

STRATEGICON
Orecon
February 12-15, 2016



HL 2016

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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. Look for someone wearing a purple Strategicon vest or visit the Registration Desk.

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

Welcome

Strategicon welcomes you to Orcccon 2016. 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, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

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

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

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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

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

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

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

Sponsored events will often award some type of game or game

expansion

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

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

A Guide to Orcon 2016 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 2016 Special Guests

Joshua Qualtieri

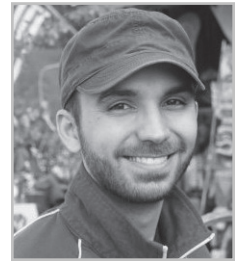


The owner of Zombiesmith Miniatures, based in Oakland California. Zombiesmith has created such game worlds as Quar, War of Ashes, Netherworld's Edge and Storm of Steel. The style of Zombiesmith is a term he coined as Grimsical. One party Whimsy one part Gritty. Zombiesmith has just wrapped up its 9th miniatures rulebook and released its 600th unique sculpt!

Josh was a senior technical artist at Pixar Animation for over 17 years where he was involved in almost every feature film released. Josh recently left Pixar to pursue his love of all things gaming as a full time job. Living in his fortress/warehouse/studio with his wife and bazillion cats, Josh is involved in the direction of multiple companies other than Zombiesmith. He is also co-owner of Steel Wool Games, a studio that Cult of Mac declared as one of the hottest start-ups in video games. Steel Wool has been focused on being at the bleeding edge of VR development and a rising star in that content space.

Charlie Bink

The creator of the award winning family board game Trekking the National Parks. He has worked as an illustrator and game developer for over a decade with credits at established studios such as Eagle/Gryphon Games and Pearson Digital Learning. Charlie currently resides in Phoenix, AZ where he runs his indie publishing company Bink Ink LLC.



John Wick



Over the last twenty years, John Wick has designed over 20 games and won multiple awards. He is also a Freemason and a double agent for the Discordian Society. The movie bearing his name was biographical, but many details were changed for dramatic purposes. He collects orks.

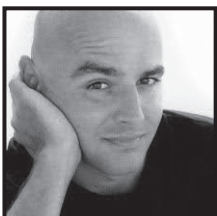
Ben Woerner

By day, Ben Woerner is a mild-mannered husband, father, and marketing manager for his family's business. By night he's a game designer. Having run games for more than a quarter century he finally began to design them. In 2014 he published World of Dew, a samurai noir roleplaying game and sequel to John Wick's Blood & Honor. In 2015 he released an expansion, the Sound of Water. He has also written for John Wick Presents in Blood & Honor and Wield. Other writing credits include Call of Catthulhu and the Baby Bestiary vol. 1. He's currently working on a game where stuffed animals protect their sleeping children from monsters and nightmares. After that he's thinkin' of moseying over to the Old West for a bit, and then later download his avatar into a cyberpunk world. Maybe one day he'll get to write about magical kung-fu kids who can save the world.



Orcon 2016 Artist

Kevin Hill



Specializing in both traditional media and digital art, lifelong artist, board gamer and timelord Kevin Hill's work has been featured in video games such as Spyro the Dragon, Ghostbusters, F.E.A.R. and Scarface. He currently resides in Anaheim, California, where he splits his time between working as an artist at Disneyland in the Ink and Paint Department and teaching at Coastline Community College. Portfolio and contact info can be found at www.painterkevin.com.

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

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

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

Fri, Feb 12

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	4	Congregate DEMO Demo		B	A	B
	1	Formula D Gaming 101 Demo		B	A	B
	2	Liar's Dice Small		A	T	B
	1	Perpetual Motion Machine Gaming 101 Demo		B	A	B
	1	Tsuro Event		A	A	B
	7	Twilight Imperium 3rd ed Small		E	A	B
	1	Villains & Henchmen! Gaming 101 Demo		B	T	B
	4	Wit Locked DEMO Demo		B	F	B
	1	Yahtzee Event		A	A	B
	4	Primoris Playtest session 1	La Jolla	A	T	C
	4	New Terra	La Jolla	A	T	C
	2	Guilds of Cadwallon, The Grizzled, Zombicide 101 Cool ... - Legion Demos	International A	B	A	M
	1	Zombicide: Black Plague Zombicide: Black Plague 101	International A	A	T	M
	2	Empires in America 1754-1763 Event	Marina	A	T	W
1 pm	3	Dawn of the Zeds 3rd edition Event		A	T	B
	1	Dead of Winter Gaming 101 Demo		B	A	B
	3	Formula D Small		A	A	B
	2	Legendary Showdown Event		A	A	B
	2	Perpetual Motion Machine Event		A	A	B
	2	Thurn & Taxis Event		A	A	B
	1	Tokaido Gaming 101 Demo		B	A	B
	3	Villains & Henchmen! The Space Station Sponsored		B	T	B
	4	Middle Earth CCG (MECCG) - Open Format	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo	La Jolla	A	F	C
	1	Boss Monster	La Jolla	A	A	C
2 pm	2	Blood Bound #1 Small		A	T	B
	4	Dead of Winter Event		B	T	B
	2	No Thanks! Small		A	A	B
	2	Paperback Small		A	A	B
	1	The Current Number of the Beast Event		A	T	B
	1	The Scepter of Zavandor Gaming 101 Demo		B	A	B
	2	Ticket to Ride: Nordic Countries Event		A	A	B
	2	Tokaido Event		A	A	B
	2	Yu-Gi-Oh! Lite Tournament		A	F	C
	4	Zombicide Zombicide	International A	A	T	M
	4	7th Sea Murder in Five Sails *		A	T	R
	4	Bad Streets (Powered by the Apocalypse) Bad Streets (Play Test)	Boardroom	A	M	R
	10.5	Dungeons & Dragons 5e Relics of the Forbidden Battle Lands	San Lorenzo E	E	M	R
	4	Dungeons & Dragons 3.5 Midnight Attack	San Lorenzo E	A	A	R
	9	Dungeons & Dragons 5e DDEX3-04: It's All in the Blood	Plaza B	E	A	R
	4	Dungeons & Dragons 5e DDEX3-10: Quelling the Horde	Plaza B	A	A	R
	4	Dungeons & Dragons 5e DDEX3-11: The Quest for Sporedome	Plaza B	E	A	R
	4	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of ... Part 1	Plaza B	E	A	R
	4	GURPS Aspire- Change never ends	San Lorenzo F	A	T	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	GURPS 4th Locus: A Needle in Infinite Haystacks	San Lorenzo F	A	T	R
	5	Pathfinder RPG PFS 1-38: No Plunder, No Pay (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-01: Between the Lines - Core Campaign (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-01: Between the Lines (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-03: The Bronze House Reprisal (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-06: To Judge a Soul, Part 1: The Lost Legacy (lvs 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-11: Ancients' Anguish (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-13: Captive in Crystal (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R

Friday

Fri, Feb 12

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	Powered by a pseudo-Apocalypse Fallout Shelter: Finding the Descenders	San Lorenzo C	A	A	R
	5	Powered by the Apocalypse Dungeon World / Grim World / Inverse World	San Lorenzo B	A	M	R
	4	Star Wars: Edge of the Empire The Trial of Lando Calrissian	San Lorenzo D	A	A	R
	2	Synthicide Synthicide	San Lorenzo A	A	T	R
	4	The Hero Instant Up from the Depths, part 1	San Lorenzo A	A	A	R
	4	WitchCraft Ghosts of Fairhope	San Lorenzo B	A	T	R
3 pm	1	Fish Cook Gaming 101 Demo		B	T	B
	2	Guillotine Event		A	A	B
	2	Healthy Heart Hospital DEMO Demo		B	T	B
	1	Hot Pursuit: Big City Matchmakers Event *		A	T	B
	2	Revolution! Anarchy Sponsored		A	A	B
	1	Scrabble Event		A	A	B
	3	The Scepter of Zavandor Small		E	A	B
	3	Force of Will Tournament	La Jolla	A	A	C
	1	Magic: The Gathering 101	La Jolla	B	A	C
	1	Adventure Time: Card Wars	La Jolla	A	A	C
	8.5	Frostgrave Frostgrave: A Fantasy Warband Adventure	International A	A	F	M
	3	Infinity 3rd Edition Infinity Demos	International A	A	A	M
	3	Sails of Glory Tournament Tournament	Marina	A	A	W
4 pm	2	Cards of Cthulhu DEMO Demo		B	A	B
	2	Dogs of War Event		B	T	B
	2	Fish Cook Event		A	T	B
	3	Mission: Red Planet Event		A	A	B
	1	The Castles of Burgundy Gaming 101 Demo		B	A	B
	4	Torrey-no-Ori DEMO Demo		B	A	B
	2	Yahtzee Free for All #1 Small		A	A	B
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	2	Imaginary Friends	La Jolla	A	A	C
	1	Gruff	La Jolla	A	A	C
	4	Road Warrior Inspired Vehicle Combat Road Wolf	International A	A	F	M
	6	Warhammer 40K Apocalypse Mega-Apocalypse Intro and Set-up	International A	A	A	M
5 pm	2	Battlestar Galactica Gaming 101 Demo		B	A	B
	1	Blood Rage Gaming 101 Demo		B	A	B
	4	Catan National Qualifier Event		E	A	B
	1	Down in Flames: Aces High DEMO Demo		A	A	B
	3	Empire Builder Small		A	T	B
	1	Hyperborea Gaming 101 Demo		E	A	B
	2	Monopoly Deal #1 Small		A	A	B
	4	Mr. Card Game Event		E	T	B
	1	Rabbit Match Event		A	F	B
	7	The Castles of Burgundy Tournament		E	A	B
	2	The Grizzled Event		A	A	B
	3	Card Game Gathering	La Jolla	A	A	C
	1	Magic: The Gathering 101	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo		A	F	C
	1	Doomtown: Reloaded (ECG) Demo	La Jolla	A	A	C
	4	Dealer Room Opens! Dealer Room Opens!		A	A	G
6 pm	1	1846 Gaming 101 Demo		B	A	B
	3	Blood Rage Event		A	A	B
	3	Firefly: The Game Event		A	T	B
	3	Hyperborea Event		E	A	B
	2	Love Letter #1 Small		A	A	B
	2	Power Grid Gaming 101 Demo		B	A	B
	2	Revolution Small		A	A	B
	3	Villains & Henchmen! The Space Station Sponsored		B	T	B
	1	Warfigther DEMO Demo		B	A	B
	2	Covalent Crisis	La Jolla	A	A	C
	4	Doomtown: Reloaded (ECG) Demo	La Jolla	A	A	C
	0.1	Raffle Drawing Raffle Drawing		A	A	G
	4	Star Wars: Imperial Assault Imperial Assault Skirmish Demo	International A	A	A	M
	4	Team Yankee Bannon's Boys	International A	A	A	M
	1	Dungeons & Dragons 5e Fai Chen's Fantastical Faire *	Plaza B	A	A	R

Friday

Fri, Feb 12

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.	
7 pm	4	1846 Sponsored		E	A	B	
	1	Age of War Event		A	A	B	
	1	Alien Frontiers Gaming 101 Demo		B	A	B	
	4	Battlestar Galactica Event		A	A	B	
	2	Dice City Event		A	A	B	
	3	Red Dragon Inn Small		A	T	B	
	1	Magic: The Gathering - Friday Night Magic Draft	La Jolla	A	A	C	
	4	Middle Earth CCG (MECCG) - Hero Arda	La Jolla	A	A	C	
	1	Meet & Greet Meet & Greet	1635	A	A	G	
	4	Play By Mail Duel 2 *	La Jolla	A	A	G	
	4	Flames of War Assault on St. Franc Eglise	International A	A	A	M	
	2	Legends of the Old West Attack on Rock Ridge - The Sheriff Is Near!	International A	A	A	M	
	1	Warhammer 40K Arena of Death! 40K	International A	A	A	M	
	1.5	X-Wing Miniatures X-Wing - Kids Demo	International A	B	K	M	
	1	Zombicide: Black Plague Zombicide: Black Plague 101	International A	A	T	M	
	1	Killshot Demo	Catalina A	A	A	P	
	4	Dungeons & Dragons 5e DDEX3-12: Hillsfar Reclaimed	Plaza B	A	A	R	
	4	Dungeons & Dragons 5e DDEX3-13: Writhing in the Dark	Plaza B	E	A	R	
	4	Dungeons & Dragons 5e Lost Mine of Phandelver, Chapter 1: Goblin Arrows	Plaza B	B	A	R	
	4	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of ... , Part 2	Plaza B	E	A	R	
	2	Ca\$h 'n Gun\$ Live #1	Carmel	A	A	S	
	8 pm	1	10 Days in ... Event		A	A	B
		4	Alien Frontiers Small		A	A	B
2		Chaosmos Small		A	T	B	
1		Hot Pursuit: Spy Hunters Event *		A	T	B	
1		Letters From Whitechapel Gaming 101 Demo		B	T	B	
2		Phase 10 #1 Small		A	A	B	
4		Power Grid World Tour: Korea Event		E	A	B	
1		Sentinels of the Multiverse Gaming 101 Demo		B	A	B	
1		Tragedy Looper Gaming 101 Demo		B	T	B	
1		Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C	
1		Dice Masters: Demo	La Jolla	A	F	C	
2		PFS ACG #0-0A: On the Horizon		A	A	C	
1		Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G	
0.1		Raffle Drawing Raffle Drawing		A	A	G	
1		Age of Sigmar Arena of Death! Age of Sigmar	International A	A	A	M	
4		Car Wars Car Wars	International A	A	A	M	
4		Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M	
1		Werewolf Gaming 101 Event	Catalina B	A	A	P	
4		Call of Cthulhu 7th edition Dead Light	San Lorenzo A	B	M	R	
4		Cypher VURT: The Official Tabletop Role-Playing Game	San Lorenzo F	A	M	R	
4		Dread (Customized) Hell House (Survival Horror)	San Lorenzo C	A	M	R	
4		Dungeons and Dragons 3.5 Race for Glory	San Lorenzo E	A	A	R	
4		Dungeon World Breakout!	San Lorenzo D	A	A	R	
4		Dungeon World (PbtA) Dungeon Sprawl: Distressed Damsel	San Lorenzo B	A	M	R	
4		Golden Sky Stories – Heartwarming Roleplaying He Knows	San Lorenzo D	A	A	R	
4		GURPS ASPIRE - Reborn	San Lorenzo F	A	T	R	
4		GURPS Earth Alpha	San Lorenzo F	A	A	R	
4		Mongoose Traveller Travelling Through the Expanse	San Lorenzo A	A	T	R	
5		Pathfinder RPG PFS 4-17: Tower of the Ironwood Watch (levels 5-9)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 6-99: True Dragons of Absalom (level 4)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 7-02: Six Seconds to Midnight (levels 3-7)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 7-04: The Ironbound Schism (levels 7-11)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 7-05: School of Spirits - Core Campaign (levels 1-5)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 7-05: School of Spirits (levels 1-5)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 7-08: To Judge a Soul, Part 2: Karma ... (lvs 3-7)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS 7-09: The Blakros Connection (levels 5-9)	Los Angeles B	A	A	R	
5		Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R	
4		Savage Worlds / ETU Weekend at Ernie's	San Lorenzo A	A	T	R	
3		Spirit of 77 The Wrath of Cons	Boardroom	A	T	R	
2		Witch Witch	San Lorenzo B	A	T	R	
2		Flea Market		A	A	G	

Friday

Fri, Feb 12

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
9 pm	4	Arcadia Quest DEMO Demo		B	A	B
	3	Letters From Whitechapel Event		E	T	B
	1	Mysterium Gaming 101 Demo		B	A	B
	2	Sentinels of the Multiverse Event		E	A	B
	4	Tactical Forces DEMO Demo		B	A	B
	2	Ticket to Ride: Switzerland Event		A	A	B
	1	Magic: The Gathering 101	La Jolla	B	A	C
	0.1	Dealer Room Closes Dealer Room Closes		A	A	G
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	1	Pie Face Event	Catalina A	A	A	P
	3	Werewolf #1 Event	Catalina C	A	A	P
	2	Movie and a Board Game	Carmel	A	A	S
	1	PC, Andriod, Apple ios Hearthstone	Los Angeles C	A	A	V
	10 pm	2	Campaign Trail Event		A	A
1		Code of Nine Gaming 101 Demo		B	A	B
1		Europe on One Pair of Underwear PLAYTEST Demo		B	A	B
2		Galactic Explorer PLAYTEST Demo *		B	T	B
2		Mysterium Event		A	A	B
2		Safranito Event		A	A	B
2		Uno #1 Small		A	A	B
1		Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
3		Steve Jackson's OGRE OGRE	International A	A	A	M
11 pm	3	Carcassonne Small		A	A	B
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	1	Advanced Werewolf 101 Event	Catalina D	A	A	P

* = Play with the creator

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

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

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

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

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

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Mysterium: The Witching Hour Event		A	A	B
	1.5	Hystericcoach Live Event	Newport A	A	A	P
	3	Werewolf #2 Event	Catalina C	A	T	P
	5	Advanced Werewolf - Revenge of the White Wolf Event	Catalina A	E	M	P
	3	Continuous WEREWOLF Event	Catalina B	A	A	P
3 am	3	Werewolf #3 Event	Catalina C	A	T	P
9 am	1	Concordia Gaming 101 Demo		B	A	B
	1	Hiss Event	Family Area	A	K	B
	2	Machi Koro Small		A	A	B
	1	The Gallerist Gaming 101 Demo		B	A	B
	4	Third Dawn: Siegecraft DEMO Demo		B	A	B
	1	Threads PLAYTEST Demo		B	A	B
	4	Ticket to Ride Big		E	A	B
	3	Villains & Henchmen! The Military Compound Sponsored		B	T	B
	1	Yahtzee Event		A	A	B
	1	Star Trek Attack Wing Demo	La Jolla	A	A	C
	2	PACG S&S 0-1A: Ghosts of the Deep		A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	10	Mein Zombie by ODGW There are Zombies Everywhere!	International A	A	T	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	4	7th Sea Murder in Five Sails *		A	T	R
	4	Apocalypse Engine (Western Re-skin) Dead World	San Lorenzo D	A	M	R
	4	Dungeons & Dragons 5e Tenth Imperium Perseverance	San Lorenzo F	A	T	R
	4	Deluxe Tunnels & Trolls Happy Jacks Presents - The Company of ...	San Lorenzo A	A	A	R
	4	Disposable Adventurer Gaming System Check for Traps!	San Lorenzo A	A	A	R
	4	Dungeons & Dragons 5e DDEX3-06: No Foolish Matter	Plaza B	A	A	R
4	Dungeons & Dragons 5e DDEX3-09: The Waydown	Plaza B	E	A	R	

