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Los Angeles, California

ORCCON



FEBRUARY
15-18, 2019

#C 2019



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Troubleshooting Staff

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

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

Welcome

Strategicon welcomes you to Orcccon 2019. Thank you for joining us.

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

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

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

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

The prizes for board games will be as follows:

Events are played for the pure fun of the game
Tournaments are paid out as follows:

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

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

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

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

Sponsored events will often award some type of game or game expansion

2

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

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

A Guide to Orcon 2019 for Non-gamers

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

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

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

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

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

Enjoy the con!

Orcon 2019 Special Guests



Linda Zayas-Palmer

A developer at Paizo on the Organized Play team. As a part of her work with Paizo, she produces adventures for Pathfinder Society Roleplaying Guild and is the lead developer for the Pathfinder Society Adventure Card Guild. She is also a freelance author for the Pathfinder system who has contributed to dozens of projects for several gaming companies, including Horror Adventures, Through Maelstrom Rift, and Ultimate Intrigue for Paizo as well as Forest Kingdom Compendium, Trail of the Apprentice, and Ultimate Commander for Legendary Games. Linda is a math tutor and a certified math teacher with an interest in the educational value of gaming. She worked extensively on Pathfinder Society Academy, a program that gradually introduces players to the Pathfinder Beginner Box the Pathfinder RPG and offers age-appropriate Pathfinder Society tables for young players and GMs.

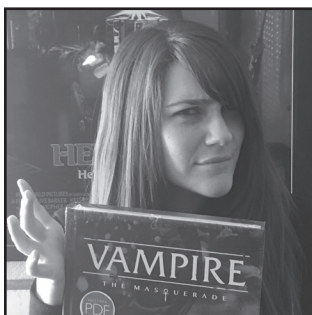
Brendan Carrion

Brendan founded Full Metal RPG to share his love of roleplaying with the world. The veteran of more Vampire: the Masquerade sessions than he can count, he is a product of the halcyon days of 1990s gaming. He somehow manages to infuse any game he touches with his passion for horror, cyberpunk, and splatterpunk fiction. Brendan is currently writing the forthcoming Endgame '85 for Dirty Vortex, American Gothic for Gallant Knight Games and his own opus celebrating vampiric horror, Ravenous.



Adam Sink

Adam is an avid roleplayer, as well as a board, video, and miniatures gamer. He began his journey back in the halcyon days of the late eighties, and has continued ever since. He is the cohost of the Full Metal RPG podcast, your stop for horror gaming and hot takes on the art of roleplaying. When not arguing over the minutiae of the Vampire: The Masquerade metaplot or trying to convince people that Slannesh did nothing wrong, Adam can be found distance running or writing software. He is found at @adam.sink on Instagram or over at fullmetalrpg.com, and is fairly certain that table next to you is a mimic.



Heather Holscher

The latest to fill the third chair at FMRPG, Heather is also the newest to gaming. Heather is inspired by Vampire: the Requiem and system-light story games, especially Alas For the Awful Sea and Good Society. She brings with her that critical Millennial demographic and her passion for creative writing. Currently riding the wave of a serious Southern Gothic she's part of the writing team for Gallant Knight Games' forthcoming American Gothic.



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



Friday

Master Schedule of Events

* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

Fri, Feb 15

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
11:00 am	1	Alchemists 101	International B	B	T	B
	4	Eternal Kings Demo	International B	B	A	B
	2	Liar's Dice Event	International B	A	F	B
	4	News & Events Demo	International B	B	T	B
	1	Angry Town	La Jolla	A	A	C
	8	Steve Jackson Games Player's Choice Open Demos	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	2	Gaslands Gaslands	International A	A	A	M
	2	Axis & Allies Set up Event	Los Angeles C	A	A	W
1 pm	3	Alchemists Event	International B	A	T	B
	1	Goa: A New Expedition 101	International B	B	T	B
	2	No Thanks! Event	International B	A	F	B
	1	Perpetual Motion Machine 101	International B	B	A	B
	1	Thurn & Taxis Expansions 101	International B	B	A	B
	2	Angry Town	La Jolla	A	A	C
	10	Munchkin Collectible Card Game	La Jolla	E	T	C
	1	Vanguard Light Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	3	Street Masters Street Masters	International A	A	A	M
2 pm	4	Dominus: War of the Dragons Demo	International B	B	F	B
	2	Goa: A New Expedition Event	International B	A	T	B
	3	Perpetual Motion Machine Event	International B	E	A	B
	1	Root 101	International B	B	M	B
	2	Thurn & Taxis: Power & Glory Event	International B	A	A	B
	2	Space Base	La Jolla	A	T	C
	2	The Tea Dragon Society	La Jolla	A	A	C
	4	Dungeons & Dragons 5th Ed. DDAL08-04 A Wrinkle in the [...] (Lvls 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-07 Into the Dark (Levels 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-13 The Vampire [...] (Lvls 11-16)	Plaza B	E	A	A
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	2	Dreadball Dreadball 101	La Jolla	A	A	M
	4	NARCOS: The board game NARCOS: The board game	International A	A	T	M
	4	Potion Explosion Potion Explosion	International A	A	T	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	0.75	Secret Hitler Event	Newport D	A	M	P
	6	Blood On The Clocktower Event	Catalina A	A	T	P
	4	Advanced Dungeons and Dragons My Old School	Chair Boardroom	A	A	R
	4	CortexPrime Deadly Class	Chair Boardroom	A	T	R
	4	For The Queen Learn and Play: Intro to Indie RPGs (For The Queen)	Chair Boardroom	A	F	R
	4	GURPS Paragon University - A Small Crush	Chair Boardroom	A	T	R
	4	GURPS 4th The Only Good Bug...	Chair Boardroom	A	T	R
	4	Little Fears Harvest Festival	Chair Boardroom	A	A	R
3 pm	1	Port Royal 101	International B	B	A	B
	3	Root Event	International B	E	M	B
	1	Terraforming Mars 101	International B	B	F	B
	1	Viticulture 101	International B	B	A	B
	2	Yahtzee Free for All #1 Event	International B	A	A	B
	4	Commies! Open Play Sponsored *	Lower Lobby	A	T	B
	3	(Decipher) LotR TCG 101	La Jolla	A	A	C
	1.5	Brawl Stars	La Jolla	A	A	C
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	9	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	2	Balderdash Event	Newport D	A	A	P
	1	ICE CREAM EMPIRE 101	Newport B	A	F	P
4 pm	1	Alien Frontiers 101	International B	B	A	B
	2	Fireball Island: Curse of Vul-Kar! Event	Family Area	A	K	B
	1	Grand Austria Hotel 101	International B	B	A	B

Friday

Fri, Feb 15

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	Port Royal Event	International B	E	A	B
	3	Power Grid Deluxe Event	International B	A	T	B
	1	Terraforming Mars Expansions 101	International B	B	F	B
	4	Viticulture Tournament	International B	E	A	B
	3	CheapAss Demos	La Jolla	A	A	C
	4	Clank! and Clank! in Space	La Jolla	A	T	C
	4.5	Indie Game Alliance	La Jolla	A	A	C
	4	Warhammer Age of Sigmar 2nd edition Age of Sigmar 2nd Edition	International A	A	A	M
	2	Game Show Play-Along: Concentration Event	Newport C	A	A	P
	1	ICE CREAM EMPIRE Event	Newport B	A	F	P
	4	Sails of Glory Event	Los Angeles C	A	A	W
5 pm	3	Alien Frontiers Event	International B	A	A	B
	2	Battlestar Galactica 101	International B	B	A	B
	3	Grand Austria Hotel Event	International B	A	A	B
	2	Monopoly Deal #1 Tournament	International B	E	A	B
	1	Splendor 101	International B	B	A	B
	2	Ticket to Ride: Africa Event	International B	A	A	B
	1	Vanguard Advance Tournament	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
	1	The Extraordinary Adventures of Baron Munchausen Event	Newport D	A	T	P
6 pm	1	Catan 101	International B	B	A	B
	2	Kingdoms Event	International B	A	A	B
	1	Power Grid 101	International B	B	T	B
	3	Splendor Big	International B	E	A	B
	6	Star Trek Ascendancy Event	International B	A	M	B
	1	Ticket to Ride Expansions 101	International B	B	A	B
	6	2 Player Octathlon	La Jolla	A	A	C
	2	Yu-Gi-Oh! Draft Tournament	La Jolla	A	A	C
	0.2	Raffle Drawing!	Pacific	A	F	G
	4	A Whisper or a Knife The Death of the Emperor	3103 and 3104	A	M	L
	4	Adeptus Titanicus Adeptus Titanicus	International A	A	A	M
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	4	Cruel Seas Cruel Seas	International A	B	T	M
	6	GW Middle Earth Strategy Battle Game HMGS-PSW The Seige of Helm's [...]	International A	A	F	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
7 pm	5	Battlestar Galactica Event	International B	E	A	B
	4	Catan National Qualifier Preliminary Round Event	International B	E	A	B
	3	Endeavor Event	International B	A	T	B
	2	Love Letter #1 Event	International B	A	A	B
	3	Power Grid World Tour: Northern Europe Event	International B	E	T	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	3	(Decipher) LotR TCG 101	La Jolla	A	A	C
	1	Magic: The Gathering - Horde: The Siege	La Jolla	A	T	C
	0.2	Duel 2 *	Pacific	A	F	G
	1	Meet & Greet *	1635	A	F	G
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-01 Weakness [...] (lvs 11-16)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-05 Hero of the Troll Wars (Levels 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-08 Crypt of the Dark Kiss (Lvs 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-14 Rescue from [...] (Lvs 11-16)	Plaza B	E	A	A
	6	Flames of War Frankograd	International A	A	A	M
	2	Balderdash Event	Newport D	A	A	P
8 pm	4	1846 Event	International B	E	T	B
	1	Kanban: Automotive Revolution 101	International B	B	T	B
	1	Nuke Warz Event	International B	A	A	B
	1	Scythe 101	International B	B	A	B
	1	Talisman 4th Ed 101	International B	B	T	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	3	Friday Night Draft! Ravnicka Allegiance	La Jolla	A	A	C
	0.2	Dwarves vs Orcs *	Pacific	A	F	G
	2	Flea Market	International F	A	A	G
	0.2	Raffle Drawing!	Pacific	A	F	G
	4	Werewolf: The Apocalypse City of Rage	Bel Air	A	M	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	3	Blood and Plunder Blood and Plunder Demo	International A	A	T	M
	2	Gaslands Gaslands 101	International A	B	A	M

Friday

Fri, Feb 15

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	4	Potion Explosion Potion Explosion	International A	A	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	2.5	Puzzle Playtesting Event	Newport B	A	A	P
	2	Game Show Play-Along: The Price is Right Event	Newport C	A	A	P
	4	Advanced Dungeons and Dragons My Old School	Chair Boardroom	A	A	R
	4	Chronicles of Darkness Mortals in the Mote of Sin- A Happy Jacks RPG [...]	Chair Boardroom	A	M	R
	4	CortexPrime West Coast Avengers	Chair Boardroom	A	T	R
	4	Delta Green Protect Me from the Enemy, Myself	Chair Boardroom	A	M	R
	4	Dungeons & Dragons 5e A Hangover in Skullport	Chair Boardroom	A	M	R
	4	Fate - Dresden Files RPG The Dresden Files - Fun and Games	Chair Boardroom	A	T	R
	4	GURPS Citadel of the Duneforge Dwarves	Chair Boardroom	A	T	R
	4	GURPS Project Aspire - Backlash	Chair Boardroom	A	T	R
	4	Heroic Dark Make the world, Defend it or Die Trying	Chair Boardroom	B	T	R
	4	Kagematsu Kagematsu	Chair Boardroom	A	M	R
	4	One Role Engine (Wild Talents) Watch Out For Capes - A Happy Jack's Heist	Chair Boardroom	A	T	R
	4	Storypath They Came From Beneath The Sea! Preview	Chair Boardroom	A	A	R
	4	Trail of Cthulhu Frozen Dreams	Chair Boardroom	A	M	R
	4	Vampire 5th Edition Babes in the Dark	Chair Boardroom	A	M	R
	4	RPGs on Demand	Chair Boardroom	A	A	R
	2	Trivia LA	Carmel	A	M	S
	2	Super Smash Bros. Ultimate Unlock Party Nintendo Switch	Marina	A	A	V
	2	Fortnite #0 - Test Run PC	Marina	E	T	V
	1	Smash Bros WiiU #1 - Kirby-Rama WiiU	Marina	A	A	V
9 pm	1	Castles of Burgundy 101	International B	B	A	B
	1	Fleet: the Dice Game 101	International B	B	T	B
	2	Kanban: Automotive Revolution Event	International B	A	T	B
	2	Phase 10 #1 Tournament	International B	E	A	B
	4	Scythe Qualifier Event	International B	E	A	B
	4	Talisman 4th Ed Event	International B	A	T	B
	1	Titan 101	International B	B	T	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	2	Keyforge Demo 101	La Jolla	B	A	C
	3	Star Wars Destiny - Draft/Sealed	La Jolla	E	A	C
	0	Dealer Room Closes	Pacific	A	A	G
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	3	Ultimate Werewolf Event	Catalina D	A	A	P
10 pm	1	6 nimmt! 101	International B	B	A	B
	5	Castles of Burgundy Big	International B	E	A	B
	1	Century: Spice Road 101	International B	B	A	B
	2	Fleet: the Dice Game Event	International B	A	T	B
	4	Joe Area No Limit Hold 'em Poker Event	International B	A	A	B
	1	Thurn and Taxix 101	International B	B	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	4	Freeform 'Heroes'	3109	A	M	L
	2	Dreadball Dreadball 101	International A	A	A	M
	1.5	Speakeasy Event	Catalina B	A	T	P
11 pm	1	Disney's Villainous 101 101	International B	B	A	B
	3	Thurn and Taxix Tournament	International B	E	A	B
	2	Uno #1 Event	International B	A	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B

* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

Sat, Feb 16

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Disney's Villainous Event	International B	A	A	B
	12	Magic: The Gathering On Demand Sealed	La Jolla	A	A	C
	3	Sealed Ravnican Allegiance	La Jolla	A	A	C
	2	Clay-O-Rama Midnight Clay-O-Rama	International A	A	M	M

Saturday

Sat, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	4	Advanced Dungeons and Dragons My Old School	Chair Boardroom	A	A	R
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
8 am	4	MR-KR-GR: The Death-Rolled Kingdom MR-KR-GR: The Death-Rolled [...]	Chair Boardroom	A	M	R
	3	Werewolf the Wild West Razor Ridge a Werewolf Wild West Game, a [...]	Chair Boardroom	A	T	R
9 am	4	Brass: Birmingham Event	International B	A	A	B
	2	Monopoly Deal #2 Event	International B	A	A	B
	4	Promenade Demo	International B	B	T	B
	3	Ticket to Ride: USA 1910 Event	International B	A	A	B
	12	Titan Tournament	International B	E	T	B
	2	Garden Games! Topiary, Arboretum, Lotus	La Jolla	A	T	C
	0.2	Duel 2 *	Pacific	A	F	G
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-02 Dead Canaries (lvs 11-16)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL07-15 Streams of Crimson (Levels 17-20)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-06 Purging the Blood (Levels 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-09 Fangs and Frogs (Levels 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-15 Forge of Fangs (Levels 11-16)	Plaza B	E	A	A
	5	Pathfinder RPG SPECIAL EVENT: The Eternal Obelisk (Level 5-9)	Los Angeles A	E	A	F
	10	Pathfinder RPG Tears at Bitter Manor (Levels 5-7)	Los Angeles A	A	A	F
	10	Pathfinder RPG The Midnight Mirror (Levels 3-5)	Los Angeles A	A	A	F
	4	Homebrew The Forgotten	Bel Air	A	T	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	8	Battle of Wavre (Home Brew Rules) Battle of Wavre	International A	A	A	M
	4	Clash of Kingdoms (Home Brew) Clash of Kingdoms-A Game of Thrones	International A	A	T	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	A	M
	4	Zombicide Zombicide	International A	A	A	M
	2.5	Between Two Galaxy Truckers Event	Newport D	E	T	P
	4	Deadlands Reloaded (Savage Worlds) A Cowboy Legend	Chair Boardroom	A	M	R
	3	Dungeons & Dragons 5th Ed. Dungeon School - A Happy Jack's Game	Chair Boardroom	B	K	R
	4	GURPS On Your Own Steam	Chair Boardroom	A	T	R
	4	Heroic Dark Make the world, Defend it or Die Trying	Chair Boardroom	B	T	R
	4	Homebrew Legends	Chair Boardroom	A	T	R
	2	Kids on Bikes Things Couldn't Get Stranger, Could They?	Chair Boardroom	A	F	R
	4	One Role Engine (Wild Talents) Watch Out For Capes - A Happy Jack's [...]	Chair Boardroom	A	T	R
	4	Palladium RIFTS Rising Phoenix	Chair Boardroom	A	A	R
	4	Savage Rifts New Strawn Kansas Two Step	Chair Boardroom	A	A	R
	4	Savage Rifts® New Strawn: Agricultural Investigation	Chair Boardroom	A	T	R
	4	Shadow of the Century (Fate Core) S.T.I.N.G.R.A.Y.: "The Final [...]"	Chair Boardroom	A	F	R
	4	Star Trek Adventures Search and Rescue	Chair Boardroom	A	F	R
	4	Vampire the Requiem: Second Edition The Requiem Chronicles: North Star	Chair Boardroom	A	T	R
	4	RPGs on Demand	Chair Boardroom	A	A	R
	3	Star Trek Battles Demo	Los Angeles C	A	A	W
	8	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	3	Death of Liberty Demo	International B	B	F	B
	1	Flash Point: Fire Rescue Event	International B	A	A	B
	1	Hoot Owl Hoot! and Hit the Throttle! Event	Family Area	A	K	B
	4	Last Days of Athobrae Demo	International B	B	T	B
	2	Monopoly Gamer Event	International B	A	A	B
	5	Power Grid Big	International B	E	T	B
	1	Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant 101	International B	B	A	B
	2	Keyforge Demo 101	La Jolla	A	A	C
	1	Pokemon Workshop #1	La Jolla	A	A	C
	2	Red Dragon Inn 101	La Jolla	A	T	C
	12	Steve Jackson Games Player's Choice Open Demos	La Jolla	A	A	C
	2	The Tea Dragon Society	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	14	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	0.2	Dwarves vs Orcs *	Pacific	A	F	G
	7	Paint and Take	International A	A	A	M
	9	Bolt Action 2nd Edition Duel in the Desert	International A	E	T	M
	4	Civil Unrest Civil Unrest: Anarchy	International A	A	T	M
	4	Gaslands Gaslands Kid/Family Tournament	International A	A	F	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	4	Knights of the 31st Century Knights of the 31st Century	International A	B	A	M

Saturday

Sat, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	8	Warhammer 40K Orcon Warhammer ITC 40K Rogue Trader Tournament	International A	E	T	M
	10	Warhammer 40K 8th Edition Mega-Apocalypse	International A	A	A	M
	6	X-Wing 1st 2nd edition X-Wing tournament.	International A	A	T	M
	1	The Valiant Card Game: Ninjak vs. The Valiant Universe Event	Catalina B	A	M	P
	11	Virgin Queen (Campaign Scenario) #1 Big	Los Angeles C	E	A	W
	11	Virgin Queen (Campaign Scenario) #2 Big	Los Angeles C	E	A	W
11 am	1	Blue Moon City 101	International B	B	A	B
	4	Eternal Kings Demo	International B	B	A	B
	4	Sidereal Confluence: Trading and Negotiation in the Elysian Quadrant Event	International B	A	A	B
	7	Terraforming Mars Expansions Event	International B	E	T	B
	1	Ticket to Ride Expansions 101	International B	B	A	B
	2	Ticket to Ride: First Journey Small	Family Area	A	K	B
	2	Uno #2 Tournament	International B	E	A	B
	3	Ascension #1	La Jolla	A	A	C
	3	Middle-Earth CCG 101	La Jolla	A	A	C
	2	Pokemon #1	La Jolla	A	A	C
	2	Vanguard Light Tournament	La Jolla	A	A	C
	8.5	Indie Game Alliance	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.2	Raffle Drawing!	Pacific	A	F	G
	1	Freeform Seminar What is LARP? *	Carmel	A	A	L, S
	8	Mr Lincoln's War ACW Battle of the Wilderness -Sander's Field *	International A	A	T	M
	4	Warlord Pike & Shotte Italian Wars Participation Game	International A	A	T	M
	3	Fall of Magic Event	Catalina C	A	T	P
	1	The Zorro Dice Game Demo Demo	Catalina B	A	A	P
	6	Caesar: Epic Battle of Alesia Event	Los Angeles C	A	A	W
	4	Game of Thrones Small	Los Angeles C	A	A	W
Noon	3	Blue Moon City Tournament	International B	E	A	B
	2	Cahoots Event	International B	A	A	B
	4	Catan National Qualifier Preliminary Round Event	International B	E	A	B
	1	Good Cop Bad Cop Event *	International B	A	T	B
	4	Stadium: A Sport Odyssey Demo	International B	B	T	B
	1	Survive! 101	International B	B	A	B
	1	Ticket to Ride: Rails & Sails 101	International B	B	T	B
	7	Comnies! Open Play Sponsored *	Lower Lobby	A	T	B
	4	AEG Open Demos - Players' Choice	La Jolla	A	A	C
	2	Angry Town	La Jolla	A	A	C
	2	Strategic-Placement-Con - Clash Royale Tournament	La Jolla	A	A	C
	3	M:tG Draft - Ravnica Allegiance	La Jolla	A	A	C
	4	Red Dragon Inn OP Season 5	La Jolla	E	T	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	1	Math Trade	Newport C	A	A	G
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	4	Warhammer Age of Sigmar 2nd edition Age of Sigmar 2nd Edition	International A	A	A	M
	1	60 Second Chef Event	Newport B	A	A	P
	2	Game Show Play-Along: Name That Tune & Face The Music Event	Catalina A	A	A	P
	2	Kids on Bikes Kids on Bikes - Curiouser and Curiouser	Chair Boardroom	A	F	R
	2	Smash Bros Ultimate #1 - FFA Nintendo Switch	Marina	E	A	V
	4	1775: Rebellion Tournament Tournament	Los Angeles C	A	A	W
1 pm	2	Builders of Blankenburg Demo	International B	B	T	B
	1	Kingsburg 101	International B	B	A	B
	2	Phase 10 #2 Event	International B	A	A	B
	1	Survive! Event	International B	A	A	B
	3	Ticket to Ride: Rails & Sails Tournament	International B	E	T	B
	3	Who Goes There Event	International B	A	T	B
	7	2 Player Octathlon	La Jolla	A	A	C
	3	Keyforge -Solo Sealed Tournament	La Jolla	E	A	C
	3	Clank! A Deck Building Adventure	La Jolla	E	T	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	5	Flames of War Ver3.0 MRB Stoumont Dec 1944 - HMGS PSW	International A	A	T	M
	4	Lighthearted Nuclear Knight School: Once Bitten - A Happy Jacks RPG [...]	Chair Boardroom	A	M	R
2 pm	2	Cock & Bull... It's all about the Monkey! Event *	International B	A	A	B
	1	Darkest Night 2nd Ed 101	International B	B	A	B
	1	Indie Dev 101	International B	B	F	B
	5	Kingsburg Big	International B	E	A	B

Saturday

Sat, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Long Shot Event	International B	A	T	B
	1	Munchkin Treasure Hunt Event	Family Area	A	K	B
	2	Promenade Sponsored	International B	B	T	B
	1	The Big Showdown Event	International B	A	A	B
	2	Strategic-Placement-Con - Clash Royale Tournament	La Jolla	A	A	C
	2	Magic: the Gathering Commanderin'	La Jolla	A	A	C
	0.2	Raffle Drawing!	Pacific	A	F	G
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-03 Darkest Vein (Levels 11-16)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-07 Into the Dark (Levels 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-10 The Skull Square [...] (Lvl 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDEP08-01 Chaos in the City of [...] (Lvl 1-4)	Plaza B	B	A	A
	4	Gate of Light and Shadow Duel of the Titans! *	Catalina D	A	M	L
	4	Meta The Waiting Room of Lost Souls	3103, 3104	A	A	L
	4	Nerf/Boffer (Live Combat) Boffer Showcase: NATO vs The [...] (Teen Run) *	Bel Air	A	T	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	4	Blood Rage Blood Rage	International A	A	T	M
	4	Fantasy Flight Games Middle Earth Quest	International A	A	M	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	2	Omicron Protocol Omicron Protocol - Learn to Play!	International A	A	T	M
	4	Victorian Masterminds Victorian Masterminds	International A	A	T	M
	1.5	Pantone the Game 101 101	Catalina B	B	A	P
	1	Shadow*Kitty (prototype) Event	Catalina C	A	A	P
	3	Death of Liberty - Board Game Demo	Newport D	A	A	P
	1	Upstaged (prototype) Event	Newport B	A	F	P
	4.5	5th Edition D&D Curse of the Desert Mansion	Chair Boardroom	E	T	R
	8	AD&D 1st/2nd edition Shikazi Adventures	Chair Boardroom	E	T	R
	4	Bluebeard's Bride Bluebeard's Bride	Chair Boardroom	A	M	R
	4	GUMSHOE Swords of the Serpentine Playtest	Chair Boardroom	A	A	R
	4	GURPS Good Morning Sunshine	Chair Boardroom	A	T	R
	4	GURPS Monster Hunters: Mysic Bound	Chair Boardroom	A	T	R
	4	GURPS 4th The Only Good Bug...	Chair Boardroom	A	T	R
	4	Homebrew Legends	Chair Boardroom	A	T	R
	3	Icarus Icarus	Chair Boardroom	B	T	R
	4	Jinkies! Vaudeville Caper *	Chair Boardroom	A	T	R
	6	Pathfinder 1e Rappan Athuk - Fight Orcus!	Chair Boardroom	A	M	R
	4	Prism Kaleidoscope: Shinju Castle - Lost Souls	Chair Boardroom	A	T	R
	8	Savage RIFTS® RIFTS® - Mexican Cargo Run: Expedite Exodus	Chair Boardroom	A	A	R
	4	ShadowPunk (FAE) Everyone Wants It!	Chair Boardroom	A	T	R
	4	Star Trek Adventures Quid Pro Quo	Chair Boardroom	A	A	R
	4	StoryPath They Came From Beneath The Sea! Preview	Chair Boardroom	A	T	R
	4	Teenagers from Outer Space Spring Vacation	Chair Boardroom	A	T	R
	4	Tenra Bansho Zero Tenra Bansho Zero: Alpha	Chair Boardroom	A	M	R
	4	Tenth Imperium Aalsdepp Adventures	Chair Boardroom	A	A	R
	4	Things from the Flood Hoover Dam Disaster - Happy Jacks RPG Game	Chair Boardroom	A	A	R
	4	RPGs on Demand	Chair Boardroom	A	A	R
	4	Wushu Let's Punch Nazis!	Chair Boardroom	A	A	R
	2.5	Want to Learn to earn FREE games??	Carmel	A	T	S
	1	Fortnite 101 - How to build and shoot PC	Marina	B	T	V
	2	Mario Kart 8 #1 - Team Race Wii U / Switch	Marina	A	F	V
3 pm	3	Darkest Night 2nd Ed Event	International B	A	A	B
	1	La Granja No Siesta! Event	International B	A	A	B
	1	Outpost 101	International B	B	A	B
	1	The Zorro Dice Game Demo	International B	B	A	B
	2	Yahtzee Free for All #2 Tournament	International B	E	A	B
	3	Middle-Earth CCG 101	La Jolla	A	A	C
	3	Trick Taking: The Trick Taking Game *	La Jolla	A	A	C
	2	Vanguard Advance Tournament	La Jolla	A	A	C
	4	Car Wars - Homebrew Fury Road	International A	A	A	M
	1	60 Second Chef Event	Newport B	A	A	P
	2	Game Show Play-Along: Blockbusters Event	Catalina A	A	A	P
	1	Shadow*Kitty (prototype) Event	Catalina C	A	A	P
	1	Upstaged (prototype) Event	Newport B	A	F	P
4 pm	1	108: Won with the Universe Demo *	International B	B	T	B
	1	Fireball Island Event	International B	A	A	B
	1	New Salem 2nd Ed Event *	International B	A	T	B

