douglas Niles for Dragonlance. PCs are 5th-7th level. Please note this is a six hour event.

The Second Monster - Demons

GM: Scott Corum

It is a dark time in human history - 2015 marks the year that mankind becomes cattle. Aliens, Demons, and even human Corporations are all out to profit from the suffering and death of masses of humanity, and the most endangered people of all are the Hot Chicks.

When a homeless shelter for women burns down, why are there no bodies? Someone needs to find the answers ... and soon.

The Sword of Deklamius

GM: Wes Otis

Deklamius was a powerful warrior who helped turn back many humanoid attacks on the kingdom Furyondy. Seventy five years ago, during a foray into Dreadwood, in order to help the local elves, he disappeared. Now his grandson has brought together a party of explorers in the city of Greyhawk to try and find out what happened to Deklamius. We will use pre-generated characters. This is a tribute game to Gary Gygax. This is a six hour event.

The Third Monster - MAN

GM: Scott Corum

It is a dark time in human history - 2015 marks the year that mankind becomes cattle. Aliens, Demons, and even human Corporations are all out to profit from the suffering and death of masses of humanity, and the most endangered people of all are the Hot Chicks.

Mankind's greed may turn out to be the greatest monster of them all. Do the Player Characters have what it takes to stop it?

The X-Files

GM: Mike Kelly - MIB

New York in desolate times is the stage for the continuing Alien invasion and the failed government secret alliance with them. It's now sometime indeterminate in the 21st Century. Society hasn't quite collapsed, but it's on its last leg. Whole sections of cities and countrysides are "uncontrolled" zones given over to whichever gang has the biggest guns. There is an "empathic underground" filled with psychics, government investigators, mercenaries, rogue aliens, and survivors who fight the good fight.

Tom Cummings Presents...

GM: Tom Cummings

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

Toon Random Fun

GM: *Bay Grabowski*

A late night game in a system well suited for loopy minds! Come down in your sleep-deprived haze and hit each other on the heat with rubber mallets in the grand old Saturday morning cartoon style. The scenario run will be determined once everyone gets there.

Vegas Vacation

GM: *nicholas butler*

Slayer and friends decided to take a weekend break to vegas. Everything seems fine at first until events start happening that threaten vegas and the world will you be able to go forth and save humanity.

Werewolf the Forsaken: Keep Your Friends Close

GM: *Chris Czerniak*

The Uratha are half man and half beast sworn to protect the boundaries between the mortal and spirit worlds. Things are getting difficult for the Uratha as their territory is attacked by a number of spirits. Things only get worse as the Uratha discover that the ones they trust the most might be involved.

When Gods Quarrel

GM: *Venter Laird*

Fond of speaking to the press, Hercules has made one boast too many about his strength in the face of death and Death... has had quite enough. As a reminder of his power, Hades has sent a few "challenges" to Manhattan to put Hercules in his place. As Hercules and Thor travel to the Underworld to confront Hades, their fellow heroes must defend Manhattan against a horde of mythical monsters. Please note this is a six hour event.

Why Can't it Ever Go Smooth?

GM: *Kenneth Kaler*

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

Zephyr Temple

GM: *Sam Carter*

This game is a RISUS system adaptation of the popular animated show Avatar: The Last Airbender. Pregenerated characters will be provided and RISUS rules taught (beginner friendly). Passing familiarity with the show is helpful, but by no means required.

Seminars and Special Events

Ballroom D, La Jolla

Airsoft Academy

The game sport of Airsofting is getting big and Airsoft Allied Strike Force will be showing a class of our Airsoft Academy which provides proper etiquette for the sport. Learn team tactics to improve your game. All ages are welcome.

Auction

Never a dull moment. Find that out of print game you've been looking for.

Feedback Seminar

Is chaos good or is it bad? Are we improving? Are you having a good time?

Flea Market

Clear out your closet and make some spare cash or find the odd game you've always been looking for.

Treasure Fleet Demo

Sat, Sun, Mon Noon - 2 pm

GM: *Jonathan Bodey*

Description: Load your cannon and take your chances as you sit down to play Ship of Fools Games' premier card game Treasure Fleet! Bring your wits and your best pirate voice as you try to plunder the greatest booty for yourself, arrr! Everyone who completes a demo receives their choice of a Ship of Fools button and is encouraged to join our Treasure Fleet tournament on Sunday night. Two to eight players, located in the Exhibitor Hall at the Ship of Fools booth.