Saturday

Saturday

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	9	Dungeons & Dragons 5e DDEX3-16: Assault on Maerimydra	Plaza B	E	A	R
	4	Dungeons & Dragons 5e Lost Mine of Phandelver, Chapter 2: The ...	Plaza B	B	A	R
	4	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of the ... Part 1	Plaza B	E	A	R
	4	Dungeons & Dragons 5th Edition Warrior Princesses in the Realm of ...	San Lorenzo B	A	A	R
	4	Fate Accelerated ShadowPunk: Ghoul Outbreak Blues	San Lorenzo E	A	T	R
	4	FFG's Star Wars: Edge of the Empire Happy Jacks Presents - Searching for ...	San Lorenzo C	A	A	R
	4	GURPS ASPIRE - Reborn	San Lorenzo F	A	T	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	Homebrood In Search of a Falling Star	San Lorenzo A	B	A	R
	4	Pathfinder RPG PFS 1-46: Eyes of the Ten—Part I: Requiem for the ... (lvl 12)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-01: Between the Lines (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-03: The Bronze House Reprisal (levels 5-9)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-04: The Ironbound Schism (levels 7-11)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-06: To Judge a Soul, Part 1: The Lost Legacy (lvs 3-7)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-07: Trouble in Tamran - Core Campaign (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-07: Trouble in Tamran (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-11: Ancients' Anguish (levels 7-11)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-13: Captive in Crystal (levels 5-9)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-14: Faithless and Forgotten, Part 1: Let ... (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-15: The Deepmarket Deception (levels 3-7)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R
	4	Powered by Apocalypse Worlds in Peril: Revenge of Dr. Malicious	San Lorenzo D	B	T	R
	4	Powered by the Apocalypse Threadbare: Furry Road	Boardroom	A	F	R
	4	Shadowrun 5e CMP 2015-05 Carrying the Torch (levels 1-3)	Plaza B	A	T	R
	4	Shadowrun 5th Ed. Corporate Extraction	San Lorenzo E	B	M	R
	3	Spirit of 77 Spirit of 77 - Seeekrit Adventure #1	San Lorenzo D	A	T	R
	4	Star Wars: Age of Rebellion Into the Lion's Den	San Lorenzo C	A	T	R
	2	Synthicide Synthicide	San Lorenzo E	A	T	R
	4	The Hero Instant Up from the Depths, part 1	San Lorenzo B	A	A	R
	6	Axis and Allies Event	Marina	A	A	W
9:30 am	9	Dealer Room Opens! Dealer Room Opens!		A	A	G
10 am	2	Campaign Trail Event		A	A	B
	4	Concordia Sponsored		E	A	B
	1	Conquest of the Empire II Gaming 101 Demo		B	M	B
	4	Descent Journeys in the Dark 2nd Ed Event		A	M	B
	2	El Capitan Event		E	T	B
	1	Magic Realm Gaming 101 Demo		B	M	B
	4	The Gallerist Event		A	A	B
	1	Titan Gaming 101 Demo		B	T	B
	8	Twilight Imperium 3rd ed Small		E	A	B
	2	Uno #2 Small		A	A	B
	2	Ancient Conflict Collection Games Event		A	A	B
	1	Pokemon Workshop	La Jolla	A	K	C
	1	Yu-Gi-Oh! Demo	La Jolla	A	F	C
	1	Doomtown: Reloaded (ECG) Demo	La Jolla	A	A	C
	4	Doomtown: Reloaded (ECG) Demo	La Jolla	A	A	C
	4	Highlander CCG/TCG Los Angeles City Championship	La Jolla	A	A	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	10	Age of Sigmar Age of Sigmar Legendary Battles Day 1	International A	A	A	M
	6	Battletech & Mechwarrior Battletech - Samba Saints	See HQ	A	T	M
	6	Hail Ceasar Roman incursion into Greece	International A	A	A	M
	2	Legends of the Old West Attack on Rock Ridge - Candygram for Mongo!	International A	A	A	M
	8	Netherworld's Edge Netherworld's Edge *	International A	A	A	M
	7	Paint and Take	International A	A	F	M
	8	Parallax: Warbands Parallax: Warbands Demo *	International A	A	A	M
	4	Showdown Relic Worlds Miniatures	International A	A	A	M
	10	Warhammer 40K Apocalypse Mega-Apocalypse Day 1	International A	A	A	M
	3	Warmachine / Hordes Highlander Single Elimination	International A	A	A	M
	8	War of Ashes: Shieldbash War of Ashes: Shieldbash *	International A	A	A	M
	1.5	X-Wing Miniatures X-wing Kids Demo	International A	B	K	M
	2	Kid Friendly Movies #1	Carmel	A	A	S
	2	Wings for the Baron Event	Marina	A	T	W

Saturday

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	3	1775 Rebellion 101 Demo	Marina	B	A	W
	11	Virgin Queen (Campaign Tournament) Tournament	Marina	E	A	W
11 am	1	Castles of Mad King Ludwig Gaming 101 Demo		B	T	B
	1	Cock & Bull: The American Pub Game. Event		A	A	B
	1	Code of Nine Gaming 101 Demo		B	T	B
	1	Conquest at Kismet Event		A	A	B
	7	Conquest of the Empire II Event		E	A	B
	5	Magic Realm Event		E	M	B
	1	Space Hulk: Death Angel Gaming 101 Demo		B	A	B
	1	Squarrels Event	Family Area	A	F	B
	8	Titan Tournament		E	T	B
	4	Epic Roll Demo		A	A	B
	2	Pokemon	La Jolla	A	F	C
	4	Ascension: Chronide of the Godslayer	La Jolla	A	A	C
	4	New Terra	La Jolla	A	T	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	4	Player Aides: Airships / Ra / Stockpile / High Heavens Player Aides	Open Gaming	A	T	G
	0.1	Raffle Drawing Raffle Drawing		A	A	G
	6	Hot Wire Foam Factory Terrain Building Demo	International A	A	A	S
	1	PC Doorkickers	Los Angeles C	A	A	V
	3	1775 Rebellion Tournament Tournament	Marina	A	A	W
	6	Flea Market		A	A	G
Noon	1	Agricola Gaming 101 Demo		B	A	B
	4	Castles of Mad King Ludwig Tournament		E	T	B
	4	Franchise King DEMO Demo		B	F	B
	1	Hyperborea Gaming 101 Demo		B	T	B
	1	Lords of Waterdeep Gaming 101 Demo		B	A	B
	2	Phase 10 #2 Small		A	A	B
	3	Red Dragon Inn Small		A	T	B
	4	Space Hulk: Death Angel Event		A	A	B
	1	Zombie Dice Event		A	A	B
	4	Zombie Tower 3D DEMO Demo		B	A	B
	4	Primoris Playtest session 2	La Jolla	A	T	C
	3	Exodus Trading Card Game "Orcon 2016" Tournament *	La Jolla	A	F	C
	4	Highlander CCG/TCG State of California Championship	La Jolla	A	A	C
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	3	Dice Masters: Rainbow Draft Tournament	La Jolla	A	A	C
	3	Herodix- Battle Royale	La Jolla	A	A	C
	1	Boss Monster	La Jolla	A	A	C
	3	Doomtown: Reloaded (ECG) Tournament	La Jolla	A	A	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	4	Age of Sigmar Intro to Age of Sigmar	International A	A	F	M
	7	Kings of War 2nd Edition Kings Cup Tournament	International A	A	A	M
	5	Lord of the Rings Strategy Battle Game Escape from Osgiliath	International A	A	A	M
	4	Warhammer 40K Intro to Warhammer 40K	International A	A	F	M
	6	X-Wing X-Wing: 100 point tournament	International A	A	M	M
	3	X-Wing Miniatures X-Wing Kids Tournament	International A	B	K	M
	7	Dungeons & Dragons 5e Relics of the Forbidden Battle Lands Part 2	San Lorenzo E	E	M	R
	2	Kid Friendly Movies #2	Carmel	A	A	S
	2	Wii U Super Smash Bros Wii U 1 v 1s	Los Angeles C	A	A	V
	4	Sturm Europa Demo *	Marina	A	A	W
1 pm	6	Agricola Big		E	A	B
	1	Blue Moon City Gaming 101 Demo		B	A	B
	3	Hyperborea Event		E	T	B
	2	Munchkin for Begginers Sponsored		B	T	B
	3	Railroad Tycoon Small		A	A	B
	1	The Current Number of the Beast Event		A	T	B
	3	Villains & Henchmen! The Military Compound Sponsored		B	T	B
	1	Magic: The Gathering 101	La Jolla	A	A	C
	4	Middle Earth CCG (MECCG) - Open Format	La Jolla	A	A	C
	2	Covalent Crisis	La Jolla	A	A	C
	1	Magic: The Gathering Planechase (Pauper)	La Jolla	E	T	C

Saturday

Saturday

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	7	Infinity Infinity Beginner Tournament	International A	A	A	M
2 pm	3	Backgammon Small		A	A	B
	3	Blue Moon City Tournament		E	A	B
	4	Dead of Winter Event		B	T	B
	4	Franchise King DEMO Demo		B	F	B
	1	Galaxy Trucker Gaming 101 Demo		B	A	B
	1	Magic Flute: Based on the Opera PLAYTEST Demo		B	A	B
	2	Monopoly Deal #2 Small		A	A	B
	2	Smash Up Small		A	A	B
	3	Pathfinder adventure card game Burnt Offerings	La Jolla	A	M	C
	1	Magic: The Gathering Secret Alliances (Pauper)	La Jolla	E	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	F	C
	2	PACG S&S 0-1B: The Lone Shark	La Jolla	A	A	C
	3	Spades		A	A	T
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	0.1	Raffle Drawing Raffle Drawing		A	A	G
	1	Various Strategicon Math Trade	Lower Lobby	A	A	G
	4	Homemade theater style Dog Day Afternoon *	Catalina D	A	M	L
	4	Blood Rage Blood Rage	International A	A	T	M
	6	Warmachine / Hordes Steamroller Tournament	International A	A	A	M
	2	The Last Banquet Event	Catalina A	A	A	P
	4	AD&D 2.0 Wreck of the Marie Elena, Part One	Family Area	A	F	R
	4	Atomic Robo It Came From the Vampire Dimension	San Lorenzo D	A	A	R
	2	Critical!: Go Westerly Critical!: Go Westerly	Bel Air	A	A	R
	4	Cypher VURT: The Official Tabletop Role-Playing Game	San Lorenzo E	A	M	R
	4	Dungeons & Dragons 5e Tenth Imperium Audentes Fortuna Iuvat	San Lorenzo F	A	T	R
	4	Disposable Adventurer Gaming System There's a Dragon in my Dungeon	San Lorenzo B	A	A	R
	4	Dungeon Crawl Classics Judgement at Black Pyramid	San Lorenzo D	A	A	R
	4	Dungeons & Dragons 5e DDEX3-12: Hillsfar Reclaimed	Plaza B	A	A	R
	4	Dungeons & Dragons 5e DDEX3-13: Writhing in the Dark	Plaza B	E	A	R
	4	Dungeons & Dragons 5e Lost Mine of Phandelver, Chapter 3: Cragmaw ...	Plaza B	A	A	R
	4	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of ... Part 2	Plaza B	E	A	R
	4	GRIMM Happy Jacks Presents - Frights of the Round Table	Boardroom	A	M	R
	4	GURPS World of Zombies - The Mission Part 1	San Lorenzo F	A	A	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	Homebrood Into the Lair of the Spider Queen	San Lorenzo B	B	A	R
	4	Masters of Umdarr The Golden Chronograph	San Lorenzo E	A	T	R
	4	Moment of Truth Happy Jacks - Return of the Big Blue Monkeys from ...	San Lorenzo C	A	T	R
	4	Monster of the Week A Slayer's Tale: 1901	San Lorenzo C	A	T	R
	4	Paranoia IntSec Agents at the Earth's Core	Los Angeles B	A	T	R
	5	Pathfinder RPG PFS 1-46: Eyes of the Ten—Part I: Requiem for the ... (lvl 12)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 4-04: King of the Storval Stairs (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 4-17: Tower of the Ironwood Watch (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 4-20: Words of the Ancients (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-02: Six Seconds to Midnight (levels 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-05: School of Spirits (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-08: To Judge a Soul, Part 2: Karma ... (levels 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-09: The Blakros Connection (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-10: The Consortium Compact (levels 1-2)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-12: The Twisted Circle - Core Campaign (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-12: The Twisted Circle (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R
	4	PbtA Family Band: The Legend of Tiki Taki	San Lorenzo A	A	M	R
	5	Powered by the Apocalypse Dungeon World / Grim World / Inverse World	San Lorenzo A	A	M	R
	4	RPG card system Crystal Ashes	San Lorenzo B	B	A	R
	4	Shadowrun 5e CMP 2015-06 Opening Ceremonies (levels 1-3)	Plaza B	A	T	R
	3	Spirit of 77 Masterpiece 77 - "The Play's Still The Thing"	San Lorenzo A	A	T	R
	4	Star Wars: Edge of the Empire The Trial of Lando Calrissian	San Lorenzo D	A	A	R
	4	Werewolf the Forsaken 2nd Ed. Werewolf the Forsaken: Bad Moon Rising	San Lorenzo E	A	T	R
	1	PC Indie Multiplayer Showcase #1	Los Angeles C	A	A	V
3 pm	2	Container Event		E	T	B

Saturday

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	3	Galaxy Trucker Small		A	A	B
	1	Rabbit Match Event		A	F	B
	4	Relic Worlds: The Lost Worlds DEMO Demo		B	A	B
	1	Sentinels of the Multiverse Gaming 101 Demo		B	A	B
	1	The Battle of Red Cliffs: A Game of Mahjong Event		A	A	B
	2	Ticket to Ride: Africa Event		A	A	B
	1	Universal Rails Gaming 101 Demo		B	A	B
	3	Force of Will Tournament	La Jolla	A	A	C
	1	Magic: The Gathering Draft	La Jolla	A	A	C
	2	Imaginary Friends	La Jolla	A	A	C
	1	Adventure Time: Card Wars	La Jolla	A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	4	Player Aides: Ys / Gold West / Isle of Skye / Mogul / Council of Verona	Open Gaming	A	T	G
	1	Killshot Demo	Catalina B	A	A	P
	1	PUSHED TO THE EDGE: CRAFTING A SCENARIO FOR ONE CHARACTER *	Carmel	A	A	S
4 pm	1	A Study in Emerald Gaming 101 Demo		B	A	B
	1	Cavern of Gossamer from Journey to the West Event		A	T	B
	1	For the Crown Gaming 101 Demo		B	A	B
	1	Hot Pursuit: Big City Matchmakers Event *		A	T	B
	1	Kingsburg Gaming 101 Demo		B	A	B
	1	Rise of the Zombies DEMO Demo		B	A	B
	4	Risk Exposure DEMO Demo		B	A	B
	3	Sentinels of the Multiverse Event		A	A	B
	4	Universal Rails Small		A	A	B
	2	Yahtzee Free for All #2 Small		A	A	B
	4	Exodus Trading Card Game Booster Draft Qualifier Tournament *	La Jolla	A	F	C
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	3	My Little Pony	La Jolla	A	A	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	3	Wings of Glory 1918 American-Italian Bombing raid on Conegliano	International A	A	M	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	1	How I got my game published by Playford Games	Carmel	A	A	S
	1.5	PC - Minecraft MC: Iron Block Challenge	Los Angeles C	A	A	V
	0.75	PC - Minecraft Minecraft - Spleef Tournament	Los Angeles C	A	A	V
5 pm	3	A Study in Emerald Small		E	A	B
	1	Cards of Cthulhu DEMO Demo		B	A	B
	2	Dominant Species Gaming 101 Demo		B	A	B
	2	For the Crown Event		A	A	B
	1	Hoppers Event		A	A	B
	5	Kingsburg Big		E	A	B
	1	Outpost Gaming 101 Demo		B	A	B
	1	Piratissimo Event	Family Area	A	F	B
	1	Small World Gaming 101 Demo		B	A	B
	3	Villains & Henchmen! The Super Prison Sponsored		B	T	B
	3	Card Game Gathering	La Jolla	A	A	C
	1	Gaming 101: Weiss Schwarz	La Jolla	B	T	C
	1	Magic: The Gathering 101	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo	La Jolla	A	F	C
	4	Star Trek Attack Wing Search For The Pegasus Episode Event	La Jolla	A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	0.1	Raffle Drawing Raffle Drawing		A	A	G
	6	Circus Maximus Circus Maximus	International A	A	A	M
	2	Two Rooms and a Boom Event	Catalina A&B	A	A	P
6 pm	1	Down in Flames: Aces High DEMO Demo		B	A	B
	1	Elysium Gaming 101 Demo		B	A	B
	1	Loco-Motive DEMO Demo		B	A	B
	2	Love Letter #2 Small		A	A	B
	3	Outpost Small		E	A	B
	4	Small World Tournament		E	T	B
	1	Stupid Fight Prototype Sponsored		A	A	B
	2	Ticket to Ride: India Event		A	A	B
	3	Ancient Conflict Collection Tournament Big		A	A	B

Saturday

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Weiss Schwarz Casual Gathering	La Jolla	E	T	C
	1	Yu-Gi-Oh! Game Show	La Jolla	A	F	C
	3	Dice Masters: "Grab Bag" Tournament	La Jolla	A	A	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	5	Vampire the Masquerade ~ By Night Studios Pillars of Salt LARP	Newport B	E	M	L
	4	Infinity 2nd Edition Infinity Demos	International A	A	A	M
	4	Team Yankee Bannon's Boys	International A	A	A	M
	6	X-Wing, Epic rules X-Wing Epic Ship encounter	International A	A	A	M
	1	PC Indie Multiplayer Showcase #3	Los Angeles C	A	A	V
6:30 pm	0.1	Dealer Room Closes Dealer Room Closes		A	A	G
7 pm	4	Blood Rage Event		A	A	B
	5	Dominant Species Tournament		E	A	B
	2	Elysium Event		A	A	B
	2	Family Business Small		A	A	B
	2	Hunt: The Unknown Quarry Event		A	A	B
	1	Kingdom Builder Gaming 101 Demo		B	A	B
	2	Little Red Riding Hood and Werewolves DEMO Demo		B	A	B
	1	Warfighter DEMO Demo		B	A	B
	1	Magic: The Gathering Draft	La Jolla	A	A	C
	4	Middle Earth CCG (MECCG) - Hero Arda	La Jolla	A	A	C
	3	Yu-Gi-Oh! Tournament	La Jolla	A	F	C
	2	Magic: The Gathering Live Draft (Cube)	La Jolla	E	T	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	4	AD&D 2nd Ed. High Level All-Nighter	La Jolla	E	M	R
	4	Dungeons & Dragons 5e DDEP03 Blood Above, Blood Below	Plaza B	A	A	R
	2	Ca\$h 'n Gun\$ Live #2	Newport A	A	A	S
8 pm	4	Arcadia Quest DEMO Demo		B	A	B
	2	Camel Cup #1 Small		A	A	B
	1	Dead Things: Find a car and go! Event		A	A	B
	1	Endeavor Gaming 101 Demo		B	M	B
	1	Killshot DEMO Demo		B	A	B
	3	Kingdom Builder Tournament		E	A	B
	4	Power Grid World Tour: Central Europe Event		E	A	B
	1	Speculation Gaming 101 Demo		B	A	B
	4	The King's Armory Event		A	M	B
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	4	locane LARP The Bunker *	Catalina C	A	T	L
	2	Age of Sigmar Age of Sigmar Ironman Tournament	International A	A	A	M
	2	Blood Bowl Blood Bowl	International A	A	A	M
	2	Legends of the Old West Attack on Rock Ridge - Oh it's Twooh, it's Twooh!	International A	A	A	M
	3	Netherworld's Edge Netherworld's Edge *	International A	A	A	M
	2	Warhammer 40K Warhammer 40K Ironman Tournament	International A	A	A	M
	3	War of Ashes: Shieldbash War of Ashes: Shieldbash *	International A	A	A	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	1	Werewolf Gaming 101 Event	Catalina B	B	T	P
	3	WitchHunt Event	Catalina D	A	M	P
	4	D&D The Legend of The Shiuorik	San Lorenzo D	A	A	R
	6	Dungeons & Dragons 5e Tenth Imperium Another Apocalypse	San Lorenzo F	A	T	R
	4	Dread (Customized) Hell House (Survival Horror)	Boardroom	A	M	R
	4	Dread (the Jenga block resolution horror RPG) Beneath a Metal Sky	San Lorenzo C	A	M	R
	4	Fate Accelerated City of Shadows	San Lorenzo D	A	T	R
	4	FFG Star Wars: Force and Destiny Dark Side Drive By: Sith vs. Emos	San Lorenzo B	A	A	R
	4	GURPS ASPIRE - Reborn	San Lorenzo E	A	T	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	GURPS World of Zombies - The Mission Part 2	San Lorenzo F	A	A	R
	4	LASER KITTENS LASER KITTENS	San Lorenzo B	A	A	R
	5	Pathfinder RPG PFS 7-00: The Sky Key Solution (levels 1-11)	Los Angeles B	A	A	R
	4	Savage Worlds Relic Worlds - Tales of the Black Lotus	San Lorenzo E	A	A	R
	4	Star War World Star Wars: Operation Servo	San Lorenzo A	A	A	R
	4	The Hero Instant Up from the Depths, part 2	San Lorenzo A	A	A	R
	4	Vampire: The Masquerade V20 The Darkest Hour Chronicles: Blood Sacrifice	San Lorenzo E	A	T	R