Saturday

Sat, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	3	Outpost Event	International B	A	A	B
	3	Scythe Qualifier Event	International B	E	A	B
	1	Slamwich Event	Family Area	A	F	B
	2	The Acts Demo	International B	B	A	B
	2	Magic: the Gathering Commanderin'	La Jolla	A	A	C
	3	Sealed Ravnica Allegiance	La Jolla	A	A	C
	3	Munchkin Collectible Card Game Draft Event	La Jolla	A	A	C
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	4	Infinity N3 The Gateway Incident	International A	A	T	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	2	Omicron Protocol Omicron Protocol - Learn to Play!	International A	A	T	M
	4	Star Wars: Imperial Assault Star Wars: Imperial Assault - Bespin Gambit	International A	A	A	M
	2	YOU DON'T KNOW MY LIFE! Event	Newport C	A	T	P
	1	Shadow* Kitty (prototype) Event	Catalina C	A	A	P
	1	Upstaged (prototype) Event	Newport B	A	F	P
	2	Injustice 2 #1 - Standard PS4	Marina	E	A	V
5 pm	1	Concordia 101	International B	B	A	B
	4	Dominus: War of the Dragons Demo	International B	B	F	B
	2	Fields and Flocks Demo	International B	B	T	B
	1	Gambit Event	International B	A	A	B
	2	Love Letter #2 Tournament	International B	E	A	B
	3	Ticket to Ride: Old West Event	International B	A	A	B
	3	Keyforge Tournament	La Jolla	E	A	C
	3	Star Wars Destiny - Draft/Sealed	La Jolla	E	A	C
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	0.2	Raffle Drawing!	Pacific	A	F	G
	6	Circus Maximus Circus Maximus	International A	A	A	M
	1	Dead Last Live Event	Newport D	A	T	P
	1	The Zorro Dice Game Demo Demo	Catalina B	A	A	P
	1	Upstaged (prototype) Event	Newport B	A	F	P
	1	Going Epic: How to Build a Roleplaying Campaign That Can Run For Years *	Carmel	A	F	S
6 pm	4	Concordia Big	International B	E	A	B
	1	Container 101	International B	B	T	B
	1	Dream Home Event	Family Area	A	F	B
	1	Gem Rush 2nd Ed Event	International B	A	A	B
	1	Space Base 101	International B	B	A	B
	1	The Cards of Cthulhu Demo	International B	B	A	B
	3	The World Cup Game (Redux) Demo	International B	B	A	B
	2	Beauty Queen Death Match *	La Jolla	A	T	C
	1	Weiß Schwarz - Gaming 101	La Jolla	B	T	C
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	1	When I Dream Event	Newport D	A	A	P
	5	The Saber Legion - Dark Watch Series Event	Pasa Garden	E	F	P
	2	Game Show Play-Along: The \$25,000 Pyramid Event	Catalina A	A	A	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	2	Smash Bros WiiU #2 - FFA WiiU	Marina	E	A	V
	3	Memoir 44 Classic Tournament	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	1	Agricola 101	International B	B	A	B
	3	Container Tournament	International B	E	T	B
	2	Elder Sign Gates of Arkham Event	International B	A	A	B
	3	Power Grid World Tour: United Kingdom & Ireland Event	International B	E	T	B
	2	Space Base Event	International B	A	A	B
	1	The Big Book of Madness 101	International B	B	T	B
	1	Comnies! Qualifer Sponsored *	Lower Lobby	A	T	B
	3	(Fantasy Flight) Game of Thrones 2nd Edition 101	La Jolla	A	A	C
	4	Dungeons & Dragons 5th Ed. DDEP08-02 Stardock Under Siege (Lvls 1-16)	Plaza B	A	A	A
	2	Cash 'n Guns LIVE Event	Newport C	A	A	P
	1	WHISKEY BUSINESS! 101	Catalina D	A	A	P
	2	Werewolf GM 101 101	Catalina C	A	A	P
8 pm	1	7 Wonders: Armada 101	International B	B	T	B
	5	Agricola Tournament	International B	E	T	B
	1	Glory to Rome 101	International B	B	T	B
	2	Password Event	International B	A	A	B
	1	Rising Sun 101	International B	B	T	B

Saturday

Sat, Feb 16

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	The Big Book of Madness Event	International B	A	T	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	4	Magic: The Gathering - K&J Pauper Tourney	La Jolla	E	T	C
	3	M:tG Draft - Ravnica Allegiance	La Jolla	A	A	C
	5	Pathfinder RPG The Hao Jin Cataclysm (Levels 1-11)	Los Angeles A	A	A	F
	4	Nerf/Boffer (Live Combat) Boffer Showcase: NATO vs The [...] (Adult Run) *	Bel Air	A	T	L
	4	Sanction Sanction *	3103, 3104	A	T	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	4	Blood Rage Blood Rage	International A	A	T	M
	2	Kill Team Kill Team Duos Tournament	International A	A	A	M
	2	Miniature Painting 101: Basic Techniques	International A	A	A	M
	2	Omicron Protocol Omicron Protocol - Learn to Play!	International A	A	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	2	Two Rooms & A Boom Event	Catalina A & B	A	A	P
	1	WHISKEY BUSINESS! Event	Catalina D	A	A	P
	3	Jackbox Party Pack! Event	Newport B	A	T	P
	2	Spyfall Event	Newport D	A	T	P
	8	AD&D 2E High Level All Nighter	Chair Boardroom	E	M	R
	4	Delta Green Next of Kin	Chair Boardroom	A	M	R
	6	Dungeons & Dragons 5.0 Dungeons & Dragons Player vs Player	Chair Boardroom	E	T	R
	4	Dungeons & Dragons 5e A Hangover in Skullport	Chair Boardroom	A	M	R
	4	GURPS All Hail the Lord of Pixies	Chair Boardroom	A	T	R
	4	GURPS Mommy's Little Monsters	Chair Boardroom	A	T	R
	4	Paranoia Bubblegum Run	Chair Boardroom	A	A	R
	4	Prism Kaleidoscope - Demons from the Past	Chair Boardroom	A	T	R
	4	Scum and Villainy Eye of the Maelstrom	Chair Boardroom	A	F	R
	4	Sorcerer Dinner Party of the Damned	Chair Boardroom	A	M	R
	4	Tenth Imperium Aalsdepp Adventures	Chair Boardroom	A	A	R
	4	They Came from Beneath the Sea They Came From Beneath The Sea! Preview	Chair Boardroom	A	A	R
	2	Happy Jacks RPG Podcast Live! *	Carmel	A	T	S
	2	Fortnite #1 - Tilted Tango PC	Marina	E	T	V
9 pm	3	7 Wonders: Armada Event	International B	E	T	B
	2	Beauty Queen Death Match Event	International B	B	T	B
	4	Eternal Kings Sponsored	International B	A	A	B
	3	Glory to Rome Tournament	International B	E	T	B
	4	Rising Sun Event	International B	A	T	B
	1	Terraforming Mars 101	International B	B	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	4	Walter Wichowski Memorial Werewolf Game Event	Newport C	A	A	P
	3	Ultimate Werewolf Event	Catalina C	E	A	P
10 pm	1	Baseroll Demo	International B	B	A	B
	2	Terraforming Mars Qualifier Event	International B	E	T	B
	1	The Hobbit: The Board Game 101	International B	B	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	2	co-op campaign Kingdom Death: Monster	International A	E	M	M
	4	Gaslands Gaslands Maximum Violence Death Race	International A	A	M	M
	1	Punderdome Event	Catalina B	A	T	P
	4	Salem 1692 Event	Newport D	A	T	P
11 pm	2	The Hobbit: The Board Game Event	International B	A	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	1.5	Battlestations 2.0 Battlestations - HUGE	International A	A	A	M
	2	Game Show Play-Along: Wheel of Fortune After Dark Event	Catalina A	A	M	P
	1	News@11 Event	Catalina B	A	T	P

* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

Sunday

Sun, Feb 17

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Legendary Event	International B	A	T	B
	1	Magic: The Gathering - Horde: At The Reactor	La Jolla	A	T	C
	12	Magic: The Gathering On Demand Sealed	La Jolla	A	A	C
	3	Sealed Ravnica Allegiance	La Jolla	A	A	C
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	E	A	P
	4	Tenth Imperium Aalsdepp Adventures Midnight Madness	Chair Boardroom	A	A	R
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
8 am	4	PbtA Mac's Horror Game	Chair Boardroom	A	M	R
9 am	1	Azul 101	International B	B	A	B
	3	Dream Factory Event	International B	A	A	B
	1	Iron Dragon 101	International B	B	A	B
	2	Monopoly Deal #3 Event	International B	A	A	B
	1	Stone Age 101	International B	B	A	B
	0.2	Duel 2 *	Pacific	A	F	G
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-01 Weakness of Rock (lvls 11-16)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01C The Magician's [...] (Lvls 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL07-16 Pools of Cerulean (Levels 17-20)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-04 A Wrinkle in the Weave (Lvls 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-08 Crypt of the Dark Kiss (Lvls 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-11 Poisoned Words (Levels 5-10)	Plaza B	E	A	A
	4	Cthulhu Live The Captured Creature	Bel Air	A	T	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire	International A	A	T	M
	7	Flames of War Armies of Late War Tournament	International A	E	M	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Zombicide Zombicide	International A	A	A	M
	4	Deadlands Reloaded (Savage Worlds) A Cowboy Legend	Chair Boardroom	A	M	R
	4	GURPS Project Aspire - Otherworldly	Chair Boardroom	A	T	R
	4	GURPS The World's Not Faire	Chair Boardroom	A	T	R
	4	Heroic Dark Make the world, Defend it or Die Trying	Chair Boardroom	A	T	R
	4	Monarchies of Mau (D20) All Hail The Rat King! - Monarchies of Mau	Chair Boardroom	A	A	R
	4	Mutant Year Zero Mutant Year Zero: The Other Ark	Chair Boardroom	A	T	R
	4	Savage Rifts Kansas to step	Chair Boardroom	A	A	R
	4	Wushu The Bepin Diamond Heist	Chair Boardroom	A	A	R
	3	Star Trek Battles Demo	Los Angeles C	A	A	W
	8	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	3	Carcassonne Expansions Event	International B	E	F	B
	3	Death of Liberty Demo	International B	B	F	B
	4	Iron Dragon Event	International B	A	A	B
	1	Kingdom Builder 101	International B	B	A	B
	4	Last Days of Athobrae Demo	International B	B	T	B
	1	Munchkin Treasure Hunt Event	Family Area	A	K	B
	6	Stone Age Big	International B	E	A	B
	3	Commies! Open Play Sponsored *	Lower Lobby	A	T	B
	4.5	2 Player Octathlon	La Jolla	A	A	C
	1	Hokkaido	La Jolla	A	A	C
	2	Keyforge Demo 101	La Jolla	B	A	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	2	Red Dragon Inn 101	La Jolla	A	T	C
	10	Steve Jackson Games Player's Choice Open Demos	La Jolla	A	A	C
	14	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	0.2	Dwarves vs Orcs *	Pacific	A	F	G
	7	Paint and Take	International A	A	A	M
	4	Civil Unrest Civil Unrest: Anarchy	International A	A	T	M
	2	Clay-O-Rama Clay-O-Rama Extravaganza	International A	A	F	M
	2	Gruntz 15 Border Skirmish	International A	A	T	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	6	Warhammer 40K Orcon Warhammer ITC 40K Rogue Trader Tournament	International A	E	T	M
	4	Warhammer 40K 8th Edition 40K Ironman Tournament	International A	A	A	M
	8	Warhammer 40K 8th Edition Mega-Apocalypse	International A	A	A	M
	4	Warhammer 40K 8th Edition Warhammer 40K Demos	International A	A	A	M
	1	Exposed with the Designer Event *	Newport B	A	A	P
	8	Kriegsspiel Event	Los Angeles C	A	A	W
11 am	4	Dominus: War of the Dragons Demo	International B	B	F	B
	2	Kingdom Builder Tournament	International B	E	T	B
	1	Minuscule Event	Family Area	A	K	B

Sunday

Sun, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Rail Raiders Infinite Event	International B	A	T	B
	2	Shadows over Camelot Event	International B	A	A	B
	6	Twilight Imperium 4th Ed Event	International B	A	A	B
	2	Uno #3 Event	International B	A	A	B
	3	Middle-Earth CCG 101	La Jolla	A	A	C
	2	Pokemon #2	La Jolla	A	A	C
	8	Vanguard 101	La Jolla	A	A	C
	1	Vanguard Light Tournament	La Jolla	A	A	C
	8.5	Indie Game Alliance	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.2	Raffle Drawing!	Pacific	A	F	G
	7	La Bataille Napoleonics, Battle of Gorodececzna *	International A	A	T	M
	1	The Zorro Dice Game Demo Demo	Newport B	A	A	P
	3	Swords Without Master Event	Catalina C	A	T	P
Noon	2	Cat Rescue Event	International B	A	F	B
	3	Century: Spice Road Tournament	International B	E	A	B
	4	Cohorts and Cronies Demo	International B	B	T	B
	4	Eternal Kings Demo	International B	B	A	B
	1	Fireball Island: The Curse of Vul-Kar Event	International B	A	A	B
	1	Rat-a-Tat Cat Event	Family Area	A	K	B
	1	Talisman/Cataclysm 101	International B	B	T	B
	2	Angry Town	La Jolla	A	A	C
	3	M:tG Draft - Ravnica Allegiance	La Jolla	A	A	C
	2	Red Dragon Inn	La Jolla	A	T	C
	4	Star Wars Minis Sealed Booster Draft Virtual #16	La Jolla	A	A	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	4	Dungeons & Dragons 5th Ed. DDAL07-17 Cauldron of Sapphire (Lvl 17-20)	Plaza B	E	A	A
	0.5	Battlestations - Dirtsides Battlestations - Dirtsides	International A	A	A	M
	6	Battletech Battletech - Circle of Death	International A	A	T	M
	6	DBA 3.0 Da Bellis Antiquitates at Orcon	International A	A	T	M
	4	Fantasy Flight Mansions of Madness 1st Edition	International A	A	T	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	2	Omicron Protocol Omicron Protocol - Learn to Play!	International A	A	T	M
	1	Barker's Row Event	Newport B	A	A	P
	5	The Saber Legion - Dark Watch Tournament Event	Pasa Garden	E	F	P
	2	Game Show Play-Along: Tic Tac Dough Event	Catalina D	A	A	P
	1	Backstab Event	Catalina A & B	A	T	P
	2	Super Smash Bros Ultimate #2 - 1v1 Lockout Nintendo Switch	Marina	E	A	V
	4	Battle Cry- Tournament Tournament	Los Angeles C	A	A	W
1 pm	1	Colony Event	International B	B	A	B
	1	Great Western Trails 101	International B	B	A	B
	2	Phase 10 #3 Event	International B	A	A	B
	4	Stadium: A Sport Odyssey Demo	International B	B	T	B
	4	Talisman/Cataclysm Event	International B	E	T	B
	4	Ticket to Ride: Europe Tournament	International B	E	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	3	Ascension #2	La Jolla	A	A	C
	3	Keyforge Tournament	La Jolla	E	A	C
	1	Tak: A Beautiful Learning Experience	La Jolla	A	A	C
	2	Transformers CCG 101	La Jolla	A	A	C
	0.5	Battlestations - Dirtsides Battlestations - Dirtsides	International A	A	A	M
	1	Backstab 2 Event	Catalina A & B	A	T	P
	4	Good Society Lord Teffly's Winter Murder	Chair Boardroom	A	M	R
	3	Go Medieval With Crazy Board	Carmel	A	A	S
2 pm	5	Brass: Lancashire Event	International B	A	A	B
	1	Colony Event	International B	A	A	B
	5	Great Western Trails Big	International B	E	T	B
	1	Legends of the Hidden Temple Event	International B	A	A	B
	2	Manila Event	International B	A	A	B
	2	The Acts Demo	International B	B	A	B
	1	Commies! Qualifer Sponsored *	Lower Lobby	A	T	B
	4	Terraforming Mars Finals Big	International B	E	A	B
	2	Magic: the Gathering Commanderin'	La Jolla	A	A	C
	2	Munchkin Tournament	La Jolla	A	A	C
	2	Tak: A Beautiful Game	La Jolla	A	A	C

Sunday

Sun, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Vanguard Advance Tournament	La Jolla	A	A	C
	0.2	Raffle Drawing!	Pacific	A	F	G
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-02 Dead Canaries (lvls 11-16)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01D The Girl who [...] (Lvls 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-05 Hero of the Troll Wars (Levels 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-09 Fangs and Frogs (Levels 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-12 Xanathar's Wrath (Levels 5-10)	Plaza B	E	A	A
	4	Freeform Fantasy Kingdom Council	3109	A	T	L
	4	Homebrew The Great War	3103, 3104	A	T	L
	4	Starship Valkyrie Basic Starship Valkyrie: It Came from Outer Space *	Bel Air	A	T	L
	2	Painting Contest Judging	International A	A	A	M
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of [...] Semi-Finals	International A	A	T	M
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	4	Gaslands Gasland Tournament	International A	E	A	M
	2	Kill Team KILL TEAM 3-day Tournament	International A	E	T	M
	2	Omicron Protocol Omicron Protocol - Learn to Play!	International A	A	T	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	A	M
	4	Zombicide Zombicide	International A	A	T	M
	1.5	Parsely Event	Catalina C	A	T	P
	3	Death of Liberty - Board Game 101	Newport D	A	A	P
	4	Dungeon Crawl Classics Tournament of Pigs	Chair Boardroom	A	T	R
	4	Dungeons & Dragons 5e A Hangover in Skullport	Chair Boardroom	A	M	R
	4	GUMSHOE Swords of the Serpentine Playtest	Chair Boardroom	A	A	R
	4	GURPS Monster Hunters: Mystic Bound	Chair Boardroom	A	T	R
	4	GURPS 4th The Only Good Bug...	Chair Boardroom	A	T	R
	4	Jinkies! Legend of Tiki-Taki *	Chair Boardroom	A	A	R
	4	Little Fears Harvest Festival	Chair Boardroom	A	A	R
	4	Mutants & Masterminds, 3rd Edition Elements of Justice	Chair Boardroom	A	T	R
	4	Paranoia Dinner Party	Chair Boardroom	A	A	R
	4	Pugmire (D20) Pugmire: Otter Devastation	Chair Boardroom	A	A	R
	8	Savage RIFTS® RIFTS®-Mexican Cargo Run: Expedient Exodus	Chair Boardroom	A	A	R
	4	Shadow of the Century (Fate Core) S.T.I.N.G.R.A.Y.: "The Final Splashdown"	Chair Boardroom	A	F	R
	4	ShadowPunk (FAE) Run the Gauntlet!	Chair Boardroom	A	T	R
	4	Terra Bansho Zero Terra Bansho Zero: Alpha	Chair Boardroom	A	M	R
	3	RPGs on Demand: Kids Edition	Chair Boardroom	A	K	R
	2	Hearthstone PC, Android, IOS	Marina	A	A	V
	2	Mario Kart 8 #2 Wii U / Switch	Marina	A	K	V
3 pm	1	Acquire 101	International B	B	A	B
	3	Darkest Night 2nd Ed Event	International B	A	A	B
	4	Sovereign Chess Demo	International B	B	A	B
	1	The Zorro Dice Game Demo	International B	B	A	B
	3	Ticket to Ride Tournament	International B	E	F	B
	2	Yahtzee Free for All #3 Event	International B	A	A	B
	1	Force of Will - Gaming 101	La Jolla	B	T	C
	3	Middle-Earth CCG 101	La Jolla	A	A	C
	2	Vanguard So Cali Con Tournament	La Jolla	A	A	C
	2	Yu-Gi-Oh! Advance Tournament	La Jolla	A	A	C
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	2	Game Show Play-Along: Family Feud Event	Catalina D	A	A	P
	1	Dead Last Event	Catalina B	A	A	P
4 pm	1	1500: The New World Demo	International B	B	A	B
	4	Acquire: David Woolcott Memorial Tournament Tournament	International B	E	A	B
	2	Fields and Flocks Demo	International B	B	T	B
	1	Gem Rush 2nd Ed Event	International B	A	A	B
	1	Nexus Ops 101	International B	B	A	B
	4	Scythe Final Tournament	International B	E	A	B
	2	Commies! Finals Sponsored *	Lower Lobby	A	T	B
	1	Architects of the West Kingdom	La Jolla	A	T	C
	2	Dice Masters Open Tournament	La Jolla	A	A	C
	3	Sealed Ravnica Allegiance	La Jolla	A	A	C
	3	Munchkin CCG Tournament	La Jolla	A	A	C
	2	Transformers TCG Constructed Deck Tournament	La Jolla	A	A	C
	0.25	GRID GAME Raffle Drawing!	Pacific	A	A	G
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	5	Star Wars: Imperial Assault Star Wars: Imperial Assault - Bepin Gambit	International A	A	A	M
	1	New Salem 2nd Edition with the Designer Event	Newport B	A	T	P

Sunday

Sun, Feb 17

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	Super Smash Bros Ultimate #3 - 1v1 Opponent's Choice Nintendo Switch	Marina	A	A	V
5 pm	1	Fury of Dracula 2nd Ed 101	International B	B	A	B
	1	Lords of Waterdeep 101	International B	B	T	B
	2	Love Letter #3 Event	International B	A	A	B
	4	Nexus Ops Tournament	International B	E	A	B
	1	Talk About Event	International B	A	A	B
	3	Ticket to Ride: France Event	International B	A	A	B
	1	Pirates: Screaming Chickens	Family Area	A	K	C
	1	Magic: The Gathering - Horde: That Which Was Taken	La Jolla	A	T	C
	1	Spell Smashers	La Jolla	A	T	C
	4	Star Wars Minis Tantive IV Boarding Action	La Jolla	A	A	C
	2	Yu-Gi-Oh! Draft Tournament	La Jolla	A	A	C
	0.2	Raffle Drawing!	Pacific	A	F	G
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	1	One Week Ultimate Werewolf 101	Catalina C	A	A	P
	1	The Zorro Dice Game Demo Demo	Newport B	A	A	P
6 pm	1	Arkham Horror: The Card Game 101	International B	B	T	B
	3	Fury of Dracula 2nd Ed Event	International B	A	A	B
	6	Lords of Waterdeep Big	International B	E	T	B
	1	Red Dragon Inn 101	International B	B	A	B
	2	Sushi Go! Party Event	International B	A	A	B
	2	The Big Book of Madness Event	International B	A	T	B
	4	Keyforge Constructed Tournament	La Jolla	A	A	C
	3	Star Wars Destiny - Draft/Sealed	La Jolla	E	A	C
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	4	Private Press LEVEL 7 - Omega Protocol	International A	A	T	M
	2	Game Show Play-Along: Lingo Event	Catalina D	A	A	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	3	One Week Ultimate Werewolf Event	Catalina C	A	A	P
	2	Injustice 2 #2 - Lockout PS4	Marina	E	A	V
	4	Sails of Glory, Frigates Event	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	4	Arkham Horror: The Card Game Event	International B	A	T	B
	3	Ex Libris Event	International B	A	A	B
	1	Istanbul 101	International B	B	A	B
	3	Power Grid World Tour: India Event	International B	E	T	B
	3	Red Dragon Inn Tournament	International B	E	A	B
	1	Spirit Island 101	International B	B	A	B
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-03 Darkest Vein (Levels 11-16)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL07-18 Turn Back the [...] (Lvls 17-20)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-06 Purging the Blood (Levels 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-10 The Skull Square [...] (Lvls 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-13 The Vampire of [...] (Lvls 11-16)	Plaza B	E	A	A
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	2	Cash 'n Guns Live Event	Newport C	A	A	P
	1	Funemployed Event	Newport A	A	M	P
	1	Schmovie Event	Newport D	A	T	P
	1	ICE CREAM EMPIRE Event	Newport B	A	F	P
	2	Feedback Forum	Carmel	A	A	S
8 pm	3	Catan National Qualifier Finals Big	International B	E	A	B
	3	Istanbul Tournament	International B	E	A	B
	1	Place Your Bets!: The Dealer's Choice Game Event	International B	A	A	B
	1	Sagrada 101	International B	B	A	B
	2	Spirit Island Event	International B	A	A	B
	3	M:tG Draft - Ravnica Allegiance	La Jolla	A	A	C
	2	Transformers TCG Constructed Deck Tournament	La Jolla	A	A	C
	5	Pathfinder RPG SPECIAL EVENT: The Eternal Obelisk (Level 5-9)	Los Angeles A	A	A	F
	4	Gate of Light and Shadow The Celestial Court	Exec Boardroom	A	M	L
	4	Vampire: The Requiem Lost Angels	Bel Air	A	M	L
	4	A Song of Ice & Fire: Tabletop Miniatures Game A Song of Ice & Fire Finals	International A	A	T	M
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	6	Battletech Battletech - Circle of Death	International A	A	T	M
	2	Miniature Painting 101: Basic Techniques	International A	A	A	M
	4	Potion Explosion Potion Explosion	International A	A	T	M
	4	Way of the Panda Way of the Panda	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M

Sunday

Sun, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	3	Time's Up!: Extreme Event	Newport D	A	T	P
	4	Atomic Robo The Roleplaying Game Atomic Robo and the Band of Heroes	Chair Boardroom	A	T	R
	4	Dresden Fate Accelerated Patchwork Men	Chair Boardroom	A	F	R
	4	Dungeons & Dragons 5e A Hangover in Skullport	Chair Boardroom	A	M	R
	4	Genesys Raiders of the Lost Arkham	Chair Boardroom	A	T	R
	4	Strain Basic Temple of the Doomed Prophet	Chair Boardroom	A	M	R
	4	Wushu Ocean's Elven (and Dwarven and Hobbit)	Chair Boardroom	A	A	R
	2	Fortnite #2 - Paradise Paradox PC	Marina	E	T	V
9 pm	1	7 Wonders 101	International B	B	A	B
	2	Ingenious Event	International B	A	A	B
	2	Sagrada Event	International B	A	A	B
	2	The Quacks of Quedlinburg Event	International B	A	F	B
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	E	A	P
10 pm	3	7 Wonders Big	International B	E	A	B
	1	Baseroll Demo	International B	B	A	B
	3	Fallout: The Board Game Event	International B	A	T	B
	2	Transformers TCG TURBO Sealed Tournament	La Jolla	A	A	C
	4	Freeform The Best Medicine	3109	E	M	L
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	2	co-op campaign Kingdom Death: Monster	International A	E	M	M
11 pm	2	7 Blunders Tournament	International B	E	A	B
	0.5	Battlestations - Dirtside Battlestations - Dirtside	International A	A	A	M
	1	News@11 Event	Newport D	A	T	P

* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

Mon, Feb 18

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	Sealed Ravnica Allegiance	La Jolla	A	A	C
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	E	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
9 am	3	Azul Mega	International B	E	A	B
	3	Power Grid World Tour: Australia Tournament	International B	E	T	B
	6	Open Gaming - RNTASYDHWAF(tm)	La Jolla	A	A	C
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01C The Magician's [...] (Lvls 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-11 Poisoned Words (Levels 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-14 Rescue from [...] (Lvls 11-16)	Plaza B	E	A	A
	9	Pathfinder RPG Murderer's Mark (Levels 1-2)	Los Angeles A	A	A	F
	4	Blood Rage Blood Rage	International A	A	T	M
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	3	Death of Liberty - Board Game 101	Newport D	A	A	P
	4	Teenagers from Outer Space Spring Vacation	Chair Boardroom	A	T	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	1	Deep Madness 101	International B	B	T	B
	3	Vanguard 101	La Jolla	A	A	C
	3	Yu-Gi-Oh! 101	La Jolla	A	A	C
11 am	3	Deep Madness Event	International B	A	T	B
	2	Uno #4 Event	International B	A	A	B
	2	Vanguard Light Tournament	La Jolla	A	A	C
	3	Game Auction	Carmel	A	A	G
	1	ICE CREAM EMPIRE Event	Newport B	A	F	P
	5	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
Noon	4	Indoctrination Demo	International B	B	T	B
	2	The Obsidian Tower Event	International B	A	T	B
	6	Twilight Imperium 4th Ed Event	International B	A	A	B
	1	Angry Town	La Jolla	A	A	C

Monday

Mon, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	.25	Grand Raffle Drawing!	Pacific Ballroom	A	A	G
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	2	Smash Bros Ultimate #4 - FFA Nintendo Switch	Marina	A	A	V
1 pm	1	Five Crowns Event	International B	A	A	B
	4	Last Days of Athobrae Demo	International B	B	T	B
	2	Nuclear War Event	International B	A	T	B
	4	Vegas Showdown Event	International B	A	A	B
2 pm	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01D The Girl who [...] (Lvls 1-4)	Plaza B	A	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-12 Xanathar's Wrath (Levels 5-10)	Plaza B	E	A	A
	4	Dungeons & Dragons 5th Ed. DDAL08-15 Forge of Fangs (Levels 11-16)	Plaza B	E	A	A
	5	Pathfinder RPG SPECIAL EVENT: The Eternal Obelisk (Level 5-9)	Los Angeles A	A	A	F
	4	Blood Rage Blood Rage	International A	A	T	M
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event	International B	A	F	B

* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles,

F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games,

R = RPGs, S = Seminars, V = Video Games, W = War Games

STRATEGICON SCHEDULE

Convention	Dates	Location
Gamex 2019	May 24-27	Hilton Los Angeles Airport
Gateway 2019	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orccon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Hilton Los Angeles Airport
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport

Annual Awards

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

For 2018 the winners are:

Jack Butler Award:	1st - Darrell Stark	Collectible Games:	1st - Cameron Takahashi
	2nd - Eric Downing		2nd - Harold Goldstein,
	3rd - Sean Growley		James Branzuela
Short Board Games:	1st - Eric Downing	Video Games:	1st - Jason Bailey
	2nd - Darrell Stark		2nd - Jason Duvall
	3rd - Sean Growley		3rd - James Nuesca
Medium Board Games:	1st - Darrell Stark	Kids' Games:	1st - Rush Brinkley
	2nd - Bruce Schlickbernd		2nd - Keira Estrella
	3rd - Jaye R		3rd - Abbie Gill
Long Board Games:	1st - David Smullens,	Strategicon congratulates these fine gamers!	
	Nathan Morelli		
	3rd - Benjamin Peck		

Special Events and Seminars

Special Events and Seminars

Carmel

Feedback Forum – Sun 7 pm

Up close and personal with the Convention Manager and the Strategicon staff. Let us know how we're doing, ask questions and maybe get truthful answers.