War College - Mighty Myths of the ETO

Was the battle of Kursk the turning point on the Eastern Front? Did Hitler call off the German offensive just as the panzers were breaking through? Was the Battle of the Bulge a desperate gamble by the Germans? Or did it disrupt Allied plans? These and other beliefs about the European Theater of operations will be examined by S&T Editor Joseph Miranda.

War College - Millennium Wars Advanced:

States of Conflict - The Arab Israeli Conflict

Jon Compton will be speaking about MCS Group's new modern conflict title States of Conflict, which will be published in ATO magazine's Campaign Studies Series. States of Conflict is a new incarnation of the Millennium Wars Advanced system, which focuses on mission capabilities of various formations. These capabilities can range from Assault to Information Warfare to Terror Campaigns. The game's streamlined system attempts to model the modern battlefield in a comprehensive manner, incorporating political consequences for every mission result. If you're interested in seeing how the modern conflict zone can be gamed, you'll want to catch this seminar.

War College - Non-State Actor Violence in the Middle East: A Quantitative Analysis

Jon Compton will present research he has been conducting over the past year on the structural causes of non-state actor violence (terrorism, insurgency, etc.) in the Middle East region. An abundance of literature exists purporting to explain why insurgencies and terrorism occur, but little of it utilizes a quantitative approach to analyze the problem. Mr Compton has collected data from disparate sources, including the World Development Indicators and International Terrorism: Attributes of Terrorist Events, and found strong correlation between frequency of attacks and opportunity and motive factors stemming from modernization pressures and legitimacy of governance issues. This presentation will cover some technical details of the analysis, as well as contain a discussion of potential policy ramifications.

War College - War in the Pacific

Why did the Japanese lose the Pacific War?

The turning points - Coral Sea, Midway, Guadalcanal - all happened when the Japanese held material superiority. This talk will examine the PTO in modern terms such as command-control and joint warfare to come up with some new conclusions. There will also be a sneak preview of DG's new Solomons Campaign wargame by S&T Editor Joseph Miranda.

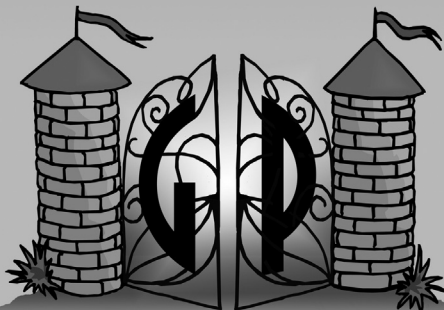
What's New with Z-Man Games?

Come meet Zev Shlasinger owner of Z-Man Games, and publisher of many favorites including Agricola, Pandemic, and 1960 Making of a President. Hear about the history of Z-Man games, and what's in store for 2009 and the rest of 2008.