Saturday

Sat, Feb 13

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2.5	Happy Jacks RPG Podcast Live at Orcon 2016		A	T	S
	1.5	PC - League of Legends LoL: Shadow Isles 3v3	Los Angeles C	A	A	V
9 pm	1	7 Wonders Gaming 101 Demo		B	A	B
	4	Catan National Qualifier Event		E	A	B
	2	Chaosmos Small		A	T	B
	2	Endeavor Event		A	M	B
	2	Frontier Stations Event		A	A	B
	1	Hot Pursuit: Spy Hunters Event *		A	T	B
	1	Panamax Gaming 101 Demo		B	A	B
	2	Speculation Event		A	A	B
	1	Magic: The Gathering 101	La Jolla	B	A	C
	4	Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	La Jolla	E	T	C
	3	D&D Dice Masters: Faeron Under Siege Tournament	La Jolla	A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	2	Battlefleet Gothic Battlefleet Gothic	International A	A	A	M
	3	Werewolf #4 Event	Catalina B	A	T	P
	1	Pie Face Event	Catalina A	A	A	P
	1	PC Rocket League Doubles	Los Angeles C	A	A	V
10 pm	2	7 Blunders Tournament		E	A	B
	1	Europe on One Pair of Underwear PLAYTEST Demo		B	A	B
	2	Galactic Explorer PLAYTEST Demo *		B	T	B
	3	Panamax Small		A	A	B
	2	San Juan Small		E	A	B
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
11 pm	1	Magic: The Gathering 101	La Jolla	B	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G

* = Play with the creator

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

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

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

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

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

Sun, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	4	Magic: The Gathering - Late Night Casual Gathering	La Jolla	E	T	C
	3	Werewolf #5 Event	Catalina B	A	T	P
	1	Werewolf Gaming 101 Event	Catalina A	B	A	P
	6	Advanced Werewolf: Village of Exiles Event	Catalina A	E	M	P
3 am	5	Werewolf #6 Event	Catalina B	A	T	P
9 am	4	Arcadia Quest DEMO Demo		B	A	B
	14	Civilization Event		A	T	B
	3	Dream Factory Small		A	A	B
	1	Hot Pursuit: Big City Matchmakers Event *		A	T	B
	1	Middle Earth Quest Gaming 101 Demo		B	M	B
	6	Power Grid Big		E	T	B
	3	Villains & Henchmen! The Super Prison Sponsored		B	T	B
	1	XCOM: The Board Game Gaming 101 Demo		B	A	B
	1	Yamslam Event		A	F	B
	1	Star Trek Attack Wing Demo	La Jolla	A	A	C
	2	PACG S&S 0-1C: Brine Dragon Hunt	La Jolla	A	A	C
	2	Blessed be the Host of the King of Heaven Blessed be the Host of the King ...	Catalina D	A	T	L
	6	Guild Ball Guild Ball demos and open play	International A	A	A	M
	6	Man o' War Man o' War	International A	A	A	M
	4	Road Warrior Inspired Vehicle Combat Road Wolf	International A	A	F	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	4	7th Sea Murder in Five Sails *		A	T	R
	4	Bad Streets (Powered by the Apocalypse) Bad Streets (Play Test)	Boardroom	A	M	R
	9	Dungeons & Dragons 5e DDEX3-04: It's All in the Blood	Plaza B	E	A	R
	4	Dungeons & Dragons 5e DDEX3-08: The Malady of Elventree	Plaza B	E	A	R
	4	Dungeons & Dragons 5e DDEX3-10: Quelling the Horde	Plaza B	A	A	R

Sunday

Sunday

Sun, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	Dungeons & Dragons 5e Lost Mine of Phandelver, Chapter 2: The ...	Plaza B	B	A	R
	4	Faerie Skies – An Another Story Under a Golden Sky Will You Be My ...	San Lorenzo B	A	A	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	GURPS World of Zombies - Fort Catalina	San Lorenzo F	A	T	R
	4	Homebrood Everypony dance!	San Lorenzo D	B	A	R
	4	Monster of the Week The Dresden Files: Animal House	San Lorenzo D	A	A	R
	4	Pathfinder RPG PFS 1-54: Eyes of the Ten—Part II: The Maze of ... (level 12)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 2-03: The Rebel’s Ransom (levels 5-9)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 4-04: King of the Storval Stairs (levels 7-11)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 4-20: Words of the Ancients (levels 7-11)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-02: Six Seconds to Midnight (levels 3-7)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-05: School of Spirits (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-09: The Blakros Connection (levels 5-9)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-10: The Consortium Compact - Core ... (levels 1-2)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-10: The Consortium Compact (levels 1-2)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-12: The Twisted Circle (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-15: The Deepmarket Deception (levels 3-7)	Los Angeles B	A	A	R
	4	Savage Worlds / ETU Weekend at Ernie’s	San Lorenzo C	A	T	R
	4	The Hero Instant Up from the Depths, part 1	San Lorenzo A	A	A	R
	4	The Queen’s Cavaliers New Snow Moon’s Treason	San Lorenzo A	A	A	R
9:30 am	9	Dealer Room Opens! Dealer Room Opens!		A	A	G
10 am	1	Aquarius Event	Family Area	A	F	B
	5	Battlestar Galactica Expansions Event		E	M	B
	1	Family Fluxx Event		A	F	B
	4	Middle Earth Quest Event		E	M	B
	1	Starcraft: The Board Game Gaming 101 Demo		B	M	B
	2	Ticket to Ride: USA 1910 Tournament		E	A	B
	2	Uno #3 Small		A	A	B
	3	XCOM: The Board Game Event		A	A	B
	1	Pokemon Workshop	La Jolla	A	K	C
	8	Age of Sigmar Age of Sigmar Legendary Battles Day 2	International A	A	A	M
	2	Clay-O-Rama Clay-O-Rama	International A	A	F	M
	12	Dust Tactics Dust Tactics: Specific Orders	International A	A	F	M
	2	Legends of the Old West Attack on Rock Ridge - See? It’s coming off...	International A	A	A	M
	8	Netherworld’s Edge Netherworld’s Edge *	International A	A	A	M
	7	Paint and Take	International A	A	F	M
	4	Saga Dark Ages and Crescent and the Cross Saga Mega Battle!	International A	A	A	M
	6	Star Wars: Armada Star Wars Armada 400 point tournament	International A	A	A	M
	8	Warhammer 40K Apocalypse Mega-Apocalypse Day 2	International A	A	A	M
	8	War of Ashes: Shieldbash War of Ashes: Shieldbash *	International A	A	A	M
	1	The Meeple Steeple	Carmel	A	A	S
	4	Maria Tournament	Marina	A	A	W
11 am	2	Airlines: Europe Event		E	A	B
	1	Bag-O-Loot Event	Family Area	A	F	B
	1	Cock & Bull: The American Pub Game. Event		A	A	B
	1	In the Year of the Dragon Gaming 101 Demo		B	A	B
	1	Mice & Mystics Gaming 101 Demo		B	A	B
	2	Pandemic on the Brink Event		A	A	B
	4	Starcraft: The Board Game Event		E	M	B
	1	Star Fluxx Event		A	T	B
	4	Viticulture Event		A	A	B
	4	Epic Roll Demo		A	A	B
	1	Magic: The Gathering 101	La Jolla	B	A	C
	2	Pokemon	La Jolla	A	F	C
	1	Yu-Gi-Oh! Demo	La Jolla	A	F	C
	1	Dice Masters: Demo	La Jolla	A	A	C
	0.1	Raffle Drawing Raffle Drawing		A	A	G
	0.75	PC - Minecraft Minecraft - Spleef Tournament	Los Angeles C	A	A	V
	6	Flea Market		A	A	G
Noon	4	Blackbeard Event		A	T	B
	2	Family Business Small		A	F	B

Sunday

Sun, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	3	In The Year of the Dragon Tournament		E	A	B
	1	Magic Flute: Based on the Opera PLAYTEST Demo		B	A	B
	3	Mice and Mystics: The Ghost of Castle Andon Event		A	A	B
	2	Phase 10 #3 Small		A	A	B
	1	Talisman Gaming 101 Demo		B	T	B
	4	Wit Locked DEMO Demo		B	F	B
	4	Primoris Playtest session 3	La Jolla	A	T	C
	3	Exodus Trading Card Game Tournament *	La Jolla	A	F	C
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	3	Dice Masters: Rainbow Draft Tournament	La Jolla	A	A	C
	4	Star Wars Minis —Sealed Booster Draft & Battle Royal	La Jolla	A	A	C
	1	Boss Monster	La Jolla	A	A	C
	1	Doomtown: Reloaded (ECG) Demo	La Jolla	A	A	C
	4	Doomtown: Reloaded (ECG) Demo	La Jolla	A	A	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	4	Age of Sigmar Intro to Age of Sigmar	International A	A	F	M
	6	battletech Battletech	International A	B	M	M
	5	Infinity 3rd Edition Infinity Demos	International A	A	A	M
	4	Team Yankee Bannon's Boys	International A	A	A	M
	4	Warhammer 40K Intro to Warhammer 40K	International A	A	F	M
	3	Warmachine / Hordes Thuderdome Singe Elimination	International A	A	A	M
	7	Dungeons & Dragons 5e Relics of the Forbidden Battle Lands	San Lorenzo E	E	M	R
	1.5	Wii U Super Smash Bros Wii U Free For All	Los Angeles C	A	A	V
	1	Battle Cry 101 Demo	Marina	A	A	W
1 pm	1	Code of Nine Gaming 101 Demo		B	T	B
	3	DC Deck Builder: Crisis Small		A	A	B
	2	Glory of the Three Kingdoms Event		E	T	B
	1	Kill Dr. Lucky Event		A	T	B
	4	Lords of Waterdeep Big		E	A	B
	5	Talisman Small		E	T	B
	1	Warfighter DEMO Demo		B	A	B
	1	Zombie Dice Event		A	A	B
	1	Magic: The Gathering 101	La Jolla	B	A	C
	4	Middle Earth CCG (MECCG) - Hero vs Hero	La Jolla	A	A	C
	4	Ascension: Chronicle of the Godslayer	La Jolla	A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	4	Player Aides: Sheriff of Nottingham / Migration / Marrakech / Santiago ...	Open Gaming	A	T	G
	5	Lord of the Rings Strategy Battle Game Escape from Osgiliath	International A	A	A	M
	6	Zombicide: Black Plague, On Her Majesty's Service, Dogs of War Cool ...	International A	B	A	M
	1	Gamers Anonymus	Carmel	A	A	S
	1.25	PC World of Tanks Tournament	Los Angeles C	E	A	V
	3	Battle Cry Tournament Tournament	Marina	A	A	W
2 pm	2	Monopoly Deal #3 Small		A	A	B
	4	Munchkin Sponsored		E	T	B
	2	Smash Up Small		A	A	B
	2	Star Wars Imperial Assault Gaming 101 Demo		B	A	B
	2	Ticket to Ride: Europe Tournament		E	A	B
	1	Timeline Event		A	T	B
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	F	C
	1	Magic: The Gathering Theros Challenge	La Jolla	E	T	C
	2	PACG S&S 0-1D: Salvage Operations	La Jolla	A	A	C
	3	Cribbage		A	A	T
	3	Hearts		A	A	T
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	0.1	Raffle Drawing Raffle Drawing		A	A	G
	4	Songlines Dancing Across the Universe *	Catalina D	B	T	L
	4	Starship Valkyrie Basic Rules 1.0 Starship Valkyrie: ERS DAIMAJIN *	Bel Air	B	T	L
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	4	7th Sea Murder in Five Sails *		A	T	R
	4	AD&D 2.0 Wreck of the Marie Elena, Part Two	Family Area	A	F	R
	4	Custom Apocalypse World Hack The Salvage Operation	San Lorenzo E	A	A	R
	4	Dungeons & Dragons 5e DDEX3-11: The Quest for Sporedome	Plaza B	E	A	R

Sunday

Sunday

Sun, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	Dungeons & Dragons 5e DDEX3-12: Hillsfar Reclaimed	Plaza B	A	A	R
	9	Dungeons & Dragons 5e DDEX3-16: Assault on Maerimydra	Plaza B	E	A	R
	4	Dungeons & Dragons 5e Lost Mine of Phandelver, Chapter 3: Cragmaw ...	Plaza B	A	A	R
	4	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of ... Part 1	Plaza B	E	A	R
	4	Faith Corps Star Wars: She-Devils of the Outer Rim	San Lorenzo E	A	T	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	GURPS GURPS Finals	San Lorenzo F	A	A	R
	4	Homebrood The Prince has been Kidnapped!	San Lorenzo C	B	A	R
	4	Paranoia The Yellow Clearance Black Box Blues	San Lorenzo A	A	T	R
	5	Pathfinder RPG PFS 1-38: No Plunder, No Pay (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 2-05: Eyes of the Ten—Part III: Red Revolution (level 12)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 2-18: The Forbidden Furnace of Forgotten ... (lvls 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-02: Six Seconds to Midnight (levels 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-06: To Judge a Soul, Part 1: The Lost Legacy (lvls 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-09: The Blakros Connection (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-10: The Consortium Compact (levels 1-2)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-12: The Twisted Circle - Core Campaign (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-12: The Twisted Circle (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-13: Captive in Crystal (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-14: Faithless and Forgotten, Part 1: Let ... (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R
	4	PbtA Family Band: The Legend of Tiki Taki	San Lorenzo D	A	M	R
	4	Powered by the Apocalypse Dungeon World / Grim World / Inverse World	San Lorenzo D	A	M	R
	4	Powered by the Apocalypse Threadbare: Furry Road	Boardroom	A	F	R
	4	Shadowrun 5e CMP 2015-07 Citius, Altius, Fortius (levels 1-3)	Plaza B	A	T	R
	3	Spirit of 77 Seeekrit Adventure #2	San Lorenzo A	A	T	R
	4	WitchCraft Ghosts of Fairhope	San Lorenzo B	A	T	R
	4	Wu Shu Blades of Vengeance	San Lorenzo B	A	T	R
	2	Kung-Fbruary Movie	Carmel	A	A	S
	1	PC Indie Multiplayer Showcase #2	Los Angeles C	A	A	V
3 pm	1	Acquire Gaming 101 Demo		B	A	B
	2	Machi Koro Small		A	T	B
	2	Manila Small		A	A	B
	4	Merchant of Venus Small		A	A	B
	1	Snorta! Event		A	F	B
	9	Star Wars Imperial Assault: Hoth Event		A	M	B
	1	The Battle of Red Cliffs: A Game of Mahjong Event		A	A	B
	3	Villains & Henchmen! The Hero Headquarters Sponsored		B	T	B
	3	Force of Will Tournament	La Jolla	A	A	C
	1	Magic: The Gathering Draft	La Jolla	A	A	C
	1	Adventure Time: Card Wars	La Jolla	A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	4	Player Aides: Helios / Time N Space / Blueprints / Glass Road / Expedition ...	Open Gaming	A	T	G
	3.25	Lion and Dragon Rampant Lion and Dragon Rampant Tournament	International A	A	T	M
	3	Warmachine / Hordes Warmachine / Hordes bring and play and Demo	International A	A	A	M
	3	Moral Conflict Demo *	Marina	A	A	W
4 pm	4	Acquire: David Woolcott Memorial Tournament Tournament		E	A	B
	3	Alien Frontiers Small		A	A	B
	1	Cards of Cthulhu DEMO Demo		B	A	B
	1	Cavern of Gossamer from Journey to the West Event		A	T	B
	4	History of the World Event		A	T	B
	1	Princes of Florence Gaming 101 Demo		B	A	B
	1	Spinderella Event		A	K	B
	2	Yahtzee Free for All #3 Small		A	A	B
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	3	My Little Pony	La Jolla	A	A	C
	3	Dice Masters: "Grab Bag" Tournament	La Jolla	A	A	C
	0.2	Grid Game Drawing! Grid Game Drawing!		A	A	G
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	2	PC - Minecraft MC: Iron Block Hard Challenge		A	A	V
	4	Friedrich Tournament	Marina	A	A	W
5 pm	2	Blokus Small		A	T	B

Sunday

Sun, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	Blood Rage Event		A	T	B
	1	Down in Flames: Aces High DEMO Demo		B	A	B
	1	Hoppers Event		A	A	B
	1	Mystery Express Gaming 101 Demo		B	T	B
	3	Princes of Florence Event		E	T	B
	1	Puerto Rico Gaming 101 Demo		B	A	B
	5	Ticket to Ride: Team Asia Big		E	A	B
	1	Ultimate Spiderman - Matching Event	Family Area	A	K	B
	3	Card Game Gathering	La Jolla	A	A	C
	4	Exodus Trading Card Game Booster Draft Qualifier Tournament *	La Jolla	A	F	C
	1	Gaming 101: Weiss Schwarz	La Jolla	B	T	C
	1	Magic: The Gathering 101	La Jolla	B	A	C
	1	Yu-Gi-Oh! Demo	La Jolla	A	F	C
	4	Lord of the Rings The Miniatures Game "The Battle of Helms Deep"	La Jolla	A	F	C
	1	Pirates Pocketmodel: Sink-N-Keep "Minions"	La Jolla	A	K	C
	4	Star Trek Attack Wing The Trouble With Tribbles Special Event	La Jolla	A	A	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	0.1	Raffle Drawing Raffle Drawing		A	A	G
6 pm	1	1880: China Gaming 101 Demo		B	T	B
	4	Catan National Qualifier Finals Event		E	A	B
	2	Hot Pursuit: To Catch a Thief Event		A	T	B
	2	Love Letter #3 Small		A	A	B
	1	Mesopotamia Gaming 101 Demo		B	A	B
	2	Modern Art Small		A	A	B
	3	Mystery Express Event		E	T	B
	4	Puerto Rico Tournament		E	A	B
	1	Rise of the Zombies DEMO Demo		B	A	B
	1	Weiss Schwarz Casual Gathering	La Jolla	E	T	C
	1	Play By Mail Dwarves vs. Orcs *	La Jolla	A	A	G
	6	Frostgrave Frostgrave Campaign	International A	A	T	M
	4	Miniatures Cthulhu Wars	International A	A	A	M
	4	Star Wars: Imperial Assault Imperial Assault Skirmish Tournament	International A	A	A	M
	1	Wii U Indie Multiplayer Showcase #4	Los Angeles C	A	A	V
	3	C&C Napoleonic Generals, Marshals, Tacticians Tournament	Marina	A	A	W
6:30 pm	0.1	Dealer Room Closes Dealer Room Closes		A	A	G
7 pm	5	1880: China Sponsored		E	T	B
	3	Darkest Night Event		A	A	B
	2	Diamonds Event		A	A	B
	1	Glory to Rome Gaming 101 Demo		B	A	B
	2	Little Red Riding Hood and Werewolves DEMO Demo		B	A	B
	1	Mesopotamia Event		A	A	B
	1	Rabbit Match Event		A	F	B
	4	Robo Rally Small		A	T	B
	1	Magic: The Gathering Draft	La Jolla	A	A	C
	4	Middle Earth CCG (MECCG) - Hero Arda	La Jolla	A	A	C
	3	Yu-Gi-Oh! Tournament	La Jolla	A	F	C
	1	Play By Mail Duel 2 *	La Jolla	A	A	G
	1	Zombicide: Black Plague Zombicide: Black Plague 101	International A	A	T	M
	4	Dungeons & Dragons 5e DDEX3-06: No Foolish Matter	Plaza B	A	A	R
	4	Dungeons & Dragons 5e DDEX3-09: The Waydown	Plaza B	E	A	R
	4	Dungeons & Dragons 5e Lost Mine of Phandelver, Chapter 4: Wave ...	Plaza B	A	A	R
	4	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of ... Part 2	Plaza B	E	A	R
	4	Shadowrun 5e CMP 2015-08 Closing Cermonies (levels 1-3)	Plaza B	A	T	R
	2	Ca\$h 'n Gun\$ Live #3	Newport C	A	A	S
	2	Feedback Forum	Carmel	A	A	S
	1	PC - Minecraft Minecraft - Werewolf	Los Angeles C	A	A	V
	3	Sails of Glory Tournament Tournament	Marina	A	A	W
8 pm	2	Camel Cup #2 Small		A	A	B
	2	Chaosmos Event		A	T	B
	1	Coup Event		A	A	B
	1	Europe on One Pair of Underwear PLAYTEST Demo		B	A	B
	3	Glory to Rome Tournament		E	A	B