Go Medieval With Crazy Board – Sun 1 pm

Presented by the cast and crew of the new tabletop playthrough webseries Crazy Board. Play a team version of Carcassonne with the rest of the audience. Root for good or evil as Crazy Board plays a live, on-stage game of The Resistance: Avalon. Then, stay for a panel discussion and Q&A about the show, board game content production, and what goes into it.

Going Epic: How to Build a Roleplaying Campaign That Can Run For Years – Sat 5 pm

Want to give your players an experience that holds your players for one adventure after another? Longtime gamer, novelist, and Strategicon speaker Ken Hughes talks about the secrets of keeping a campaign involving, fresh, and one for the ages. Ken is a Global Ebook Award-nominated novelist and a lifelong gamer, who credits playing different RPGs (and hours arguing over them) for his love of unique magic systems and fast-paced suspense. For more about his other storytelling principles and his Spellkeeper Flight books, check out www.kenhughesauthor.com

General Events

Pacific Ballroom, Carmel, Executive Boardroom, International F, 1635, Santa Monica C, Newport C, Pasadena Garden

Artemis Spaceship Bridge Simulator – Fri 3 pm, Sat, Sun 10 am

The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Strategicon! Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory. 30 minute sessions occur every 40 minutes. Children under 16 require parent present to play.

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

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

Duel 2 – Fri 7 pm, Sat, Sun 9 am

A turn-based game of gladiatorial combat. Create a team of warriors, outfit them, then fight them in the arena. Fights process every other hour on the odd hours

Dwarves vs Orcs – Fri 8 pm, Sat, Sun 10 am

A turn-based game set in the Savage North. Mastermind a clan of dwarves or a tribe of orcs, explore the Savage North, build an army, and destroy the other side. Turns process every other hour on the even hours

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

Orcon 2019's Bazaar of the Bizarre. Clear out or fill up your closet (or both!) with games.

Game Auction – Mon 11 am

Buy games! Sell games! No one knows what games will be here, but it's guaranteed to be interesting and entertaining.

Grand Raffle Drawing! – Mon Noon

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

Happy Jacks RPG Podcast Live! – Sat 8 pm

Join the Happy Jacks crew as we record a live show at Orcon.

Want to Learn to earn FREE games?? – Sat 2 pm

Want to learn to become an active member of the gaming community? Want to attend conventions for FREE? Want the opportunity to earn FREE games? Come learn about all this and more! Brought to you by the Golden State Gaming Network and the Indie Game Alliance

What is LARP? – Sat 11 am

Of all the game forms, LARP is perhaps one of the most fraught. It struggles with a terrible reputation, and even those who have heard little about it are likely to have a bad impression of the form. LARP, however, is incredibly varied and full of possibilities, and the experiences it offers can be both fun and life-changing. Please join Tara Leederman, LARP Department Supervisor at Strategicon and veteran teacher, in this open seminar for a discussion and 101 onLARPs.

GRID GAME Raffle Drawing! – Sun 4 pm

The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon

Math Trade – Sat Noon

Meet & Greet – Fri 7 pm

Come join our special guests Linda Zayas-Palme, Brendan Carrion, Adam Sink, Heather Holscher for a special Meet & Greet Event. (Room 1635)

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

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



Board Games

Board Games

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

Gaming 101

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

108: Won with the Universe – Sat 4 pm

If you are a "Sudoku" puzzle addict, this is the game for you. Draw random numbers and strategically place them onto the game board to foil your opponents and reach victory. Duration is about 30 mins.

1500: The New World – Sun 4 pm

Players compete against each other to colonize the new world and take over the land your competitors have already conquered.

1846 – Fri 8 pm

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

6 nimmt! – Fri 10 pm

7 Blunders – Sun 11 pm

Draft and play cards to NOT score points while you build your civilization.

7 Wonders 101 – Sun 9 pm

7 Wonders – Sun 10 pm

Draft and play cards to earn points by building your civilization

7 Wonders: Armada 101 – Sat 8 pm

7 Wonders: Armada – Sat 9 pm

Can you build your wonder and still move one of your ships to gain new bonuses? Can you gain from the new naval combat system, or explore an island? The first round will use the base set with Armada. The final round will use all official boards, as well as Cities or Leaders.

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

Place your tiles and create Hotel Chains. Buy stock in Hotels and anticipate Hotel Mergers to make money. He or she who has the Most Money at the end of the game wins! Greed is Good!

Agricola 101 – Sat 7 pm

Agricola – Sat 8 pm

Using any decks available. Draft 7 of 9 occupations, then improvements. If no agreement on which decks to use in final default is EIK WM.

Alchemists 101 – Fri Noon

Alchemists – Fri 1 pm

A game of strategy and deduction. Do you test to get more knowledge or do you publish to get more points? Pay to endorse the latest theory of toads or save your money for an artifact? The choices you make will prove whether you are the world's greatest alchemist.

Alien Frontiers 101 – Fri 4 pm

Alien Frontiers – Fri 5 pm

Do you have what it takes to conquer an alien world? Gather resources, improve your fleet, get victory points and take control of the most territory while your fellow players are doing the same.

Arkham Horror: The Card Game 101 – Sun 6 pm

Arkham Horror: The Card Game – Sun 7 pm

Bring your own deck if you like. (Just bring your upgrades if you do). Everyone else will pick a character and draft from the GM's collection. We will play through a full campaign, which will take a few hours.

Azul 101 – Sun 9 am

Azul – Mon 9 am

Players take turns drafting colored tiles from factories to their player board. Points are scored based on the tiles that are placed. Extra points are scored for specific patterns and completing sets. Wasted tiles subtract points. The player with the most points wins.

Baseroll – Sat, Sun 10 pm

Baseball themed with cards and dice.

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

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

Beauty Queen Death Match – Sat 9 pm

Join the despicable divas trying to keep-up appearances while beating-down a pugnacious path to the pinnacle of this pretty pile-up! Cram the congeniality, bring the bribes in unmarked bills, and be sure to pack your chainsaw, because this beauty pageant is about to get ugly!

Blue Moon City 101 – Sat 11 am

Blue Moon City – Sat Noon

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

Brass: Birmingham – Sat 9 am

Players are competing entrepreneurs in Birmingham during the industrial revolution. You must develop, build, and establish your industries and network, in an effort to exploit low or high market demands.

Brass: Lancashire – Sun 2 pm

Players are entrepreneurs in Lancashire during the industrial revolution. You must develop, build, and establish your industries and network, in an effort to exploit low or high market demands. We will play the Roxley 2018 version.

Builders of Blankenburg – Sat 1 pm

Step back in time and earn prestige by building the medieval town of Blankenburg. Test your skills at resource management and bidding as you try to build what the citizens want in order to earn income. Do you have what it takes to become the Master Builder? About 90 minutes.

Cahoots – Sat Noon

A simple trick taking game with some unexpected depth.

Carcassonne Expansions – Sun 10 am

One big game of Carcassonne with all available expansions.

Board Games

Castles of Burgundy 101 – Fri 9 pm

Castles of Burgundy – Fri 10 pm

Assume the role of princes trying to build the greatest estates in the land by becoming more prosperous than their competitors. Over the course of five rounds, players collect points by trading, livestock farming, city building and scientific research.

Catan 101 – Fri 6 pm

Catan National Qualifier Finals – Sun 8 pm

The top 8 players from both Qualifiers will play for an invitation to the Catan National Championship at Origins in Ohio.

Catan National Qualifier Preliminary Round – Fri 7 pm, Sat Noon

Three games of Catan to qualify for the Finals on Sunday. No extra fee.

Category 5 – Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and the game is over when a player reaches 74 and low score wins.

Cat Rescue – Sun Noon

A game of saving cats. In this 1 to 4 player cooperative game, players are to bring stray cats into shelter and prepare them for adoption. Game ends when there are no more stray cats and players together win a cat rescue title based on the score they collect.

Century: Spice Road 101 – Fri 10 pm

Century: Spice Road – Sun Noon

Players are caravan leaders who set up spice trading routes on the famed silk road.

Cock & Bull... It's all about the Monkey! – Sat 2 pm

A simultaneous battle over territory and race to the finish line make this the quintessential beer and pretzel game. Players can rocket ahead or fall behind repeatedly, not knowing if they will win or lose until the last second.

Cohorts and Cronies – Sun Noon

Choose a unique champion and defeat other players in this chaotic battle simulator. Utilize your cohorts, cronies, walls, and spells to build your strategy, but watch out! The battlefield is ever changing, making this card based tile game a perfect blend of skill and luck.

Colony 101 – Sun 1 pm

Colony – Sun 2 pm

Each player constructs and upgrades buildings, while managing resources to grow their fledgling colony. In a clever twist, dice are used as resources, with each side/number representing a different resource.

Commies! Open Play – Fri 3 pm, Sat Noon, Sun 10 am

Commies! Qualifer – Fri, Sat 7 pm, 8 pm, 9 pm, 10 pm, 11 pm, Sun 1 pm, 2 pm

Commies! Finals – Sun 4 pm

Jump into a game at Orcon's \$150 cash tournament! Commies! is a fast-paced game that mixes Werewolf with poker. Collect authentic swag commemorating the cause. Become Herr Kommissar in minutes! Very legitimate, not a communist takeover. SAD!

Concordia 101 – Sat 5 pm

Concordia – Sat 6 pm

Base game in the first round. Salsa expansion (if available) will be used in subsequent rounds and alternate maps will be used in the final.

Container 101 – Sat 6 pm

Container – Sat 7 pm

We will use the original rules of Container but will set-up with a maximum of 16 containers per color for time's sake.

Darkest Night 2nd Ed 101 – Sat 2 pm

Darkest Night 2nd Ed – Sat, Sun 3 pm

The kingdom has fallen. The war is just beginning. Retake your land from a ruthless necromancer by battling undead, defending the helpless, unraveling ancient mysteries, developing your unique abilities, and avoiding the powerful necromancer...until you are ready. Save your home.

Death of Liberty – Sat, Sun 10 am

A team based board game where each team is not only trying to control territory, but also trying to find the enemy teams leader and eliminate them to win the game. It can be described as Risk! meets Search and Destroy.

Deep Madness 101 – Mon 10 am

Deep Madness – Mon 11 am

A co-operative miniature board game for 1-6 players, with truly immersive horror experiences, highly intense and fast paced combat, and deeply strategic challenges.

Disney's Villainous 101 – Fri 11 pm

Disney's Villainous – Sat Midnight

Take on the role of a Disney Villain and strive to achieve your own devious objective. Discover your character's unique abilities and winning strategy while dealing twists of fate to thwart your opponents' schemes. Find out who will triumph over the forces of good and win it all!

Dominus: War of the Dragons – Fri 2 pm, Sat 5 pm, Sun 11 am

A strategic board game enhanced with decks of cards and sculpted dragon busts.

Dream Factory – Sun 9 am

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

Dream Home – Sat 6 pm

Try to build the home of your dreams while still outdoing your neighbors. Multiple bathrooms? How big a living room? And what about the roof? It's not as easy as you might hope.

Elder Sign Gates of Arkham – Sat 7 pm

Save the world from the coming Evil. All you need to do is face the challenges ahead of you. But the challenges keep growing and evil becomes stronger. This is the dice version a Arkham Horror. Save the world in half the time as the big brother game.'

Endeavor – Fri 7 pm

You represent a growing empire engaged in a glorious endeavor to expand your influence and status at home and across the great oceans of the world. Through exploration and shipping, colonization and war, you will struggle with the other great powers to control the resources and the regions that unfold before you.

Eternal Kings – Fri Noon, Sat 11 am, Sun Noon

A two-player card game that combines the classic strategy of chess with the diverse combos of a card game! You control your experience in the game: first by constructing your own unique deck of cards, then by using their unique abilities to destroy your opponent on the field of battle!

Eternal Kings – Sat 9 pm

This is a single elimination 1v1 tournament. Each player will be given a total time limit of 30 min per game. If a player's time reaches 0, they lose. The winner of the tournament will receive a custom game mat that can be used to play Eternal Kings. All skills levels welcome!

Ex Libris – Sun 7 pm

Perfect game for the Obsessive Compulsive. Build your perfect library

Board Games

Fallout: The Board Game – Sun 10 pm

Explore the landscape as a survivor, fight ferocious enemies, build skills to complete challenging quests and balance feuding factions as you work to gain influence. Who comes out ahead will depend on how keenly and aggressively you venture the wasteland.

Fields and Flocks – Sat 5 pm, Sun 4 pm

There's more than one way to make your mark in Blankenburg. Fields and Flocks introduces a new harvest phase to the game, offering new ways to earn income and prestige, along with new Characters, Visitors, and Events. Manage your agricultural interests as you build the town.

Fireball Island – Sat 4 pm

You have come to Fireball Island to retrieve the magnificent gem within. Run across the island, traverse creaky bridges, and enter tunnels to achieve your goal. Beware, the god of the island's wrath has been kindled. Evade his fury as he launches fireballs down at you.

Fireball Island: Curse of Vul-Kar! – Fri 4 pm, Sun Noon

This fully restored version of the 1986 classic offers an amazing new island, a charming new narrative, stunning new components, and engaging new gameplay. Play cards to race across the island, gather treasures, and blast your friends with fireballs! Ages 8+ in family area.

Five Crowns – Mon 1 pm

Rummy with a five-suited deck and a twist. The set collection aspect of rummy is basically the same, with groups of three cards in either runs or denominations making a valid meld.

Flash Point: Fire Rescue – Sat 10 am

Call comes in, 嚮, what is your emergency?" On the other end is a panicked response of "FIRE!" Don the protective suits, gather your equipment and rush to the blazing inferno. You are the brave men and women of fire rescue, people depend on you. This is what you do every day.

Fleet: the Dice Game 101 – Fri 9 pm

Fleet: the Dice Game – Fri 10 pm
Return to Ridback Bay In this new roll and wrote game by Eagle Gryphon Games. Make decisions that will affect you and the competing captains as you develop your fishing fleet, harbor, and wharf.

Fury of Dracula 2nd Ed 101 – Sun 5 pm

Fury of Dracula 2nd Ed – Sun 6 pm
A game of Gothic adventure, one player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel.

Gambit – Sat 5 pm

Like trivia questions? Like Blackjack? Want to play both together?

Gem Rush 2nd Ed – Sat 6 pm, Sun 4 pm

This mountain is rich in mystic gems. Combine gems to open up new rooms, providing new ways to dig up gems. Race against other players or race together against the clock to dig the greatest mine in this easy-to-learn game of tile-laying and set-collection.

Glory to Rome 101 – Sat 8 pm

Glory to Rome – Sat 9 pm
A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a client, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used.

Goa: A New Expedition 101 – Fri 1 pm

Goa: A New Expedition – Fri 2 pm

A strategy game of auctions and resource management, is set at the start of the 16th century in one of the most important trading centers in the world. Competing companies deal in spices, send ships and colonists into the world, and invest money.

Good Cop Bad Cop – Sat Noon

You are a police officer surrounded by Honest and Crooked cops in your precinct. Figure out who's on your team so you can band together to take out the opposing leader before your leader goes down in this 30 minute social deduction game for 4-8 players!

Grand Austria Hotel 101 – Fri 4 pm

Grand Austria Hotel – Fri 5 pm

Build rooms, seat hotel guests, hire assistants, and please the emperor in this victory point game.

Great Western Trails 101 – Sun 1 pm

Great Western Trails – Sun 2 pm

Cows! Trains! Indigenous peoples!

Hoot Owl Hoot! and Hit the Throttle! – Sat 10 am

First we cooperate to help the baby owls get to the nest before the sun rises. Once the sun is up, it's car racing time. We each get a secret goal and try to get our two cars across the finish line first.

Indie Dev – Sat 2 pm

Indoctrination – Mon Noon

A "take that" style game that plays in 30 to 60 minutes.

Ingenious – Sun 9 pm

A classic abstract color-matching tile-placement game.

Iron Dragon 101 – Sun 9 am

Iron Dragon – Sun 10 am

Railroad game with Middle Earth theme

Istanbul 101 – Sun 7 pm

Istanbul – Sun 8 pm

Use Coffee expansion and other mini promos where available after the first round.

Joe Area No Limit Hold 'em Poker – Fri 10 pm

Kanban: Automotive Revolution 101 – Fri 8 pm

Kanban: Automotive Revolution – Fri 9 pm

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

Kingdom Builder 101 – Sun 10 am

Kingdom Builder – Sun 11 am

Place settlements to build the most successful kingdom. We will play 2 rounds if possible. We will use only the base game.

Kingdoms – Fri 6 pm

Players try to collect the most gold by establishing castles in the richest regions of the realm while avoiding hazards like dragons, swamps, and trolls.

Kingsburg 101 – Sat 1 pm

Kingsburg – Sat 2 pm

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

La Granja No Siesta! – Sat 3 pm

You are the Patron of a large plantation. You draft dice to collect resources such as crops and animals. It is then your choice how to allocate these resources to your farming empire. Pull out your pencil and roll some dice with us in this clever roll and write game.

Board Games

Last Days of Athobrae – Sat, Sun 10 am, Mon 1 pm

Play one of 5 unique city-states. As the planet begins to collapse beneath your feet, the resources you need grow scarcer, and your opponents more desperate. The first civilization to build a ship and get its people off the planet wins.

Legendary – Sun Midnight

A deck-building game set in the Marvel Comics universe. Recruit powerful hero cards to take on the Villainous Mastermind and his henchmen. Do you have what it takes to defeat the villains? Or, will you let them escape?

Legends of the Hidden Temple – Sun 2 pm

Olmec bids you welcome to his temple! Can you and a friend cross the moat, best the Steps of Knowledge, win the Temple Games, and have enough Pendants of Life to beat the Temple Guards and escape with a lost artifact? "Let's Rock!"

Liar's Dice – Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die, if they were not the challenger.

Long Shot – Sat 2 pm

Long Shot is YOUR ticket to the track. In this exciting family-friendly horse racing board game, up to 8 players bet, buy horses, and strategize as the race unfolds.

Lords of Waterdeep 101 – Sun 5 pm

Lords of Waterdeep – Sun 6 pm

A strategy board game for 2-5 players, you take on the role of one of the masked Lords of Waterdeep, secret rulers of the city.

Love Letter – Fri 7 pm, Sat, Sun 5 pm

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

Manila – Sun 2 pm

You are wagering that your black market goods will make it to harbor. Risk it all and make a fortune or back the wrong boat and lose your shirt. And beware of Pirates

Minuscule – Sun 11 am

It's a bug race! Play your cards carefully in the hopes of getting your bugs to the winning positions by the end of the race.

Monopoly Deal – Fri 5 pm, Sat, Sun 9 am

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

Monopoly Gamer – Sat 10 am

Monopoly variant with Mario Brothers characters

Munchkin Treasure Hunt – Sat 2 pm, Sun 10 am

The munchkins move around the board. If you land on a monster, use the Monster cards to find out how tough it is, then roll a dice and use your Treasures to beat it. When you run out of Treasure cards, whoever has the most gold in their hand wins the game! In family area!

New Salem 2nd Ed – Sat 4 pm

Draft and collect sets of buildings to collect points as you try to figure out who the witches are. Trigger events at just the right time as the Constable to cleanse the town of Despair and get those witches on trial!

News & Events – Fri Noon

2-4 player chaotic battle simulator. Choose a champion and defeat your opponent(s) in a magical duel that's equal parts strategy and luck.

Nexus Ops 101 – Sun 4 pm

Nexus Ops – Sun 5 pm

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

No Thanks! – Fri 1 pm

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

Nuclear War – Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons... Historical Strategicon Rule: If World Destroyed ... ALL PLAYERS LOSE (no winner)!

Nuke Warz – Fri 8 pm

A fast-paced area control game for 2-6 players. Commandeer a truck equipped with nuclear missiles to launch strikes at your opponents, while moving wisely to avoid incoming strikes and becoming vaporized. Use your wits and guile to become Lord of the Wasteland.

Outpost 101 – Sat 3 pm

Outpost – Sat 4 pm

Bidding and building game with outer space theme

Password – Sat 8 pm

Think you're a good communicator? Can you get a friend to say one single word, by only saying one single word to them? That's the game of "Password"! We're running it tournament style, so multiple teams of two can play at the same time.

Perpetual Motion Machine 101 – Fri 1 pm

Perpetual Motion Machine – Fri 2 pm

A game of set collection, skill-tree building, and long and short term strategy. Race against other players to build the most efficient machine possible using limited resources. As you build, you'll choose which areas to focus on to ensure victory.

Phase 10 – Fri 9 pm, Sat, Sun 1 pm

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

Place Your Bets!: The Dealer's Choice Game – Sun 8 pm

No questions to answer, no strategy to formulate. Let's just gamble! Several short games of chance to see how lucky (or unlucky) you might be. Three players play at a time.

Port Royal 101 – Fri 3 pm

Port Royal – Fri 4 pm

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

Power Grid 101 – Fri 6 pm

Power Grid – Sat 10 am

The object is to supply the most cities with power when the game ends. With auction rounds, fuel buying and network building, balancing different areas of game play is critical in the quest to build the largest network.

Power Grid Deluxe – Fri 4 pm

The 10th anniversary deluxe edition of Power Grid is a standalone version of the original game with different maps, different power plants and different fuels/ The rules are similar to but slightly different than the original game.

Board Games

Power Grid World Tour: Australia – Mon 9 am

Australia does not have a single connected power network. Because of this, players may connect to any city for a connection cost that's generally higher than normal. This offers a completely new game element, even for experienced Power Grid players!

Power Grid World Tour: India – Sun 7 pm

The Indian Subcontinent is always in danger of suffering huge power outages if the players increase their networks too quickly. Additionally, the players must buy their resources on a limited resource market, which does not always guarantee enough resources for all players.

Power Grid World Tour: Northern Europe – Fri 7 pm

The seven countries in Northern Europe use very different energy sources for their electricity production. Depending on which regions are chosen the players will be confronted with a changed set of power plants

Power Grid World Tour: United Kingdom & Ireland – Sat 7 pm

Players can operate 2 different networks on these isles. With no connection between Ireland and Great Britain, starting the 2nd network costs the player dearly. Additionally, this region changed from a resource exporter to importer, so »Step 3« starts earlier on this map

Promenade – Sat 9 am, 2 pm

A 2 to 4 player deck building game of art. Players are painting collectors with the goal to manipulate painting value by acquiring paintings in galleries and exhibiting them in the museum. In the end, the player with highest points wins.

Rail Raiders Infinite – Sun 11 am

Train hopping, laser blasting, loot stealing action.

Rat-a-Tat Cat – Sun Noon

A mix of memory and timing, maybe a little strategy and reading people. Less is always better. Toss the rats and find the lowest cats. How confident are you that you remember the other players cards and can go out with the coolest lowest cats?

Red Dragon Inn 101 – Sun 6 pm

Red Dragon Inn – Sun 7 pm

Buy drinks for your comrades and try to stay sober

Rising Sun 101 – Sat 8 pm

Rising Sun – Sat 9 pm

A game about honor, negotiation, and warfare in a feudal Japan where the ancient gods have returned to rebuild the empire. Tackle negotiations, alliances, and war. Capture hostages and if honor fails you, commit seppuku.

Root 101 – Fri 2 pm

Root – Fri 3 pm

A game of adventure and war in which players battle for control of a vast wilderness.

Sagrada 101 – Sun 8 pm

Sagrada – Sun 9 pm

Players make stain glass windows with the rolling of dice and with a blueprint board while drafting colored dice around the table. Players role, draft, and strategically set up their windows to score points and the player with the most points wins!

Scythe 101 – Fri 8 pm

Scythe Final – Sun 4 pm

Final table(s) for the Scythe tournament.

Scythe Qualifier – Fri 9 pm, Sat 4 pm

Area-control, resource gathering, combat-maybe engine builder. Scythe has it all, plus mechs! Qualifier will use the base game and Invaders from Afar expansion, if available. Wind Gambit will be used in the Final.

Shadows over Camelot – Sun 11 am

Each player represents a knight of the Round Table and they must collaborate to overcome a number of quests, ranging from defeating the Black Knight to the search for the Holy Grail. Beware though, for one of you is a traitor and is striving to ruin your chances of victory,

Sidereal Confluence: Trading and Negotiation in the Elysian

Quadrant 101 – Sat 10 am

Sidereal Confluence: Trading and Negotiation in the Elysian

Quadrant – Sat 11 am

A real-time trading and negotiation game for 4-9 players. Scheming, dealing, and mutually beneficial agreements are key to success. While technically a competitive game, it has a uniquely cooperative feel during the trading phase as no race has the ability to thrive on its own

Slamwich – Sat 4 pm

Slam the Slamwiches, Double Deckers and thieves first, but make sure to say "Stop Thief!" before slamming that last one. The last one with cards wins.

Sovereign Chess – Sun 3 pm

Chess on a larger board (16x16) with multiple colors of neutral pieces around the edge of the board. Players control these neutral pieces in order to checkmate their opponent.

Space Base 101 – Sat 6 pm

Space Base – Sat 7 pm

A quick-to-learn, quick-to-play dice game using the core "I roll, everyone gets stuff" mechanism seen in other games. It's also a strategic engine builder using a player board (your space base) and tableaux of ship cards you can buy and add to your board.

Spirit Island 101 – Sun 7 pm

Spirit Island – Sun 8 pm

A complex and thematic cooperative game about defending your home from colonizing invaders. Control an elemental spirit like River Surges in Sunlight or Lightning's Swift Strike as they are forced to adapt and grow into forces strong enough to repel the invaders.

Splendor 101 – Fri 5 pm

Splendor – Fri 6 pm

A game of chip-collecting and card development. Players are trying to acquire the most prestige points. If you're wealthy enough, you might even receive a visit from a noble at some point, which of course will further increase your prestige

Stadium: A Sport Odyssey – Sat Noon, Sun 1 pm

Coach the future in this ground breaking competitive TCG/board game based on American Football in a post-apocalyptic world. Go head to head using card stats, player abilities, momentum and the Stadium's environment itself to outscore your opponent before a play deck runs out.

Star Trek Ascendancy – Fri 6 pm

An exploration game where the player is a notable Star Trek faction that ventures into the galaxy and does whatever they can to become the dominate force within it. This is done through cultural supremacy or military dominance. Engage.

Stone Age 101 – Sun 9 am

Stone Age – Sun 10 am

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

Board Games

Survive! 101 – Sat Noon

Survive! – Sat 1 pm

The island is sinking and the kings of the ocean are sending sharks, whales, and sea serpents after you. Jump on a boat or swim as you race to adjacent islands. Can you evade the sea monsters as they try to eat your people? Will you survive?!

Sushi Go! Party – Sun 6 pm

In the super-fast sushi card game Sushi Go!, you are eating at a sushi restaurant and trying to grab the best combination of sushi dishes as they whiz by. Score points for collecting the most sushi rolls or making a full set of sashimi. Collect the best sushi and win the game!

Talisman 4th Ed 101 – Fri 8 pm

Talisman 4th Ed – Fri 9 pm

Talisman is an adventure game set in a fantasy medieval world. The game makes players travel the world to find equipment, and companions that will help them obtain the Crown of Command. Along the way, they visit various locales & fight fantastic creatures to get to the top.

Talisman/Cataclysm 101 – Sun Noon

Talisman/Cataclysm – Sun 1 pm

Fourth edition revised, or 4th edition (depending on availability) will be used. The Prophetess reduction in powers will be used. For the final round, Talisman/Cataclysm, and possible Expansions (depending on availability) will be included.

Talk About – Sun 5 pm

Think you know a lot about a specific topic? We'll give you 20 seconds to say as much as you can about a chosen topic...all you have to do is say the 10 key words! Two teams of two play at a time.

Terraforming Mars 101 – Fri 3 pm, Sat 9 pm

Terraforming Mars Expansions – Fri 4 pm, Sat 11 am

A double elimination tournament. Games will be played with Corporate cards, drafting, Venus, Prelude, and Colonies expansions as well as Hellas and Elysium maps. Final 5 players will play a final game.

Terraforming Mars Qualifier – Sat 10 pm

Base game only, with no drafting or Corporate Era, Choice of map board as agreed/available to each table. Sunday final will include drafting, plus expansions as agreed by all finalists.