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Food

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

Restaurants

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

Convenience

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

Pizza Delivery

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

2008 Orcon Winners

Board Games	1st	2nd	3rd
1830 Rail Slot	Todd Vander Pluym	Bill Gallagher	Joe Gray
18XX Classic	Jonathan Flagg	Chuck Bass	Todd Vanderpluym
18XX Short	Jonathan Flagg	Todd Vander Pluym	Joe Gray
1960 Making of the President	Rick Lepore	Chris Durian	Jeff Nyder
Acquire	Jim Maloney	Jodee Bybee	Scott Kelly
Advanced Civilization	JC Kern	Jeff Lake	Tony Zbaraschuk
Age of Empires III	Scott Kelly	Mathew Wilson	Tarynne Fraigon
Age of Steam	Ken McMillan	Scott Pease, Grant Zweifel	
Agricola	Rob Larson	Neil Figuarcion	Jonathon Mabe
Alhambra	Pearl Newton	Barry Goldstein	Darrell Stark
American Megafauna	Alex Packard	Dave Siskin	
Amun Re	Bruce Schlickbernd	Pamela Watt	Daniel Eppolito
Apples to Apples	Jerry Harper	Pat Fitzsimmons	Cathy Neelon
Asia Engulfed	Ian Rodriguez	Jeff Franson	Matthew Elstein
Axis & Allies - Sunday	Shad Schidel	Scott VanEssen	
Axis and Allies #1	Chas McHaffie	Mike Tan	Jay Spowart, Manny Labis
Battle Cry	Ben Tobin	Keith Brush	Rick Lepore
Battle Lore	Anthony Stenzol	Walter Wichowski	
Battlestations - Fleet Action	Edward Tu	Scott Everts	Chris Taylor
Battletech	Tim Wilson	Tom Sutton	
Blokus #1	Chris Johnson	Tanya Aldrich	Bill Gallagher
Blokus #2	Robert Neff	Christine Hardenberg	Samantha Peay
Blue Moon City	Ron Ramos	Matthew Wilson	
Bohnanza	Stephanie Schidel	Angela Heckler	Stephanie Sarsoza
Carcassonne	Colin Dimock	Andreas Plucher	Chad Rutt
Cartagena 1 & 2	Michael Sarsoza	Greg Richardson	James Alexander
Catch Phrase	Edwin Roske, Ron Ramos, Erin Fenton, Chia Robertson, Darrell Stark	Ed Quiroz, Anna Peavoy	

Caylus	Justine Young	Bruce Schlickbernd	Robert Neff
Charades	Stanton Peay, Anna Peay, Rob C, Linda Fitzsimmons, Joseph Neelon, Pat T	Samantha Peay, Edward Roske, Krysta Fryer, Mike Fryer, Tim Oates	
Chez Geek	Michael Parra, James Alexander	Charles Long, Rocco Garcia	Odin 8186, James Baca
Chez Geek	Lance Kline	Emily Davis	Chris Magoon
Chez Goth	Heide Nichols	James Collins	Charles Long
Citadels	Mike Phillips	Stephanie Sarsoza	Tim Towery
Cleopatra & the Society	Pearl Newton	Wren Powell	Bryan Lopez
Cloud 9	Richard Potthoff	Stephanie Sarsoza	Lori Greene
Colosseum	Ken McMillan	Alan Herem	Mathew Wilson
Combat Commander	Tim Porter	Sam W	James Bacca
Conquest of Paradise	Scott Pease	Steve Williams	Jeff Snyder
Containers	Robert Neff, Chia Richardson	Judson Lester	Russell Howell
Cowboys: Way of the Gun	Sam Peay	Nick Peay	Mike Fryer
Cribbage	Ed Roske	John Ruff	Samantha Peay
Cut Throat Caverns	Nick Szegedi	Ben Mack	Richard Potthoff
Diplomacy	Justine Young	Jordan Kubicki	Tony Zbaraschuk
Dune	Ben Mack, Dave Jesch		
Dungeon of Dorukan - Order of the Stick	Alison Cuyler	Guy Yamato	Alex Utter
Dust	Nick Szegedi	Brian Hughes	Roland Wood
El Grande	Mike Patterson	David Mines	Rob Escalante
Empire Builder	Bill Gallagher	Eric Verheiden	Winton Lemoine
Euro Pick	Stanton Peay	Daniel Eppolito	
Euro Rails	Nancy Ballard	Eric Verheiden	Anne Sidell
Family Business	Andrew Schoonmaker	Robin Erb	Robert Neff
Federation Commander	Mark Luta	Paul Ang	Ginger Busquiazio
Felix: The Cat in the Sack	Cheryl Aday	Ben Holbrook	Mary Taylor
Felix: The Cat in the Sack	Hilda Erb	Ben Holbrook	Ginger Busquiazio