Sunday

Sun, Feb 14

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	Hot Pursuit: Spy Hunters Event *		A	T	B
	4	Power Grid World Tour: China Event		E	A	B
	1	Tanto Cuore Event		A	T	B
	1	Magic: The Gathering Two-Headed Giant Sealed Tournament	La Jolla	A	A	C
	1	Gruff	La Jolla	A	A	C
	2	PACG S&S 0-1E: Nature's Wrath	La Jolla	A	A	C
	3	Netherworld's Edge Netherworld's Edge *	International A	A	A	M
	3	War of Ashes: Shieldbash War of Ashes: Shieldbash *	International A	A	A	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	2	Two Rooms and a Boom Event	Catalina A&B	A	A	P
	4	Dread (Customized) Hell House (Survival Horror)	San Lorenzo D	A	M	R
	4	GURPS ASPIRE - Reborn	San Lorenzo F	A	T	R
	4	GURPS Earth Alpha	San Lorenzo F	A	A	R
	4	GURPS World of Zombies- Florida	San Lorenzo F	A	A	R
	5	Pathfinder RPG PFS 1-56: The Jester's Fraud (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 2-22: Eyes of the Ten—Part IV: Nothing ... (level 12)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-01: Between the Lines (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-03: The Bronze House Reprisal (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-04: The Ironbound Schism (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-08: To Judge a Soul, Part 2: Karma ... (levels 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-11: Ancients' Anguish (levels 7-11)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-13: Captive in Crystal (levels 5-9)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-14: Faithless and Forgotten, Part 1: Let ... (levels 1-5)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS 7-15: The Deepmarket Deception (levels 3-7)	Los Angeles B	A	A	R
	5	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R
	4	Powered by the Apocalypse Dungeon World / Grim World / Inverse World	San Lorenzo C	A	M	R
9 pm	3	7 Wonders Big		E	T	B
	4	Arcadia Quest DEMO Demo		B	A	B
	1	Into a New World PLAYTEST Demo *		B	T	B
	1	King of Tokyo Gaming 101 Demo		B	A	B
	2	Last Chance Event		A	T	B
	1	Magic: The Gathering 101	La Jolla	B	A	C
	1.5	Secret Resistance Event	Catalina C	A	M	P
	4	Werewolf #7 Event	Catalina D	A	T	P
10 pm	2	Galactic Explorer PLAYTEST Demo *		B	T	B
	2	King of Tokyo Tournament		E	A	B
	1	Nexus Ops Gaming 101 Demo		B	A	B
	1	Tragedy Looper Gaming 101 Demo		B	T	B
	2	The Last Banquet Event	Newport A	A	A	P
	1	PC - XCOM2 XCOM 2 - 1v1	Los Angeles C	A	A	V
11 pm	4	Nexus Ops Tournament		E	A	B

* = Play with the creator

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

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

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

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

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

Mon, Feb 15

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	5	Advanced Werewolf - Mystery Village Event	Catalina A	E	M	P
3 am	5	Werewolf #8 Event	Catalina D	A	T	P
9 am	3	Splendor MEGA Special		A	A	B
	2	PACG S&S 0-1F: The Treasure of Jemma Redclaw	La Jolla	A	A	C
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	4	Dungeons & Dragons 5e DDEX3-10: Quelling the Horde	Plaza B	A	A	R
	4	Dungeons & Dragons 5e DDEX3-11: The Quest for Sporedome	Plaza B	E	A	R
	9	Dungeons & Dragons 5e DDEX3-16: Assault on Maerimydra	Plaza B	E	A	R
	9	Dungeons & Dragons 5e Princes of the Apocalypse – Temple of Black Earth	Plaza B	E	A	R
	4	GURPS ASPIRE - Reborn	San Lorenzo F	A	T	R
	4	GURPS 4th Locus: A Needle in Infinite Haystacks	Boardroom	A	T	R

Monday

Mon, Feb 15

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	10	Pathfinder RPG PF Mod: Emerald Spire, Level 3—Splinterden (levels 2-4)		A	A	R
	4	Pathfinder RPG PFS 2-18: The Forbidden Furnace of Forgotten ... (lvls 7-11)		A	A	R
	4	Pathfinder RPG PFS 7-03: The Bronze House Reprisal (levels 5-9)		A	A	R
	4	Pathfinder RPG PFS 7-04: The Ironbound Schism (levels 7-11)		A	A	R
	4	Pathfinder RPG PFS 7-06: To Judge a Soul, Part 1: The Lost Legacy (lvls 3-7)		A	A	R
	4	Pathfinder RPG PFS 7-07: Trouble in Tamran - Core Campaign (levels 1-5)		A	A	R
	4	Pathfinder RPG PFS 7-13: Captive in Crystal (levels 5-9)		A	A	R
	4	Pathfinder RPG PFS 7-14: Faithless and Forgotten, Part 1: Let ... (lvls 1-5)		A	A	R
	4	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)		A	A	R
	4	The Hero Instant Up from the Depths, part 2	San Lorenzo A	A	A	R
9:30 am	5	Dealer Room Opens! Dealer Room Opens!		A	A	G
10 am	4	Power Grid World Tour: Benelux Tournament		E	A	B
	1	Saint Petersburg Gaming 101 Demo		B	A	B
	3	Star Wars Imperial Assault: Hoth Event		A	A	B
	4	Universe DEMO Demo		B	F	B
	2	Uno #4 Small		A	A	B
11 am	2	Jamaica Event		A	A	B
	3	Saint Petersburg Tournament		E	A	B
	1	Yu-Gi-Oh! Demo	La Jolla	A	F	C
	2	Auction	Carmel	A	A	G
Noon	4	Primoris Playtest session 4	La Jolla	A	T	C
	1	Gruff	La Jolla	A	A	C
	0.3	Grand Raffle Drawing! Grand Raffle Drawing!		A	A	G
1 pm	2	Five Crowns Event		A	A	B
	1	Turn the Tide Event		A	A	B
	4	Vegas Showdown Event		A	A	B
2 pm	2	Dragon Rampage Event		A	T	B
	1	Incan Gold Event		A	A	B
	2	Roll Through the Ages: The Bronze Age Event		A	A	B
	2	Time Empire PLAYTEST Demo		B	A	B
	4	Dungeons & Dragons 5e DDEX3-12: Hillsfar Reclaimed	Plaza B	A	A	R
	4	Dungeons & Dragons 5e DDEX3-13: Writhing in the Dark	Plaza B	E	A	R
	4	Pathfinder RPG PFS 2-03: The Rebel's Ransom (levels 5-9)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-05: School of Spirits - Core Campaign (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-08: To Judge a Soul, Part 2: Karma ... (levels 3-7)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-09: The Blakros Connection (levels 5-9)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-11: Ancients' Anguish (levels 7-11)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-12: The Twisted Circle (levels 1-5)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS 7-15: The Deepmarket Deception (levels 3-7)	Los Angeles B	A	A	R
	4	Pathfinder RPG PFS Quest: Phantom Phenomena (level 1)	Los Angeles B	A	A	R
2:30 pm	0.1	Dealer Room Closes Dealer Room Closes		A	A	G
3 pm	2	Category 5 Event		A	A	B

* = Play with the creator

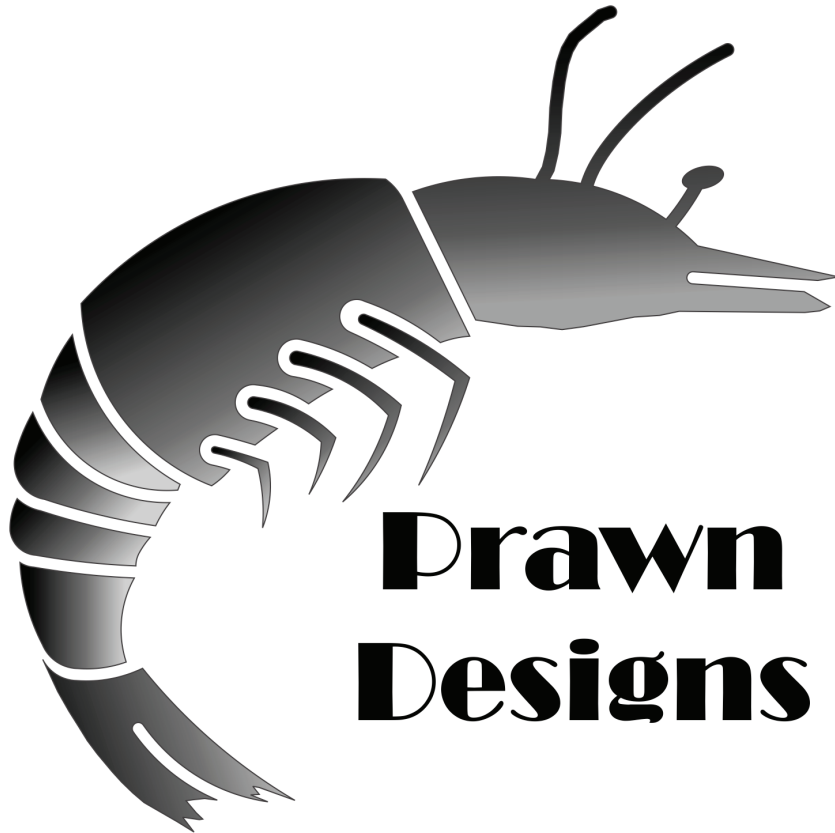
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Annual Awards

Once again Strategicon presents its annual awards for gaming excellence over the course of the year. Strategicon will track people's final positions in tournaments spread across multiple categories.

The points earned will be based on the following grid:

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

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

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

For 2015 the winners are:

Jack Butler: 1st Darrell Stark
2nd Renee Rose-Perry
3rd Eric Downing

Board Management: Renee Rose-Perry

Card: Mary Taylor

Collectible: Matthew Fox

Dice Rolling: Richard Rodrigues, Samantha Burkes

Resource / Hand Management: Darrell Stark

Social: Jonathan Nowak

Tile / Worker Placement: Sean Growley

Variable Player Powers: Darrell Stark

War: Tim Towery

Strategicon congratulates these fine gamers!

Seminars and Special Events

Special Events and Seminars

Carmel, Newport C, Santa Monica C

Ca\$h 'n Gun\$ Live – Fri, Sat, Sun 7 pm

If you've ever wanted to participate in a live action version of Godfather meets Reservoir Dogs, then bring the kids (and shoot them to win all their money).

Feedback Forum – Sun 7 pm

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

Gamers Anonymous – Sun 1 pm

We will talk about some of the culture in the gaming and video gaming communities as well as discussing experiences with harassment and/or bullying.

Happy Jacks RPG Podcast Live at Orcon 2016 – Sat 8 pm

Join and meet up with Happy Jacks RPG Podcast hosts and listeners at a live show. We'll discuss the day's games, what we loved, lessons learned.

Hot Wire Foam Factory Terrain Building Demo – Sat 11 am

Come join us at the Paint and Take area to see the a terrain building demo presented by Hot Wire Foam Factory. Finished pieces, tools, and hands on demonstrations of our products. Stop by and enter the Raffle!

How I got my game published by Playford Games – Sat 4 pm

How Strategicon helped me to get my game published. Featuring Jon Adams (Cartography); Eliot Hochberg (ILIOS); Will Erickson (Quorsum); Frank Zazanis (King's Ransom, Journey Stones); and Dave Stennett (Kush). Learn and believe. You can do it too!

General Events

Pacific Ballroom, Carmel, 1635

Auction – Mon 11 am

Clear out your closet and fill it back up with Orcon's Game Auction! You never know what can be found here. Always entertaining.

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, 9 pm, 11 pm

Sat 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm, 11 pm

Sun 1 pm, 3pm, 5 pm, 7 pm

Ever wish for the days of Rome? Try this fun, turn-based gladiatorial combat game. Create your warriors, outfit them, then fight them in the arena! Turns every two hours on the odd hours. Takes minutes to do a turn and you can join anytime in La Jolla

Dwarves vs. Orcs – Fri 8 pm, 10 pm

Sat 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm

Sun Noon, 2 pm, 4 pm, 6 pm

War has come to the Savage North of the Forgotten Realms! Rule Dwarves or Orcs in this strategic turn based multiplayer game. Build, conquer, and destroy the enemy! Turns are every two hours on even hours. Takes minutes to do a turn and you can join anytime at RSI in La Jolla.

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

Orcon's Bazaar of the Bizarre. Deals to be had. Back on the first floor.

Kid Friendly Movies – Sat 10 am, Noon

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

Kung-Fubruary Movie – Sun 2 pm

When you can take the pebble from my hand, it will be time for you to leave, until then enjoy a Martial Arts film packed with punches, kicks, and backflips.

Movie and a Board Game – Fri 9 pm

Come play the action-packed Ravensburger board game Labyrinth and watch the similarly named (and unrelated) film of the same name.

Pushed to the Edge: Crafting a Scenario for One Character

Sat 3 pm

Have you ever wanted to design an RP game scenario that one player and character will remember for the rest of the campaign, and beyond? Novelist and gamer Ken Hughes presents a step-by-step system to pick the perfect challenge, backstory, and surprises to match any character and player. Planning tools included.

The Meeple Steeple – Sun 10 am

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

Grand Raffle Drawing! – Mon Noon

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

Grid Game Drawing! – Sun 4 pm

Come to the Strategicon Booth to witness the Grid Game drawing! TEN tickets will be drawn worth TWENTY-FIVE Dealer Tokens each! Come and Witness! Come and Win! Come and Gloat!

Meet & Greet – Fri 7 pm

Come join our special guests Charlie Bink, Joshua Qualtieri, John Wick and Ben Woerner for a special Meet-N-Greet Event. In the President's Suite on the 16th floor (1635)

Player Aides:

Airships/Ra/Stockpile/High Heavens – Sat 11 am

Ys/Gold West/Isle of Skye/Mogul/Council of Verona – Sat 3 pm

Sheriff of Nottingham/Migration/Marrakech/Santiago de Cuba

Sun 1 pm

Helios/Time N Space/Blueprints/Glass Road/Expedition NWP

Sun 3 pm

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

General Events

Raffle Drawing – Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm
Raffle drawing in the Dealer's Room for 3 tickets worth 15 Dealer Tokens each! Come to the Strategicon Booth in the back of the Dealer's Room to drop off your tickets and see if you have won!

Open Gaming

Plaza Ballroom A

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

Traditional Card Games

International Ballroom

Cribbage – Sun 2 pm

15 two, 15 four and there ain't no more! Come and have some fun playing this classic game of numerical chance and strategy! Standard Hoyle rules will be in use.

Open Gaming

Strategicon Math Trade – Sat 2 pm

A meetup for those that participated in the Strategicon Math Trade on BoardGameGeek. With almost 800 items in a massive no-ship trade, the handoffs will be fast and furious. Please come prepared with your games and your BGG ID on a piece of paper so people can identify you. If you're interested in joining us next time, come down and get more information!

Hearts – Sun 2 pm

Beware of the Queen of Spades in this classic card game! Format will be determined based on number of participants.

Spades – Sat 2 pm

Play a game with a Trump that makes sense! Standard Hoyle rules will be used and tournament format will be determined based on number of participants.

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Space), Bel Air

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.

10 Days in ... – Fri 8 pm

Chart your course from start to finish using destination and transportation tiles. With a little luck and clever planning, you just might outwit your fellow travelers. The first traveler to make correct connections for a 10 Day journey wins the game.

1846 – Fri 7 pm

1846 is an 18xx game set in the Midwestern United States. Differences from other 18xx games include scaling the number of corporations, the initial distribution of private companies, and paying for virtually all track builds.

1846 Gaming 101 – Fri 6 pm

1880: China – Sun 7 pm

An 18xx game set in China. As usual, players are railroad capitalists and operate in a stock market buying and selling shares, opening companies and trying not to go bankrupt.

1880: China Gaming 101 – Sun 6 pm

7 Blunders – Sat 10 pm

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

7 Wonders – Sun 9 pm

Lasts three ages. Each age, players receive seven cards, choose one of those cards, then pass the rest to an adjacent player. Players reveal their cards simultaneously, paying resources if needed, collecting resources or interacting with other players in various ways.

7 Wonders Gaming 101 – Sat 9 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

Place tiles, build hotels, buy stock and merge hotel chains to make money. Whoever has the most money at the end of the game wins - Greed is Good!

Acquire Gaming 101 – Sun 3 pm

Age of War – Fri 7 pm

You are a daimyo in feudal Japan. Through the use of dice, you try and take over a number of different castles, either from the center of the table or from your fellow players. As soon as all of the cards are gone from the center of the table, game play comes to an end.

Agricola – Sat 1 pm

9 card draft with default tournament banned cards.

Agricola Gaming 101 – Sat Noon

Airlines: Europe – Sun 11 am

Invest in the right airlines and collect the most points.

Alien Frontiers – Fri 8 pm, Sun 4 pm

A game of resource management and planetary development for two to four players. During the game you will utilize orbital facilities and alien technology to build colony domes in strategic locations to control the newly discovered world.

Alien Frontiers Gaming 101 – Fri 7 pm

Ancient Conflict Collection Games – Sat 10 am

Abstract Strategy Collection Play with the 5 designers and train for the tournament later that day. Will Erickson designer of Quorsum. Eliot Hochberg designer of ILIOS. Jon Adams designer of Cartography. Frank Zanis designer of fast bluff Chess Variant Kings Ransom and fast moving Journey Stones. Dave Stennett designer of Kush.

Board Games

Ancient Conflict Collection Tournament – Sat 6 pm

Are you the champion of Cartography, ILIOS, Quorsum, Journey Stones or Kush? Compete in all games to become the Master of the Ancient Conflict Abstract Strategy Collection and win the 15 games of the Treasure Chest. The game designers will get you ready for the challenge. Search for their demos earlier in the day.

Aquarius – Sun 10 am

The card game of elemental connections, can you get your element touching from seven cards contiguously.

Arcadia Quest DEMO – Fri 9 pm, Sat 8 pm, Sun 9 am, 9 pm

A campaign-based game for 2 to 4 players, where each player controls a guild of three unique heroes, facing off against the other players and the various monsters controlled by the game. Players need to accomplish a series of quests in order to win each scenario and choose where to go next in the campaign. Plays in 15-20 minutes.

A Study in Emerald – Sat 5 pm

A game dripping with theme, the premise is Cthulhu took over the world 700 years ago. In the late 1800's two factions vie to either throw off the outworlder yoke or keep them in power. While there is hidden role/team aspect to the game, the unique end game mechanics means that only one player wins.

A Study in Emerald Gaming 101 – Sat 4 pm

Backgammon – Sat 2 pm

You might need double sixes to win, but there's always the doubling cube... Come and have some competitive fun with a Backgammon tournament! Standard rules apply, format to be determined by the number of participants.

Bag-O-Loot – Sun 11 am

Gain points with collections, prevent stealing by turning each into a Bag-O-Loot. Beware, if your loot is a bluff and you're called on it, you lose it. Of course, if a Looter makes the bag, you will end up with their cards.

Battlestar Galactica – Fri 7 pm

Work as a group to save the remnants of the human race from the evil Cylons and everyday crises, but beware, at least one of you is not what he seems!

Battlestar Galactica Expansions – Sun 10 am

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Each table will decide if they are using the Daybreak expansion.

Battlestar Galactica Gaming 101 – Fri 5 pm

Blackbeard – Sun Noon

The 2008 re-release of Richard Berg's Blackbeard, published by GMT games. Players recreate the Golden Age of Piracy in the 17th-18th centuries, maneuvering about the seas, collecting booty, and gaining notoriety in a variety of ways.

Blokus – Sun 5 pm

In this elegant abstract game, 4 players must strategically divide their attention between blocking other players' moves and obeying the tricky placement rules when they squeeze their own pieces onto the shared board. Blokus is both a fun personal challenge as well as a tense competition.