Terraforming Mars Finals – Sun 2 pm

Semi-Final and Final rounds of Terraforming Mars

The Acts – Sat 4 pm, Sun 2 pm

Take on the role of disciples in the early church in first century A.D. Spread out from Jerusalem throughout the Roman Empire, as you preach, plant churches, disciple others, and perform mighty miracles.

The Big Book of Madness – Sat 7 pm, 8 pm, Sun 6 pm

A co-operative game in which the players are magic students who must act as a team to turn all the pages of the book, then shut it by defeating the terrible monsters they've just freed.

The Big Showdown – Sat 2 pm

Game Show Play-Along stretches into the Board Game room again with this home-brew version of the classic show, "The Big Showdown". Answer trivia questions to make a target point. The first one to the final target rolls the Bonus Dice.

The Cards of Cthulhu – Sat 6 pm

This 1-4 player card/dice game involves combating various monsters from the Cthulhu universe separated into Minor, Major and Unspeakable Horror cards across 4 different Cult boards.

The Hobbit: The Board Game 101 – Sat 10 pm

The Hobbit: The Board Game – Sat 11 pm

Play as dwarves of Middle Earth helping Bilbo Baggins get from the Shire to the Lonely Mountain. During adventures players win treasure or cause Smaug to get closer to lake town. Who will be able to amass the most treasure and get Bilbo to the Lonely Mountain?

The Obsidian Tower – Mon Noon

An exciting fantasy-based co-operative adventure. Capture 3 treasures and use them to banish the Witchlord before he can lay waste to the kingdom!

The Quacks of Quedlinburg – Sun 9 pm

Players are charlatans - or quack doctors - each making their own secret brew by adding ingredients one at a time. Take care with what you add, though, for a pinch too much will spoil the whole mixture!

The World Cup Game (Redux) – Sat 6 pm

Simulates a soccer tournament through play of cards. Players control multiple countries, with the goal of having one of their countries win the tournament. This event will demo a recreation of the game in a card-only, expanded format.

The Zorro Dice Game – Sat, Sun 3 pm

Prove that you are worthy to become the next Zorro by showing your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens. Will you be the next Zorro?

Thurn and Taxis 101 – Fri 10 pm

Thurn and Taxis – Fri 11 pm

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

Thurn & Taxis Expansions – Fri 1 pm

Thurn & Taxis: Power & Glory – Fri 2 pm

Thurn & Taxis game using the Power & Glory map.

Ticket to Ride – Sun 3 pm

(aka T2R) Players collect various types of train cars they then use to claim railway routes in North America. Additional points come to those who fulfill Destination Tickets, goal cards that connect cities and to the player who builds the longest continuous route.

Ticket to Ride: Africa – Fri 5 pm

T2R using Terrain cards to double your score.

Ticket to Ride: Europe – Sun 1 pm

T2R Europe using the 1912 Mega expansion

Ticket to Ride Expansions 101 – Fri 6 pm, Sat 11 am

Ticket to Ride: First Journey – Sat 11 am

Collect train cards, claim routes on the map, and work on connecting the cities on your tickets. First with 6 complete tickets wins. Both US and Europe boards will be available.

Ticket to Ride: Old West – Sat 5 pm

T2R using stations to acquire points for routes into your city

Ticket to Ride: Rails & Sails 101 – Sat Noon

Ticket to Ride: Rails & Sails – Sat 1 pm

Collect cards of both ships and rails. Build harbors when you have many connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects. Great Lakes, The World TBD for final rounds.

Ticket to Ride: USA 1910 – Sat 9 am

T2R game using the 1910 mega expansion

Ticket to Ride: France – Sun 5 pm

T2R game requiring you to place the color off the routes you hope to build.

Board Games

Titan 101 – Fri 9 pm

Titan – Sat 9 am

Can *you* be the One, leading your Colossi to victory? First-round heats, when needed, will be 2-4 hours, time-limited, highest-point players from first-round heats advance to the final.

Twilight Imperium 4th Ed – Sun 11 am, Mon Noon

A new dawn has arrived to the galaxy. Who will lead the lesser races to a new Golden Age? Will you secure victory through the power of the vote, the bargaining of trade goods, or through the might of your armada? Who will claim the Imperial Throne?

Uno – Fri 11 pm, Sat, Sun, Mon 11 am

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

Vegas Showdown – Mon 1 pm

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

Viticulture 101 – Fri 3 pm

Viticulture – Fri 4 pm

Players grow and harvest grapes in the vineyard to make and sell amazing rustic wine from Italy. Players need to plant vines, harvest grapes, crush them, bottle them in a cellar and fill order requests.

Who Goes There – Sat 1 pm

A cooperative game of growing paranoia. At the beginning of the game, all players are human and there is no reason not to fully trust the other players. As the temperature drops and mistakes are made, players start to doubt everything and everyone around them.

Yahtzee Free for All – Fri, Sat, Sun 3 pm

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

Family Games

For Orcon 2019 we put together a selection of family-oriented games in several departments. This show there are over 25 sections – we hope something for everybody. Some of these events will be hosted in the Family Area while others will be hosted in the their department's designated space. Please check the schedule or with the respective department HQ!

Kids Only Events

Board & Card Games - Fireball Island: Curse of Vul-Kar!, Hoot Owl Hoot! and Hit the Throttle!, Minuscule, Munchkin Treasure Hunt (2), Rat-a-Tat Cat, Ticket to Ride First Journey

Collectible Cards & Minis - Pirates: Screaming Chickens

RPGs - Dungeon School - A Happy Jack's Game, RPGs on Demand: Kids Edition

Video Games - Mario Kart 8

Family Events

Board & Card Games - Carcassonne Expansions, Cat Rescue, Category 5, Death of Liberty (2), Dominus: War of the Dragons (3), Dream Home, Indie Dev, Liar's Dice, No Thanks!, Slamwich, Terraforming Mars, Terraforming Mars Expansions, The Quacks of Quedlinburg, Ticket to Ride

Miniatures - Clay-O-Rama Extravaganza, Gaslands Kid/Family Tournament, HMGS-PSW The Seige of Helm's Deep

Party - ICE CREAM EMPIRE (4), The Saber Legion - Dark Watch Series, The Saber Legion - Dark Watch Tournament, Upstaged (prototype) (4)

RPGs - Eye of the Maelstrom, Kids on Bikes - Curiouser and Curiouser, Learn and Play: Intro to Indie RPGs (For The Queen), Patchwork Men, Search and Rescue, S.T.I.N.G.R.A.Y.: "The Final Splashdown" (2), Things Couldn't Get Stranger, Could They?

Video - Mario Kart Practice (2), Mario Kart 8 - Team Race

Seminars - Going Epic: How to Build a Roleplaying Campaign That Can Run For Years

General - Duel 2 (3), Dwarves vs Orcs (3), Meet & Greet, Raffle Drawing! (8)

Games in our Library Rated for Our Youngest Gamers

3+: Aquarius, Hi-Ho Cherry O

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

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

6+: 7 ate 9, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory's Story Cubes: Actions, Sorry Sliders, Stomple, Tiki Topple, Uno, Zip Zap

Party Games

Party Games

Chairman's Boardroom, Malibu Gardens, Newport, San Lorenzo E

Gaming 101

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

60 Second Chef – Sat Noon, 3 pm

A competitive, time-based, creative card game. Players are tasked with using ingredient cards and their imagination to create delicious dishes.

Backstab – Sun Noon, 1 pm

A social deduction game for up to 12 people, similar to Two Rooms and a Boom, but not a cooperative game. Negotiate your enemies into allies and Backstab your way to victory.

Barker's Row – Sun Noon

You are a carnival barker who is trying to fill up your 3D chipboard grandstands with "rube" meeples. Climb the strongman tower and play the most fantastic attractions to amaze and delight the crowd in this 30 minute light strategy game for 2-4 players.

Balderdash – Fri 3 pm, 7 pm

Use your wits to get the other players to guess your definition to not-so-common words in the English language. Try not to laugh!

Between Two Galaxy Truckers – Sat 9 am

Cooperate with the players to your left and right to build the best ships you can. Real time building over two rounds. Both rounds will be class 3 or 4 ships. Each ship will split its earnings between its two captains. Whichever captain has the most money wins!

Blood On The Clocktower – Fri 2 pm

A social deception game to end all social deception games. Take Werewolf, make all the characters important, and add a DM and you are starting to get to BOTC. We are a new game kickstarting this year that is already garnering a lot of buzz. Featured at conventions and on podcasts and are in the running for Board Game Geek's Most Anticipated Games of 2019.

Cash 'n Guns Live – Fri 6 pm, Sat, Sun 7 pm

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

Dead Last – Sun 3 pm

Only one will remain to get the gold in this Fast-paced negotiation. Teams are made and broken in the blink of an eye, or flash of a card, but just make you're apart of them or you'll go down, too. Rounds are extremely quick and players may leave and enter as the game goes on.

Dead Last Live – Sat 5 pm

A "live" version of the "social collusion" game of shifting alliances, betrayals, and murder for profit in which players must conspire and vote upon whom to eliminate each round. Any form of communication is allowed. Rounds are fast and players can join mid-game.

Death of Liberty - Board Game – Sat, Sun 2 pm, Mon 9 am

Two teams fight over land in a Risk! style team based search and destroy game. In Death of liberty it is the New Dominion vs. The Resistance. Each team tries to uncover the location of the other teams leader then take over the country where they are hiding to end the game.

Exposed with the Designer – Sun 10 am

A game of deduction and pickpocketry. You move secretly around the board, stealthily stealing as many wallets as you can. Your actions are limited by your current location on the board so each move may give away your identity. Steal carefully, my friend!

Fall of Magic – Sat 11 am

A collaborative story game in the tradition of the fantasy journey where the landscape, hospitality, and exploration of our character's relationships take center stage.

Funemployed – Sun 7 pm

The crazy party game where each player gets 4 random Qualification Cards, like Umbrella or Dingo Repellent. Each player then interviews using all four cards and has to talk their way into winning jobs, like Professional Cuddler, Coal Miner or The President!

Game Show Play-Along: Blockbusters – Sat 3 pm

Feel like you need a bit more strategy in your game shows? Join us for the classic combination of trivia questions and "HEX". Answer questions by yourself, or as part of a "Family Pair" to make the connection across our board.

Game Show Play-Along: Concentration – Fri 4 pm

After an extended break, "Game Show Play-Along" returns to Strategicon! Join us for the game of memory matching and rebus puzzles: CONCENTRATION! Match two "prizes" on the board, and attempt to solve the rebus that waits behind.

Game Show Play-Along: Family Feud – Sun 3 pm

Is your family "Ready for Action"? Get your team of 3-6 players together to "Face Off" against another, answering survey questions posed to 100 people. Score 300 points or more to have a shot at the "Fast Money"!

Game Show Play-Along: Lingo – Sun 6 pm

Game Show Play-Along signs off on Sunday with L-I-N-G-O. It's the game of five-letter W-O-R-D-S and B-I-N-G-O! You and your partner spell a word, given the first letter. Get the right word in five tries to place numbers on your LINGO card.

Game Show Play-Along: Name That Tune & Face The Music – Sat Noon

We combine the best-known musical game shows for a wonderful two-hour block of song identification and puzzle solving. Guess the songs being played by our live DJ, and attempt to match them to a famous face.

Game Show Play-Along: The \$25,000 Pyramid – Sat 6 pm

Join us for a climb up "The \$25,000 Pyramid"! Players describe words to their partner to score points. The winning team earns a spot in the Winner's Circle to play the most exciting 60 seconds in television.

Game Show Play-Along: The Price is Right – Fri 8 pm

To celebrate the return of "Game Show Play-Along", we invite Orcon attendees to COME ON DOWN and play for some fantastic prizes! We call our contestants directly from our "studio audience", so make sure you're in our room for a chance to play!

Party Games

Game Show Play-Along: Tic Tac Dough – Sun Noon

It's everybody's game of strategy, knowledge, and fun! Answer questions to put X's and O's on our big board. Get three in a row to win a chance to "Beat the Dragon" in our Bonus game!

Game Show Play-Along: Wheel of Fortune After Dark – Sat 11 pm

ADULTS 17+ ONLY!! It's the classic game of spin-the-wheel and guess-a-letter that you know and love...but with a bit of an adult twist!

ICE CREAM EMPIRE – Fri 3 pm, 4 pm, Sun 7 pm, Mon 11 am

Teaches kids business basics and how to be an ice cream entrepreneur! While it's a great game for families, it has real strategic depth! As a thank you to the con, attendees can get 25% OFF online at www.icecreamempiregame.com, using coupon code: "STRATEGICON"!

Jackbox Party Pack! – Sat 8 pm

Bring your phones and take part in some same-room multiplayer party games. Compete with friends and foe alike in wacky drawing, bracketeering, bluffing, and even fake monster dating games!

News@11 – Sat, Sun 11 pm

A hilarious improv/storytelling game in which players are newscasters in a world going weird. Players take turns making up zany news stories based on Mad Libs-style prompts and elements from previous stories.

New Salem 2nd Edition with the Designer – Sun 4 pm

Draft and collect sets of buildings to collect points as you try to figure out who the witches are. Trigger events at just the right time as the Constable to cleanse the town of Despair and get those witches on trial!

Ninja (Playground Game) – Sat, Sun 6 pm

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

One Week Ultimate Werewolf – Sun 6 pm

You and your fellow visitors to Mad King Ludwig's Castle will explore & investigate as you try to root out those nasty werewolves over the course of a week. Interact with each other, and the castle staff. Then vote on who you think is a wolf, but watch out it may just be you!

One Week Ultimate Werewolf – Sun 5 pm

Learn how to play the latest installment in the Ultimate Werewolf universe in this 101! Stick around after for the full game.

Pantone the Game 101 – Sat 2 pm

Pantone the Game is a party game where you create characters using colorful cards inspired by Pantone™, the world's leading color expert. Take turns as the Artist to create a character while the other player guess the identity in as few clues as possible! Fun for all ages!

Parsely – Sun 2 pm

Play an old school text adventure live in person! One person acts as the computer and everyone else cooperates to control the "player." >Go north >Pick up sword >Eat donut >Save princess You can do it all!

Punderdome – Sat 10 pm

A game for pun lovers! Draw two cards and make bad puns connecting the prompts. The most terrible punster wins!

Puzzle Playtesting – Fri 8 pm

The creators of Escape Room In A Box are looking to test out a series of puzzles for an upcoming game. These are puzzles meant for one player at a time. Come whenever you have time between 8-10:30 (Don't have to be there right at the start) and solve as many as you like!

Salem 1692 – Sat 10 pm

Werewolf for those who don't like werewolf. Very structured

Schmovie – Sun 7 pm

Do you love movies? Do you think you're punny? Use your wits to come up with the most hilarious titles for ridiculous movie premises and win the most Schmovie statuettes. Laugh-out-loud fun!

Secret Hitler – Fri 2 pm

Players are secretly divided into two teams: the liberals, who have a majority, and the fascists, who are hidden to everyone but each other. If the liberals can learn to trust each other, they have enough votes to control the elections and save the day.

Shadow*Kitty (prototype) – Sat 2 pm, 3 pm, 4 pm

A familiar card game of mystical matches and im-properly prepared potions! Play as one of 13 cute & clever creatures, each with unique abilities they can use to save their witchy friends from the Cursed Cauldron. Will you brew a Disco Pigeon or a Velvet Vampire for the win!

Speakeasy – Fri 10 pm

A social deduction game for up to 24 people, slightly more challenging than Two Rooms and a Boom. Whom in this pub is a friend? Whom is a foe. Or is it 'who'? Is 'whom' a secret code? Better buy them a drink and find out.

Spyfall – Sat 8 pm

Using careful questioning, catch the spy in your midst before time runs out or the spy deduces your location.

Swords Without Master – Sun 11 am

Swords Without Master is a storytelling game of adventure, violence and wonder. Become rogues in a world of swords and sorcery, living by your wits and prowess, plunging into the unknown, and seizing from it untold treasures.

The Extraordinary Adventures of Baron Munchausen – Fri 5 pm

A storytelling game where players spin yarns of your most outrageous exploits. During the game, each player must tell a story, while the other players attempt to interject & stage interruptions or distractions. The player with the best story at the end of the game is the winner!

The Saber Legion - Dark Watch Series – Sat 6 pm

The Saber Legion Dark Watch Series returns to Strategicon for 2019. Join us for an evening of light saber matches made up of fighters from throughout California as well as visiting fighters from other states.

The Saber Legion - Dark Watch Tournament – Sun Noon

The Saber Legion of Southern California is hosting its first Dark Watch Tournament for 2019, open to seasoned Saber Legion fighters throughout the country.

The Valiant Card Game: Ninjak vs. The Valiant Universe – Sat 10 am

Lets you embody one of the greatest heroes in the VALIANT UNIVERSE where you must team up with others to stop one of your own! It won't be easy... are you up for the challenge? Warning: Contains violent images.

The Zorro Dice Game Demo – Sat, Sun 11 am, 5 pm

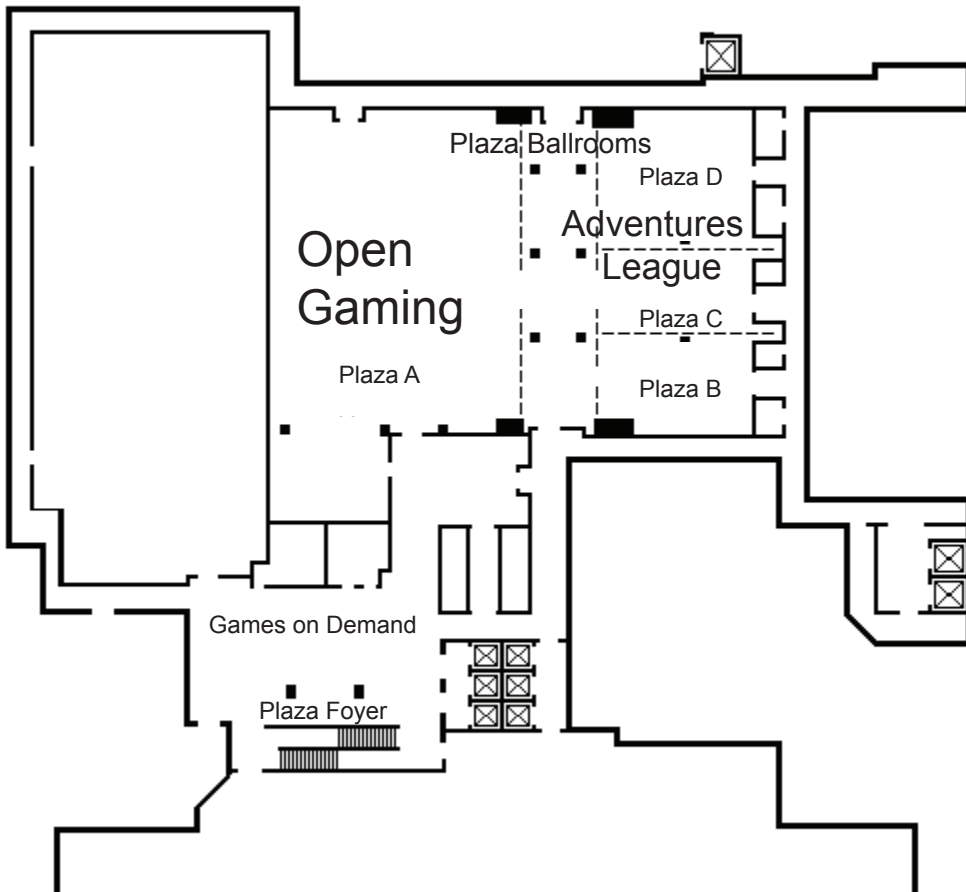
Prove that you are worthy to become the next Zorro by showing your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens. Get a preview of this just-announced 1-8 player dice game! Will you be the next Zorro?

Time's Up!: Extreme – Sun 8 pm

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

Orecon 2019 Maps

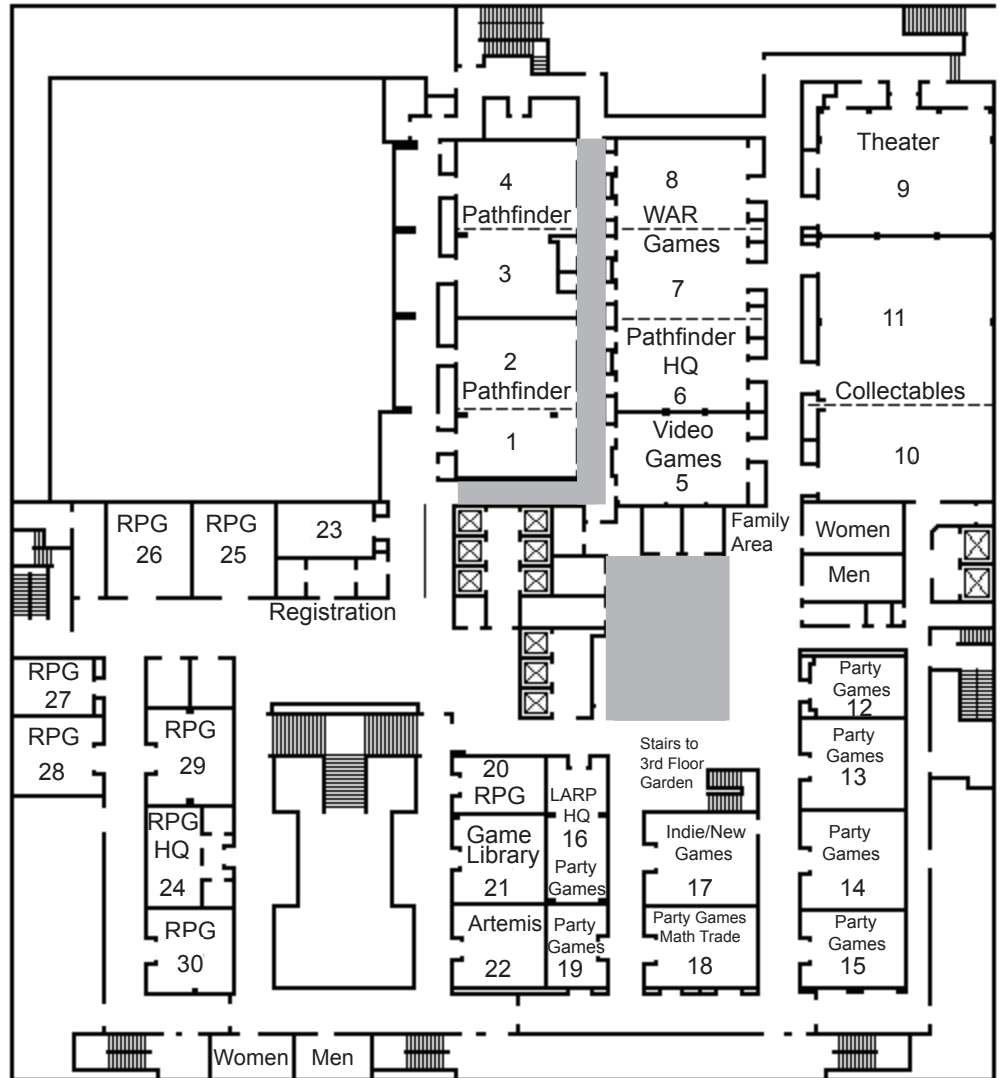
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

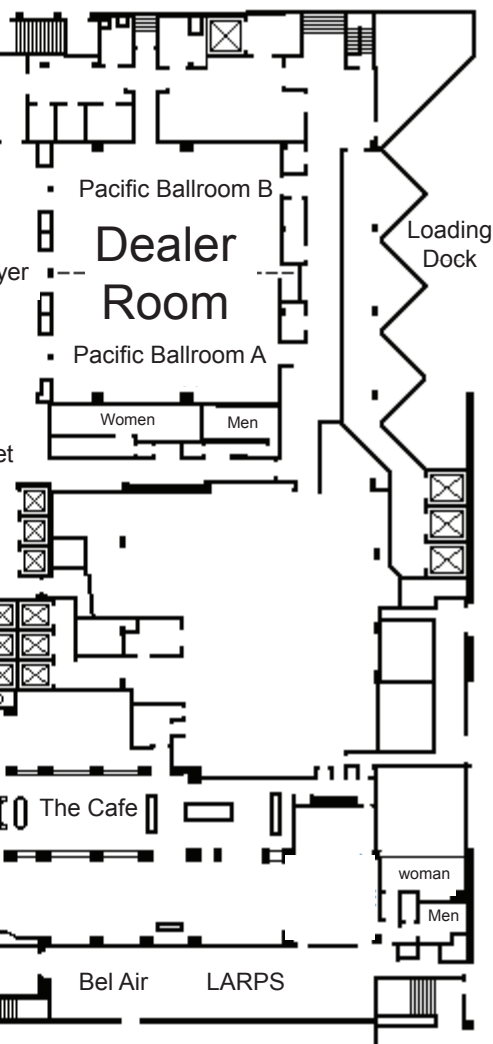


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

HILTON LOS ANGELES AIRPORT - LOBBY LEVEL



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

Party Games

Trivia LA – Fri 8 pm

Trivia LA is a DTLA-based trivia company, and we're running a trivia game for Strategicon 2019! Our game consists of 6 rounds of trivia, including a picture round and a music round. Come play

Two Rooms & A Boom – Sat 8 pm

A Social Deduction Game. You are a secret role assigned to a team. Split into two rooms, who can you trust? Friends may be foes. Foes may stay as foes. Gather information if you can. Will you keep the president away from the bomb, or will you work to let the president fall?

Ultimate Werewolf – Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am

Join the village and root out those evil Werewolves...or attempt hide your true nature from the rest of the villagers in this social deduction game. THERE WILL BE A POOLED signup list for this game, please only sign up for 1 game during a time slot.

Upstaged (prototype) – Sat 2 pm, 3 pm, 4 pm, 5 pm

Have you ever watched reality TV talent shows and thought to yourself, "I'm a better judge of talent than these people..." Well now you can prove it! Join the cast of "Upstaged," the game where you are a music mentor competing to form the next big musical trio!

Walter Wichowski Memorial Werewolf Game – Sat 9 pm

Walter passed away in November of 2018. He was larger than life and loved playing werewolf with everyone at Strategicon. He was always bringing people in to the game and loved playing with any and all. Please join us in honoring his memory by playing a version that he created.

Werewolf GM 101 – Sat 7 pm

Want to take your love of Werewolf to the next level? Learn the ins & outs of running your own village! You'll learn how to build a balanced village & keep it running smoothly, plus tips and tricks from our current con GMs! You may even get the chance to GM your first game!

When I Dream – Sat 6 pm

Play as a Dream Spirit, sending out cryptic dreams. Or play as the Dreamer, softly sleeping while trying to find out who is friendly and who is not. There may be some surprises, but the beauty of the dreams is the same. Rounds are quick and players are free to join anytime.

WHISKEY BUSINESS! – Sat 7 pm, 8 pm, Sun 8 pm, Mon Noon

A surprisingly strategic party dice game, drinking optional. As a thanks to the con, attendees can save 20 percent OFF all 3 UNCORKED! Games at www.uncorkedgames.com, using coupon code: "STRATEGICON" including READ BETWEEN THE WINES!, BREW HA HA! & WHISKEY BUSINESS!

YOU DON'T KNOW MY LIFE! – Sat 4 pm

"It's like Cards Against Humanity and your diary got drunk together and had a baby." The getting-to-know-you, letting-your-guard-down party game about the experiences we all share. Recently crowd-funded, join us in saving the world... one mildly embarrassing story at a time.

Walter David Wichowski

Aug 28, 1967 - Nov 16, 2018

We lost a great gamer this past fall.

He will be remembered fondly by many who played games with him at Strategicon. Attending the cons was one of his absolute favorite things to do. He loved the competition and the friendships.

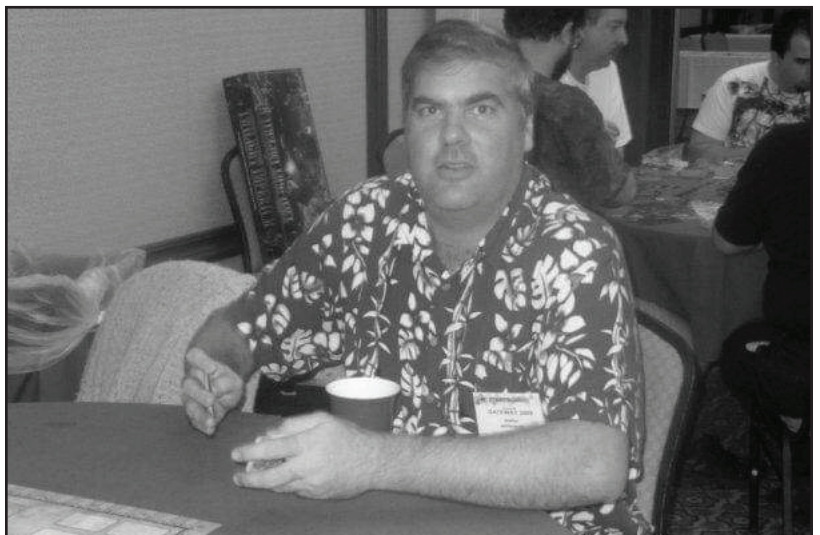
He spent a lot of time playing games in the board game department or playing board games in open gaming. He was a master at welcoming others and teaching games that he loved, Terraforming Mars was his latest board game obsession.