Fluxx #1	Robert Andrusyko	Ed Murphy	
Fluxx #2	Heide Nichols	Chia Richardson	
For Sale	Chris Johnson	Edward Roske	James Alexander
Formula De	Wayne Hardenberg	Andreas Pluchar	Christine Hardenberg
Formula Motor Racing	Steve Loeb	Paul Allwood	Scott Sanders
Fortress America	Walter Wichowski	Stephanie Steward	
Frag #1	Greg Dapkus	Ryan Fisher	
Frag #2	James Bacy		
Frag #3	James Bacy		
Frag Deadlands	Alison Cuyler	Steve Hutt	Eric Gadal, Andreas Pluchar
Game of Thrones	Roland Wood	Alison Guyler	Stephen Stewart
Goa	David Koontz	Jessica Eppolito	David Holt
Good The Bad & the Munchkin, the	Bryan Symington	MaryAnne Kline	Charles Lung
Greed Quest	James Maloney	Heide Nichols	Darrell Stark
Guillotine #1	Theodore Blegen	Russell Howell, Chia Richardson	
Guillotine #2	Michelle Donegan	Heather Hughes	Rocco Garcia
Hammer of the Scots	Mark Luta	Tim Porter	Manuel Serpa
Hannibal Rome vs Carthage	Sebastian Sohn	Robert Woodson	Mark Luta
Hearts #1	Stanton Peay	Erich Sforza	Dan O'Farrell
Hearts #2	Rick Lepore	Darrell Stark	Shad Schidel
Hey that's my Fish	James Alexander	Paul Allwood	Edward Tu
High School Drama	Brianna Peay	Robin Erb	Tim Malorey
History of the World	Tom Cosbett	Walter Wichowski	Justin Clouter
Illuminati	Maryanne (Highlander)	Kree Ah Stonecutter	Ryan Gan
Illuminati	Brian Alvarado	Guy Yamato	James Gevuso
Illuminati: Crime Lords	Ray Arbizu	Mike Patterson	
Imperial	Matthew Smith	Ben Holbrook	David Siskin
India Rails	Eric Verheiden	Steven Stewart	Nancy Ballard
Ingenious	Stanton Peay	Chris Johnson	Michael Sarsoza
Iron Dragon	Eric Verheiden, Anne Sidell	Nancy Ballard	Michal Brent

Jigsaw Puzzle	Chia Richardson, Greg Richardson	Highlandr, Goddess Pat	Jeanette Hefner, Ricky Hefner
Juniors Event #1	Jacob Fraigun	Leo Rodriguez	Elliot Hughes
Juniors Event #2	Travis Albright	Samantha Kline	Jacob Fraigun
Juniors Event #3	Samantha Kline	Jacob Fraigun	
Juniors Event #4	Leo Rodriguez	Samantha Kline	Jacob Fraigun
Juniors Event #5	Jacob Fraigun	Samantha Kline, Laura Fitzgerald	Gergory Neff, Zoe Griffith
Juniors Event #6	Jacob Fraigun	Leo Rodriguez	Travis
Juniors Event #7	Leo Rodriguez	Jacob Fraigun	
Juniors Event #8	Leo Rodriguez	Travis Albright	Jacob Fraigun
Kaisers Pirates	Andrew Cohen	Brett Dedrick	Amanda Meyer
Kingsburg	Bruce Schlickbernd	Greg Richardson	Burt Hunt
Last Night on Earth			
Liar's Dice #1	Patrick Havert	Bradley Burcar	Mary Taylor
Liar's Dice #2	Mary Taylor	Chia Richardson	Lori Greene
Limits	Dave Lopez	Sam Peay	James Harteker
Lords of the Sierra Madre	Jim Gutt	Gerald Delker	
Lords of the Spanish Main		Braulio Busquiazio	
Lost Cities	Michael Sarsoza	Walter Wichowski	Ben Mack
Merchant of Venus	Jim Cowan	Dan O'Farrell	Roderick Lee
Mille Bornes #2	Matthew Colville, Craig Steele	John Ruff, Ben Mack	
Modern Art	Jillian Burcar	Bradley Burcar	Tim Malaney
Modern Naval Battles	Steve Williams	Mark Luta	Gerald Delker
Munchkin	Rocco Garcia	Guy Yamato	Mary Ann
Munchkin	Odin8186	Keith Hughes	Erick Gadal
Munchkin	Chris Venuti	Heather Hardenberg	Dylan Venuti
Munchkin	Michael Parra	Odin8186	Johnathan Pulos
Munchkin Bites	Tyler King	Kenneth Kaler	Brian Symington
Munchkin Shanghai Noon	Tim Slusher	Emily LfD	Rocco Garcia
Napoleonic Wars	Michael benton, Tim Porter		
Nexus Ops	Keith Brush	Clint Corely	Ted Blegen
Niagara	Jarek Smith	Robert Neff	Jonathon Kottler