Blood Bound – Fri 2 pm

Players assume roles of members of two clans -the brutal, animalistic warriors of the Clan of Beast & the graceful, deadly members of the Clan of Rose. Disguised by secret identity, kidnap the Elder of the opposing clan or give your life for the benefit of your own Elder.

Blood Rage – Fri 6 pm, Sat 7 pm, Sun 5 pm

Each player controls their own Viking clan's warriors, leader, and ship. 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 Gaming 101 – Fri 5 pm

Blue Moon City – Sat 2 pm

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

Blue Moon City Gaming 101 – Sat 1 pm

Camel Cup – Sat, Sun 8 pm

Up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win – should you guess correctly, of course.

Campaign Trail – Fri 10 pm, Sat 10 am

Campaign strategy in a fun, fast-paced game! Use card-driven actions to engage in advertising, campaigning, fundraising, and many other political essentials to win electoral votes.

Carcassonne – Fri 11 pm

Carcassonne is a classic, award winning tile-placement game.

Cards of Cthulhu DEMO – Fri 4 pm, Sat 5 pm, Sun 4 pm

Fast paced 1-4 player struggle against the minions and horrors of the Cthulhian army with dice rolling and tactical spending being your only friends.

Castles of Mad King Ludwig – Sat Noon

In the tile-laying game Castles of Mad King Ludwig, players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time.

Castles of Mad King Ludwig Gaming 101 – Sat 11 am

Catan National Qualifier – Fri 5 pm, Sat 9 pm

One of two qualifying rounds for the finals on Sunday. Consists of 2 rounds with the top 8 from each qualifying round advancing to the finals where they will compete for a slot in the national tournament. An entry fee is required.

Catan National Qualifier Finals – Sun 6 pm

Finals for the top 16 players from the qualifying rounds.

Category 5 – Mon 3 pm

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

Cavern of Gossamer from Journey to the West – Sat, Sun 4 pm

A 2 to 4-player partnership micro game based on a chapter in Journey to the West. Players are characters in the novel. One team is to find and rescue their master then continue their journey to the west and the other team is to slay the master in the Cavern of Gossamer.

Chaosmos – Fri 8 pm, Sat 9 pm, Sun 8 pm

You are a covert alien operative on a secret mission to find the Ovoid and control it when the universe collapses. Chaosmos is a hidden information strategy game where you explore planets and gather weapons and equipment to find the Ovoid and hide it from your opponents.

Civilization – Sun 9 am

A huge version of the legendary development game Civilization, this is a game covering the historical development of ancient civilizations from just after the last Ice Age to the dawn of the new era at the end of the Iron Age. There will be breaks for lunch and dinner.

Board Games

Cock & Bull: The American Pub Game. – Sat, Sun 11 am

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

Code of Nine Gaming 101 – Fri 10 pm, Sat 11 am, Sun 1 pm

Concordia – Sat 10 am

Building game

Concordia Gaming 101 – Sat 9 am

Congregate DEMO – Fri Noon

A social political game where players use Representatives to score Agendas in a series of voting rounds. Augment your votes with different Reps, from influential Councilors to destructive Spies. Do anything in your power to complete Agendas and amass the most wealth to win! Plays in app. 45 min.

Conquest at Kismet – Sat 11 am

Go head-to-head in VPG's light space combat game between massive starships of two unique races. Innovative game mechanics challenge the players to balance attack and defense. Each player must use the advantages of their starship to destroy the enemy!

Conquest of the Empire II – Sat 11 am

Four turns per Campaign Season with four Campaign Seasons in the game. Up to six players bid to form new alliances in each of the Campaign Seasons. Players use actions to tax, recruit, maneuver, battle, buy influence, and obtain Conquest cards.

Conquest of the Empire II Gaming 101 – Sat 10 am

Container – Sat 3 pm

Manufacture, sell, ship, buy, auction, and stack you containers high for the win.

Coup – Sun 8 pm

You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive...

Darkest Night – Sun 7 pm

In this cooperative game, play as one of the last heroes in a kingdom broken under the shadow of an evil necromancer. Battle undead, scrounge for supplies, learn unique abilities, and hide from the necromancer long enough to unearth the holy relics you need to defeat him.

Dawn of the Zeds 3rd edition – Fri 1 pm

They are here!! Defend Farmingdale against the Zed hordes. Lead your heroes to survival the zombie apocalypse in VPG's Kickstarter sensation.

DC Deck Builder: Crisis – Sun 1 pm

Each player chooses 1 of many over-sized hero cards, each of which has a special power, and starts with a deck of 10 cards. A player starts with 5 cards and can acquire the 5 types of cards in the game: heroes, villains, super-villains, equipment, super powers, and locations.

Dead of Winter – Fri, Sat 2 pm

A meta-cooperative psychological survival game. This means the players are working together toward one common victory condition—but for each individual player to achieve victory, they must also complete their personal secret objective.

Dead of Winter Gaming 101 – Fri 1 pm

Dead Things: Find a car and go! – Sat 8 pm

You've escaped from the city but now the car engine is smoking and you need to get a new one. Luckily, you know just the place.

Descent Journeys in the Dark 2nd Ed – Sat 10 am

A board game in which one player takes on the role of the overlord, and 4 other players take on the roles of heroes. During each game, the heroes Go into dark dungeons, to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot

Diamonds – Sun 7 pm

A trick-taking card game in which players collect Diamonds – not cards bearing that suit, mind you, but rather actual "Diamond Crystals" (acrylic crystals) included in the game.

Dice City – Fri 7 pm

Her royal highness, the Queen, has decreed that there will be a new capital after the old one was sacked by hordes of barbarians and bandits. As leaders of one of the country's influential noble families, players vie with each other to establish their provincial city as the best home for Rolldivia's new capital.

Dogs of War – Fri 4 pm

Take control of a dog of war, ranging from a crafty noblemen to cold-hearted mercenaries, who will amass an army to change the tides of war and support six factions vying for domination. A beautiful and simple game of worker placement tug of war.

Dominant Species – Sat 7 pm

An abstract recreation of the encroachment of an ice age and what that entails for the creatures trying to adapt to the slowly-changing earth. Each player assumes the role of one of six major animal classes mammal, reptile, bird, amphibian, arachnid or insect.

Dominant Species Gaming 101 – Sat 5 pm

Down in Flames: Aces High – Sat 6 pm

Down in Flames: Aces High DEMO – Fri 5 pm, Sun 5 pm

Easy to learn WWII dog fighting card flipping game.

Dragon Rampage – Mon 2 pm

A strategic fantasy dice game. Each player takes the role of an adventurer, all with different abilities! The goal is to score points by fighting the dragon and collecting the gold in the dungeon!

Dream Factory – Sun 9 am

Also known as Hollywood Blockbuster. Players are studio heads who compete for directors, actors, camera, 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.

El Capitan – Sat 10 am

Sail, explore, construct, dominate.

Elysium – Sat 7 pm

Card drafting and engine building based on the Greek Gods.

Elysium Gaming 101 – Sat 6 pm

Empire Builder – Fri 5 pm

Transport Goods to and from destinations. First person to connect to five major cities and accumulate 250M is the winner. The US will be the default map but other maps may be played.

Endeavor – Sat 9 pm

Game of trade and expansion in the 18th century.

Endeavor Gaming 101 – Sat 8 pm

Epic Roll – Sat, Sun 11 am

A two to three player a quick-playing, dice-based, fantasy board game. Come play a demo with the designer

Europe on One Pair of Underwear PLAYTEST – Fri, Sat 10 pm,

Sun 8 pm

A race style game where you travel across Western Europe.

Board Games

Family Business – Sat 7 pm, Sun Noon

Have you ever wanted to be a 1920's mobster? This easy to learn card game pits one mob against another, as each group tries to take out each other, while avoiding being targeted themselves. Be careful who you put "up against the wall," they will want retribution! Reading required.

Family Fluxx – Sun 10 am

A unique card game that starts simple: 1 draw, 1 play. As you play, the rules of the game and how to win change. Easy to learn and fun to play, the game is different every time. Family Fluxx is a simplified version of the game for any age. Requires basic reading skills.

Firefly: The Game – Fri 6 pm

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

Fish Cook – Fri 4 pm

A simple board game in which players take the role of chefs. The game is divided into several "days" that have 2 parts: Morning & Evening. In the morning, players buy ingredients from the fish market & farmer's market: in the evening, they cook recipes & earn money!

Fish Cook Gaming 101 – Fri 3 pm

Five Crowns – Mon 1 pm

Rummy with a five-suited deck and a twist. The twist is that in each hand the number of cards required to create a meld increases, from three cards in the first hand to thirteen in the last. The game, therefore, consists of eleven hands.

Formula D – Fri 1 pm

Take the wheel of a Formula 1 Car and race your fellow players on various courses (both real and fake) around the world. Players will roll the dice to determine their speed, but they'll have to keep in mind the wear their cars will face when taking tight turns and risking collisions

Formula D Gaming 101 – Fri Noon

For the Crown – Sat 5 pm

This brain-burning strategy game combines the tactical maneuvering of Chess with a deck-building system used to recruit your units and perform special actions. Train an army, balance your economic and military needs, and capture the enemy sovereign to claim the crown!

For the Crown Gaming 101 – Sat 4 pm

Franchise King DEMO – Sat Noon, 2 pm

A fast paced dice and card game about managing resources to start up businesses. Franchise King is designed to be enjoyed by 2 to 4 players ages 8 to 80, the rules are simple and the gameplay is so much fun, especially if you love throwing dice.

Frontier Stations – Sat 9 pm

In this lightweight co-op, upgrade your space station, roll dice to generate resources, and consult with your neighbors to decide how you will pay for the various threats and disasters surrounding you on this dangerous frontier.

Galactic Explorer PLAYTEST – Fri, Sat, Sun 10 pm

A traditional roll and move game that is not very traditional. Choose different parts and technology to build your ship. Then use the dice that represent your ship to move about the board, discovering lifeless rocks, planets, alien artifacts and wormholes.

Galaxy Trucker – Sat 3 pm

Build a spaceship from a junkyard, fly that ship for fun and profit! Fast paced tile laying fun.

Galaxy Trucker Gaming 101 – Sat 2 pm

Glory of the Three Kingdoms – Sun 1 pm

A 2 to 4 player battle driven deck building game (DBG) based on ancient Chinese three kingdoms epic story. The goal is to collect unit, item and tactic cards and battle other players for Glory points or total victory.

Glory to Rome – Sun 8 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used. In addition, much of the game is played from the discard pool, giving players some control over what cards are accessible to opponents.

Glory to Rome Gaming 101 – Sun 7 pm

Guillotine – Fri 3 pm

The revolutionary card game where you win by getting a head. Players represent rival guillotine operators vying for the best collection of noble heads over three rounds. The player with the most points at the end of the game wins. Heads are going to roll.

Healthy Heart Hospital DEMO – Fri 3 pm

Treat patients, make money and raise your hospital's reputation in this new hospital resource management game from VPG.

Hiss – Sat 9 am

Get the most snake parts by the end of the game. But there are only so many heads and tails and you can only claim snakes that have a head, a tail, and at least one body part.

History of the World – Sun 4 pm

Played in seven epochs (rounds), each representing a period of human history, players command one major civilization/empire from each epoch and attempt to expand across the known world. Older empires fade into the past as newer ones emerge, but longevity is key to scoring high.

Hoppers – Sat, Sun 5 pm

Players are guardians of the realm and each attempts to find his/her matching power stone then capture the evil Hopper stone within 5 rounds. Don't worry, it is just a party game.

Hot Pursuit: Big City Matchmakers – Fri 3 pm, Sat 4 pm, Sun 9 am

A hand trading, card passing game of deduction for 1-10 players set in 1940's New York. Big City Matchmakers is the cooperative story for Hot Pursuit. Players work together to find the mysterious Lovely Lady, while the Jealous Ex seeks to sabotage their plans.

Hot Pursuit: Spy Hunters – Fri 8 pm, Sat 9 pm, Sun 8 pm

A hand trading, card passing game of deduction for 1-10 players set in 1940's New York. Spy Hunters is the team based competitive story for Hot Pursuit. Players will look for the identities of enemy spies to take them out, while carefully preserving their own.

Hot Pursuit: To Catch a Thief – Sun 6 pm

A hand trading, card passing game of deduction for 1-10 players set in 1940's New York. To Catch a Thief is the 2 player story for Hot Pursuit. Therefore, this event will be consecutive swiss rounds of head-to-head competition to determine the top detective.

Hunt: The Unknown Quarry – Sat 7 pm

In this deduction/combat game, one player is secretly a monster. Discover clues, find a weapon that can hurt it, hunt it down, and claim the bounty, before the monster makes its escape...or worse, one of the other hunters beats you to it!

Board Games

Hyperborea — Fri 6 pm, Sat 1 pm

A varied strategy game for up to 6 players. Each player draws 3 multi-colored cubes from their bag and uses those cubes to perform several possible actions, from building their army to learning new advanced technologies to aid them.

Hyperborea Gaming 101 — Fri 5 pm, Sat Noon

Incan Gold — Mon 2 pm

Each time that an explorer braves new territory, more treasure or a danger appears. When a second card of the same type of danger is turned over, all exposed treasure is buried, leaving the remaining adventurers with nothing. Do you flee the dangerous temple with your portion of the treasure that has been uncovered so far or do you venture into the exciting temple in search of more hidden valuables?

In The Year of the Dragon — Sun Noon

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

In the Year of the Dragon Gaming 101 — Sun 11 am

Into a New World PLAYTEST — Sun 9 pm

A tiny tile-laying territory control game for 2 - 4 players. Into a New World is a rare abstract strategy game which plays well with more than 2 players. Take turns placing land tiles to build the map or soldiers to try and control land for points at the end of the game.

Jamaica — Mon 11 am

This is a beautiful and light race game with pirates. Load your ship with gold or food or weapons. All depends on what path you choose. Fight other pirates and win big or be left behind. One die is rolled for everyone. Its your choice how you choose to use it

Kill Dr. Lucky — Sun 1 pm

We all have our reasons why we have to get rid of Dr. Lucky. Who will be the one to do the deed? Kill Dr. Lucky is reverse-Clue, instead of finding the murderer, each player tries to kill Dr. Lucky. It's not easy, because you can't have a witness! And he's very, very lucky.

Killshot DEMO — Sat 8 pm

Slam down cards attempting to locate the terrorist before your fellow soldiers get him first!

Kingdom Builder — Sat 8 pm

Build your kingdom best for the win.

Kingdom Builder Gaming 101 — Sat 7 pm

King of Tokyo — Sun 10 pm

You are giant monsters on a rampage. Your destructive feats earn you glory in the form of Victory Points. The first to get to 20 wins the game—or the last Monster standing wins, if it's a slugfest you want.

King of Tokyo Gaming 101 — Sun 9 pm

Kingsburg — Sat 5 pm

Roll the dice and influence the King's Advisers to give you resources with which to expand your village, and prepare for battle at the end of the year!

Kingsburg Gaming 101 — Sat 4 pm

Last Chance — Sun 9 pm

If you've been brain-burning & cube-pushing all weekend, Last Chance is the break you're looking for. Up to 7 players roll dice & win chips, but the real fun is side-betting on your opponents: will they succeed or fail? Every game turns into loud crazy fun, even for the skeptics!

Legendary Showdown — Fri 1 pm

A game of comically epic battles where players use strategy, sabotage, and one-upmanship. Haven't read the comics before? No problem! No background reading is required! Let the mass chaos, devious strategies, and humorous battles begin!

Letters From Whitechapel — Fri 9 pm

A bluffing and deduction game based on the infamous Jack the Ripper murders of 1888 in the seedy Whitechapel district of London. One player is Jack the Ripper, who must take 5 victims without being caught. The others play as detectives who work together to locate and arrest Jack.

Letters From Whitechapel Gaming 101 — Fri 8 pm

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 STANDING RULE: Challenges that result in an exact bid will not result in the removal of a players final die, unless half or more players already have a single die left.

Little Red Riding Hood and Werewolves DEMO — Sat, Sun 7 pm

A 5 to 10 player turn based werewolf/mafia variant card game. In each turn, an event is drawn and all players participate in the event accordingly. The goal of the humans is to find and kill the werewolf and the goal of the werewolf is to kill a number of villagers.

Loco-Motive DEMO — Sat 6 pm

Be a train conductor and get the passengers in the right seats using the right language and hand signals. A short silly game that is always a guaranteed laugh. (aka Tokyo Train)

Lords of Waterdeep — Sun 1 pm

Players vie for control of the city of Waterdeep as its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

Lords of Waterdeep Gaming 101 — Sat Noon

Love Letter — Fri, Sat, Sun 6 pm

A game of risk, deduction, and luck for 2-4 players. Your goal is to get your love letter to the Princess. The deck is only sixteen cards. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

Machi Koro — Sat 9 am, Sun 3 pm

You are the new major of a Japanese city, and now you must make it successful. This card collecting game is easy to learn and hard to master. Each player tries to build their own city, with strategy and a little luck, from a wheat field to a metropolis!

Magic Flute: Based on the Opera PLAYTEST — Sat 2 pm, Sun Noon

A timed co-operative "singing" game based on Mozart's opera - Magic Flute.

Magic Realm — Sat 11 am

The Avalon Hill game from 1979, using the Karim Redesign to make the components updated and better looking, and more read-able for those new to the game and for veterans alike. Up to 16 players can play at anytime. Very rules-heavy game.

Magic Realm Gaming 101 — Sat 10 am

Manila — Sun 3 pm

Barges, freight and profits are what it's all about in Manila, a speculative contest for 3-5 players. Goods shipments, intended for transport along sea routes, are in danger of gathering dust in the warehouses or being lost at sea in a storm. While the players speculate about success and failure, the ultimate fate of the ships will be determined by the dice.

Merchant of Venus — Sun 3 pm

Discover planets and deliver trade goods to earn money.

Board Games

Mesopotamia – Sun 7 pm

Build huts and holy places, collect mana, and be the first to get all of your offerings to the temple.

Mesopotamia Gaming 101 – Sun 6 pm

Mice and Mystics: The Ghost of Castle Andon – Sun Noon

In The Ghost of Castle Andon six mouse heroes defend an abandoned castle from evil rats and human pirates in a cooperative, story-driven dungeon crawl.

Mice & Mystics Gaming 101 – Sun 11 am

Middle Earth Quest – Sun 10 am

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

Middle Earth Quest Gaming 101 – Sun 9 am

Mission: Red Planet – Fri 4 pm

In a vibrant steampunk era Mars exploration is underway. You play a mining company. Select one of your agents each round to help your astronauts colonize areas of Mars and gain dominance over the resources. There are 3 scoring rounds and secret conditions for more points.

Modern Art – Sun 6 pm

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

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

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

Mr. Card Game – Fri 5 pm

The official tabletop version of the online game Kingdom of Loathing. With a mixture of deck-building mechanics and tableau management, you'll get to fight monsters and earn spells and equipment to defeat the Naughty Sorceress.

Munchkin – Sun 2 pm

This is a sponsored Munchkin tournament. Tournament rules apply. The first 2 hours will be designated for one game to be played to determine finalists. The next 2 hours will be designated for the final game. Munchkin version for qualifying game to be determined by GM. Final game will be Munchkin Deluxe, with expansions to be determined by GM.

Munchkin for Beginners – Sat 1 pm

Mysterium – Fri 10 pm

Warwick Manor's new owner is holding a seance to speak with a ghost haunting the manor, seeking justice for their murder in 1982. You are either the ghost or a psychic trying to discover the killer, how, and where through visions. Find the true killer in 7 rounds or lose.

Mysterium Gaming 101 – Fri 9 pm

Mysterium: The Witching Hour – Sat Midnight

The same Mysterium you know and love, but with a different twist. This time the game will be set to the rules of the Ukranian version, Tajemnicze Domostwo. No intuition, no endgame poll, no timer, and even more cards to sift through. But you still have the same 7 rounds...

Mystery Express – Sun 6 pm

A whodunit deduction game that takes place on the famous Orient Express. The player who figures out the who, what, when, where and why of the murder before the end of the journey wins.

Mystery Express Gaming 101 – Sun 5 pm

Nexus Ops – Sun 11 pm

A light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. Winning battles and fulfilling Secret Missions will obtain victory points.