His first gaming love was Dungeons and Dragons: From learning it in high school, to playing every Sunday at his local game store. The last few cons he did not want to miss the multi-table D&D event, he was fascinated by the interplay amongst different groups of adventurers and their chance encounters with one another.

At Strategicon, he will probably be most remembered for Werewolf. Walter discovered Werewolf at Strategicon years ago. He loved it so much, he brought it to his home in Visalia, CA. Between playing and moderating, his influence on the games will be greatly missed. He developed several variants of Werewolf: His Twilight version, Texas Werewolf, where everyone is either a hunter or a werewolf, and the rolling village where there are multiple games that start at the same time and the first few players to be killed off in each village moved on to the next village where they were given a new role.

If you knew Walter, play some games this weekend in his honor: Terraforming Mars, Werewolf (There is a memorial game at 9 pm on Saturday) or D&D.

Walter loved gaming and he loved people. He was able to experience both of these loves in droves at Strategicon. We were all better for knowing and gaming with Walter.



Collectibles

Collectibles

La Jolla, Family Area

2 Player Octathlon – Fri 6 pm, Sat 1 pm, Sun 10 am

GM: John Borders

A contest featuring 8 games for 2 players. This contest will go on throughout the Convention starting Friday at 6 PM and Ending Sunday at 3PM. The featured games are 7 Wonders Duel, Targi, Lost Cities, Patchwork, Jaipur, Keyforge, Star Wars Destiny, and Tides of Time.

AEG Open Demos - Players' Choice – Sat Noon

GM: AEG Vanguard

Choose from these great games from AEG - Smash Up, Cat Lady, Dice City, Space Base, Mystic Vale, and more!

Angry Town – Fri Noon, 1 pm, Sat, Sun, Mon Noon

GM: Vincent Burris

A Fighting Game style card game where players will pick their Fighters and FIGHT in the Mayoral Tournament. Winner will become the new Mayor of Angry Town. Because this is how all elections should be. Interested? Then come by and get ready for ROUND ONE!!!

Architects of the West Kingdom – Sun 4 pm

GM: Jacqueline Chao

As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain. Will you remain virtuous, or be found in the company of thieves and black marketeers?

Ascension – Sat 11 am, Sun 1pm

GM: George Carceres

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

Beauty Queen Death Match – Sat 6 pm

GM: Rich Pizann/Bob West

Join the despicable divas trying to keep-up appearances while beating-down a pugnacious path to the pinnacle of this pretty pile-up! Cram the congeniality, bring the bribes in unmarked bills, and be sure to pack your chainsaw, because this beauty pageant is about to get ugly!

Brawl Stars – Fri 3 pm

GM: Marcus Walker

Time to BRAWL! Team up with your friends and get ready for epic multiplayer MAYHEM! Brawl Stars is the newest game from the makers of Clash of Clans and Clash Royale. Download through Apple Store or Google store. Will be a 2v2 Tournament

CheapAss Demos – Fri 4 pm

GM: Diane Grotjohn

Sample an open variety of the games on offer by CheapAss Games. Brawl, Kill Doctor Lucky, Deadwood Studios and more!

Clank! A Deck Building Adventure – Sat 1 pm

GM: Renegade Heroes

Don't make too much noise while exploring these worlds! Adventurers, hungry for treasure, will need to sneak to the depths without alerting their foe. You'll need to be quick and be quiet! One false-step and – CLANK! Bring a copy of the game to guarantee you a spot!

Clank! and Clank! in Space – Fri 4 pm

GM: Renegade Heroes

Adventurers will need to sneak to the depths without alerting their foe. Whether you're in a dungeon, under the ocean, or in the far reaches of space, you'll need to be quick and be quiet! One false-step and – CLANK!

(Decipher) LotR TCG 101 – Fri 3 pm, 7 pm

GM: Larry Page

Relive the excitement of the Lord of the Rings movie trilogy with the Decipher TCG! I have a plethora of decks, some of them tournament-proven, from the first three blocks – feel free to use one of my decks, or bring your own – tokens provided!

Dice Masters Open Tournament – Sun 4 pm

GM: Diane Grotjohn

Player's choice Dice Masters Tournament – either draft or Grab Bag. (If Draft, \$10 entry fee required.) Newcomers welcome.

(Fantasy Flight) Game of Thrones 2nd Edition 101 – Sat 7 pm

GM: Larry Page

Play as a major House in Fantasy Flights 2nd Edition of the Game of Thrones CCG! This game is incredibly thematic and immerses you in the military, intrigue, and power moves of Westeros! Use one of our decks, or bring your own!!

Force of Will - Gaming 101 – Sun 3 pm

GM: Michael Arsollon

Players trade off amassing the game's resource, called will. They then use that will to summon resonators, use spells for support and eventually have their avatar join the battle as well. Learn the basic rules and try out the game!

Friday Night Draft! Ravnica Allegiance (\$15) – Fri 8 pm

GM: Josh Badger

Draft with new Ravnica Allegiance Set. Swiss format Tournament. Prizes provided with \$15 entry fee.

Garden Games! Topiary, Arboretum, Lotus – Sat 9 am

GM: Renegade Heroes

Players choose which of these beautiful flora themed games they would like to play. You decide if you want to visit a Topiary park, build beautiful paths through an Arboretum, or grow flowers including the Lotus taking care to not have this mystical flower stolen from you!

Hokkaido – Sun 10 am

GM: Jacqueline Chao

Second map-building card game in the Nippon series, bringing new ideas and drafting mechanisms to the first design, Honshu.

Indie Game Alliance – Fri 4 pm, Sat, Sun 11 am

GM: william salazar

A variety of independent games ranging from card to dice rolling. Come find that special little secret game that has been waiting for you to discover it.

Keyforge Constructed Tournament – Sun 6 pm

GM: Diane Grotjohn/Brandon Weiss

Do you have what it takes to forge all 3 keys and unlock the secrets of the crucible? Swiss Tournament using 3 Constructed Decks – Players MUST provide own decks. Survival rules with deck-swapping will be in effect.

Keyforge Demo 101 – Fri 9 pm, Sat, Sun 10 am

GM: Ignacio Franco

Join us for our Keyforge Demonstration! Learn the basics of playing one of the fastest growing CCG games of the year! Do you have what it takes to unlock the secrets of the crucible?!

Keyforge – Solo Sealed Tournament – Sat 1 pm

GM: John Borders

\$12 Entry fee includes a sealed deck and Prize support. Players will use the same deck throughout the tournament. Swiss match will consist of 1 game with a 45 minute time limit. Tournament is limited by the number of sealed decks available (currently 12). Experienced players

Collectibles

Keyforge Tournament – Sat 5 pm, Sun 1 pm

GM: Ignacio Franco [Iggy]

Join us for our Keyforge Match Play! Do you have what it takes to forge all 3 keys and unlock the secrets of the crucible?!

Magic: the Gathering Commanderin' – Sat 2 pm, 4 pm, Sun 2 pm

GM: Phil DeLuca

This casual tournament uses the standard Commander/EDH rules and will be 3 or more players per pod. See the link at the Commanderin' MTG Podcast home page for more information. Short version: Infinite combos before 60 minutes are bad. Don't take long turns.

Magic: The Gathering - Horde: At The Reactor – Sun Midnight

GM: Michael Arsellon

A cooperative challenge: The reactor is overrun with a zombie infestation! Can you and the other planeswalkers eradicate the zombie menace before the reactor explodes? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Horde: That Which Was Taken – Sun 5 pm

GM: Michael Arsellon

A cooperative challenge: You have heaven's lost property and the angels want it back! Can you and the other planeswalkers survive divine retribution? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Horde: The Siege – Fri 7 pm

GM: Michael Arsellon

A cooperative challenge: Giants, Goblins, Minotaurs and more lay siege to your small fort! Can you and the other planeswalkers stand against these armies? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - K&J Pauper Tourney – Sat 8 pm

GM: Michael Arsellon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck using commons. Your deck must contain a minimum of 60 cards. No side boards. Pauper rarity *not* MTGO rarity. Prizes including the Golden Binky for the winner.

Magic: The Gathering On Demand Sealed (\$25) – Sat, Sun Midnight

GM: Dae Kim

Just like it says in the title! This always available event will occur anytime you and an opponent are ready to duel. Entry fee of \$25 payable once match is confirmed. Subject to GM availability.

Middle-Earth CCG 101 – Sat, Sun 11 am, 3 pm

GM: Larry Page

Play as one of the five Wizards of Middle Earth, vying to lead the fight against the forces of Sauron. Or play as one of the Nazgul, as the Balrog, or as Sauron himself! Feel free to use one of our decks, or bring your own, as well as your lucky D6's! Map/rules provided!

M:tG Draft - Ravnica Allegiance (\$15) – Sat, Sun Noon, 8 pm

GM: Josh Badger/Dae Kim

Standard Magic: the Gathering Draft using Ravnica Allegiance. 8 Player minimum required per event. Entry cost of \$15 payable at start of event. Noon events begin at 12:30 pm.

Munchkin CCG Tournament – Sun 4 pm

GM: Steve Jackson Games MIB

Bluff, cheat, and bludgeon to your heart's content! The Munchkin Collectible Card Game let's you pick the Heroes you want to pit against each other, create your decks, and customize them. Bring your tournament ready constructed 40 card deck and a Munchkin attitude.

Munchkin Collectible Card Game – Fri 1 pm

GM: Martin Padilla

Bluff, cheat, and bludgeon to your heart's content! Play as one of six classes and squish your opponents. By Steve Jackson Games. Demos will be ongoing for the period, with booster pack prizes at the end..

Munchkin Collectible Card Game Draft Event – Sat 4 pm

GM: Steve Jackson Games MIB

Bluff, cheat, and bludgeon to your heart's content! The Munchkin Collectible Card Game is great for players of all levels. Pick the Heroes you want to pit against each other, draft cards from booster packs, create your decks, then play! Draft fee TBA at event.

Munchkin Tournament – Sun 2 pm

GM: Steve Jackson Games MIB

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. Show up and do your best Munchkining and you might be the one going home with the loot (er...swag).

Open Gaming - RNTASYDHWAF(tm) – Mon 9 am

GM: Brandon Weiss

Hooray for Alphabet Soup! It's "Open Gaming - Right Next To the Auction So You Don't Have to Walk As Far(tm)!" The perfect place to sample your haul before heading home.

Pirates: Screaming Chickens – Sun 5 pm

GM: Victor Bugg

Join Pirate Keith in getting your chicken ship to the finish line. Fun and prizes for everyone.

Pokemon – Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop – Sat, Sun 10 am

GM: Charles Watson

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

Red Dragon Inn – Sun Noon

GM: Laura Butler

Demo including more advanced characters for Red Dragon Inn.

Red Dragon Inn 101 – Sat, Sun 10 am

GM: erik wintz/Laura Butler

Basic 101 and demo for Red Dragon Inn.

Red Dragon Inn OP Season 5 – Sat Noon

GM: erik wintz

Red Dragon Inn Tournament with new Season 5 kit. Please know the games rules before signing up or attend the session prior to the tournament.

Sealed Ravnica Allegiance (\$25) – Sat, Sun Midnight, 4 pm, Mon Midnight

GM: Dae Kim/Josh Badger

Sealed Tournament using Ravnica Allegiance Set. Swiss format tournament. Prizes provided with \$25 entry fee.

Space Base – Fri 2 pm

GM: AEG Vanguard

An intergalactic dice game of fleet management for 2-5 Space Base Commodores

Spell Smashers – Sun 5 pm

GM: Jacqueline Chao

Harness the power of your vocabulary in this exciting, monster-battling, loot-collecting word game from Renegade Studios.

Collectibles

Star Wars Destiny - Draft/Sealed – Fri 9 pm, Sat 5 pm, Sun 6 pm

GM: John Borders

\$15/\$20 Entry depending on if players decide on Draft or Sealed. Each player needs a Rivals Pack, Card Sleeves, and Tokens. 3 rounds, 35 minute matches. Drafting will add an additional 45 minutes (Draft + build time).

Star Wars Minis Sealed Booster Draft Virtual #16 – Sun Noon

GM: Mel Campbell

3-4 Swiss Rounds. Each participant will receive 2 full sets of 30 cards from the latest SWM sets plus 2 sealed booster sheets. "Rise to Power", "Last Jedi", "Unexpected Allies", and "Heroes on Both Sides".

Star Wars Minis Tantive IV Boarding Action – Sun 5 pm

GM: Mel Campbell

Participants will use pre-made teams, provided by GM, on life-like sci-fi terrain. Objectives will be for squads of Stormtroopers to defeat Rebel troopers and occupy rooms, on the TantiveIV Alderaanian Diplomatic Cruiser. Multiple rule sets will apply.

Steve Jackson Games Player's Choice Open Demos – Fri Noon, Sat, Sun 10 am

GM: Steve Jackson Games MIB

Something for everyone! The newest Munchkin games and the classics you love, Zombie Dice, Simon's Cat, Port Royal, SPANC, Conspiracy Theory, Batman Dice, Mars Attacks: The Dice Game, Super Kitty Bug Slap, Blob Lobber, Bill & Ted's Excellent Board Game, Castellan, and more!

Strategic-Placement-Con - Clash Royale Tournament –

Sat Noon, 2 pm

GM: Yu-Gi-Holics!

1v1 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place For More information: checkappundermeetups

Tak: A Beautiful Learning Experience – Sun 1 pm

Tak: A Beautiful Game – Sun 2 pm

GM: Diane Grotjohn

An incredibly deep, strategic, yet deceptively simple game by James Ernest based off descriptions from Patrick Rothfuss' Kingkiller Chronicles. Tak requires all the strategy of Chess without having all the pieces.

The Tea Dragon Society – Fri 2 pm, Sat 10 am

GM: Cassandra Hicks

Discover the ancient art form of Tea Dragon care taking within this enchanting world of friendship and fantasy! Create a bond between yourself and your Tea Dragon that grows as you progress through the seasons, creating memories to share forever!

Transformers CCG 101 – Sun 1 pm

GM: Jake Bucheit

Welcome to the world of Transformers where robots are in disguise. Material will be provided for the demo. This exciting new CCG is easy to learn and is must for Transformer fans.

Transformers TCG Constructed Deck Tournament –

Sun 4 pm, 8 pm

GM: Jake Bucheit

Welcome to Cybertron! A world at war waged by the Heroic Autobots and the Evil Decepticons which side will you choose? Swiss style, 3 round tournament (25 min. per round). 40 battle Card deck with 25 Star max Characters. Transformers Swag for top 2 winners!

Transformers TCG TURBO Sealed Tournament (\$8) – Sun 10 pm

GM: Jake Bucheit

Welcome to Cybertron! A world at war waged by the Heroic Autobots and the Evil Decepticons which side will you choose? Swiss style, 3 round tournament (25 min. per round). 2 sealed packs to form tournament deck. Transformers Swag for top 2 winners!

Trick Taking: The Trick Taking Game – Sat 3 pm

GM: Rich Pizann

Become famous by spending a week rehearsing, and then steal the tricks of all the better magicians! Learn this quick and irreverent card game with the designer, and play a tournament for fame using the Prestige Rules – aka The Game As It Should Be Played!

Vanguard 101 – Fri Noon, Sat 10 am, Sun 11 am, Mon 10 am

GM: Yu-Gi-Holics!

Learn how to Play Vanguard We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Vanguard! Tournaments hosted everyday of Con!

Vanguard Advance Tournament – Fri 5 pm, Sat 3 pm, Sun 2 pm

GM: Yu-Gi-Holics!

Join us for an advance Vanguard Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Vanguard Light Tournament – Fri 1 pm, Sat, Sun, Mon 11 am

GM: Yu-Gi-Holics!

Join us for a light Vanguard! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Vanguard So Cali Con Tournament – Sun 3 pm

GM: Yu-Gi-Holics!

Join us for Vanguard So Cali Con Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. 1st place will be dubbed BEST CON VANGUARD PLAYER! Deck support will be available!

Weiß Schwarz - Gaming 101 – Sat 6 pm

GM: Michael Arsolon

Weiß Schwarz is a trading card game based on various anime series. There is the Weiß side, which is for cute anime and the Schwarz for cool anime. Learn the basic rules and try out the game!

Yu-Gi-Oh! 101 – Fri, Sat, Sun Noon, Mon 10 am

GM: Yu-Gi-Holics!

Learn how to Play Yu-Gi-Oh! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Yu-Gi-Oh! Tournaments hosted everyday of Con!

Yu-Gi-Oh! Advance Tournament – Fri 3 pm, Sat 5 pm, Sun 3 pm

GM: Yu-Gi-Holics!

Join us for an advance Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! Draft Tournament (\$20) – Fri 6 pm, Sun 5 pm

GM: Yu-Gi-Holics!

Join us for Yu-Gi-Oh! draft Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! \$20 to enter and you get to keep the cards/packs you draft! Prizes to 1st, 2nd & 3rd place.

Yu-Gi-Oh! Light Tournament – Fri, Sat 1 pm, Sun Noon

GM: Yu-Gi-Holics!

Join us for a light Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Video Games

Video Games

Marina

Fortnite #0 - Test Run — Fri 8 pm

Get an early start on the Battle Bus! This is an early event to test setting up a custom, private match. Prizes may be awarded with enough players.

Fortnite 101 - How to build and shoot — Sat 2 pm

Have you wondered what it takes to fight in the weird world known as Fortnite? Come on in, have a seat, and learn some basic maneuvers, from running and gunning to building and destroying structures.

Fortnite #1 - Tilted Tango — Sat 8 pm

Fortnite #2 - Paradise Paradox — Sun 8 pm

Drop from the Battle Bus, find some weapons, build your defenses, and take out the OpFor! Limited engagement rules will be explained at the Tournament.

Hearthstone — Sun 2 pm

Standard Format best 3 out of 5. Blizzard account required. Players will get to choose 5 heroes. No hero can be repeated.

Injustice 2 #1 - Standard — Sat 4 pm

The titanic battles in Injustice keep getting bigger and better! The heroes and villains from DC Comics go toe-to-toe not only with each other, but with guest characters from Mortal Kombat, Hellboy and the TMNT! 1v1, best 2 out of 3, double elimination.

Injustice 2 #2 - Lockout — Sun 6 pm

You thought you were good at the standard tournament? Well, tune up your fighting skills with the entire roster. In this Lockout tournament, every time you win with a character, you can not use that character for the REST OF THE TOURNAMENT! 1v1, best of 3, double elim.

Mario Kart 8 #1 - Team Race — Sat 2 pm

Pick a partner and race against another team. Number of races and rounds are determined by the number of teams present at start of event. All players will be required to use the steering wheels and have remotes set to tilt.

Mario Kart 8 #2 — Sun 2 pm

Race with some of the best-known Nintendo characters, and race to become the King of Karting. Choose your character, vehicle, etc. and race against up to three others on various tracks. Players required to use the steering wheels and have remotes set to tilt.

Smash Bros Ultimate #1 - FFA — Sat Noon

This new entry to the Smash Bros series not only brings in EVERY character from previous games, it adds a long list of new ones to feature 76 playable characters now, and more on their way! 4 players per match, top 2 progress. More details at the tournament.

Smash Bros Ultimate #4 - FFA — Mon Noon

With 76 characters to choose from, it can be hard to decide! But you're going to have to make that decision. 4-player free-for all, top 2 players advance. **Special rules will be announced at the start of the tournament. **

Smash Bros WiiU #1 - Kirby-Rama — Fri 8 pm

You've mastered Mario, smashed people with Samus, and locked in wins with Link. Now, you face the ultimate challenge - taking the Happy Fun Ball known as Kirby up against... other Kirbys! Can you survive this madness? 4 players per match, top 2 advance.

Smash Bros WiiU #2 - FFA — Sat 6 pm

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Head-to-Head, best 2 out of 3, Double Elimination rules.

Super Smash Bros Ultimate #2 - 1v1 Lockout — Sun Noon

Sure, Smash Bros Ultimate has a lot of characters. But how many of them do you REALLY know? Find out here, where every round you win means you don't get to use that character for the rest of the tournament. 1v1, best 2 out of 3, double elimination.

Super Smash Bros Ultimate #3 - 1v1 Opponent's Choice — Sun 4 pm

So you're good with some of the characters. Do you think you'll be able to beat someone when they're picking your character for you - and you're picking theirs? 1v1, Best 2 out of 3, double elimination.

Super Smash Bros. Ultimate Unlock Party — Fri 8 pm

Do you want to help unlock ALL of the characters in Smash Bros. Ultimate for the tournaments? Come join the party, and get lots of new characters unlocked!

Open Gaming

Plaza Ballroom A

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

LARPs

Bel Air, Newport A, 3103

Boffer Showcase: NATO vs The Army of Darkness (Teen Run) – Sat 2 pm – Nerf/Boffer (Live Combat)

Boffer Showcase: NATO vs The Army of Darkness (Adult Run) – Sat 8 pm – Nerf/Boffer (Live Combat)

GM: LARP Department- Robert Prag

Put on by the Strategicon LARP Department. This is a lightest touch, foam-combat LARP about soldiers fighting werewolves and vampires. It is a mix of foam swords and Nerf blasters, all set to a heavy metal soundtrack following a tutorial on LARP combat. No experience required. Derived from last year's Ragnarok and Roll.

City of Rage – Fri 8 pm – Werewolf: The Apocalypse

GM: Harry Fox

This game is a one-shot within the storyline of an existing Werewolf campaign in SoCal, and will feature one-shot roles for new and campaign characters entirely new players are absolutely welcome! The game's villains gather in a "troubleshooting" session, where three groups who loathe one another must determine in they can reach a conclusion, or if they have to conclude one another. Non-physical combat, political maneuvering, and werewolf hijinks may all ensue. Uses By Night Studios LARP rules.

Duel of the Titans! – Sat 2 pm – Gate of Light and Shadow

GM: CozyLARP LA Presents! (Joe Landolph)

War has come, and your kingdom needs a champion! Construct your Titan: a towering warrior built with elemental and spiritual essence. Using ancient rituals, you will search the search the spirit realms and summon the essences needed to build a Titan for your kingdom and master its mighty fighting techniques! When the war-gate opens, the Titans will clash! No army can stand against them: only the winner will rule the spirit realms!

Fantasy Kingdom Council – Sun 2 pm – Freeform

GM: Andrew Perrine

Have you ever wanted to be the power behind the throne? In Fantasy Kingdom Council, players take on the role of advisors to a king, handling the serious matters that he is, in his royal authority, seeking guidance on- meaning, of course, he needs the support of you, his underlings, to get it done. As an advisor your job is to jockey for power, influence, money and favor, to keep your spot on the council and seek the ruin of your rivals- and hopefully keep the kingdom together in the process.

'Heroes' – Fri 10 pm – Freeform

GM: Kevin Pearl

'Heroes' is a freeform / chamber LARP for 4-5 players and a GM, written by Mo Holkar. It is set in East Berlin in the mid-1970s,. It is realistic in tone and made up of five acts with an epilogue. In Acts 1, 3 and 5, players take the roles of a group of disaffected young East German friends who meet to talk about crossing the Wall into West Berlin. In Acts 2 and 4, the players take the roles of a squad of five guards whose duty is to prevent escapes.

Lost Angels – Sun 8 pm – Vampire: The Requiem

GM: Roselle Hurley

As a vampire recently exiled to Los Angeles in the year 1849, you realize your survival depends on ingratiating yourself to the local mortals who hold the political, social and financial power. Your first task is to attend a wake and meet the inhabitants in town. The focus of this game will be on story and problem solving, not PvP. Characters will be involved with investigating mysterious events in and around the Pueblo of Los Angeles.

Sanction – Sat 8 pm – Sanction

GM: Frank Perkins

Magic is real. It has been in your life in one way another, whether you were born in a wizards' cabal or were never invited to any special schools. Sanction is a special group that has invited you to see if you will fight or join. This is a portal fantasy/urban fantasy game with conflicting player goals, possible PvP combat, and NPC mayhem. Teenagers are welcome. Characters provided.

Starship Valkyrie: It Came from Outer Space – Sun 2 pm –

Starship Valkyrie Basic

GM: Christian Brown

Starship Valkyrie is a cooperative crisis simulator with roleplay and tabletop elements, including puzzle games and strategic challenges. In this scenario, the ERS Daimajin has just returned from the exploration of a nearby star system to discover that there has been strange activity at a space station in the outer Solar system. Radio transmissions have been erratic, and have now stopped altogether. You are directed to assemble what you need and investigate immediately.

The Best Medicine – Sun 10 pm – Freeform

GM: Kevin Pearl

The Best Medicine is a freeform / chamber larp for 5-8 players, written by Mo Holkar. It was written for Consequences in 2017. It is a larp about laughter. Specifically, about how laughter is good for you: about how laughter is, as the old saying suggests, the best medicine. What The Best Medicine seeks to investigate is whether 'larded laughter' is as effective for this as 'real' laughter. Prepare to have your sides split...

The Captured Creature – Sun 9 am – Cthulhu Live

GM: Nicco Wargon

For the past thirty years a small town in New Mexico has lived in fear of an unseen monster that comes in the night and feeds on the blood of livestock. No one has been able to stop this malevolent creature, until now. A local rancher has captured the beast alive! Tonight he plans to reveal his prize to the world.

The Celestial Court – Sun 8 pm – Gate of Light and Shadow

GM: Cozy Presents! (Joe)

You spirits have fled warring realms and traveled far across the astral plane to establish a new and better kingdom. Using your ritual powers, you will summon the essences needed to build a new kingdom. Then, you will hold contests to determine the rulers of each realm, and the Celestial Ruler over all. Only the best-suited spirits should rule each realm, and only the most noble should be Celestial Ruler. As pacifists, there is only one way to decide: a contest of poetry! Let wisdom and justice prevail!

The Death of the Emperor – Fri 6 pm – A Whisper or a Knife

GM: Evan Schauer

For a thousand years, the Emperor has ruled Alemis. The power of two dark gods flows in his veins, and he is immortal, all-powerful, the creator and sovereign of the greatest empire the world has ever seen. Tonight he will die. Each year on Sovereignty Day the Arena of Alemis hosts a celebration for the Emperor. Now that day has come and the machinations of nobles, pit fighters, and supernatural beings will end the Emperor's reign and decide the fate of Alemis.

LARPs

The Forgotten — Sat 9 am — Homebrew
GM: CozyLARP Presents! (Ross Cheung)

It's been almost two years since rebel forces occupied the city and government forces surrounded and laid siege to your home. You've found each other amidst the chaos: close family, estranged relations, lovers, rivals, old friends, and new. Now you work together to keep each other safe. The Forgotten is a live acting game that takes place in a modern city under siege during the last days of a civil war. As a group, they will create a desperate story of courage and sacrifice. Will you scrape by and live to see another day?

The Great War — Sun 2 pm — Homebrew
GM: CozyLARP Presents! (Ross Cheung)

It's Christmas, 1914, and you and your friends are celebrating together one last time before shipping off to basic training tomorrow. You're happy to just get a chance to participate in the war before it's over, and before the evening is out you all make a special pledge. This LARP follows a group of friends as they encounter the senseless brutality of the Great War and trench warfare. Little actual combat will happen the focus will be on the characters, their story, and how the events of the war change them.

Miniatures

International Ballroom A

1st 2nd edition X-Wing tournament. — Sat 10 am — X-Wing
X-Wing 2.0 standard 3 round tournament. 200 point squadrons.
1 hour games.

40K Ironman Tournament — Sun 10 am — Warhammer 40K 8th Edition

GM: SoCal Crusaders

1000 points. All models killed are removed for the tournament. All damage carries over. Are you the toughest of them all?

ACW Battle of the Wilderness -Sander's Field — Sat 11 am — Mr Lincoln's War

GM: Stephen Phenow

Sponsored by Drum Barracks' ACW Museum, presented by The San Fernando Valley Wargamers. Warren's Federal V Corps attacks Ewell's Confederate Corps along the Orange Turnpike in the Wilderness, Va. All materials provided, Author in attendance.

Adeptus Titanicus — Fri 6 pm — Adeptus Titanicus

GM: SoCal Crusaders

Come learn Games Workshop's new game about the mightiest war machines of the Horus Heresy. All materials provided, no experience necessary

Age of Sigmar 2nd Edition — Fri 4 pm, Sat Noon — Warhammer Age of Sigmar 2nd edition

GM: Ben Norman

Come learn how to play Age of Sigmar a Fantasy, turn-based combat with awesome looking miniatures!. Armies provided or bring your own 500 pt army. (They do not have to be painted) The game is fast and fun! You get to roll lots of dice! Experienced players are welcome, just know this is for learning and fun, this is NOT a tournament. If we get enough players we will be playing/learning on teams. Come play as long or as little as you like. Up to 6 players per game.