Ninja Burger	Alex Utter	James Alexander	Maryann Kline
Ninja Burger	John Miller	James Bach	Vic Stakovsky
No Thanks	Andreas Pluchar	Patrick Havert	Pearl Newton
Notre Dame	Shannon Beets	Jason Shire	Seth Jaffee
Nuclear War	Jim Cowan	Vincent Lawdy	James Thomas
On the Underground	Chris Johnson	Paul Allwood	Seth Jaffee
Origins, How we became Human	Phil Eklund	Braulio Busquiazio	Ginger Busquiazio
Pez #1	Sam Peay	Bill Bussick	Robert Neff, Stanton Peay
Pez #2	Heather Hardenberg	Chris Venuti	Nathaniel Taylor
Phase 10 #1	Chia Richardson	Greg Richardson	Cathy Neelon
Phase 10 #2	Mary Taylor	Nathaniel Taylor	Dan O'Farrell
Phase 10 #3	Stephanie Schidel	Tanya Aldrich	Debra Brinkman
Pillars of the Earth	Darrell Stark	Winton Lemoine	
Pit #1	Erich Sforza	Abraham Ivie	Edward Roske
Pit #2	Joseph Will	Edward Roske	Krysta Fryer
Pitch Car #1	Cameron Patterson	Elliot Hughes	Jarred Morton
Pitch Car #2	Dan O'Farrell	Brett Dedrick	Krysta Fryer
Poker - 5 Card Draw	Mike Fryer	Daniel Brinkman	Tarynne Fraigun
Poker - 7 Card Stud	Eric Elder	Scott Samarel	Tarynne Fraigun
Poker - Texas Hold 'Em	Ben Mack	Scott Samarel	Jonathan Kottler
Power Grid	Chris Johnson	Stephanie Kelleher	Bruce Schlikenbernd
Princes of Florence	Ben Holbrook	John Margeron	Cheryl Aday
Puerto Rico	Daniel Eppolito	Shannon Beets	Darrell Stark
Quelf #1	Samantha Peay	Robin Erb	Pearl Newton, Jon Nickols
Quelf #2	Robin Erb	Erin Fitzsimmons	Neil Figuracion
Qwirkle	Mark Gilutin - 128	Rob Escalante - 112	Robbie Charbeneau - 101
Ra	Roderick Lee	Jim Rasfeld	Sysler Steward
Race for the Galaxy	Brian Hughes	Grant Zweifel	Bruce Schlikenbernd
Rail Baron	Paul Bonday	Roderick Lee	Knee'Ah Stonecutter
Rail Game 1	Steve Loeb, Jeff Lake, Jason Shire, Stephanie Sarsoza		

Railroad Tycoon	Peter Van Ettinger	Scott Samarel	Satanter Pear
Robo Rally #1	Joe Neelon	Tanya Aldrich	Victor Ippolito
Robo Rally #2	Chia Richardson	Steve Loeb	Joseph Neelon
Roman Civil War	Fabio	Mark Luta	Matt Elstein
Saint Petersburg	Todd Vander Pluym, Kenneth Heilfron	Anna Aceia	
San Juan	Bruce Schlickbernd	Jessica Escobedo	Stanton Peay
Scepter of Zavandor	Scott Samarel	Jonathan Flagg	Ronald Fraigun
Scrabble	Rob Escalante	Anne Sidell	Albert Park
Seafarers of Catan	Andreas Pluchar	Jonathan Mabe	Robert Held
Sekigahara	David Koontz	Dane Melille	
Settlers of Catan	Abraham Ivie	Johrathn Mabe	Eric Gadal
Slide 5 #1	Chia Richardson	Bill Gallagher	Chris Johnson
Slide 5 #2	Burt Hunt	Robert Neff	Greg Richardson
Solaria #1	David Koontz	Chad Smith	Seth Jaffee
Solaria #2	Ted Blegen	Clint Corely	Ron Ramos
Spades #1	Scott Samarel, Gayle Charboneau	Dan O'Farrell, Krysta Fryer	Stephanie Schidel, Shad Schidel
Spades #2	Fern Carrasquillo, Dave O'Brien	Larry Pollack, Rocco Garcia	
Spades #3	Edward Roske, Cathy Neelon	Ed Quiroz, Erin Gerton	
SPANC	Heide Nichols	Jesse Escobedo	Solomon Chang
Starcraft the Boardgame	Christian Hassler	Raymond Preciado	Joshua Garcia
Talisman	Beau Boyer-Warrior	JD Herskowitz- Prophetess	Leonard Lopez-Troll
Television Trivia Tournament	Ron Ramos, Edward Roske, Eduardo Quiroz, Erin Gerton	Bill Gallagher, Leonard Lopez, Hilda Erb, Neil Figuacion	Lisa Patterson, Mike Leader, Shawn Peacock, Don Tsuchiyana
Thebes	Pearl Newton	Jillian Burcar	Bradley Burcar
Through the Desert	Jillian Burcar	Bradley Burcar	Leo Rodrigues
Thurn and Taxis	Daniel Eppolito	Winton Lemoine	Chris Johnson
Tichu	Scott Simons, Shannon Beets	Roderick Lee, Stephanie Kelleher	Chris Johnson, Pamela W
Ticket to Ride	Kenneth Heilfron	Stephanie Sarsoza	Robert Neff
Ticket to Ride - Marklin	Kenneth Heilfron	Dave O'Brien	Fern Carrasquillo