Nexus Ops Gaming 101 – Sun 10 pm

No Thanks! – Fri 2 pm

The rules are simple. 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. Three rounds/games played per table.

Outpost – Sat 6 pm

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

Outpost Gaming 101 – Sat 5 pm

Panamax – Sat 10 pm

Economic game simulating cargo operations in the Panama Canal

Panamax Gaming 101 – Sat 9 pm

Pandemic on the Brink – Sun 11 am

Fabulous co-op that always presents a new challenge. The team selects roles (Medic, Researcher, etc) and tries to contain four diseases that are sweeping over the world. Watch out for outbreaks and find the cures!

Paperback – Fri 2 pm

Paperback is a deckbuilding word game where players create words. Score words in order to buy better letters with cool abilities. But scoring won't win the game - you must finish novels to make it as a paperback writer.

Perpetual Motion Machine – Fri 1 pm

Perpetual-Motion Machine is 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.

Perpetual Motion Machine Gaming 101 – Fri Noon

Phase 10 #1 – Fri 8 pm, Sat, Sun Noon

A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins.

Piratissimo – Sat 5 pm

Which pirate ship will be the first to get 10 pieces of treasure to safe harbor?

Power Grid – Sun 9 am

The object of Power Grid is to supply the most cities with power. Players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities. USA Board played first and Europe Board in final.

Power Grid Gaming 101 – Fri 6 pm

Power Grid World Tour: Benelux – Mon 10 am

Power Grid World Tour: Central Europe – Sat 8 pm

Power Grid World Tour: China – Sun 8 pm

Power Grid World Tour: Korea – Fri 8 pm

Its back! For the third straight year Strategicon will be presenting the Power Grid World Tour. Players earn points for each game they play based on the number of players.

Board Games

Princes of Florence — Sun 5 pm

A Euro game of building your own game board with buildings and landscapes. You score "Prestige Points" by bidding on items. You can also score by playing profession cards and taking certain actions.

Princes of Florence Gaming 101 — Sun 4 pm

Puerto Rico — Sun 6 pm

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

Puerto Rico Gaming 101 — Sun 5 pm

Rabbit Match — Fri 5 pm, Sat 3 pm, Sun 7 pm

Players in this semi-cooperative card game match bunny to bunny, bunny to adopter, while dealing with a constant influx of abandoned rabbits, cultural fads, flaky foster homes, Easter and more. Plays 2-4 in 30 min. Come rescue some buns!

Railroad Tycoon — Sat 1 pm

Revisit the early days of the Age of Steam as you begin with a locomotive and a vision. From there, build your budding railroad network into a vast empire.

Red Dragon Inn — Fri 7 pm, Sat Noon

The Adventure is over now it's time to unwind! Join your fellow party members at the Red Dragon Inn for an evening of gambling, drinking, and mayhem where the winner is the last one standing!

Relic Worlds: The Lost Worlds DEMO — Sat 3 pm

Thousands of lost alien artifacts are scattered across hundreds of planets. It's up to you to recover them, and either profit from selling them, or research them to unlock some of the greatest secrets of the universe.

Revolution — Fri 6 pm

The game of secret bids for power. Try to influence the board and win the support of the people.

Revolution! Anarchy — Fri 3 pm

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory . . . and gather more Gold, Blackmail, and Force for the next round of bidding! It's a game of bluff, counter-bluff, and surprise.

Rise of the Zombies DEMO — Sat 4 pm, Sun 6 pm

Its just you and any friends you can find to take on the Zombies in a timed game racing to get to the helicopter before you are overwhelmed.

Risk Exposure DEMO — Sat 4 pm

A deckbuilding card game in which players run their own office of insurance salesmen. Gain clients by using salesmen to land accounts, which net you commission and residual income. Keep those clients happy with policies and payouts, or lose them! Gain 100 clients to win the game!

Robo Rally — Sun 7 pm

Program your robot to navigate the factory floor, through many obstacles and fellow robots. Be the first one to touch the flags (in order) to win the Honor, the Glory, and the Respect of all the Bots. Warning: All the robots have Active Lasers!!!

Roll Through the Ages: The Bronze Age — Mon 2 pm

Players roll dice to obtain commodities and workers to build up their civilizations. Players use their workers to build infrastructure that are worth points. At the same time, commodities are gathered that allow your civilization to develop.

Safranito — Fri 10 pm

Players toss coins on the spice board to bargain for the precious ingredients they need to make their exquisite meals. Try to arrange your coins on the board to allow you to both sell spices at a high price and purchase cheap spices.

Saint Petersburg — Mon 11 am

A game of workers, markets, buildings and nobles.

Saint Petersburg Gaming 101 — Mon 10 am

San Juan — Sat 10 pm

A card game based on Puerto Rico. Each player selects from one of the available roles, triggering an event that includes producing goods or constructing buildings.

Scrabble — Fri 3 pm

The classic crossword game. Make words, score points.

Sentinels of the Multiverse — Fri 9 pm, Sat 4 pm

A comic book theme co-op card game. Each player has a unique "Hero Deck" of cards that represent one hero. All players work together to fight a single "Villain Deck" of cards at a certain location. If the villain is reduced to zero, the heroes win!

Sentinels of the Multiverse Gaming 101 — Fri 8 pm, Sat 3 pm

Small World — Sat 6 pm

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

Small World Gaming 101 — Sat 5 pm

Smash Up — Sat, Sun 2 pm

Players take two factions, such as pirates, ninja, robots, zombies, and more, and combine their decks into a force to be reckoned with! Use the 40-card decks you build to take bases, score points, and win the game!

Snorta! — Sun 3 pm

Do you know your animal noises? Is your memory functional? Can you look at the picture of one animal while making the noise of an opponent's hidden animal before they can? Then you can play Snorta! Funny noises guaranteed.

Space Hulk: Death Angel — Sat Noon

Up to 6 squads of Terminator Space Marines with unique powers embark on a mission to enter a Space Hulk and fight past hordes of Genestealers in this cooperative card game.

Space Hulk: Death Angel Gaming 101 — Sat 11 am

Speculation — Sat 9 pm

Players buy and sell shares of stock and take simple actions to manipulate their prices. The player with the most money at the end of the game wins.

Speculation Gaming 101 — Sat 8 pm

Spiderella — Sun 4 pm

Players race to get their three ants across the forest floor as quickly as they can, but spiders await in the branches above and — with a little help from opponents — one might swoop down to scoop up your ant and return it to the starting line.

Splendor MEGA — Mon 9 am

Instead of just a single game for the whole year, Mega Monday will feature a different game each convention. This time it's Splendor, the game of gem dealers buying mines and influencing nobility. Game ends after someone get 15 points. The player with the most points wins.

Squarrels — Sat 11 am

Collect and store acorns before winter. Other squirrels will try taking them away before you can store them. Cards are mostly numbers with a few cards containing one or two words.

Board Games

Starcraft: The Board Game – Sun 11 am

Features an innovative modular board of varying sizes. A card driven combat system allows players to modify and upgrade their faction. Players can unleash a Zergling rush, use powerful Protoss shields to halt an enemy invasion, or even send cloaked Ghosts out to guide nuclear missiles to their target.

Starcraft: The Board Game Gaming 101 – Sun 10 am

Star Fluxx – Sun 11 am

Fluxx is unique card game that starts simple: 1 draw, 1 play. As you play, the rules of the game and how to win change. Easy to learn and fun to play, the game is different every time. Star Fluxx is a themed version, with recognizable sci-fi references.

Star Wars Imperial Assault: Hoth – Sun 3 pm, Mon 10 am

The Rebels' base on Hoth has been discovered by the Empire! As Imperial walkers descend to the surface and the last transports flee, a few heroes of the Rebellion step forward to protect a colony of refugees. Little do they know that their heroic actions will eventually lead them back to the very place from which they fled: Hoth!

Star Wars Imperial Assault Gaming 101 – Sun 2 pm

Stupid Fight Prototype – Sat 6 pm

Prove you're THE BEST by equipping various body parts, then Punching, Kicking and Headbutting opponents until you're the last one standing. Fast-paced card game, easy to learn, with fun but ruthless rules. Games are ~15m.

Tactical Forces DEMO – Fri 9 pm

Two players on a board of 144 squares, 24 pieces for each one, 6 ways to arrange the pieces, 2 moves per turn, 1 key piece that you have to hide and protect, 3 ways to win, infinite possibilities to approach your victory. Plays in about 45 min.

Talisman – Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round (3 hrs.) The City, Highland, Woodland Expansion, Firelands, The Harbinger, and Deep Realms may be used.

Talisman Gaming 101 – Sun Noon

Tanto Cuore – Sun 8 pm

You are competing with the others to employ the best maid staff for your mansion. Bad events can be used to hinder your opponents and the house may be expanded. When the game ends, who will be the greatest Master of Maids?

The Battle of Red Cliffs: A Game of Mahjong – Sat, Sun 3 pm

The Battle of Red Cliffs is a mahjong variant card game for 1 to 5 players.

The Castles of Burgundy – Fri 5 pm

Each player has a board of hexagonal spaces that they will try to fill by acquiring various tiles from six different depots on the central board. On a turn, each player rolls two dice, with each one representing a potential action associated with the number rolled.

The Castles of Burgundy Gaming 101 – Fri 4 pm

The Current Number of the Beast – Fri 2 pm, Sat 1 pm

Dice rolling and card game, try to get your dice to match the number of the current Beast card in play, use your cards to change your dice, or sabotage another player.

The Gallerist – Sat 10 am

The world of art is evolving. A new job has been created that combines museum curator, art dealer, and artist manager. A Gallerist. You and 3 other players will become the first Gallerists trying to make the most money by selling art, finding artists, and using your influence.

The Gallerist Gaming 101 – Sat 9 am

The Grizzled – Fri 5 pm

A cooperative game about survival in the trenches during the first World War where players win or lose together.

The King's Armory – Sat 8 pm

A co-op tower defense game for 1-7 players that remains true to the online genre of tower defense in addition, it allows new players to drop in or drop out of the game without destroying the game balance!

The Scepter of Zavandor – Fri 3 pm

Players represent young magicians who have gained possession of old magic knowledge. An auction mechanism allows them to acquire artifacts and sentinels. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

The Scepter of Zavandor Gaming 101 – Fri 2 pm

Third Dawn: Siegecraft DEMO – Sat 9 am

A two-player competitive card game. Battle against your foes by harnessing the power of 6 forms of elemental magic as you march your foes into their territories and crush them to win!

Threads PLAYTEST – Sat 9 am

Knit your way to success by building a stash of yarn, trading your stash with others, and finishing your knitting projects before your competition!

Thurn & Taxis – Fri 1 pm

Standard game and rules

Ticket to Ride – Sat 9 am

Traditional T2R game

Ticket to Ride: Africa – Sat 3 pm

Set in the vast wilderness of Africa at the height of its exploration by intrepid explorers, missionaries and adventurers, The Heart of Africa, focuses on the central and southern "heart" of the continent displayed in a vertical format.

Ticket to Ride: Europe – Sun 1 pm

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

Ticket to Ride: India – Sat 6 pm

On this game board for 2-4 players, in addition to scoring points for claiming routes and completing tickets, a player can also score points in two other ways. First, the player with the longest continuous path of trains receives a ten point bonus. Second, each player scores bonus points for connecting the cities on one or more tickets with two distinct routes.

Ticket to Ride: Nordic Countries – Fri 2 pm

Takes you on a Nordic adventure through Denmark, Finland, Norway, and Sweden as you travel to the great northern cities of Copenhagen, Oslo, Helsinki, and Stockholm.

Ticket to Ride: Switzerland – Fri 9 pm

In addition to being specifically designed for a smaller numbers of players the map has several new features. Locomotive cards are used exclusively for tunnels. Some destination cards have an end point inside Switzerland and others end in adjacent countries.

Ticket to Ride: Team Asia – Sun 5 pm

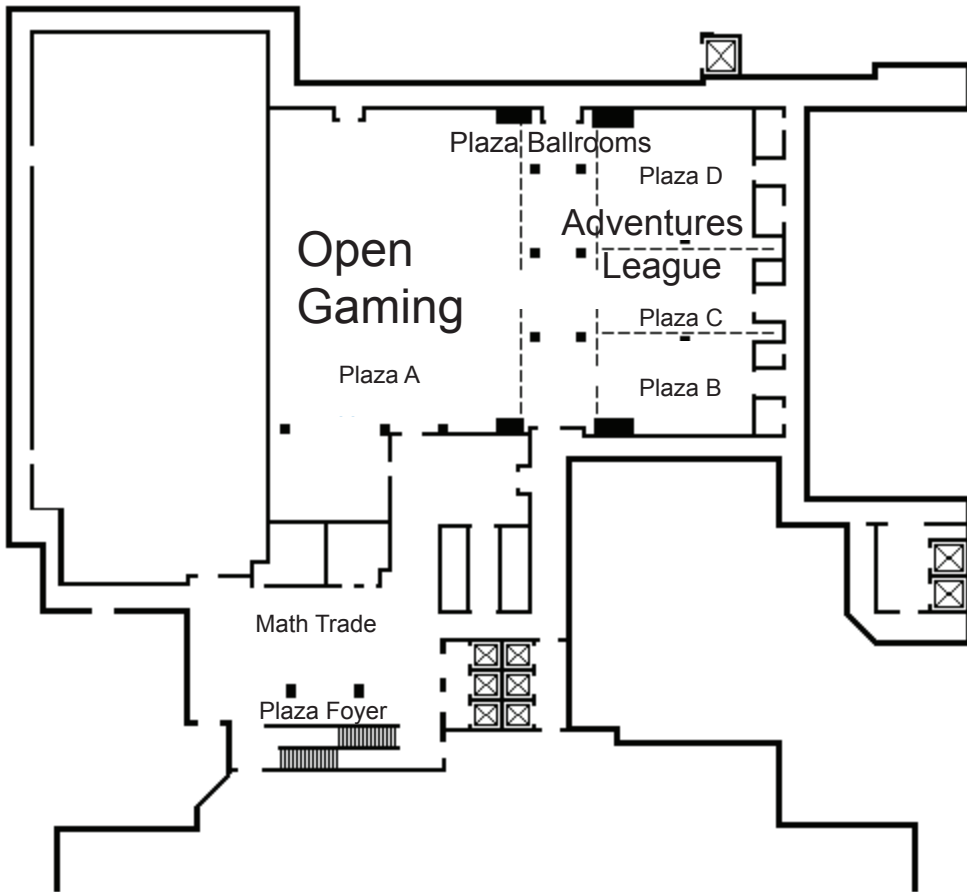
Four or six players compete as two-player teams, with teammates sitting next to one another at the table. Each player has her own secret hand of cards and tickets, in addition to some cards and tickets being placed in a shared cardholder that either player on the team can access.

Ticket to Ride: USA 1910 – Sun 10 am

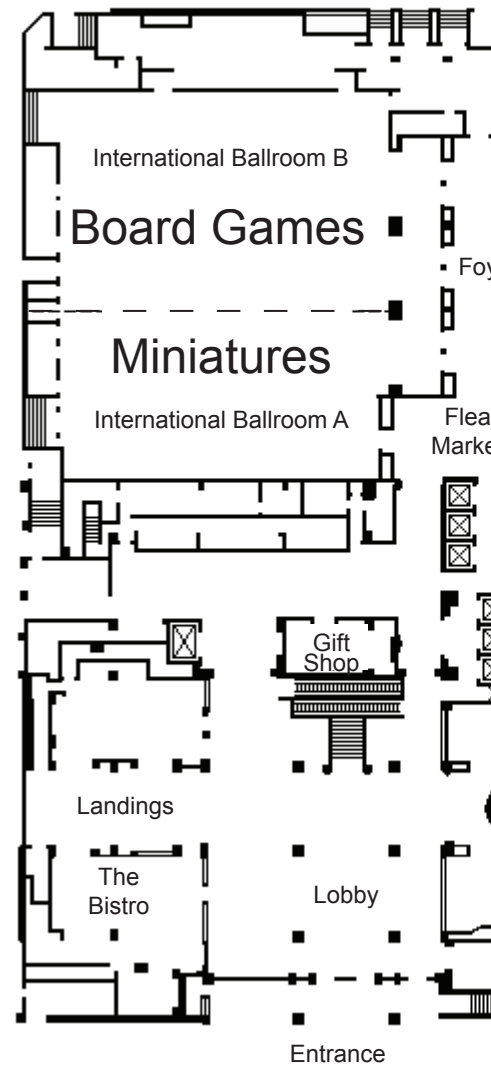
Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities.

Orecon 2016 Maps

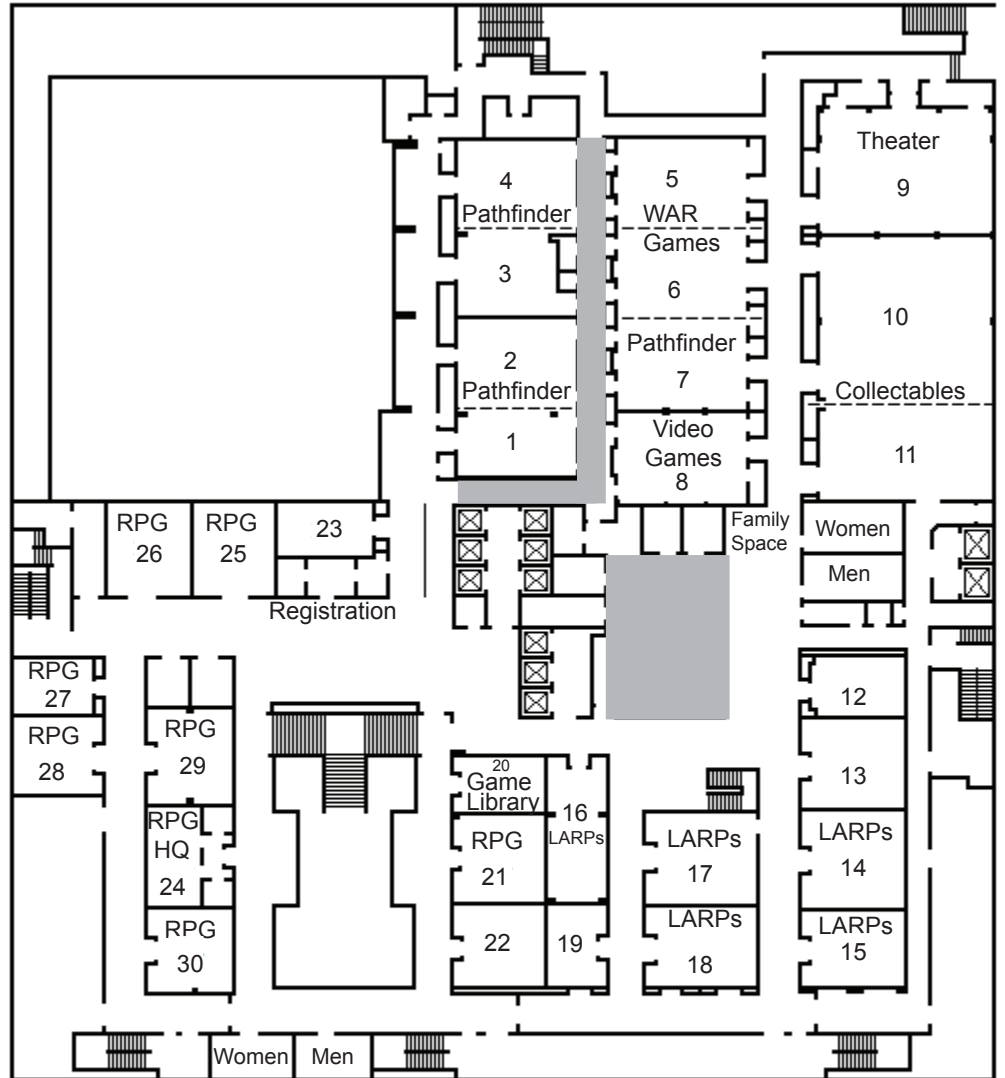
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

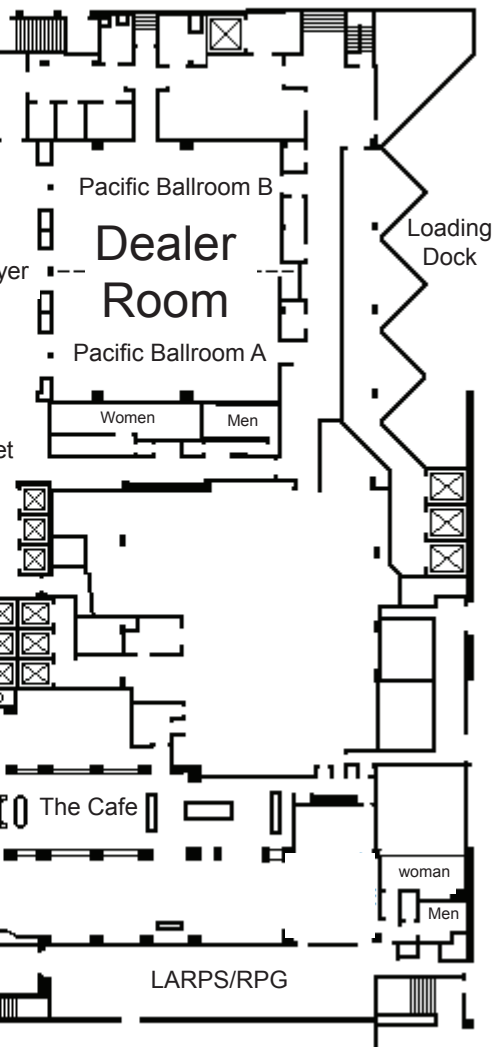


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



Board Games

Time Empire PLAYTEST – Mon 2 pm

This is an Empire Building board-game with a twist: a time-travel mechanic that allows you to go back and influence the outcome of previous turns! Can you accomplish your goals before the end of time?