Armies of Late War Tournament — Sun 9 am — Flames of War

GM: Justin Rodriguez

Flames of War Tournament All forces must be selected from the Armies of Late War book. Three rounds 2.5 hour games. 1,750 point lists. Mission Selection: Battleplans Version 4 Rules.

The Waiting Room of Lost Souls — Sat 2 pm — Meta

GM: Kevin Pearl

Direct from the 2019 SMOKE UK Larp festival comes a game about wish fulfillment for the fictional by John Shockley and Martyn Meeks. Some are long gone. Some are dead. Some only ever existed for a few moments. But all of them have unfinished business. These are the alter egos that we wear for a time when we larp and then set aside when we are done. Join us in fun, lighthearted exploration of wish fulfillment for the fictional, as these characters return to try to seize their chance at contentment.

What is LARP? — Sat 11 am — Freeform Seminar

GM: LARP Department Supervisor

Of all the game forms, LARP is perhaps one of the most fraught. It struggles with a terrible reputation, and even those who have heard little about it are likely to have a bad impression of the form. LARP, however, is incredibly varied and full of possibilities, and the experiences it offers can be both fun and life-changing. Please join Tara Leederman, LARP Department Supervisor at Strategicon and veteran teacher, in this open seminar for a discussion and 101 on LARPs.

A Song of Ice & Fire: Tabletop Miniatures Game —

Qualifiers: Fri 2 pm, 8 pm, Sat, 9 am, 2 pm, 8 pm, Sun 9 am
Semi-Finals: Sun 2 pm

Finals: Sun 8 pm

A Song of Ice & Fire: Tabletop Miniatures Game

GM: James Freeman/Shawn Stewart/Shawn T/Daniel Alvarez
Each player controls a Great Houses of Westeros, commanding battlefield units, recruiting legendary Heroes, and manipulating the political stage, in the attempt to claim the greatest prize of all: The Iron Throne. See tournament rules for creating your 40 point armies. You must win 1 of these qualifier games to get into the semi-finals.

Battle of Wavre — Sat 9 am — BATTLE of Wavre (Home Brew Rules)

GM: Robert Boyens

Can you as Grouchy break through the Prussian Lines and save Napoleon at Waterloo? Or can you as Thielmann hold up the French long enough for Bluecher to end the tyranny of the little emperor?

Battlestations - Dirtside — Sun Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm —

Battlestations - Dirtside

GM: Jeff Siadek, Mario Acuña, Dennis Lien, Thomas Barry

What happens when your space adventure takes you to a planet? Find out in this exciting upcoming expansion for Battlestations 2.0, Dirtside! Drive a jet car Explore a building Swim in the ocean avoid falling lava!

Battlestations - HUGE — Fri 6 pm, 9 pm, Sat Noon, 2 pm, 4 pm, 6 pm, 9 pm, 11 pm —

Battlestations 2.0

GM: Jeff Siadek, Mario Acuña, Dennis Lien, Thomas Barry
Play in an exciting mission of your favorite game of space adventure, BATTLESTATIONS. Bring your own character or select from a set of archetypes. Take battlestation actions from the ship map, while your ship careens though space on the space map. Fight aliens, rescue civilians fun for the whole family.

Miniatures

Battletech - Circle of Death – Sun Noon, 8 pm – Battletech
GM: Mario Acuña, Daniel Franks
Mech on mech carnage. Command a group of 100 ton mechs or a couple of fast and light mechs. You decide which team is best. This scenario pits every team against each other in a dog eat dog fight to the death. Who will come out on top?

Blood and Plunder Demo – Fri 8 pm – Blood and Plunder
GM: Kevin Morris
Blood and Plunder is a 28mm, unit-based, skirmish game that allows players to accurately play out pirate raids on Spanish towns and forts.

Bloodborne: The Card Game – Fri 2 pm, Sun 10 pm – Bloodborne: The Card Game
GM: Kimberly Mumford/Karla Freeman
Bloodborne: The Card Game designed by Eric M. Lang and based on Sony Entertainment and FromSoftware's hit video game Bloodborne for the PlayStation 4. In it, several Hunters will enter the Chalice Dungeon, but only one will be able to escape the victor. Round after round you'll face off against brutal creatures bent on destroying you.

Blood Rage – Sat 2 pm, 8 pm, Mon 9 am, 2 pm – Blood Rage
GM: Oscar Perez/Andrew Carson/Shawn Stewart/Benjamin Peck
Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

Border Skirmish – Sun 10 am – Gruntz 15
GM: John Harrel
John Harrel, HMGS-PSW and Tomorrow's Gruntz sponsors an Introduction to the rules Gruntz 15 Border skirmish in the near future: The Free State Coalition must stop Big Brother's armored task force from capturing a key cross roads and village in a disputed border region. All 15mm miniatures, vehicles and materials will be supplied by the GM.

Circus Maximus – Sat 5 pm – Circus Maximus
GM: Jaime Yann
Not giving a flip for over 30 years! Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

Civil Unrest: Anarchy – Sat, Sun 10 am – Civil Unrest
GM: Paul Villar
Civil Unrest is a two player miniatures skirmish game, which will soon be available on kickstarter. Come join the fun and choose weather to lock down the streets as law enforcement or to take it to the man.

Clash of Kingdoms-A Game of Thrones – Sat 9 am – Clash of Kingdoms (Home Brew)
GM: David Arvizu
The Iron Throne is up for grabs! Combat is similar to Axis & Allies but not as complicated. Game uses a point-buy system for Infantry, Artillery, Light and Heavy Cavalry and a General. Throne Cards provide bonuses. Build keeps & castles to defend your land & use Heavy Cavalry to crush the enemy! Rules are easy, learned in 10 minutes. All Materials provided. Winner receives \$10 Dealer Dollars.

Clay-O-Rama Extravaganza – Sun 10 am – Clay-O-Rama
GM: Patrick Sewell
Come build a gladiatorial combatant out of Play-Doh and then fight it out in the arena of death with special powers such as Poke, Drop, Bowl and Reshape Limbs. What crazy battlefield might we see this year? More peoples to eat for superpowers? Ideas accepted if you see me around the con prior to Sunday.

Cruel Seas – Fri 6 pm – Cruel Seas
GM: Troy Hill
Pilot Torpedo Boats and keep the seas safe from the enemy during WWII. Learn the basic rules of Warlord's new 1:300 naval game using British Vosper MTBs and German S-Boats. Can you protect your freighter to resupply your troops in North Africa? Games take about 60 to minutes. Stop in any time and start rolling dice. The results of these demo games will affect the Bolt Action Duel in the Desert event on Saturday

Da Bellis Antiquitates at Orcon – Sun Noon – DBA 3.0
GM: Greg Mazourek/Don Tzeng
Bring your DBA 3.0 army and appropriate terrain. TO will attempt to pair armies of same period. 45 min games 3 or 4 rounds, depending on attendance.

Dreadball 101 – Fri 2 pm, 10 pm – Dreadball
GM: Adam Hicks
Come engage in futuristic sports with a variety of fantasy inspired teams! Quick to learn, easy to play, and incredibly fun! Will be teaching the game in 20-30 minute intervals, feel free to come watch until it's your turn!

Duel in the Desert – Sat 10 am – Bolt Action 2nd Edition
GM: Troy Hill
A red on blue (Allies vs Axis) event, in three rounds. This cooperative event pits up to 10 players on each side against the other forces. Sponsored by NoDiceNoGlory.com (and others), official event details will be posted there. You must email the TO at troyphoto7@gmail.com

Frankograd – Fri 7 pm – Flames of War v4
GM: Justin Rodriguez
Kick off Orcon with a mid-war mega city battle.

Fury Road – Sat 3 pm – Car Wars - Homebrew
GM: Robert Hagmaier
Furiosa has stolen the War Rig and kidnapped the wives, but Immortan Joe means to get them back! Vehicular annihilation is certain as Joe's fanatical War Boys clash with Furiosa and her allies in a battle to the death on a massive scale. The future belongs to the mad.

Gaslands – Fri Noon – Gaslands
GM: Adam Hicks
Start your convention off right with some post apocalyptic racing mayhem!! Pick your vehicle, then run & gun your way to victory!

Gaslands 101 – Fri 8 pm – Gaslands
GM: Patrick Sewell
Come learn/remember to play a game of deadly vehicular combat in a post apocalyptic world. Vehicles are kit bashed from matchbox/hot wheels vehicles. Outrace/Outshoot your opponents in the dreaded Death Race. All materials provided. All ages welcome.

Gaslands Kid/Family Tournament – Sat 10 am – Gaslands
GM: Patrick Sewell
Zombies have invaded the Death Race course. Finish the race with the most zombie kills to win! All materials provided, youngest players get first selection of provided vehicles. You can also bring your own vehicle costing ~25 pts. OR, bring a car to the 101 on Friday and we can stat it up for you and add weapons for this race. No Sponsorships.

Gaslands Maximum Violence Death Race – Sat 10 pm – Gaslands
GM: Patrick Sewell
No little kids to feel bad about crushing tonight! Pre-gaming adult beverages is fully accepted. This tournament embraces the Rule of Carnage. All materials provided. May also bring your own vehicle with bits to build a half hour prior to the event. We can build it and stat it up. Some extra bits will be on hand. 25 pt pre built. Expect dangerous terrain. May the most evil racer win!

Miniatures

Miniatures

Gasland Tournament – Sun 2 pm – Gaslands

GM: Patrick Sewell

Trying something new this year. Experienced players only (playing in previous events at the con counts). The plan is to run small simultaneous heats with the winners progressing to a final championship race. Up to 12 vehicles provided or bring your own. Single vehicle event, sponsors allowed, 30 pts/vehicle. Please check sheet at the con as we may tweak the point value.

HMGS-PSW The Seige of Helm's Deep – Fri 6 pm – GW Middle Earth Strategy Battle Game

GM: Harmon Ward

Behind the stone walls of Helm's Deep a small portion of Rohan's army awaits the Uruk-Hai onslaught. The endless host of Saruman marches ever closer as the humans and elves prepare their defenses. Can you lead your side to victory? This is a game that promises some really great photographs! Beginners welcome. Please make sure they understand that these 28mm tall hand painted metal miniatures are not toys! Thanks.

Italian Wars Participation Game – Sat 11 am – Warlord Pike & Shotte

GM: Andrew Gledhill, Adam Hammer, Mark Nicholson
Massed blocks of pikemen, dozens of squadrons of cavalry, arquebusiers in serried ranks, and more flags waving in the breeze than are commonly seen. All that's missing is you..

KILL TEAM 3-day Tournament – Fri 6 pm, 8 pm, Sat 10 am, Noon, 2 pm, 4 pm, 6 pm, Sun 10 am, Noon, 2 pm – Kill Team

GM: John Paiva

100 point teams using attached Rules. Play as many Seatings as you like, use your best 3 games for your overall total. Seatings will take place every 2 hours. For more information download the attached rules. For questions, contact John Paiva at Evil5757@aol.com.

Kill Team Duos Tournament – Sat 8 pm – Kill Team

GM: SoCal Crusaders

Bring a friend and team up in this short form Kill Team tournament. 2 players per team, 100 points per player. This does not effect standings in the 3-day Kill Team tournament

Kingdom Death: Monster – Sat, Sun 10 pm – co-op campaign

GM: Reid Barkell

A fully cooperative tabletop hobby game experience. Set in a unique nightmarish world devoid of most natural resources, you control a settlement at the dawn of its existence. Fight monsters, craft weapons and gear, and develop your settlement to ensure your survival from generation to generation.

Knights of the 31st Century – Sat 10 am – Knights of the 31st Century

GM: tom black & lyle burley

Knights of the 31th Century Universe is one of constant warfare and feudal political intrigue, where noble houses vie for dominance through out the known worlds. Come join the battle for honor and glory running a banner of lances comprising of huge walking behemoths. The behemoths reign supreme built ages ago from technology lost and are passed down within a knighted family from generation to generation,

LEVEL 7 - Omega Protocol – Sun 6 pm – Private Press

GM: Kimberly Mumford

The Subterra Bravo facility has been thrown into chaos, and now the government has sent in a top-secret, highly-trained special forces unit to shut down the facility and eliminate everything remaining in the base. 2-5 players serve as elite Special Ops team trying to achieve specific scenario-based objectives by exploring the base and fighting off the alien hordes controlled by the Overseer.

Mansions of Madness 1st Edition – Sun Noon – Fantasy Flight

GM: Kimberly Mumford

Mansions of Madness is a macabre game of horror, insanity, and mystery. The keeper controls the monsters and other malicious powers within the story. The players act as investigators, trying to solve the mystery of the mansion - searching for answers while struggling to survive with their minds intact. Do you dare enter the Mansions of Madness?

Masmorra: Dungeons of Arcadia – Sat, Sun 9 am – Masmorra: Dungeons of Arcadia

GM: Kimberly Mumford/Daniel Alvarez

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

Mega-Apocalypse – Sat, Sun 10 am – Warhammer 40K 8th Ed.

GM: SoCal Crusaders

Come decide the fate of worlds in the new 8th edition of Warhammer 40K. Rules tweaked slightly for epic games, bring a force of up to 400 power. Loaner armies available, join anytime, beginners welcome!

Middle Earth Quest – Sat 2 pm – Fantasy Flight Games

GM: Steven Rodriguez

Middle-Earth Quest is a game of adventure and conflict set in the time leading up to the creation of the Fellowship. One player will adopt the mantle of Sauron and do his best to spread his evil influence across the lands. Up to three players become heroes and will do their best to foil Sauron's foul plots, and rally the peoples of Middle-earth to their side.

Midnight Clay-O-Rama – Sat Midnight – Clay-O-Rama

GM: Adam Hicks

Come join us for a midnight Clay-O-Rama! Build your gladiator out of play doh, and fight for the glory of combat and the whims of the gods of Claydonia! No children please, due to mature themes, teenagers ok if accompanied by an adult.

Miniature Painting 101: Basic Techniques – Sat, Sun 8 pm

GM: Jeff Huerta

2 hour class takes a primed miniature through all steps of painting. Paint either a Stormcast Liberator or a 40K Space Marine. Covers base coat, wash, highlighting, dry brush, basing and varnishing. All supplies provided. \$15 payable at Snake Eye Painting booth in dealers room

Napoleonics, Battle of Gorodeczna – Sun 11 am – La Bataille

GM: Dan Munson

Presented by The San Fernando Valley Wargamers. Prince Schwarzenberg with his Austrian/Saxon army, which was invading Russia with Napoleon, attacked the Russian Third Army of Observation (Gen. Tormassov), which was guarding the borders of Russia from Turkish intervention. The outnumbered Russians are in a good defensive position. All Materials provided. Play with the Author.

NARCOS: The board game – Fri 2 pm – NARCOS: The board game

GM: Andrew Carson

one player takes on the role of the Patrón, while the others become the Factions forming a tense alliance in their search for the cartel kingpin. Unfortunately for the Patrón, his Sicarios leave behind clues to his Location, allowing the Factions to close the net. Are the Patrón's days numbered, or will he find a way to escape his pursuers?

Miniatures

Omicron Protocol - Learn to Play! – Sat 2 pm, 4 pm, 8 pm, Sun Noon, 2 pm – Omicron Protocol

GM: Bernie Lin

A near-future, "intra-apocalyptic", sci-fi miniatures skirmish game played on a 2'x2' hex board, fun for boardgamers and miniatures gamers alike. Fight as rival factions trying to survive the deadly crisis affecting the city of San Lazaro. Every character in the game is represented by a detailed 28mm miniature, possessing their own rich history and personality, as well as powerful cybernetic abilities!

Orcon Warhammer ITC 40K Rogue Trader Tournament – Sat, Sun 10 am – Warhammer 40K

GM: John Paiva

2000 point Warhammer 40K RTT using ITC scoring and points. This tournament will go *5 rounds* continuing Sunday starting at 10am and ending about 4pm. The newest ITC Missions will be used and ITC points reported. For more information or questions, contact John Paiva at Evil5757@aol.com.

Paint and Take – Sat, Sun 10 am

GM: Robin Parker

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our experienced staff can help you learn all the techniques and tricks to get your minis table ready. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday. Children under 10 must be supervised.

Painting Contest Judging – Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after 4pm

Potion Explosion – Fri 2 pm, 8 pm, Sun 8 pm – Potion Explosion

GM: Oscar Perez/Karla Freeman

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

Rising Sun – Fri, Sat 8 pm – Rising Sun

GM: Andrew Carson/Oscar Perez/Benjamin Peck

Set in Feudal Japan. It is the time of Shintos, Bushis, and Daimyo. The political situation hangs in a tense balance, as alliances are formed and broken and the threat of war is ever-present. Ancient clans call upon mythical Japanese Monsters to assemble with their forces, and when diplomacy fails, they're ready to go into battle. Rising Sun is a game about politics, tradition and war.

Star Wars: Imperial Assault - Bospin Gambit – Sat, Sun 4 pm – Star Wars: Imperial Assault

GM: Stephanie Tennison

"From the finest hotels and casinos to dingy, dangerous industrial passages, Cloud City is yours to explore. Lead your spies onto the battlefield of the Galactic Civil War" - Part 2 of the Bospin Gambit campaign from Star Wars Imperial Assault

Stoumont Dec 1944 - HMGS PSW – Sat 1 pm – Flames of War Ver3.0 MRB

GM: Michael Verity aka Wargamerabbit

Kampfgruppe Peiper has broken through the American Ardennes front line and fought past Stavelot yesterday. Passing La Gleize in dense fog, the town of Stoumont and its defenders, the 3rd Btn. 199th RCT with support, finds itself blocking the German forward advance. Flames of War Ver3.0 winter and foggy scenario using 20mm miniatures.

Street Masters – Fri 1 pm – Street Masters

GM: Dan Pineda

Street Masters is a 1-4 player cooperative miniatures board game inspired by classic fighting video games. Take control of a powerful fighter to play cards and roll dice in a match up against villainous organizations in a wide array of exciting scenarios.

The Gateway Incident – Sat 4 pm – Infinity N3

GM: Francisco Vassallo

3 round Infinity N3 tournament. Bring 2 lists, you can choose one depending on your opponent. Scenarios: Annihilation Rescue Firefight Restrictions: 200 point lists 1 1/2 hr games

The Godfather: Corleone's Empire – Sat 9 am, Sun 2 pm – The Godfather: Corleone's Empire

GM: Corby Kennard

Running an up and coming criminal organization is no easy task. You have to surround yourself with people you can trust, complete jobs to bring in money, and spend it wisely on bribing city officials. It doesn't help that you're competing with other aspiring crime families, each looking to grab a piece of the pie in 1940s New York City

Victorian Masterminds – Sat 2 pm – Victorian Masterminds

GM: Andrew Carson

There is a crime wave going on all over the world. Police forces from every nation are stretched too thin. To make matters worse, Sherlock Holmes, the world's greatest detective, has gone missing. Supervillains the world over are completing their grand works and unleashing them upon the defenseless population. But, in the end, only one of these evildoers will reign supreme

Warhammer 40K Demos – Sun 10 am – Warhammer 40K 8th Edition

GM: SoCal Crusaders

Come learn to play the latest version of the most popular sci-fi minis game ever. All materials provided.

Way of the Panda – Sun 8 pm – Way of the Panda

GM: Jackie Chao

The ninjas have taken over the ancestral lands belonging to the Pandas. This has caused the cities to decay as the roadways, once bustling with trade, have been infested with ninja bandits. Now, the four Panda Clans have vowed to reclaim what is theirs. Using their mightiest heroes, they seek to remove the ninja menace and rebuild their once-magnificent cities.

Zombicide – Fri 8 pm, Sat 9 am, 8 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am – Zombicide

GM: Jaqueb Smith/Steven Alvarez

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

Zombicide: Black Plague – Fri 2 pm – Zombicide: Black Plague

GM: Shaun Stewart

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

War Games

War Games

Los Angeles B & C

1775: Rebellion Tournament – Sat Noon

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

Axis & Allies – Sat, Sun 9 am

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

Axis & Allies Set up – Fri Noon

Set up and prep for the weekend long Axis & Allies tournament

Battle Cry- Tournament – Sun Noon

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

Caesar: Epic Battle of Alesia – Sat 11 am

Caesar at Alesia simulates an epic battle in 52 BC where Julius Caesar surrounded the battered forces of the Gauls led by Vercingetorix. The goal of the game is for the Gauls to create an escape route for Vercingetorix and exit him off the board. The Romans must prevent this over the 20 game turns (which represents 2 days).

Game of Thrones – Sat 11 am

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

Roleplaying

Newport, San Lorenzo

RPGs on Demand

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

Aalsdepp Adventures – Sat 2 pm, 8 pm – Tenth Imperium

Aalsdepp Adventures Midnight Madness – Sun Midnight – Tenth Imperium

GM: Maslon Barry

Search for Gold and Glory under the ancient ruins of the dead Empire of the Night Sun. This module will be hosted repeatedly throughout the course of the convention with all games forming one continuous campaign. Characters are easy to make.

Gameplay is swift.

A Cowboy Legend – Sat, Sun 9 am – Deadlands Reloaded (Savage Worlds)

GM: Michael M. Kelly

Famous faces from the mythic Old West gather together in Dodge City, where old enmities come to light and a tragic incident of the recent past comes forward to haunt the heroes.

Kriegsspiel – Sun 10 am

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

Memoir 44 Classic – Sat 6 pm

Memoir 44 is a unique historical game where players command a horde of little plastic Army men facing-off in dozens of WWII battles on an oversize hex game board. Easy to learn and fastpaced, Memoir 44 requires strategic card play, timely dice rolling and an aggressive, yet flexible battle plan to achieve victory

Napoleonic Wars, 2nd Edition – Mon 11 am

A fast-paced, tension-filled, card-driven wargame using a point to-point movement system that pushes the envelope in a new direction for this pivotal period of history

Sails of Glory – Fri 4 pm

Sails of Glory, Frigates – Sun 6 pm

Recreates naval combat in the Age of Sail (1750 – 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and boardgame mechanics. Tournament Friday.

Star Trek Battles – Sat, Sun 9 am

The tactical game of space combat in the Star Trek Universe.

Virgin Queen (Campaign Scenario) – Sat 10 am

The full 7-turn 1559 scenario. Minimum of 3 players. Scheduled for 11 hours, this being an entirely Saturday tournament, with scheduled breaks. Winner receives 50 dealer dollars (in each game). All other participants receive 10 dealer dollars

RPGs

All Hail The Rat King! - Monarchies of Mau – Sun 9 am – Monarchies of Mau (D20)

GM: Louis Garcia

Cats have inherited the world. Those cats have been uplifted to use tools and language, and they seek to rediscover the ruins of the Old Ones. The world is dangerous and mysterious, but the instincts of a good cat will always be true.

Atomic Robo and the Band of Heroes – Sun 8 pm – Atomic Robo The Roleplaying Game

GM: Morgan Ellis

1938 and Atomic Robo the World Famous Science Adventurer must team up with a band of equally famous Pulp Heroes: The Phantom, The Shadow, The Rocketeer, and Patricia 'Pat' Savage to thwart a plot by Evil Fascist Agents to harness a Strange Power as yet Unknown to Science and use it to Conquer the World! A high powered game of pulp adventure using the Fate based Atomic Robo the Roleplaying Game.

Babes in the Dark – Fri 8 pm – Vampire 5th Edition

GM: Richard Warren

Last night you died. Tonight you woke, hungry and hunted. Can you survive long enough to learn how to use your newfound powers? To find your place in this strange new night.

Bluebeard's Bride – Sat 2 pm – Bluebeard's Bride

GM: Jesse Burneko

Bluebeard's Bride is an investigatory horror tabletop roleplaying game. In this game the players explore Bluebeard's home as the Bride, creating their own beautifully tragic version of the dark fairy tale. Investigate rooms, discover the truth of what happened, experience the nightmarish phantasmagoria of this broken place, and decide whether or not you are a faithful or disloyal bride.

Bubblegum Run – Sat 8 pm – Paranoia

GM: Ed Murphy

Junior Citizens love Cone Rifle Bubblegum! It's the sticky chewy yummy gummy that's funny in your tummy! Comes FREE with special bonus Loyalty Comix! Put traitors on the run with Cone Rifle Bubblegum! Report immediately to the ORS Sector Creche for briefing by Administrator Pike-Y-CCR. A specially rerouted transbot will be departing from the station down the corridor in 28 seconds, 27 seconds, 26 seconds...

Citadel of the Duneforge Dwarves – Fri 8 pm – GURPS

GM: Ian Trout

Part of the GURPS Tourney. Play 2 games by Sun AM to qualify! The Citadel of Duneforge, home to the desert dwarfs of the Valkeen, their horde carved directly into the teal, copper and lapis buttes. As they mined the caverns bare the town of Bright Tail has grown to a metropolis. As the city grew, the dwarfs continued to dig, deeper than they could have imaged. What riches & secrets are they keeping from the public?

Curse of the Desert Mansion – Sat 2 pm – 5th Edition D&D

GM: Joe Pearce

A mansion, once a way-station for a sheik and his clan, has mysteriously reappeared after being lost decades ago. Its location is significant for a simmering border dispute, and a party of adventurers has been hired to recover a talisman that will prove the mansion's return. Did we mention the building was cursed by the attackers (or was it the defenders)? For 2nd to 4th level characters. Pre-gens will be provided.

Deadly Class – Fri 2 pm – CortexPrime

GM: Jason JiB Tryon

Everyone comes from somewhere right? Where'd you come from? Well, that's your story, welcome to King's Dominion School of the Deadly Arts, the high school where you might just learn to survive and exact justice, or at least vengeance on the ones who put you in this situation. Assuming that you can survive 3rd period, get your homework done, and manage to not get killed by your classmates. (Characters based on the Deadly Class comics, no prior knowledge required)

Dinner Party – Sun 2 pm – Paranoia

GM: Ed Murphy

Troubleshooter Team Tango-Tango-Forty-Nine! You have been assigned a vitally important mission that will help keep Alpha Complex running to optimum capacity! You are to go to Sector TWL, Room B395, where you will perform sanitation duties. Proceed from here to PLC Warehouse TWL-443 to pick up your supplies, and receive your service service. Then go to the designated room, where you will receive further instructions.

Dinner Party of the Damned – Sat 8 pm – Sorcerer

GM: Jesse Burneko

You have been invited to a dinner party hosted by a man with a reputation for both occult dealings and deviant delights. The invitation promises the evening will culminate in an entertainment guaranteed to stimulate your very soul.

Dungeon School - A Happy Jack's Game – Sat 9 am – Dungeons and Dragons 5th Edition

GM: Jameson McDaniel

You're promising first year students at the illustrious Dungeon School. After weeks of studying you're finally ready to do some field research in The Spire. The Spire is a giant tower with over 100 levels each unique and filled with monsters. Your instructor, a gnome wizard named Dr Archibald, will hand out your instruction on the morning of the trip.

Dungeons & Dragons Player vs Player – Sat 8 pm – Dungeons & Dragons 5.0

GM: David Arvizu

The ultimate PVP is back! Create the best character you can given our guidelines & see if you can survive this Battle Royale-style tournament. 12 players hunt each other in an underground maze with all action & movement hidden from everyone except the DM. Earn points based on the damage you inflict, with bonuses for First Kill, Most Original Kill & Last Man Standing. First Place wins \$50

Elements of Justice – Sun 2 pm – Mutants & Masterminds, 3rd Edition

GM: Joe Pearce

A group of superheroes have been tasked with protecting the motorcade of a visiting foreign dignitary, President (-for-Life) M'Benga. And guarding he surely requires, as some supervillains (or maybe freedom fighters?) want to take him on a different kind of trip. How will justice be served? An adventure for Mutants & Masterminds characters of PL 10-12. Pre-generated heroes will be available if a player needs one.

Everyone Wants It! – Sat 2 pm – ShadowPunk (FAE)

GM: Seth Halbeisen

The Run went great, you got out without even setting off the alarms! Now you just have to make the meeting with Smith and his guards. Everything seemed ok, but then all hell breaks loose. It seems that more than one groups wants the bio-tech sample! Now what?

RPGs

Eye of the Maelstrom – Sat 8 pm – Scum and Villainy

GM: Richard Warren

You've been hired to extract Charrig Frez, a mystic who reportedly dabbles in Way-infused drugs, from the Maelstrom pirates. At last report, Charrig is holding up in the Cove—a lashed-together structure of old and damaged ships, deep within the Ashtari Cloud. However, you need to find the Cove, before you can break into it.

Frozen Dreams – Fri 8 pm – Trail of Cthulhu

GM: Steven Rodriguez

1903, Chicago, IL. A penetrating cold is settling in this year, and the papers are calling it the worst winter in history. Frozen dead stacked like cordwood on the shores of Lake Michigan. Yet, while the cemeteries should be overflowing, with each new dawn the dead go missing. Likely just a gang of mortuary thieves, you put on your warmest coat to search for answers in the frozen urban sprawl.

Good Morning Sunshine – Sat 2 pm – GURPS

GM: Gary Mack

(GURPS Tournament) GURPS Traveler The job was 'a chance of a lifetime'... A chance to start anew on a planet, lightyears from Earth, which had been all but used up long ago. We're getting into the sleep pods right now... in 5 short years, or 1 short nap we will be at our new home. I can't wait to see the look of wonder on my family's faces....