Ticket to Ride - Switzerland	Peter Van Ettinger	Ken Heilfron	Dan Penchman
Ticket to Ride Europe	Kenneth Heilfron	Stephanie Sarsoza	Rick Lepore
Tigris & Euphrates	Ted Blegen	Steve Stewart	Stephanie Kelleher
Times Up	Stephanie Schidel, Neil Figuracion, Eduardo Roske	Eduardo Quiroz, Darrell Stark, Shad Schiedel	
Titan #1	Chia Richardson	Alasdair Burton	Ben Tobin
Transamerica #1	Robert Neff, Greg Richardson	Paul Allwood, Steve Stewart	
Transamerica #2	Eduardo Quiroz	Paul Allwood	Tanya Aldrich
Tribes - Playtest	Jared Fitzsimmons, Matt Grimaldi, Joshua Griset, John Braden, Guy Yamoto		
Trivial Pursuit	Darrell Stark	Nick Chavez	Ian Rodriguez
Twilight Imperium III	Vincent Aken	Matthew Smith	
Twilight Struggle	Rick Lepore	Chris Withers	Roderick Lee
Ubongo	Chris Johnson	Darrell Stark	Eduardo Quiroz
Union Pacific	Anne Sidell	Eric Verheiden	Paul Bonday
Uno #1	Edward Roske	Eduardo Quiroz	Josua Griset
Uno #2	Brian Miguez	JD Herskowitz	The Goddess Pat
Uno #3 Pajama Party	Mary Taylor	Rick Hefner	Pat Griffith
Uno #4	Leonard Lopez	Cathy Neelon	Taryn
Uno #5	Nathaniel Taylor	Tanya Aldrich	Mary Taylor
Vegas Showdown	Taryanne Fraigun	Jonathan Kottler	Ruth Rodrigues
Warrior Knights	Nick Szegedi	Bernard Hansel	Roland Wood
Warzone	Troy	Ben	Carol
Warzone	Ben, Scott	Troy	Carol
Warzone	Dylan Venuti, Hunter		
Wheedle	Seth Jaffee	Sam Peay	Pearl Newton
Winds of Plunder	Tommy Lepore	Jessica Escobedo	Jay Christensen
Wits and Wagers	Tim Porter	Darrell Stark	Roland Cooke
Zooloretto	Roderick Lee	Dan Sanchez	Dylan Venuti