Timeline – Sun 2 pm

How well do you know your history of events and inventions? Timeline tests your knowledge as you try to place your cards in chronological order. Be first to place all of your cards in the right order, and you're the winner!

Titan – Sat 11 am

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

Titan Gaming 101 – Sat 10 am

Tokaido – Fri 2 pm

Each player is a traveler crossing the "East sea road", one of the most magnificent roads of Japan. At the end of the road you'll have to be the most initiated traveler to win!

Tokaido Gaming 101 – Fri 1 pm

Torrey-no-Ori DEMO – Fri 4 pm

A strategic tile placement game where players place various colored tiles to form enclosures for origami cranes—both their own and those of their opponents. Place all four of your cranes to win!

Tragedy Looper Gaming 101 – Fri 8 pm, Sun 10 pm

Tsuro – Fri Noon

Create your own journey with Tsuro, the Game of the Path. Place a tile and slide your stone along the path created, but take care. Other player's paths can lead you in the wrong direction - or off the board entirely.

Turn the Tide – Mon 1 pm

Players choose one card from their hand in secret and reveal them simultaneously. The highest value played takes the lowest scoring card, which goes face-up to a pile in front of you. The second highest takes the other card likewise. The highest card face up then loses a life.

Twilight Imperium 3rd ed – Fri Noon, Sat 10 am

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

Ultimate Spiderman - Matching – Sun 5 pm

Test your memory of many Spider Man poses and other Marvel characters.

Universal Rails – Sat 4 pm

Building and delivery game - any of the Empire Builder type maps will be used depending on demand and availability - default will be Empire Builder

Universal Rails Gaming 101 – Sat 3 pm

Universe DEMO – Mon 10 am

Using marbles, dice and disks players try to own planets and score the most points out of a set number of rounds. Games take less than an hour.

Uno – Fri 10 pm, Sat, Sun, Mon 10 am

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile.

Vegas Showdown – Mon 1 pm

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

Villains & Henchmen! Gaming 101 – Fri Noon

Villains & Henchmen! The Hero Headquarters – Sun 3 pm

Villains & Henchmen! The Military Compound – Sat 9 am, 1 pm

Villains & Henchmen! The Space Station – Fri 1 pm, 6 pm

Villains & Henchmen! The Super Prison – Sat 5 pm, Sun 9 am

The world's most nefarious, diabolical super-villain has been imprisoned by meddling heroes. As fellow villains & loyal henchmen, you acquire powers & defeat heroes to orchestrate an escape! Tournament round 7. Win a copy of the game & any stretch goals from the Kickstarter campaign!

Viticulture – Sun 11 am

Players find themselves in the roles of people in rustic, pre-modern Tuscany who have inherited meager vineyards. They have a few plots of land, an old crushpad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success.

Warfighter DEMO – Fri 6 pm, Sat 7 pm, Sun 1 pm

Play as a Spec Ops soldier by yourself or in a squad, and outfit yourself with weapons, skills, equipment, and squadmates.

Wit Locked DEMO – Fri, Sun Noon

This board game is a bit of a mix of chess and checkers. The board itself will shift randomly during game play and place your characters on completely different section of the board. You might get lucky and be put closer to the end point or further away. Games can last less than ten minutes

XCOM: The Board Game – Sun 10 am

You're key personnel in the Extraterrestrial Combat Unit (XCOM) fighting to save the Earth from aliens. A round consists of a timed phase and a resolution phase. Fight aliens, research tech, and finish missions to unlock the final mission to win. Remember we will be watching.

XCOM: The Board Game Gaming 101 – Sun 9 am

Yahtzee – Fri Noon, Sat 9 am

The classic dice rolling game.

Yahtzee Free for All – Fri, Sat, Sun 4 pm

A new twist on Yahtzee. Players try to roll dice to match cards that are face up on the board. If they match, they place their dice in their holder with their card in front of them.

Yamslam – Sun 9 am

Yamslam is a fun twist on Yahtzee. Appropriate for all ages. Players take turns rolling dice and collecting tokens. Whoever has the most points wins! A fun social game for game night.

Zombie Dice – Sat Noon, Sun 1 pm

You are a zombie. Through the role of the dice, you hunt down human victims. But you have to be careful for your potential victims have the capability of fighting back. If you receive three shotgun blasts during a round of play before you decide to collect, you will lose the brains that you happen to have gathered for that given round. If you have gathered 13 brains during game play, you win.

Zombie Tower 3D DEMO – Sat Noon

You are trapped inside a building crawling with zombies. Working with your teammates, you must try to evacuate the building before it collapses. But beware! Zombies will appear out of nowhere every so often, craving for your flesh.

Party Games

Party Games

International Ballroom

Advanced Werewolf 101 – Fri 11 pm

This one-hour tutorial will prepare players for the advanced games run at midnight. Come learn the roles we will be playing with and some strategies and tips for playing that will help beginners and intermediate players alike feel confident in their gameplay as wolf or villager.

Advanced Werewolf - Mystery Village – Mon Midnight

An advanced game of werewolf featuring many exciting and dynamic roles, including some custom roles not found in Ultimate Werewolf. An exciting unknown roleset leads to chaos and mayhem in the village. Can you figure it out in time or will the wolves claim the victory?

Advanced Werewolf - Revenge of the White Wolf – Sat Midnight

An advanced game of werewolf featuring many exciting and dynamic roles, including some custom roles not found in Ultimate Werewolf. Come play and see if you have what it takes to find all the evils or if the white wolf and his friends will get their revenge after all.

Advanced Werewolf: Village of Exiles – Sun Midnight

Two villages, with evil spread through them both. Players move back and forth between villages in the hopes of lynching all the wolves and saving the day! This is an advanced game featuring many exciting and dynamic roles, including custom roles not found in Ultimate Werewolf.

Continuous WEREWOLF – Sat Midnight

Tired of waiting 3 hours to enter your next game? Wait No More! Join us in this 63-player "game". Three games tied together. When you die in one village, you immediately move to another to choose a role. No more out in the first round blues.

Hystericcoach Live – Sat Midnight

An original party game for 10 to 20 players. Players are split into two soccer teams composed of a single coach and a number of players. The players will be moving around a grid to score a goal as instructed by the coach. However the coach can only use the words given in the playbook, which the players have never seen! Get into position before the other team to win.

Killshot – Fri 7 pm, Sat 3 pm

Slam down cards attempting to locate the terrorist before your fellow soldiers get him first!

Collectibles

La Jolla

Adventure Time: Card Wars – Fri, Sat, Sun 3 pm

GM: william salazar

Based on the original Adventure Time episode featuring "Card Wars," where Jake begs Finn to play his favorite trading card game. Eventually, Finn and Jake battle against each other to decide who will be the Dweeb and who will be the Cool Guy

Ascension: Chronicle of the Godslayer – Sat 11 am, Sun 1 pm

GM: Brandon Weiss

Tournament. A deck-building game where players spend Runes to acquire more powerful cards for their deck

Boss Monster – Fri 1 pm, Sat, Sun Noon

GM: william salazar

Boss Monster, the retro-inspired dungeon-building card game packed with nostalgic references to 8-bit video games, dungeoncrawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a sidescrolling dungeon. Sets 1 & 2.

Pie Face – Fri, Sat 9 pm

Filled with fun and suspense and somebody's bound to get splatted! Score a point for every time you turn the handle without getting pie-faced. 25 points wins

Secret Resistance – Sun 9 pm

An epic mash-up of Secret Hitler, the hot new social deduction game, and The Resistance, an epic game of betrayal and mayhem. Can you figure out who the spies are and stop their sabotage of the missions or will the spies infiltrate the resistance and triumph?

The Last Banquet – Sat 2 pm, Sun 10 pm

A massive social deduction game for 6-25 players. In The Last Banquet, each player is a guest at the King's Banquet and needs to help his faction reach its goal and ensure that this will truly be the king's last. We will play 2 scenarios over the 2 hrs.

Two Rooms and a Boom – Sat 5 pm, Sun 8 pm

A massive hidden role social deduction game for 6-30 players, with a new game starting every 30 minutes (join any time)! The Blue Team has the President. The Red Team has the Bomber. Players are randomly sent into two different rooms. During the game players will move from room to room. If the Bomber is in the same room as the President at the end of the game, then the Red Team wins otherwise the Blue Team wins.

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

By night, Werewolves kill off villagers - By day, angry villagers kill suspected werewolves! Who'll prevail: The werewolves? The villagers? Only time will tell. Werewolf requires observation, some deduction, a lot of bald-faced lying or bluffing.

Werewolf Gaming 101 – Fri 8 pm, Sat 8 pm, Sun Midnight

For those who have never or somewhat played Werewolf. There will be an explanation how the game is played out. Since there will be new rules how its played, how it will be run. All of those who have played it should also come out to hear how things will go in game play time!

WitchHunt – Sat 8 pm

A werewolf-style social deduction game in which players receive unique roles with special abilities and once dead continue to influence the game in a major way! Paranoia runs rampant in the village as the witches kill the innocents, but which of your neighbors is lying?

Card Game Gathering – Fri, Sat, Sun 5 pm

Players' choice from a variety of card games—conspiracy, Overlords of Infamy, Boss Monster 2, and several others from Haba USA. Each game takes about an hour or less. Come join in anytime during the time block.

Covalent Crisis – Fri 6 pm, Sat 1 pm

GM: Steven Wineke

A think quick, fast paced, pocket sized dice game. On a long space mission, your ship has become damaged and infested by an alien fungus! Its up to you to gather 4 common elements found on this hostile world to create necessary compounds, repair your ship, and survive!

D&D Dice Masters: Faeron Under Siege Tournament – Sat 9 pm

Rainbow draft Tournament. 6 player pods. 12 pack draft (per player) from Faeron Under Siege set. Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator cards, and 2 Basic Action Cards. Prizes.

Collectibles

Dice Masters: Demo – Fri 8 pm, Sun 11 am

GM: Diane Grotjohn

Come learn to play the collectible dice-building game of comic book superheroes and fantasy warriors. Marvel, DC, Yugioh, D&D

Dice Masters: "Grab Bag" Tournament – Sat 6 pm, Sun 4 pm

GM: Diane Grotjohn

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

Dice Masters: Rainbow Draft Tournament – Sat, Sun Noon

GM: Diane Grotjohn

Six player pods. 12 pack draft (per player) from Amazing Spiderman set. Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator cards, and 2 Basic Action Cards. Prizes.

Doomtown: Reloaded (ECG) Demo – Fri 5 pm, 6 pm, Sat 10 am, Sun Noon

The weird west Expandable card game by Alderac Entertainment Group where your outfit fights for control of Gomorra, CA.

Doomtown: Reloaded (ECG) Tournament – Sat Noon

GM: AEG

Exodus Trading Card Game "Orcon 2016" Tournament – Sat, Sun Noon

GM: Jake Medina, Lexi Medina

Constructed. Prize support includes promo cards for everyone, raffles at the end of each round, plus dealer dollars, ribbons, "Champion" playmat, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards for top 3 finishers.

Exodus Trading Card Game Booster Draft Qualifier Tournament – Sat 4 pm, Sun 5 pm

GM: Jake Medina, Lexi Medina

Top 4 get an invitation to play in a private, all-expenses paid studio Draft. Winner is titled Booster Draft Champion and gets Drifter Exodus Artwork commemorated in their name! Qualifier is Booster Draft format, using sealed packs from the Galaxy Tides expansion.

Force of Will Tournament – Fri, Sat, Sun 3 pm

GM: Dae Kim

Constructed. Swiss, 3 rounds. Prizes.

Gaming 101: Weiss Schwarz – Sat, Sun 5 pm

GM: Michael Arsollon

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!

Gruff – Fri 4 pm, Sun 8 pm, Mon Noon

GM: Melissa Weiss

Players create a customized team of monster goats called "Gruffs" led by a shepherd. You win the game by crushing through the enemy line of gruffs and defeating the opposing shepherd. Easy to learn and quick to play.

Herodix- Battle Royale – Sat Noon

GM: Rich Pizann

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

Highlander CCG/TCG Los Angeles City Championship – Sat 10 am

GM: Geoff Colman

Back to Basics format, Type 2 Constructed. Each player is considered to have 6 Crystals in their pre game, and may substitute 6 non special attacks and/or defenses for 6 basic attacks/blocks, per the rules. Email me for any questions on the format. aborgship@sbcglobal.net

Highlander CCG/TCG State of California Championship – Sat Noon

GM: Geoff Colman

Come fight for the Prize and the title of State Champion, Type 1 Standard Constructed format. Prize support, including foil Quickenings, in hand. Everyone who participates will receive a promo/prize card.

Imaginary Friends – Fri 4 pm, Sat 3 pm

GM: Steven Wineke

Come playtest one of Axenic Games newest creations.

Combining elements of deck-building and dice randomization, enter a popularity contest for your imagination filled with the backstabbing techniques of the real schoolyard and hardships of growing up in a post-Ritalin society!

Lord of the Rings The Miniatures Game "The Battle of Helms Deep" – Sun 5 pm

GM: Mel Campbell

Rohirrim vs Saruman's Uruk Hai. The armies will already be pre-made and the minis will be brought by the GM. We will be dividing everyone into Good vs Evil. Can the Uruk-Hai, change the course of history and destroy the men of Rohan once and for all? Show up to find out!

Magic: The Gathering 101 – Fri 3 pm, 5 pm, 9 pm

Sat 1 pm, 5 pm, 9 pm, 11 pm

Sun 11 am, 1 pm, 5 pm, 9 pm

GM: Dae Kim

Learn to play Magic: The Gathering. Deck construction and how to play. Cards provided or bring yours.

Magic: The Gathering Draft – Sat 7 Sun 3 pm, 7 pm

Magic: The Gathering - Friday Night Magic Draft – Fri 7 pm

GM: Dae Kim

3 booster packs, draft, swiss, 3 rounds, prizes

Magic: The Gathering Keith Aldrich Pauper Highlander Tourney – Sat 9 pm

GM: Michael Arsollon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card other than basic lands. Your deck must contain exactly 100 cards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Late Night Casual Gathering – Sun Midnight

GM: Michael Arsollon

Are you a Planeswalker? Discuss, trade, and play the world's original trading card game without the pressures of being in a competitive tournament.

Magic: The Gathering Live Draft (Cube) – Sat 7 pm

GM: Michael Arsollon

Its the cube you draft while you play! The GM will provide all cards used in this casual multiplayer event.

Magic: The Gathering Planechase (Pauper) – Sat 1 pm

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this multiplayer variant. The GM will provide a shared planar deck. Players decks may only consist of commons and basic land.

Collectibles

Magic: The Gathering Secret Alliances (Pauper) – Sat 2 pm

GM: Michael Arsellon

The knights fight openly while their queens support them from the shadows. But the King of Swords plans to destroy them all. This is a team based multiplayer game with some hidden roles. Players decks may only consist of commons and basic land.

Magic: The Gathering Theros Challenge – Sun 2 pm

GM: Michael Arsellon

Face the hydra, challenge the horde, and defeat a god! Cooperate with your fellow planewalkers to defend Theros against these threats. Bonus Stage: Defeat the Theros challenges quickly for a special Mirrodin challenge!

Magic: The Gathering Two-Headed Giant Sealed Tournament – Fri

4 pm, 8 pm, Sat, Sun Noon, 4 pm, 8 pm

GM: Dae Kim

Two-Headed Giant Sealed Tournament.

Middle Earth CCG (MECCG) - Hero Arda – Fri, Sat, Sun 7 pm

GM: Larry Page

You are one of the five Istari (wizards) in roaming Middle-Earth gathering treasures, factions, allies, and accomplishments in an attempt to be selected as the one who will lead the fight against Sauron! All cards and playing map will be provided, just bring yourself!

Middle Earth CCG (MECCG) - Hero vs Hero – Sun 1 pm

GM: Larry Page

You are one of the five Istari (wizards) in roaming Middle-Earth gathering treasures, factions, allies, and accomplishments in an attempt to be selected as the one who will lead the fight against Sauron! 30/30 constructed decks, 3 rounds Swiss, bragging rights for the winner!

Middle Earth CCG (MECCG) - Open Format – Fri, Sat 1 pm

GM: Larry Page

Bring any constructed decks for open format/casual play— Hero, Minion, Fallen Wizard, Balrog, and even Dream Card decks! Beginners are totally welcome, we have reconstructed Challenge Decks available to introduce you to the game!

My Little Pony – Sat, Sun 4 pm

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. You compete against another player to solve problems with your friends, which will help you score points and win.

New Terra – Fri Noon, Sat 11 am

GM: Gerrod Garcia

New Terra has been discovered in the distant cosmos, small groups all looking to lay claim have made the . Cut off from Earth these groups had to look for a way to fight for their claims. New Terra is a Deck Building/Army building experience

PACG S&S 0-1A: Ghosts of the Deep – Sat 9 am

Many have traveled to the Shackles to live the life of a pirate... and some have died. Superstitious sailors claim that the souls of these victims are still sleeping in the watery deeps. You may register for this event at the link provided.

PACG S&S 0-1B: The Lone Shark – Sat 2 pm

Avast! Sharks sighted on the starboard bow! Something's stirred up a shoal of sharks. Could it be that someone else is swimming alongside them? You may register for this event at the link provided.

PACG S&S 0-1C: Brine Dragon Hunt – Sun 9 am

For days, you've been traveling as the "guests" of a pirate crew. Captain Redclaw has set a course for the Shackles, a dangerous journey across a sea that's dark and deep and full of terrors. You may register for this event at the link provided.

PACG S&S 0-1D: Salvage Operations – Sun 2 pm

You've sailed away from a lengthy battle with a relentless brine dragon A sharp-eyed sailor in the crow's nest has spotted flotsam ahead. It's slow going for sailing ships here. You may register for this event at the link provided.

PACG S&S 0-1E: Nature's Wrath – Sun 8 pm

Jemma Redclaw proclaimed herself captain of a merchantman vessel. After leading a mutiny on the ship you hired for a journey to Rahadoum, she seized command and sailed southward. Now she rules her ship with an iron fist... You may register for this event at the link provided.

PACG S&S 0-1F: The Treasure of Jemma Redclaw – Mon 9 am

You unknowingly set sail with a gathering of scoundrels and knaves, but now your fortunes have turned: you're not only free to disembark here, but you have the chance to recruit your own crew and set sail on your own ship!

Pathfinder adventure card game Burnt Offerings – Sat 2 pm

GM: John Willy

Rise of the rune lords. Non-PFS casual play.