Harvest Festival – Fri, Sun 2 pm – Little Fears

GM: Mike Lowrey

It is fall in Brooksprings and the yearly harvest festival is about to begin. A week-long carnival with food, rides, games and a petting zoo. The town is a buzz with excitement and the kids are saving their money, but there are of course the rumors of dark things happening at the carnival, monsters lurk in shadows, bad people are looking to steal children and all the food is vegetables!

High Level All Nighter – Sat 8 pm – AD&D 2E

GM: Mike Grant

Join the best of the best in an epic adventure. Bring your favorite custom character or use a pre-gen. Character guidelines XP (level/s) 3,750,000. Ability scores 87 points, distribute as preferred within racial limits. There are no Psionics, or players option books, all other official 2E books may be used. For more information see the url. or search Legio-IX events on facebook.

Hoover Dam Disaster - Happy Jacks RPG Game – Sat 2 pm –

Things from the Flood

GM: CADave

A decade after the great technological boom times of the 1980s we return to Boulder City, Nevada in the sequel game to Tales from the Loop. All the weird science plus all the angst of the 1990s plus facing life as a young adult!

Icarus – Sat 2 pm – Icarus

GM: Spenser Starke

Icarus is a storytelling game about the collapse of a great civilization. Every game begins in the nation of Icarus at the height of its power. In celebration, the city has decided to erect a massive tower in the center of town to display its prestige to the world. During the game, we'll slowly build this tower in the center of the table, and once it collapses, the city finally goes with it and the game ends.

Kagematsu – Fri 8 pm – Kagematsu

GM: Gina Ricker

Japan 1572, the country is filled with strife, warring factions pulling men into war, leaving villages populated by only women, children, old men. A small village is living under the horror of a dangerous threat that casts a long shadow over its people. Without a defender, the people are doomed. Enter Kagematsu, a wayward ronin fleeing a troubled past. Here is a defender for the village, if only he can be swayed.

Kaleidoscope - Demons from the Past – Sat 8 pm – Prism

GM: Dorian Richard

Brought back from the dead as part of a Revenant task force you are charged with tracking down a famous scientist before a dangerous cult does. But though you can't remember it, your past life has a way of catching up to you. Introducing new races like the Smartbeast and career trees like the Gadgeteer.

Kaleidoscope: Shinju Castle - Lost Souls – Sat 2 pm – Prism

GM: Dorian Richard

In a world where science and nature have merged to create new races of mutants and genetically engineered humans and where the barrier between the living and the dead is slowly eroding you are desperately trying to escape a haunted castle and a fate worse than death. A horror survival RPG adventure for 1-4 players set in the Kaleidoscope Universe.

Kansas to step – Sun 9 am – Savage Rifts

GM: Joel David Reed

Savage Rifts® Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pregens – no player made characters.

Kids on Bikes - Curiouser and Curiouser – Sat Noon – Kids on Bikes

GM: Michale Shupe

A collaborative storytelling roleplaying game about small towns and big adventures! Take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. But don't worry, you'll have a very special friend...

Learn and Play: Intro to Indie RPGs (For The Queen) – Fri 2 pm – For The Queen

GM: Tomer Gurantz, Gina Ricker, Candice Dovie, Kurt Potts, Gene Astadan..

Interested in trying a tabletop roleplaying game? Curious about how collaborative storytelling works? Come play "For the Queen", a card-based storytelling game where you play as members of a Queen's retinue, featuring prompt cards that help guide the story as you escort her through the peril of interpersonal conflict and a war-torn land. No experience necessary. Members of the Strategicon RPGs on Demand community will introduce and demonstrate the game, and provide support as you experience this collaborative roleplaying game.

Legend of Tiki-Taki – Sun 2 pm – Jinkies!

GM: Tobias Strauss

This peaceful mountain town has it all: a malt shoppe, a high school, a battle of the bands, and . . . a ghost? Gather your gang of meddling kids together, its time to capture this bad guy and get some answers on the legend of Tiki-Taki!

RPGs

Legends – Sat 9 am, 2 pm – Homebrew

GM: Joshua Anderson

A new tabletop RPG system featuring flexible character creation, expansive world-building, and an easy to pick up combat system. Legends is set in a high fantasy universe including dragons, demons, cults, and many classical fantasy staples. Legends is a D10 based system, with limited use of other dice for various functions.

Let's Punch Nazis! – Sat 2 pm – Wushu

GM: Jesse Q

I can assure you, Nazis will be punched.

Lord Teftly's Winter Murder – Sun 1 pm – Good Society

GM: Adam West

Lord Teftly's Winter Murder: Who will fall in love and who will go to jail when Lord Teftly's Winter Ball ends with an unfortunate death. *This is a Happy Jacks RPG LIVE game. It will be broadcast. You will be asked to sign a basic consent form before participating in the game.*

Mac's Horror Game – Sun 8 am – PbtA

GM: Mac Beauvais

It's time for some horror gaming...if you've got the stomach for it. ***This is a Happy Jacks RPG streamed game. It will be broadcast on Twitch & Youtube. You will be asked to sign a basic consent form before participating in the game. ***

Make the world, Defend it or Die Trying – Fri 8 pm, Sat, Sun 9 am – Heroic Dark

GM: Dustin DePenning

You play in a world of your making floating spires, biomachines, ancient magic, it's all up to you! But that world is besieged by darkness, and everything you hold dear is on the line. Risk failure, injury, and even death to see if you can save the world. You just need friends, weird ideas, and some d6.

Mommy's Little Monsters – Sat 8 pm – GURPS

GM: Ian Trout.

Part of the GURPS Tourney. Play 2 games by Sunday morning to qualify! 2002 . It's Saturday night the crew pooled enough couch money to gas up to the show. The only thing that would make this night go perfectly is if you can keep your meta-powers under control. You're not all registered "Metas" yet, you can't afford to get caught again if something goes wrong. Between Neos,, Gutters and punks, what could go wrong

Monster Hunters: Mysic Bound – Sat, Sun 2 pm – GURPS

GM: Vickichu and the Stab Wand

You are members of a secret supernatural organization, and as so it's your job to keep the Magic world a secret from the Human world. Will you keep it in the shadows or will you bring it to the light?

Mortals in the Mote of Sin- A Happy Jacks RPG Streamed Game –

Fri 8 pm – Chronicles of Darkness

GM: Stu Venable

A group of old friends decide to holiday together on Caravelle Island, a small resort island off the Southern California coast. It'll be a weekend of fun-in-the-sun. But at night, when something called "kindred" come out to play, things might get messy. ***This is a Happy Jacks RPG streamed game. It will be broadcast. You will be asked to sign a basic consent form before participating in the game. ***

MR-KR-GR: The Death-Rolled Kingdom - A Happy Jacks Streamed

Gme – Sat 8 am – MR-KR-GR: The Death-Rolled Kingdom

GM: Tomes

Explore the Thousand Thousand Islands, a South-East Asian fantasy world, using a custom system described as "a facilitated Fall of Magic, with a simple conflict resolution mechanic". *This game will be broadcast. You will be asked to sign a consent form before participating*

Mutant Year Zero: The Other Ark – Sun 9 am – Mutant Year Zero

GM: Chris Czerniak

Since you were born you have lived in The Ark along with your other mutants and guided by The Elder. Now food and supplies are low, The Elder is dying and you must go out into the wasteland if you are to survive. However, there is a greater mystery that you discovered... another Ark.

My Old School – Fri 2 pm, 8 pm, Sat Midnight – Advanced Dungeons & Dragons

GM: Maslon Barry

The Obscurity lies in ruins south of Nupol. It is rumored to be an ancient school. You adventure there for Gold and Glory. This module will be hosted repeatedly throughout the course of the convention all games forming one continuous campaign. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

New Strawn: Agricultural Investigation – Sat 9 am – Savage Rifts®

GM: Clayton Hayles

Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All characters are pre-generated (no player-mades). This is a Rifts Living Campaign tournament. At the end of the game, everyone will vote on who did the best in character role-play (not roll-play) for the session.

New Strawn Kansas Two Step – Sat 9 am – Savage Rifts

GM: Joel David Reed

Savage Rifts® Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pregens – no player made characters.

Next of Kin – Sat 8 pm – Delta Green

GM: Aaron Vanek

Agents must notify the family about the supernaturally-caused death of another Delta Green agent never an easy duty. And then it gets worse. Delta Green is a standalone RPG about a secret government conspiracy to resist the Cthulhu Mythos. This is a 2018 Shotgun Scenario entry, run by the author. Heavy emphasis on role-playing and character drama.

Nuclear Knight School: Once Bitten - A Happy Jacks RPG Streamed Game – Sat 1 pm – Lighthearted

GM: Kurt Potts

Four students of El Camino Community College of Magic and Technology struggle to piece together what happened when they wake up in a bar with strange bites on their necks. ***This is a Happy Jacks RPG streamed game. It will be broadcast. You will be asked to sign a basic consent form before participating in the game. ***

RPGs

Ocean's Elven (and Dwarven and Hobbit) — Sun 8 pm — Wushu

GM: Jesse Q

Mordor, 1960. Frodo Ocean has gotten his old crew back together in order to infiltrate the Mount Doom Hotel & Casino, right on The Strip. With style and a clever enough plan, maybe they'll destroy a ring along the way. Lord Of The Rings as it should have been: a heist.

On Your Own Steam — Sat 9 am — GURPS

GM: Ron Shaw

(GURPS Tournament) GURPS Pre-ASPIRE It is the turn of the century, in a few short years it will be 1900 AD. Steam Power is the lifeblood of the world... Machines, Vehicles, Personal Gadgets, even Implants and limbs. You and those close to you have booked passage on a luxury steam powered zeppelin to the Exposition in New York. But something is wrong... the zeppelin is tilting.

Paragon University - A Small Crush — Fri 2 pm — GURPS

GM: Michale Shupe

Part of the GURPS Tournament. Play in 2 games by Sunday morning to qualify! Paragon University is a school for supernaturals of all origins. Your group is chosen to prepare the Valentine's Day Dance. Of course, nothing ever goes wrong at Paragon... it's all "Teachable Moments" Pre-generated characters provided.

Patchwork Men — Sun 8 pm — Dresden Fate Accelerated

GM: Richard Warren

In Seattle, something stalks the darkened back streets. Homeless are disappearing. Misshapen forms lurk in rain-washed alleys. A cold fear spreads among those who have nothing left to lose.

Project Aspire - Backlash — Fri 8 pm — GURPS

GM: Michale Shupe

Part of the GURPS Tournament. Play in 2 games by Sunday morning to qualify! ASPIRE stands for Agency for Supernatural and Paranormal Investigation, Research, and Exploration. Today, Agents, the backlash of busting the Sphere of Influence comes to a boil, with a splinter group of SOI staging a series of attacks on known ASPIRE safehouses. Figure out how they're getting current info and stop them!

Project Aspire - Otherworldly — Sun 9 am — GURPS

GM: Michale Shupe

Part of the GURPS Tournament. Play in two games by Sunday Morning to qualify! Project ASPIRE stands for Paranormal and Supernatural Research, Investigation and Exploration. Pregens provided. This time, Agents, something... Indescribable has made its way to this world. Find its motivation. What is it doing? What does it want? A strange organization is involved, one that didn't exist even a year ago...

Protect Me from the Enemy, Myself — Fri 8 pm — Delta Green

GM: Aaron Vanek

Your Agent receives a ticket to a baseball game from your Case Operator in the secret government conspiracy that fights the Cthulhu Mythos- another "Night at the Opera." Your team is to meet the CO in the parking lot late in the game. But then... Delta Green is an award-winning standalone RPG. This is a 2018 Shotgun Scenario entry, run by the author. Heavy emphasis on role-playing and character drama.

Pugmire: Otter Devastation — Sun 2 pm — Pugmire (D20)

GM: michael cantin

Dogs have inherited the world, building the kingdom of Pugmire untold centuries after the Ages of Man are over. But they are hardly alone, and they are adventurous. To the west a new warlord rises. Can a scrappy band of Dogs stop Her before the forces of the Otter Devastation march on the villages of Pugmire? .

Quid Pro Quo — Sat 2 pm — Star Trek Adventures

GM: Ian ChristianScher

Exploration is a key tenet of Starfleet and you are on the frontiers. During your mission you make a stop at a federation border colony. However all is not as it seems and the crew might be forced to make some hard choices. This game is set in the late Next Generation era and pregens will be provided.

Raiders of the Lost Arkham — Sun 8 pm — Genesys

GM: Matt Martinez

The year is 1938. A theft from Miskatonic University's restricted section has left two people dead and dangerous knowledge in the hands of evil. Can your globetrotting band of adventurers figure out the culprits' nefarious goals and stop them in time? (Dice and pregenerated characters will be provided.)

Rappan Athuk - Fight Orcus! — Sat 2 pm — Pathfinder 1e

GM: JJ Natara

Rappan Athuk is one of most deadly dungeons ever created, and in its last level is the Prince of Undead himself Orcus!. Let's see if a party of 6 18th level characters can take care of him, and his minions. Pregrens will be provided (PF Iconics). If it's a TPK, we can try again, provided there is time.

Razor Ridge a Werewolf Wild West Game, a Happy Jacks RPG —

Sat 8 am — Werewolf the Wild West

GM: Mac Beauvais

Set in the fictional town of Razor Ridge. The streets are dirty and the amenities scarce. The town's breath is a death rattle kept going only by the coin brought by wandering strangers and the meager internal economy of the residents Despite all this, the town has provided refuge for something only whispered about in the darkest nights: werewolves.

RIFTS®-Mexican Cargo Run: Expedient Exodus — Sat, Sun 2 pm — Savage RIFTS®

GM: cameron cleveland

Fantasy, Sci-Fi, and Post-Apocalypse. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & back. The party will be split into two teams for two missions. Two GM's will be running this event. Music & soundboard provided.

Rising Phoenix — Sat 9 am — Palladium RIFTS

GM: Paul Rogers

A grand event is happening in what was known as Phoenix, Arizona. A much anticipated rift is opening shortly. Some want to experience it, others want to manipulate it. Will it heal the land, or will it bring even the gods to war?!

RPGs on Demand — Fri 8 pm, Sat 9 am, 2 pm — various

GM: various (Tomer Gurantz)

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPGs on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more.

RPGs on Demand: Kids Edition — Sun 2 pm — various

GM: Tomer Gurantz

In the Kids Edition of RPGs on Demand we gather kids and teens who want to play role playing games and run games such as Goobles and Goblins, Tiny Dungeons, Hero Kids, and The Deep Forest.

RPGs

Run the Gauntlet! – Sun 2 pm – ShadowPunk (FAE)

GM: Seth Halbeisen

Ok, so you knew it was a tough run, having to not only sneak into a Magic Zone, but also break into a Arcane House institution, but the pay seemed worth it, and you have a few tricks up your sleeve, so here you are, at the zone's border, preparing to spoof your way in, and hoping their magical security doesn't notice you...

Search and Rescue – Sat 9 am – Star Trek Adventures

GM: Richard Warren

Sixteen months ago, the Federation and Klingon Empire launched the Gr'tang,, on a 2-year expedition deep into the Shackleton Expanse. After 16 months, Narendra Station lost all contact with her. For nearly two weeks, there was no sign of the ship or her crew. Then, Narendra Station picked up a weak distress signal. As the closest ship to the expanse, you've been ordered to investigate

Shikazi Adventures – Sat 2 pm – AD&D 1st/2nd edition

GM: Allen Updyke

Old school AD&D 1st and 2nd edition format adventure(s). Original concept adventures, rotating DM's, Characters vetted for play by DM Allen.

Spring Vacation – Sat 2 pm, Mon 9 am – Teenagers from Outer Space

GM: Michael "Benji" Hall

Congratulations! You are one of the lucky winners of Gemini Croquettes Spring Break contest! You and your fellow classmates have won an all-expense paid trip on the ultimate party ship, Fhloston Paradise! Prepare yourself for seven days of fun, fun, FUN! Now if you can just convince your parents to sign your permission slip. Pregen characters provided. No experience necessary.

S.T.I.N.G.R.A.Y.: "The Final Splashdown" – Sat 9 am, Sun 2 pm – Shadow of the Century (Fate Core)

GM: Mike Olson

8:00 [4] S.T.I.N.G.R.A.Y. - Action When Space Shuttle Vindicator is forced to make an emergency water landing in the Atlantic on re-entry, Captain Chambers and the crew of the S.T.I.N.G.R.A.Y. answer the Admiral's call to rescue the astronauts on board. Enter a world of 1980s action adventure with Shadow of the Century, a robust setting and supplement for Fate Core!

Swords of the Serpentine Playtest – Sat, Sun 2 pm – GUMSHOE

GM: Stephanie Bryant

If you want to track down foul sorcerers in a corrupt and decadent city, clamber through underground ruins to sneak into an enemy's home and rob them, or wage a secret war against a rival political faction, you're in the right place. Swords of the Serpentine is a sword & sorcery GUMSHOE game of investigation, heroism, sly politics and bloody savagery. This is a playtest, so the rules may not be 100% perfect.

Temple of the Doomed Prophet – Sun 8 pm – Strain Basic

GM: Jesse Burneko

A band of mercenaries comes seeking the "wealth beyond measure" that is rumored to lie below the ancient and forgotten ruin. Strain is a survival-horror RPG designed to challenge the players in all aspects. It can be used to play any scenario where characters must struggle against stress, insanity, and a ticking death clock.

Terra Bansho Zero: Alpha – Sat, Sun 2 pm – Terra Bansho Zero

GM: Tappy

TBZ is a totally BANANAS system that was released in Japan in 2000. magic robots piloted by children, Taoist sorcerers with abacus computers, Unliving robot warriors controlled in VR, samurai that turn into demon forms, etc. All powered by a XP system that is based on Kabuki f*ing theatre and the 108 Buddhist Defilements. It is nothing like any western system you have played before.

The Bespin Diamond Heist – Sun 9 am – Wushu

GM: Jesse Q

You ever watch Return Of The Jedi and notice what a mess that opening bit is? Like, how uncoordinated they are when trying to recover Han Solo? It's as if there are four unrelated plans. Well, here's your chance to fix that. Your job: get into Jabba's palace, and retrieve the hunk of carbonite that currently imprisons your friend. With efficiency and style, if you're doing it right.

The Dresden Files - Fun and Games – Fri 8 pm – Fate - Dresden Files RPG

GM: Dorian Richard

Welcome to Strategicon, the West Coast's premier gaming event. Among participating members of the supernatural world (yes, wizards, orcs, and others strange critters like games too and not all are above cheating) rumors are spreading that the famous wizard Harry Dresden has been spotted at one of the RPG tables. It's all fun and games until players start dropping dead. And where's Harry when you need him...

The Only Good Bug... – Fri, Sat, Sun 2 pm – GURPS 4th

GM: Mook

As a member of the Mobile Infantry, your power armor is the pinnacle of the Terran Federation's military might, transforming you and your fellow troopers into humanity's greatest defense against the bugs. An arsenal of cutting-edge ordnance triple layers of composite armor extended life support and environmental shielding. Will it be enough? * Absolutely no GURPS experience required. Come and have fun! *

The Requiem Chronicles: North Star – Sat 9 am – Vampire the Requiem: Second Edition

GM: Louis Garcia

The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is The Requiem Chronicles. Presented by the Dead Gamers Society

The World's Not Faire – Sun 9 am – GURPS

GM: Ron Shaw

(GURPS Tournament) GURPS Pre-ASPIRE The steampunk augmented survivors of the luxury zeppelin have dragged themselves to the World's Faire to present their gadgets to the ever-rising number of steam power enthusiasts in the world, and to find the person who left them for dead.

They Came From Beneath The Sea! Preview – Fri 8 pm, Sat 2 pm, 8 pm – StoryPath

GM: Louis Garcia/michael cantin/Ian ChristianScher

A new tabletop roleplaying game from Onyx Path Publishing, encompassing the wonder, horror, thrills, and hilarity of 1950s science fiction. Evokes all that is great in the B-movies of decades ago, and provides a dynamic, fun experience at the table. A special preview presented by the Dead Gamers Society.

RPGs

Things Couldn't Get Stranger, Could They? – Sat 9 am – Kids on Bikes

GM: Michale Shupe

Kids on Bikes is a collaborative storytelling role-playing game about small towns and big adventures! Take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Thankfully, they have a very special friend to help them...

Tournament of Pigs – Sun 2 pm – Dungeon Crawl Classics

GM: Thom Denick

You have been selected as a competitor in the mad king's tournament. Can you survive enough events to be declared the winner? Perform heroic feats, and earn Silver Prizes which (may or may not) help you survive the next event. But get too heroic, and you might have your arm ripped off by a giant owl bear... or much worse! Tournament of Pigs is a 0-Level Dungeon Crawl Classics Tournament adventure.

Adventurers League Plaza Ballrooms B-D

CCC-HULB03-01 Weakness of Rock (lvls 11-16) –

Fri 7 pm, Sun 9 am

Something stirs in the Hulburg mines. It would be nice to know what, nicer if it would stop collapsing parts of the mines and leaving catatonic miners. This could be the end of Hulburg's windfall unless someone finds a way to stop it. Part 1 of the Obsidian Stone trilogy.

CCC-HULB03-02 Dead Canaries (lvls 11-16) – Sat 9 am, Sun 2 pm

Wait! Is that an upside-down staircase? Am I floating? Why are my hands triangles? Why do I have four of them? No, wait, those are not mine! Where am I? How did I get here? Part 2 of the Obsidian Stone trilogy.

CCC-HULB03-03 Darkest Vein (Levels 11-16) –

Sat 2 pm, Sun 7 pm

Written by Garrett Colon In the depths below Hulburg, the main user of a psychic drug made from condensed emotions will make its final stand. Those who dare descend must be mentally prepared for the onslaught that awaits, if they wish to survive.

CCC-YLRA02-01C The Magician's Compass (Levels 1-4) –

Sun, Mon 9 am

Someone is trying to assassinate a student at the Brixmarsh Academy. You're hired to protect this student covertly, joining his team in a competition that requires delving a dungeon. Yet amysterious force is at work underground, and an enchanted compass has secrets to reveal

CCC-YLRA02-01D The Girl who Forged Worlds (Levels 1-4) –

Sun, Mon 2 pm

Written by Jeremy Forbing A Brixmarsh Academy professor's secret project revolves around a mysterious demiplane, but the students assisting her have vanished while trying to travel there. Race against time to find the students and end this chaos before it gets worse.

DDAL07-15 Streams of Crimson (Levels 17-20) – Sat 9 am

The Soulmonger shattered, its pieces scattered across Chult, Dire forces seek out those shards for nefarious purposes, and the Red Wizards are rumored to have found a number of them already. Part One of the Broken Chains Series.

Vaudeville Caper – Sat 2 pm – Jinkies!

GM: Tobias Strauss

It's another quiet day in the all-American town of Lincoln, Nebraska. That is, except for the theater ghost! Its up to you and your gang of meddling kids to unmask this bad guy and save the world famous Stuart Theater from his nefarious schemes. Jinkies!

Watch Out For Capes - A Happy Jack's Heist – Fri 8 pm, Sat 9 am – One Role Engine (Wild Talents)

GM: Kurt Hanna

A capable crew of common criminals comes together to carry out a complicated caper: Steal the thing, and don't get caught by the crime fighters in capes.

West Coast Avengers – Fri 8 pm – CortexPrime

GM: Jason JiB Tryon

Being a super hero isn't like the comics, it isn't mansions and parties and special schools, well, not out here in LA anyway. Though we do have the beach and the sun, and Hollywood. But when the weird stuff happens someone has to do something, and that's you. West Coast Avengers ASSEMBLE or something like that anyway.

DDAL07-16 Pools of Cerulean (Levels 17-20) – Sun 9 am

The Land of Ash and Smoke was once home to a wizard, and although the balor and its minions are now destroyed, evidence has come to light that more than a little of the arcane enclave was shifted into the Abyss. Part Two of the Broken Chains Series.

DDAL07-17 Cauldron of Sapphire (Levels 17-20) – Sun Noon

Off the coast of Chult churns the waters of the Cauldron, a volcano with a terrible history. Legends say that it vomits forth lava, and monsters if Chult is threatened – yet the recent events did not set it off. So why is it threatening to explode? Part Three of the Broken Chains Series.

DDAL07-18 Turn Back the Endless Night (Levels 17-20) –

Sun 7 pm

Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things. Part Four and conclusion of the Broken Chains Series.

DDAL08-04 A Wrinkle in the Weave (Levels 1-4) –

Fri 2 pm, Sun 9 am

The Blackstaff has discovered an oddity in the Weave that surrounds Waterdeep. The enigma may have been there all along or it might be new and the Blackstaff intends to figure it out. Part One of the Folded Time Trilogy. By Ginny Loveday

DDAL08-05 Hero of the Troll Wars (Levels 1-4) – Fri 7 pm, Sun 2 pm

Written by Lo Pierce Hurling through time, you find yourself in a struggle to keep the fledgling town of Waterdeep from succumbing to a Troll invasion. But sometimes the true threat lies within the city walls... Part Two of the Folded Time Trilogy.

DDAL08-06 Purging the Blood (Levels 1-4) – Sat 9 am, Sun 7 pm
Character levels 1-4 Written by Lysa Chen Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution. Part Three of the Folded Time Trilogy. For Tier 1 characters.

Adventurers League

DDAL08-07 Into the Dark (Levels 5-10) – Fri, Sat 2 pm
Written by BJ Henseley When one of the Lords of Waterdeep asks you to root out a threat to the city, you respond to the call. Prepare for a foray into Undermountain. Part One of the Vampire Hunt trilogy.

DDAL08-08 Crypt of the Dark Kiss (Levels 5-10) – Fri 7 pm, Sun 9 am
Written by Ryan Wheaton Are there actually vampires in Undermountain? The Baron of Blood demands that you find out! Part Two of the Vampire Hunt trilogy. A Waterdeep adventure for Tier 2 characters. Optimized for 8th level.

DDAL08-09 Fangs and Frogs (Levels 5-10) – Sat 9 am, Sun 2 pm
Written by Toni Brill Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand! Part Three of the Vampire Hunt trilogy. A Waterdeep adventure.

DDAL08-10 The Skull Square Murders (Levels 5-10) – Sat 2 pm, Sun 7 pm
Written by Paige Leitman When Volo hires you to recover a missing key, you find yourself wrapped up in a series of murders in Lower Skullport. Can you find the killer before they find you? Part One of the Skullport Shakedown trilogy.

DDAL08-11 Poisoned Words (Levels 5-10) – Sun, Mon 9 am
levels 5-10 Written by Ben Heisler You search for Volo's key has kept you in Skullport where you are about to cross wits, or swords, with the drow of Bregan D'aerthe. Only the one with the most style will survive. Part Two of the Skullport Shakedown trilogy.

DDAL08-12 Xanathar's Wrath (Levels 5-10) – Sun, Mon 2 pm
Written by Kerry Jordan It couldn't get worse. The key you are searching for has fallen into the hands of the eye tyrant of Skullport. Now you just need to rob Xanathar without getting disintegrated. Part Three of the Skullport Shakedown trilogy.

Pathfinder Society Los Angeles A

Murderer's Mark (Levels 1-2) – Mon 9 am
Everyone in the fishing town of Ilurian is excited when the legendary Umbra Carnival rolls into town. Unfortunately for both the town and the circus, entertainment isn't the only opportunity the carnival presents. It's up to the you to uncover what's really going on before the entire town erupts in a firestorm of violence. Sign-up for this game now at the URL provided or at the con in Los Angeles Ballroom A .

SPECIAL EVENT: The Eternal Obelisk (Level 5-9) – Sat 9 am, Sun 8 pm, Mon 2 pm
SPECIAL EVENT: This exclusive game will be ran by Special Guest, Paizo Developer Linda Zayas-Palmer. When the Pathfinder-obsessed daughter of one Qadira's most powerful trade princes goes missing, her father angrily demands the Pathfinders find her down or face expulsion. Can you save the princess and uncover the power of the Eternal Obelisk? Sign-up for this game at the con in Los Angeles Ballroom A .

Tears at Bitter Manor (Levels 5-7) – Sat 9 am
When a retired adventurer doesn't show up to meet with his old companions, you are called upon to investigate, leading you into a swirling maelstrom of horror and tragedy. Can you unmask and confront the malevolent entity behind the madness? This adventure runs Saturday and Sunday from 9 am to 7 pm. You must play all parts. Sign-up for this game now at the URL provided or at the con in Los Angeles Ballroom A .

DDAL08-13 The Vampire of Skullport (Levels 11-16) – Fri, Sun 7 pm
Written by Cindy Moore Something is wrong in the endless gloom of Skullport, and the Baron of Blood has tapped you to set things right. Part One of the Undying Threat trilogy. A 4-6 hour Dungeon of the Mad Mage Adventure for Tier 3 characters.