Collectibles	1 st Place	2nd Place	3rd Place
24 TCG	Craig Hibbs	Jonathan Brown	
Anachronism: 2/3 Package Deal	Tom Schmutz	Mathew Wilson	
Button Men: High School Drama	Darrin Hammer	Johnathan Brown	
Heroscape	Vincent Perry	Luke Kenton	Anthony Abeyta
Kingdom Hearts	Dylan Venuti	Chris Venuti	
Magic the Gathering	Tim Wilson	Charles Watson	Jonathan Brown
Magic the Gathering: Booster Draft	Dann Webster	Charles Watson	Myra Martino
Magic the Gathering: Highlander	Chuck Watson	Daniel Watson	
Marvel Heroscape	Jarred Morton	Eli Morton	
Mechwarrior	Chuck Watson		
Orcon Chunin Exam	Anh Do	Michael Valentine	
Pirates of Caribbean	Chuck Watson	Bart Hutley	
Pirates Sink-N- Keep	Chuck Watson	Brandon Henriksen	Tim Wilson
Star Wars Miniatures	Chuck Watson	Lloyd Adams	Lisa Patterson
UFS - Orcon Rumble	Grant Wheatly	Tristan Delvalle	William Rutan
Warlord	Efrain Astorga	Steve Collier	Rami Silverman
Warlord: Battle Royale	Heather Sinauskas	Rami Silverman	Efrain Astorga
Warlord Epic: Doubles	Don Tsuchiyama, David Tsuchiyama	Efrain Astorga	
Warlord: Poor Man	Chris Schoentel	Efrain Astorga	Lloyd Adams
World of Warcraft	Own Tay	Pat Roach	Leo Rodrigues
Yu-Gi-Oh!	Robert Charboneau		

Computer Games	1st Place	2nd Place	3rd Place
Diablo 2	Jason DuVall	Warren Johnson	Polly Aylor
Guitar Hero	Brad Bittner	Stephanie Kelleher	Jared Fitzsimmons
Halo	Todd Schlickbernd	Tim Jenkins	Rob Dolliver
Rogue	Alasdair Burton	Polly Aylor	Jason DuVall
LARPS	1st Place	2nd Place	3rd Place
Apocalarp - Trial by Fire	David Krieger	Crystle Stevenson, Tom Skalski	Crystal Koontz
Apocalarp - Trial by Fire	Jayarre Cox	Dan Peschman	Crystle Stevenson
Miniatures	1st Place	2nd Place	3rd Place
B5 ACTA Tournament	Marc Perez	Jeffrey Perez	Michael Shen
Circus Maximus	Russell Dobbins	Gary Okuma	Gregg Lukomski
Hordes - Warmachine	Parker Gibson	Darci Gibson	Greg Sztain
Best Terrain - Day	James Svette		
Broadside Bash		1st Place	
Overall		Warhammer Fantasy	Warhammer 40K
Best Sportsman		Tom Weber	Jason Sedlak
Best Painted		Bob Felix	Jason Wilson
Best Army		Richard Bark	Bryan Jones
Best General		Wade Durant	Chris Hlynka
		Robert Channell	Paul Haban
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Richard Bark		
Fantasy Large	Scott Walker	Katie Gonzales	Michele Wheeler
Fantasy Single	Richard Bark	Nate Rice	Orlando Munoz
Fantasy Unit	Richard Bark	Nate Rice	Hugh Singh
Historical Large	Hugh Singh		
Historical Single	Nate Rice	Hugh Singh	Janice Sellers
Historical Unit	John Knox	Hugh Singh	
Open	Orlando Munoz	Ted Blegen	Hugh Singh
Science Fiction Large	Orlando Munoz	Joel Sherperski	Chris Hylinka
Science Fiction Single	Orlando Munoz	John Knox	Lee Daugherty
Science Fiction Unit	John Knox	Orlando Munoz	Joel Sherperski

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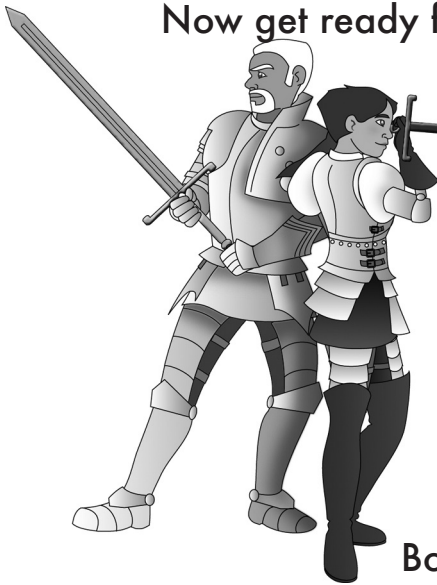
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