DDAL08-14 Rescue from Vanrakdoom (Levels 11-16) – Fri 7 pm, Mon 9 am
Written by Elisa Teague Vampire in service to the Mistress of Night are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. Part Two of the Undying Threat trilogy.

DDAL08-15 Forge of Fangs (Levels 11-16) – Sat 9 am, Mon 2 pm
Written by Gabrielle Harbowy The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. You must tear it to the ground and end the threat forever! Part three of the Undying Threat trilogy.

DDEP08-01 Chaos in the City of Splendors (Levels 1-4) – Sat 2 pm
The hunt for the dragon's cache has attracted ne'er-do-wells and fortune seekers from far and wide, and the gangs of Waterdeep are not about to let such a bounty go to waste. Chaos and shenanigans await the brave and the bold!

DDEP08-02 Stardock Under Siege (Levels 1-16) – Sat 7 pm
An illithid invasion fleet threatens Stardock, and only you and your allies can stop it! Part of a 3-hour Dungeon of the Mad Mage Epic Adventure for Tier 1-3 characters.

The Hao Jin Cataclysm (Levels 1-11) – Sat 8 pm
This is a multi-table experience where tables work together to complete the adventure. Long ago, the sorceress Hao Jin crafted a museum demiplane by ripping away locations from across Golarion. Currently, the Pathfinder Society has access to this realm and has been exploring it. Recently the Society made a terrible discovery—the demiplane's will soon rip apart. Can you fight to save it from destruction? Sign-up for this game now at the URL provided or at the con in Los Angeles Ballroom A .

The Midnight Mirror (Levels 3-5) – Sat 9 am
The citizens of the sleepy town of Karpad have lived uneventful lives. Recently, however, an outbreak of a virulent and fatal disease have left people paranoid and fearful. Can you uncover the root of Karpad's problems and put an end to the deadly virus? This adventure runs Saturday from 9 am to 7 pm. You must play all parts. Sign-up for this game now at the URL provided or at the con in Los Angeles Ballroom A .

T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts
Available in the Dealer Room for \$20
\$25 for the annual shirt
All sizes from S to 4XL

Men's, Women's and Youth shirts are available.



A promotional poster for "LAST DAYS OF ATHOBRAE". The background is a dark, starry space with a bright sun or starburst in the center. The text "LAST DAYS OF ATHOBRAE" is written in a large, orange, blocky font. Below that, in a yellow, slanted font, it says "WE HAVE A BOOTH IN THE DEALER ROOM." At the bottom, in a white box, it says "JOIN US FOR DEMOS IN THE BALLROOM: SAT, SUN 10AM-2PM MON 1PM-5PM" and "WWW.MOONLITMOOR.COM".

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

Categories

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

* Single: All single 25 mm to 35 mm scale 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 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

* Strategiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

Rules

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

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

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

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

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

Our sponsors include:

Advanced Grafix	LITKO Game Accessories
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Days of Wonder	Prawn Designs
Decision Games	Privateer Press
Dust Studios, USA	Queen Games
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Existence Games	Rio Grande Games
Fantasy Flight Games	Seth's Games & Anime
Fhoenix Hobbies	Sierra Madre Games
Fire & Dice	Steve Jackson Games
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Galaxy Press	Tablewar Designs
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Gamelyn Games	Vallejo Paints
Games Workshop	Wattsalpoag Games
Gamewright	Wizards of the Coast
Imperial Outpost	Wizkids
John Wick Presents	Z-Man Games

Shopping

Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6:30 pm
Sunday	9:30 am to 6:30 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at Orccon in an unauthorized manner (i.e., not as an authorized dealer in the Dealer Room, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orccon 2019 Dealer Room Vendors:

+3 To Charisma	Biplane Games
Beadle & Grimm's	Bits & Pips
Big Board Games	Blue Panther

Cantrip Candles	Moonlit Moor Games
Cobblestone Games	Ninja Star Games
Crazy Bob's Dream Emporium	Noble Dwarf Printing
Critical Hit Games	Obscure Reference Games
Dan Verssen Games	Party Penguins
Fantization Miniatures	Playford Games
Fire & Dice	Reality Simulations Inc
Frog Knight Games	Sentient Cow Games
Gamecraft Miniatures	Seth's Games & Anime
Gap Closer Games	Shawnsolo Games
Gray Mass Games	Snake Eyes Designs
Irreverent Gaming	Sovereign Chess
Kickback Gaming	Spellbinders
Kraken Dice	Strategicon Market
Magic Workshoppe	The War House
Meepleshop	The Weekend Warrior
Merchant Green Leather Works	Tiny Shiny Squid
Midnight Garden Crafts	Weird Works

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will briefly tell you about their show specials, new products, describe their game, etc.

Sheets do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables.
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 cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

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

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament

will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.
13. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

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

Hilton Hotel Rules

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

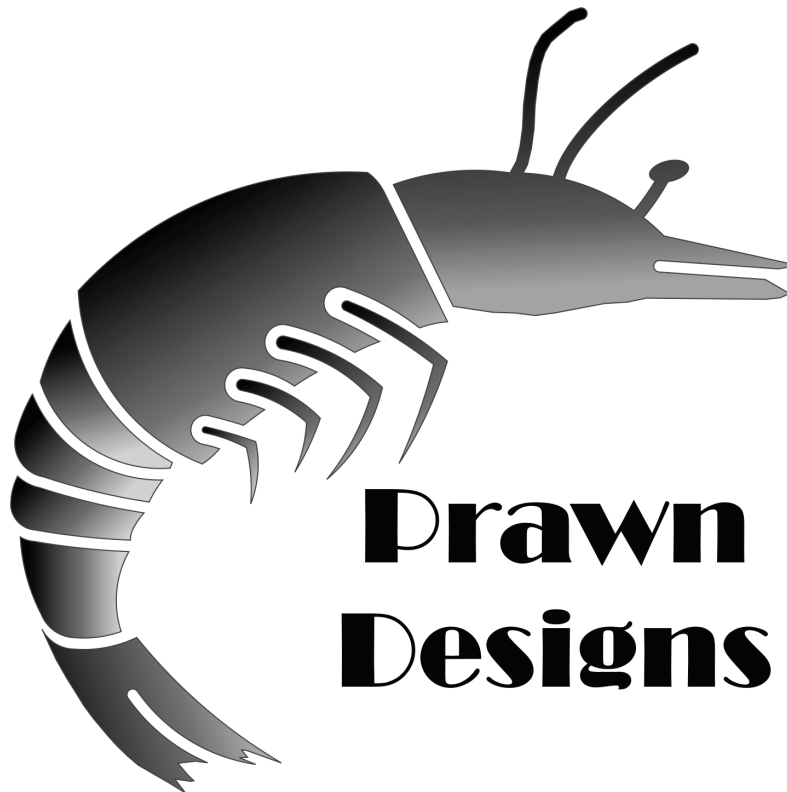
Gateway 2018 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Blunders	Steve Estrella	Adam Diproffio	Steven Ross
7 Blunders	Stephen Bowen	Sean Growley	Vincent Weibert
7 Wonders	Manu Juneja	Renee Hammer	Thomas Wallace
7 Wonders Duel	Darrell Stark	Rich Pizann	Kyle Greenwood
A Study in Emerald	Richard Potthoff	Andrew Thorne	Daniel Cramer
Acquire - David Woolcott Memorial	Apar Suri	Lars Thorn	Cheryl Aday
Agricola	Lumin Sperling	Jonathan Swartz	Drew Conley
Alien Frontiers	Jay Spowart	Roger Ritchie	Jeanne Spowart
Angry Birds Card Game	Rose Brinkley	Rush Brinkley	
Angry Town	Judy Ann Blake	Tracee	Rich Pizann
Angry Town	Mackie Lucas	Nicholas Mcneill	
Angry Town		Brandon Henriksen	
Ashes: Rise Of The Phoenixborn	Amy Eriksen	Jimmy Crowell	Sean Devereaux
Azul	Venessa Martinez	Samir Shah	Tim Dailey
Bananagrams	Vickichu Just Vikichu		
Bananagrams	Samina Ghulamali	Michelle Estrella	Nicole Naffaa
Bargain Quest	Aaron Gelb	Chris Green	Martin Padilla
Baseball Highlights 2045	Chris Green	Adam Sadiq	Rich Pizann
Battlestar Galactica	Humans 2, Cylons 0		
Blood Rage	Adam Clark	Marty Watrous	Andrew Clark
Blue Moon City	Dwight Stone	Mara Kenyon	Matt Schwartz
Buck, Buck, Moose!	Abbie Gill	Rose Brinkley	Rush Brinkley
Bull Moose	Rick Lepore	Patrick Stevens	Tommy Lepore
Carcassonne	Amber Hudson	Darrell Stark	Jeff Jones
Cartagena	Yan Yan	Joman Diec	Darrell Stark
Castles of Burgundy	Sean Growley	Chris Durian	Robert Le
Castles of Mad King Ludwig	Sam Horowitz	Jenn Van Persaud	Samina Ghulamali
Catan	Cameron David	Courtney Holland	Albert Chen
Category 5	Robert Neff		Bill Harris
Century Spice Road	Stephen Bowen	Darrell Stark	Kevin Ritz
Century: Eastern Wonders	Jonathan Zev	Patricia Liu	Brian Rush
Codex	Jingles	Carlos Flores	Kevin Barber
Colony	Dennis Mann	Eric Noel	Roger Ritchie
Comnies!	Mike Bott		
Comnies!	Ed Murphy	Mike Bott	Amber Hudson
Comnies!	Alfredo Forero	Chris Venuti	Lars Thorn
Concordia	Bruce Schlickbernd	Paul Michalski	Ozgun Tumer
Cthulhu Wars	Jonathan Zev	Christopher Davis	
Descent Journeys in the Dark 2nd Ed	Players Won		
Disney's Villainous	Tracee	Jenn Van Persaud	Vincent Weibert
Disney's Villainous	Jared LeSueur	Hayley George	Rob George
Disney's Villainous	Albert Chen	Alex Haley	Terry Ash
Dream Factory	Darrell Stark	Andre Chautard	Karl Krohne
Ex Libris	Heather Kelley	Gregory Huber	Kaela Meakin
Fireball Island	Colin Freelin	Jason Freelin	Michael Cantin
Fury of Dracula 2nd Ed	Dracula Won		
Galaxy Trucker	Eliz Brown	Gregory Huber	
Glory to Rome	Mara Kenyon	Nathan Morelli	Jenn Van Persaud
Goa: A New Expedition	Gregory Huber	Mark Lucas	Michelle Mills
Good Cop Bad Cop	Rachel O'Kelley		
Great Western Trail	Joshua Kocur	Scott Samarel	Matt Schwartz
Heroes of Land Sea and Air	Michael Vassallo	Matty Wilkerson	Chris Skelly
Hit the Throttle!	Rush Brinkley	Xander Koontz, Keira Estrella	Ben Hicks
Imperial 2030	Kai Asher	Erick Vallejos	Mike Urbancic
Indie Dev	Martin Padilla	Michael Murphy	
Iron Dragon	Elaine Lindmark	Bill Gallagher	Stan Marlow
Istanbul	David Mines	Susan Finland	Benjamin Lesel
Istanbul: The Dice Game	Gilbert Quinonez	Toni Gonsalves	Andrew Yao
Jungle Speed	Anna Lucas	Ella Lucas	Nate Lucas
Kingdom Builder	Brian Dickson	Ramon Vinluan	Shawna Dickson
Kingsburg	Galen Loram	Jay Spowart	Stan Marlow
Legacy: The Testament of Duke de Crecy	Jeff Baziuk	Gwen Thu	Renee Baziuk
Liar's Dice	Bill Gallagher	Robert Neff	Robert Larson
Lisboa	Marisa Kantor	Nathan Morelli	Jeff Gray
Little Drop of Poison	Heather Mazorow	Savannah Farr	Jennifer Cornwell
Lords of Waterdeep	Sean Growley	Sean Devereaux	Nick Chavez
Love Letter #1	Nathaniel Taylor	Asa Schiller	Rebekah Yospe
Love Letter #2	Rebekah Yospe	Zachary Pitts	Al Bernal
Love Letter #3	J Karen Star	Georgia Acuna	Rebekah Yospe
Macao	Tim Dailey	Gregory Huber	Neal Leitereg
Manilla	Kim Chen	Matt Schwartz	Michael Swinson
Merchant of Venus	Roger Ritchie	Martin Bowers	Jim Cowan
Middle Earth Quest	1 of 3 Groups Won		

Monopoly Deal #1	Martin Padilla	Cameo Rinchiuso-Baranowski	Daniel Ihlenfeldt
Monopoly Deal #2	Mark Lucas	Martin Padilla	Nate Lucas
Monopoly Deal #3	Nancy Sprute	Tracee	Samina Ghulamali
Monopoly Gamer	Judy Ann Blake		
Movie Buff	Kelsey Rico	Ben Ziek	Susan Finland, Sean Growley Michelle Estrella
Movie Buff	Michelle Estrella	Jimmy Jones	
New Salem 2nd Ed	Michelle Mills		
Nexus Ops	Matthew Derer	Ruan Gleason	Darrell Stark
Niagara	Maximos Forero	Hannah Reed	Ivan Demoura
No Thanks!	J Karen Star	Sean Growley	Ella Lucas
Notre Dame	Sean Growley	Tanya Miller	Albert Zhu
Nuclear War	Robert Neff	Samir Shah	Michelle Mills
Overlords of Infamy	Johnathan Pulos	Christine Marciniak	
Panamax	Aidan Rooney	Bill Harris	Heather Kelley
Perpetual Motion Machine	Samir Shah	Jaye R	Julia Tokuhama
Phase 10 #1	Jaye R	Heather Mazorow	Mary Taylor
Phase 10 #2	Judy Ann Blake	Amnon David	Grace Letner
Phase 10 #3	Cameo Rinchiuso-Baranowski	Ivan Yospe	Kim Shaver
Pirate's Cove	Andrew Cuthbertson	David Larson	Keith Aldrich
Popular Front	Patrick Stevens		
Port Royal	Gilbert Quinonez	Jeff Watson	Eric Downing
Pounce!	Matt Y	Lucas T	Reimer Tran, Abbie Gill
Power Grid	Michelle Mills	Brian Hughes	Kyle Greenwood
Power Grid Deluxe	Paul Michalski	Michelle Mills	Brian Simmons
Power Grid World Tour	Jack Munson	Lisa Burola, Christine Marciniak	Mike Muson, Chris Mills
Project: ELITE	Big Black Bucks		
Puerto Rico	Darrell Stark	Bruce Schlickbernd	Michael Swinson
Pursuit of Happiness	Samantha & Daniel Ihlenfeldt	Charlie Brandt	Derek Ren
Ra 2nd Ed	Christopher Lawrence	Rocco Garcia	Al Bernal
Red Dragon Inn	Dennis Baranowski	Cameron Takahashi	Asa Schiller
Robo Rally	Yan Yan	Alex Georges	Jenny Chou
Roll for It	Lacey Pitino	Chris Green	Ella Lucas
Scythe Finals	Michael Vassallo	Reid Barkell	
Spirit Island	Players Won		
Splendor	Sean Growley	Darrell Stark	Mara Kenyon
Star Fluxx	Vincent Burris	Charlie Brandt	Mike Bott
Stone Age	Jaye R	Gilbert Quinonez	J P Francoise
Sushi Go Party!	Samina Ghulamali	Michael Vassallo	Derek Ren
Talisman/Cataclysm	Karen Cardier	Leonard Lopez	Michelle Olson
Tenticle Bento	John Sturkie	Courtenay Sturkie	Aj Sharma
Terraforming Mars Finals	Vicky Graham	Steve 3 Ehrensperger	Richard Giedlin
The Looney Bin	Rick Lepore		
Thurn & Taxis	Winton Lemoine	Gilbert Quinonez	Lisa Burola
Thurn & Taxis: Power & Glory	Darrell Stark	Kyle Greenwood	Winton Lemoine
Ticket to Ride First Journey	Darrell Stark	Robert Larson	Heather Mazorow
Ticket to Ride First Journey	Abbie Gill	Keira Estrella, Xander Koontz	Keith Aldrich
Ticket to Ride: Africa	Laurie Spore	Bradley P. Thomas	Claudette Hughes
Ticket to Ride: Europe	Jaden Massaro	Paul Slavich	Tony Massaro
Ticket to Ride: France	Michael J. Russell	Brian Rush	Jaye R
Ticket to Ride: Pennsylvania	Darrian Dalangini	Jeff Watson	Jay Spowart
Ticket to Ride: Rails to Sails	Darrell Stark	Christopher Buckley	Benjamin Lesel
Ticket to Ride: USA 1910	Lumin Sperling	Amnon David	Darrell Stark
Titan	Eric Downing	Jeff Matthews	Alasdair Burton
To Court the King	Eric Downing	Jaye R	John Spence
Trickerion	Kent Mcclard	David Smullens	Cameron Anetti
Twilight Imperium 4th Ed	Paul Luebbers	Cole Luebbers	John Oh
Uno #1	Robert Lamarre	Mary Taylor	Cameo Rinchiuso-Baranowski
Uno #2	Ella Lucas	Jaye R	Mary Taylor
Uno #3	Tracee	Lisa Burola	Cameo Rinchiuso-Baranowski
Uno #4	Elias Baranowski	Karin Yospe	Mary Taylor
Vegas Showdown	Todd Vander Pluym	Darrell Stark	David Mines
Voyage of Marco Polo	Brian Rush	Gregory Huber	Ivan Demoura
Yahtzee Free for All #1	Cameo Rinchiuso-Baranowski	Mary Taylor	Nicole Naffaa
Yahtzee Free for All #2	Chris Sprute	Martin Padilla	Samina Ghulamali
Yahtzee Free for All #3	Samantha Ihlenfeldt	Jeannette Albright	Kim Shaver
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
(ICE) Middle-Earth CCG - Hero Arda	Stephen Ebrey	Ralph Montano	Gene Berry
(ICE) Middle-Earth CCG - Hero Arda	Bruce Tompkinson	Larry Page	Chris Davis
(ICE) Middle-Earth CCG - Hero Arda	Gene Berry	Ralph Montano	Stephen Ebrey
Ascension #1	Linda Jeffries	Melissa Weiss	Rich Pizann
Ascension #2	Melissa Weiss	Courtenay Sturkie	Dennis Baranowski
Chez Geek - Spring Break!	Shanin Cook	Erica Nakamura	Michael Cantin
Clank	Jonathon Ruland	Frank Cerros	Robert Heinle
Clank! A Deck Building Adventure	Jason Bailey	Kim Shaver	Jeff Bailey

Clank! A Deck Building Adventure	Michael Vassallo	Kim Shaver	Chris Skelly
Clank! In Space	Richard Post	Terry Ash	Nathan Morelli
Clank! In Space	Trevor Lee	Brian Farr	Ivan Yospe
Core 2019 Win-A-Box Draft	Charlie Brandt	Cameron Takahashi	Patrick Dickson
Dice Masters Open Event	Vincent Rossetti	Dave Intner	
Dice Masters Rainbow Draft	Michael Rossetti	Vincent Rossetti	Rich Pizann
Dragon Dice Build-Your-Own-Army	Clifford Broadway	Benjamin Ziegert	Matthew Fox
Dragon Dice Sealed Kicker Tournament	Michelle Olson	Joshua Griset	Diane Grotjohn
Exodus TCG Booster Draft	Katie Ritchie	Josh Everman	Elizabeth Ritchie
Exodus TCG Booster Draft	Marcus Walker	Elizabeth Ritchie	Charles Watson
Exodus TCG Booster Draft	Elizabeth Ritchie	Josh Everman	Katie Ritchie
Lanterns, Lotus, and Learning	Cameo Rinchiuso-Baranowski	Karin Yospe	Michelle Paradis-Sorensen
Legends of the Five Rings LCG Swiss	Jose Sahagun	Andrew Clark	Ayn Wilcox
M:tG Core Set 2019 Prerelease	Ignacio Franco	Lance Coffing	Hampig Kelechian
M:tG Core Set 2019 Prerelease	Diane Schulz	Brandon Henriksen	Frankie Wood
M:tG Core Set 2019 Prerelease	Frankie Wood	Ian Stedman	William "The Chef"
M:tG Draft - Core Set 2019	John Vang	Patrick Dickson	
Magic: The Gathering - Commanderin'	Cameron Takahashi	George Carceres	David Parker
Magic: The Gathering - Commanderin'	Anthony Villa	Noah Massaro	Corby Kennard
Magic: The Gathering - Commanderin'	Miles Kennard	Anthony Villa	Corby Kennard
Magic: The Gathering - K&J Pauper	Charlotte Kennard	Jon Brown	James Ragusa
Munchkin - Players' Choice	Pete Kleckowski	Keith Aldrich	
Munchkin - Players' Choice	Keith Aldrich,		
Munchkin Collectible Card Draft Event	William Salazar		
Munchkin Collectible Card Game	James Freeman	Nick Chavez	Jessie Foster
Munchkin Tournament	Jessie Foster	Heather Mazorow	William Salazar
Munchkin Treasure Hunt or Wonderland	April Hendrick	Heather Mazorow	Daniel Hendrick
Pokemon #2	Heather Mazorow	Heather David	
Port Royal	Mitch Berthelson	Andrew Clark	Breck Lebaron
Port Royal	Todd Vander Pluym		
Revolution!	Matthew Lee	Elliott Lee	Adrian Kinikow
Revolution!	Andrew Risner		
Star Wars Destiny Draft	Adrian Kinikow	Adam Diprofio	
Star Wars Destiny Infinite	Starlord (Keith J.),		
Star Wars Minis Sealed Booster Draft	Vincent Valencia		
Star Wars X-Wing and Minatures	Larry Page	Toni Gonsalves	
Strategic-Placement-Con - Clash Royale	James Branzuela	Jeremy Branzuela	
Strategic-Placement-Con - Clash Royale	Jeremy Branzuela	James Branzuela	
The Tea Dragon Society Card Game	Bailey Vincent	Courtney Holland	David Parayre
Vanguard Light Tournament	David Parayre		
Yu-Gi-Oh! Advance Tournament	Aimee Hawk	Casey Sharpe	Emyle Rogers
Yu-Gi-Oh! Advance Tournament	Kai Bunyak		Ethan Kohlmeyer-Hyman
Yu-Gi-Oh! Light Tournament	Calvin Klein	Aaron Franklin	Jason Hulett
Yu-Gi-Oh! Light Tournament	Aaron Franklin	Kai Bunyak	Jason Hulett
Yu-Gi-Oh! Light Tournament	Edgar Contreras	Kai Bunyak	Ethan Kohlmeyer-Hyman
Yu-Gi-Oh! Tournament (Draft)	Ronen Ziegert	Ryan Jellison	Jason Hulett
Yu-Gi-Oh! Tournament (Draft)	Tevin Bishop	Ryan Caven	Tyler Hicks
	Nick Jellison	Brendan Cox	Chris Venuti
Miniatures	1st Place	2nd Place	3rd Place
Apocalypse	Quinn Ziegert, Mario		
Circus Maximus	Acuna, David Ziegert,		
FOW: MW Regionals Tourney Day 1	Keith Nelson, Eric Engel		
Gaslands Death Race	Candace Dovie	Evenstarr Long	Grace Li
Gateway Warhammer 40K ITC Grand	Johnny Vasquez	Raymond Loh	Hyato Tukakosi
Last 1st edition X-Wing Tournament	Kenneth Enos	Jenna Norman	Adam Hicks
Team Yankee Tournament	Sullivan Weibert	Henry Gomez	Tyler Russo
The Gateway Incident	Willy Malone	Jay Klmpop	Robert Courtney
The Hildebrand Open 4th annual	Alex Hackert	Richard Aldrete	Kevin Morris
X-Wing Kids Tournament	William Fretez	Greg Mazourek	
	John Mcmanis	Robert Knudsen	Richard Fredendall
Painting Contest	Anakin Ramirez	Ben Stratton	Liam Clark
Fantasy Large	1st Place	2nd Place	3rd Place
Fantasy Single	Tyler Russo	Jeff Huerta	
Fantasy Unit	Tyler Russo	Kevin Hill	
Historical Single	Jeff Huerta	Jeff Huerta	Kevin Hill
Historical Unit	Alex Hackert	Jesse Boyens	Paul Szymborski
Open	Alex Hackert	Paul Szymborski	
Sci Fi Large	Tyler Russo	Casey Sharpe	Thom Denick
Sci Fi Single	Tyler Russo	Kevin Hill	Patrick Sewell
Sci Fi Unit	Tyler Russo	Kevin Hill	Andrew Haney
Strategikids	Samuel Stephenson		Tyler Russo
Teen	Lily Watson	Braden Jones	Michael Watson
	Senna Norman,	Sophie Norman	
	Sabrina Glasser		

Party Games	1st Place	2nd Place	3rd Place
Barker's Row	Erick Olson	YeetStar Penguin Unicorn	**Cough cough* Sloth
Cash n Guns Live	PandaNinja	Team England	Moth Cloth Broth Hoth
Cash n Guns Live	Thanos		
ICE CREAM EMPIRE	Xander Koontz		
Ninja (Playground Game)	Jose Velasquez	Ruby Intner	Thomas Barry
The Genius Game	Kelsey Rico	Chris Sprute	Richard Muro
Ultimate Werewolf	Villagers 3, Werewolves 1		
Video Games	1st Place	2nd Place	3rd Place
Hearthstone - The Boomsday Project	Jonathan Soon	Ryan Caven	
Injustice 2 #1 - Standard	Jenn Ireland	Nathan Yospe	Jeremy Drye
Injustice 2 #2 - Lockout	Jason Bailey	Nathan Yospe	Jeremy Estrella
Mario Kart 8 #1 - Team Race	Jason Bailey, Eric Fischer	Evan Hulett, Tanya Aldrich	Charlie Brandt, David Koontz
Mario Kart 8 #2	Jason Bailey	Evan Hulett	Trevor Jones
Smash Bros #2 - FFA	Ryan Caven	William Jackson	Nathan Yospe
Smash Bros #3 - 1v1	Matthew Lee	Marcus Walker	Ryan Caven
Smash Bros. #1 - Kirby-Rama	Cedric Snow	Jeremy Estrella	Jason Bailey
WarGames	1st Place	2nd Place	3rd Place
1775 Rebellion Tournament	Rick Lepore	Tommy Lepore	
Axis & Allies	Luke Hardman, Charles Bantum	Tim Towery, Dale Conklin	
Battle Cry Tournament	Craig Caven	Randall Hall	
Frederick	Marshall Neal		
Game of Thrones	Peter An	Abhaya Hess	
Kriegsspiel	Michael Sheeter	Kurt Keckley	Abhaya Hess
Maria	Georgios Mallas	Nicholas Werner	Abhaya Hess
Memoir Classic	Maximilian Krochman	Braden Boe	
Sails of Glory	Bruce Schlickbernd	Eric Delgado	
Sails of Glory, Frigates	Christopher Buckley	Yan Yan	
Sturm Europa	Anthony Jaffe	Braden Boe	Terry Newton
General	1st Place	2nd Place	3rd Place
Strategicon Football League	Victor Bugg	The ghost of Eric Nyquist	



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Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.



A Word (or two) from the Con Man

Indulge me for a moment

We took over these conventions in late 2006 and started running them as of 2007. In 2010 I had my first child (and the second in 2013). I don't know if any other parents out there actively hope their kids become gamers, but I certainly did. The good news is they love the cons – going to them, playing at them – everything about them (well, except for my occasional grumpiness about getting everything done). And they're getting pretty good at the games they play too, making our winners lists more than a few times.

Now they might be that way just to humor their old man, but I'm going to be grateful for how it's gone so far – I couldn't ask for much more.

It's tough being an L.A. Sports fan

Since the last show Los Angeles has managed to lose both the World Series and the Superbowl. I can't say I was surprised by this (other than the Rams actually getting there), but it's disappointing nonetheless. Still losing to Boston for both of them was painful to this old Lakers fan. Wait until next year!

Breaking up is hard to do

We separated the RPG department in to three departments effective this year, splitting off the Adventurers League and the Pathfinder Society. We've effectively been running things this way for a while, but it was time to make the split official as RPGs

were growing to the point of being unwieldy as a single entity. The hardest part was coming up with a letter for the Pathfinder Society on our game schedule – both P and S are already taken. We had to reach a bit – we went with 'F'.

It's back ...

After taking a year off we've brought back the Feedback Forum on Sunday night at 7 pm. The last time it ran was Gateway 2017 when I had the whole room to myself. I figured it was time to give it a rest until someone complained. It took three cons, but we actually had few people ask at Gateway 2018 as to what happened to it and if we were going to do it again. So now it's back. Show up or it's gone again.

But it's going to be missing someone

Walter Wichowski (see page 30) would occasionally show up to the feedback forum and actually asked good questions. I really didn't know him except through that, but I was certainly grateful for his contributions. I'll miss him there, that's for certain.

Another con another record

Gateway 2018 was the largest show we've ever run – comfortably breaking 2400 and beating Orcon 2018. This con is shaping up to break 2400 as well, which if it does it could set another record. Thank you – we literally couldn't do it without you.

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