PFS ACG #0-0A: On the Horizon – Fri 8 pm

"On the Horizon" is a narrative introduction to Season of the Shackles, the inaugural season of the Pathfinder Society Adventure Card Guild organized play campaign. You may register for this event at the link provided.

Pirates Pocketmodel: Sink-N-Keep "Minions" – Sun 5 pm

GM: Victor Bugg

Kids event. Special Format. Three teams of two players each vs each other team and vs the GM and his minion pirates. Ships provided. Snacks and prizes for everyone.

Pokemon – Sat, Sun 11 am

GM: Charles Watson

Constructed format, swiss rounds. Beginner friendly. Prizes and snacks. 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.

Primoris Playtest – Fri, Sat, Sun, Mon Noon

GM: David Curry

Come playtest Primoris, both a competitive and cooperative 30-minute card game. Make strategic decisions and manage your assets while cooperating with other Councilors to save the Empire. Will you stand together in solidarity, or will you be crushed for your individual hubris?

Star Trek Attack Wing Demo – Sun 9 am

GM: Ghost

Join us & learn how to play Material will be provided to learn the game. All ages are welcome!

Star Trek Attack Wing Demo – Sat 9 am

GM: Ghost

Join us & learn how to play Material will be provided to learn the game. All ages are welcome!

Star Trek Attack Wing Search For The Pegasus Episode Event – Sat 5 pm

GM: Ghost

Bring a 130 point fleet. Every card and every ship must come from the same faction. Ships 50 pts. max (at game start), unless it's base cost is 43+ then you may include up to 8 points in upgrades and captain. Additionally players may include (not required) one fleet resources.

Collectibles

Star Trek Attack Wing The Trouble With Tribbles Special Event

– Sun 5 pm

GM: Ghost

Trouble with Tribbles scenario. Players are required to have their own copy of the game. Players will be using their own damage deck cards. You get 2 Boosters Create your fleet using what you get from the boosters in a 80 point fleet. Penalty Pure Rules are in affect

Star Wars Minis – Sealed Booster Draft & Battle Royal

– Sun

Noon

GM: Mel Campbell

Choose from virtual sets 3-10, Vengeance, Scum & Villainy, Galactic Heroes, Command of the Galaxy, Armed and Operational, Shadows, Warfare and Subterfuge, or Evasive Action—receive 1 full set of cards from that set and 2 booster sheets, with 14 random characters for 150pt team.

Weiss Schwarz Casual Gathering

– Sat, Sun 6 pm

GM: Michael Arsolon

Discuss, trade, and play this diverse anime trading card game

without the pressures of being in a competitive tournament.

Yu-Gi-Oh! Demo – Fri 1 pm, 5 pm, Sat 10 am, 5 pm, Sun 11 am, 5 pm, Mon 11 am

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

Yu-Gi-Oh! Game Show

– Sat 6 pm

Come join us for a hilarious spin off of jeopardy combined with Yu-Gi-Oh! Anyone can join with little to no knowledge of the Trading card game and/or TV show. Prizes for all participants.

Yu-Gi-Oh! Lite Tournament

– Fri, Sat, Sun 2 pm

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

Yu-Gi-Oh! Tournament

– Sat, Sun 7 pm

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

Family Games

For Orcon 2016 we put together a selection of family-oriented games in several departments. This show there are over 50 sections – we hope something for everybody. Many of these events will be hosted in the Family Area while others will be hosted in the their departments designated space. Please check the schedule!

Kids Only Events

Board Games: Hiss, Spinderella, Ultimate Spiderman - Matching

Collectible Cards and Minis: Pirates Pocketmodel: Sink-N-Keep “Minions”, Pokemon Workshop (2)

Miniatures: X-Wing - Kids Demo (2), X-Wing Kids Tournament

Family Events

Board Games: Aquarius, Bag-O-Loot, Family Business, Family Fluxx, Franchise King DEMO (2), Piratissimo, Rabbit Match (3), Snorta!, Squarrels, Universe DEMO, Wit Locked DEMO (2), Yamslam

Collectible Cards and Minis: Dice Masters: Demo, Exodus Trading Card Game, Exodus Trading Card Game “Orcon 2016”, Exodus Trading Card Game Booster Draft Qualifier, Exodus Trading Card Game, Lord of the Rings The Miniatures Game “The Battle of Helms Deep”, Pokemon (2), Yu-Gi-Oh! Demo (7), Yu-Gi-Oh! Game Show, Yu-Gi-Oh! Lite (3), Yu-Gi-Oh! (3)

Miniatures: Clay-O-Rama!, Dust Tactics: Specific Orders, Frostgrave: A Fantasy Warband Adventure, Intro to Age of Sigmar (2), Intro to Warhammer 40K (2), Paint and Take, Road Wolf (2)

RPGs: Threadbare: Furry Road (2), Wreck of the Marie Elena, Part One, Wreck of the Marie Elena, Part Two

Games in our Library Rated for Our Youngest Gamers

4+

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

5+

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

6+

7 ate 9, Beer & Pretzels, Big Fish Lil’ Fish, Chess, Cirplexed, Duck, Duck Go!, duck! duck! SAFARI!, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory’s Story Cubes: Actions, Stomple, Tiki Topple, Uno, Zip Zap

STRATEGICON PRESENTS

GameX 2016

May 27 - 30, 2016

at the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$109 per night

Hope to see you there

Registration is \$50 before May 13
or \$60 at the door.

Please visit us on the web at
<http://www.strategicon.net>

STRATEGICON SCHEDULE

Convention	Dates	Location
GameX 2016	May 27-30	Hilton Los Angeles Airport
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orcon 2017	Feb 17-20	Hilton Los Angeles Airport
GameX 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport
Orcon 2018	Feb 16-19	Hilton Los Angeles Airport
GameX 2018	May 25-28	Hilton Los Angeles Airport
Gateway 2018	Aug 31 - Sep 3	Hilton Los Angeles Airport
Orcon 2019	Feb 15-18	Hilton Los Angeles Airport
GameX 2019	May 24-27	Hilton Los Angeles Airport
Gateway 2019	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orcon 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



LARPs

LARPs

Bel Air, Catalina, Newport

Blessed be the Host of the King of Heaven – Sun 9 am – Blessed be the Host of the King of Heaven

GM: Stephanie Bryant (Room: Catalina D, 2nd floor)

Lucifer has lost the favor of God and has been banished from Heaven. In this hour, a Choir of Angels gathers to decide how Heaven will handle the aftermath of Lucifer's Fall. Blessed be the Host of the King of Heaven! is a short freeform LARP for 3 to 7 players. You are an Angel in the Choir, discussing how Heaven will proceed in the aftermath of Lucifer's Fall. However, some Angels are more glorious, possess greater wisdom, and garner greater favor from the King of Heaven, and their voices carry farther.

Dancing Across the Universe – Sun 2 pm – Songlines

GM: Aaron Vanek (Room: Catalina D, 2nd floor)

Playtest a new genre-neutral RPG system called Songlines, which uses a musical/audio playlist to dictate the scenes. Players will roll dice, role-play, and do some minor crafting in each scene. Scenario: "Dancing Across the Universe" As Earth collapses, humanity launches a space ark, a generation starship, into the great void in the hope mankind will find a home among the stars. Players role-play a long family line aboard ship, overcoming challenges internal and external on their interstellar voyage.

Dog Day Afternoon – Sat 2 pm – homemade theater style

GM: Aaron Vanek (Room: Catalina D, 2nd floor)

Inspired by the classic eponymous movie based on a real NYC bank robbery in August 1972. What was supposed to be a simple job turned into an unforgettable examination of the human condition. No familiarity with the film or the real incident expected. Minimal mechanics, maximum drama and role playing. Serious tone with some comedic elements. Pre-generated characters provided. Two players will be rotating NPCs.

Video Games

Los Angeles C

Doorkickers – Sat 11 am

Control a team of SWAT operatives to complete the objective and earn the maximum number of points. This is a convention-long, "Drop-in, drop-out" tournament. Get your scores in whenever you want!

Hearthstone – Fri 9 pm

Hearthstone, Blizzard's Virtual CCG, comes to Orcon! Play head-to-head, and win dealer dollars and the coveted Fireside card back! Players must have their own Blizzard/Hearthstone account. Tournament games will PROBABLY need to be played on the PC but there is still the chance that Android and iOS players may be able to connect.

Indie Multiplayer Showcase – Sat, Sun 2 pm, 6 pm

Looking for more multiplayer Indie Games? Come try out Towerfall Ascension, a 2D arena deathmatch game of archery. Towerfall features a massive amount of variety in game modes and options with quick paced action and tight controls.

LoL: Shadow Isles 3v3 – Sat 8 pm

Teams of three will be randomly assigned to compete in a draft mode single elimination tournament. Prize pool: \$10 Riot Point Card for each member of the winning team. Tournament structure subject to change due to population and hardware availability.

Pillars of Salt LARP – Sat 6 pm – Vampire the Masquerade ~ By Night Studios

GM: Patric Thomas (Room: Newport B, 2nd floor)

The vampire court of San Diego has had much conflict in the last 10 years. After defecting from the Anarchs to the Camarilla Prince Tara has become a dictator. Many clans vie for her removal or to profit from her reign of terror. All the characters will have pre generated goals and connections. If you are new to Vampire the Masquerade make sure to arrive early to get a walkthrough.

Starship Valkyrie: ERS DAIMAJIN – Sun 2 pm – Starship Valkyrie Basic Rules 1.0

GM: Christian Brown (Room: Bel Air, 1st floor)

A cooperative sci-fi event where the players take the role of the crew of a starship. *Basic* is a simplified set of rules intended for convention goers, and people who want to start playing faster. The Story: The ERS Daimajin was the first ever Star Navy star destroyer, and the cutting edge in warfare and space travel tech in the early 21st century. You will take her on her maiden voyage. Everything is new. Space is big, but not as big as your new responsibilities. Fly the ship, complete your missions, don't wreck her!

The Bunker – Sat 8 pm – locane LARP

GM: Tom Donnelly (Room: Catalina C, 2nd floor)

You almost forgot it was there. Just a little box on your keychain. An alarm. It wasn't supposed to go off, but looking back, you always made sure you had it with you. They told you plain and simple: if that alarm ever went off, you were to go where it told you to. Do not hesitate. Do not tell anyone. If the unthinkable is about to happen, you have a seat in one of humanity's only lifeboats. That box on your keychain is counting down. Three hours. One hundred eighty minutes. Time enough to live... Or die.

MC: Iron Block Challenge – Sat 4 pm

STANDARD Iron Block Challenge, Timed tournament. Miners compete to build a home on the world surface with a 5x5 interior, physical light source, door and iron block at the center. The fastest build time wins!

MC: Iron Block Hard Challenge – Sun 4 pm

Revised Iron Block Challenge, Timed tournament. Miners compete to build a home on the world surface with a 5x5 interior, physical light source, door and iron block at the center. NEW! Players must include a glass block in each wall. The fastest build time wins!

Minecraft - Spleef Tournament – Sat 4 pm, Sun 11 am

A simple, fast, and fun game of Spleef for Minecraft! Players will fight by digging the ground out from under their foes with their Shovels! The last player standing wins! Accounts will be provided, but we encourage using your own.

Minecraft - Werewolf – Sun 7 pm

If you enjoy both the popular party game Werewolf and Minecraft, this is your chance to help playtest Werewolf, adapted for Minecraft! Players try to hunt down the elusive Werewolf that's been killing their neighbors. But the culprit might be any one of their fellows...

Video Games

Rocket League Doubles – Sat 9 pm

You might not think you could play soccer with a car, but Rocket League is just that. This double elimination, best of three tournament consists of two versus two matches, so find a friend or we'll find one for you.

Super Smash Bros Wii U 1 v 1s – Sat Noon

Fight head to head as your favorite Nintendo characters for glory! Rule: Two stocks, best two out of three, double elimination. If you haven't played recently, crossover fighters Ryu from Street Fighter and Cloud from Final Fantasy VII have joined the battle!

Miniatures

International Ballroom A

1918 American-Italian Bombing raid on Conegliano – Sat 4 pm – Wings of Glory

GM: Brett Holbrook

Join in on this end of World War I aerial bombing run to protect the Allied troop push against Austrian forces along the Piave river. Easy game system, beginners and experienced welcome!

Age of Sigmar Ironman Tournament – Sat 8 pm – Age of Sigmar 500 wound Army chosen from one army's War Scrolls. Random pairings, 3 games, as models are wounded/damaged/killed they remain as such for remainder of tourney. Battle Points are the only scoring for this system.

Age of Sigmar Legendary Battles Day 1 – Sat 10 am

Age of Sigmar Legendary Battles Day 2 – Sun 10 am

Age of Sigmar

Players may bring War Scrolls from any single Army. Arcane Fulcrums are encouraged! 2000 wounds per player, loaner armies available, new players welcome!

Arena of Death! 40K – Fri 7 pm – Warhammer 40K

Players bring any single character or unique character model up to 400pt value. Each character will be placed "in the Arena" and fight each other until a single model remains!

Arena of Death! Age of Sigmar – Fri 8 pm – Age of Sigmar

Players bring any single character model up to 15 Wounds. Each character is then placed "in the Arena" and fight 'til the last model is standing!

Assault on St. Franc Eglise – Fri 7 pm – Flames of War

GM: Mark Nickolson

During the opening days of WWII, St. Franc Eglise was assaulted by a unit of elite German Paratroopers. Will the allies be able to repulse the aerial onslaught? Will the Germans be able to take the town and open France to invasion?

Attack on Rock Ridge - Candygram for Mongo! – Sat 10 am

Attack on Rock Ridge - Oh it's Twooh, it's Twooh! – Sat 8 pm

Attack on Rock Ridge - See? It's coming off... – Sun 10 am

Attack on Rock Ridge - The Sheriff Is Near! – Fri 7 pm

Legends of the Old West

GM: John Paiva

Relive the legendary attack on the peaceful town of Rock Ridge! Will you join forces with the evil Hedy, no Hedley LaMarr or will you do it for Randolph Scott? Always remember, the affairs of State must take precedence over the affairs of State! No miniatures experience needed! All materials provided! All rules are easy to learn and fun! Authentic Frontier Gibberish optional.

Super Smash Bros Wii U Free For All – Sun Noon

Fight four players at a time as your favorite Nintendo characters for glory! Rule: Four stocks, single elimination, top two move on. If you haven't played recently, crossover fighters Ryu from Street Fighter and Cloud from Final Fantasy VII have joined the battle!

World of Tanks Tournament – Sun 1 pm

This is a one on one game in a training room. The maps and modes would be selected at random. You may use any tank, tier 5-10, as long as your opponent can match it.

XCOM 2 - 1v1 – Sun 10 pm

This open event provides an opportunity to check out the newly released sequel to multi-Game of the Year winning XCOM. Depending on feature availability, we plan to be focusing on the returning 1 on 1 multiplayer mode as a casual tournament.

Bannon's Boys – Fri, Sat 6 pm, Sun Noon – Team Yankee

GM: Tim Keennon

Captain Bannon must take his armored team and stop a Soviet spearhead into the Fulda gap in Battlefront's new game based on a 'what if' scenario of the Cold War gone Hot in 1985. Take a platoon of Americans or Soviets, and learn this exciting new game. Beginners welcome, all materials provided! Sponsored by GMI Games.

Battlefleet Gothic – Sat 9 pm – Battlefleet Gothic

500pt fleet limit. Results will affect the Apocalypse game on the next table! Loaner fleets available, new players welcome!

Battletech – Sun Noon – battletech

GM: Bryan smith

Its 3050 and the houses are at war. Does your Merc unit have the skills to pull off a small raid? Battletech on real terrain

Battletech - Samba Saints – Sat 10 am – Battletech & Mechwarrior

GM: Andy Salazar

Join our story of the Battletech merc-unit the Samba Saints! We will have minis, characters and everything you need. Part of the game will be mech battles and part RPG.

Blood Bowl – Sat 8 pm – Blood Bowl

Bring your team and get the season started off right! 1 million gold team.

Blood Rage – Sat 2 pm – Blood Rage

A strategic board game with amazing miniatures, where Viking clans pillage and battle in a quest for glory at the end of the world!

Car Wars – Fri 8 pm – Car Wars

GM: Thomas LaLonde

Classic Steve Jackson Car Wars played with micro machine scale miniatures. 25k cars or cycles. Design your own or vehicles will be provided.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

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

Clay-O-Rama – Sun 10 am – Clay-O-Rama

GM: Patrick Sewell

Are you ready to Ruuuumble!? Come build your gladiator out of play-doh and battle it out in the arena to see who is truly the master of Claydonia. Watch out for the dreaded Blob Of Death, poke holes in your enemies and reshape their limbs into harmless flowers! Materials provided. Fun for all ages.

Miniatures

Cool Mini Or Not - Legion Demos – Fri Noon – Guilds of Cadwallon, The Grizzled, Zombicide 101

GM: Michale Shupe

Various short games and/or Demos by an official representative from Cool Mini Or Not. Various short games like Guilds of Cadwallon, The Grizzled, and an introductory mission for Zombicide will be available.

Cool Mini Or Not - Player's Choice – Sun 1 pm – Zombicide: Black Plague, On Her Majesty's Service, Dogs of War

GM: Michale Shupe

Various games and/or Demos by an official representative from Cool Mini Or Not. Among the games that will be available are, Zombicide:Black Plague, On Her Majesty's Service, and Dogs of War. Individual games run 1-3 hours each.

Cthulhu Wars – Sun 6 pm – Miniatures

GM: Mark Hom

Cthulhu Wars is a strategy boardgame in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft. Gather power and try to awaken your old one. All materials provided.

Dust Tactics: Specific Orders – Sun 10 am – Dust Tactics

GM: Thomas Farr

Dust Tactics, a Game of Small Unit Warfare in an Alternate Possibility. Come see and help us play the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you're so inclined. Beginners Welcome, all materials provided, join any time!

Escape from Osgiliath – Sat noon, Sun 1 pm

Lord of the Rings Strategy Battle Game

GM: Larry Stehle

Would you help Frodo and Sam escape the army of Sauron and flee Osgiliath? Or aid Sauron and the army of Mordor in capturing Frodo and The One Ring? Or can Gollum regain his "Precious?" Come and find out! Any level of player welcome! Everything provided!

Frostgrave: A Fantasy Warband Adventure – Fri 3 pm –

Frostgrave

GM: Elijah Kellogg

Osprey Games newest and most rapidly growing adventure table top game. Set in the fantasy metropolis of Felstad, competing wizards and their hired hands fight for survival throughout the ruined city, hunting for treasure and powerful, new spells from ancient grimoirs. Fun! Fast paced! Finally a table top warband game that's very easy to learn and almost impossible to exhaust! All are welcome!

Frostgrave Campaign – Sun 6 pm – Frost Grave

GM: Donald Tseng / Frank V.

Bring a new warband and enter the frozen magical city of Frostgrave, both danger and treasure await you! If you like miniature gaming and D&D, then this is the best hybrid out there, even more fun, easy, and dynamic than Mordheim in this dork's humble opinion. This game is also not tied to any product line, so just bring up to 10 fantasy looking miniatures, but please include at least 2 mages. This game is even better multiplayer, so the more the merrier.

Guild Ball demos and open play – Sun 9 am – Guild Ball

GM: Octave Villar

Guild Ball by Steamforged Games, is a sports/skirmish game where teams made up of various guilds smash faces and kick balls (soccer and otherwise) for the fortune and glory! The rules of the game are similar to soccer and the game mechanics are slick and precise. Please allow up to 60 minutes per game demo.

Highlander Single Elimination – Sat 10 am – Warmachine / Hordes

GM: Press Gangers

There Can Be Only 1! In this event players bring: 1 Warcaster/warlock, 1 unit + 1 UA, 1 Solo, and 1 warjack/warbeast to see who will remain in this single elimination tournament. Lists should be built at 25 points (you DO get your WJ+). any remaining points after the "r" rule has been met may be spent on warjacks/warbeasts.

Imperial Assault Skirmish Demo – Fri 6 pm – Star Wars:

Imperial Assault

GM: James Forest

Fantasy Flight's game of tactical combat with heroes of the Rebel Alliance against Imperial strike teams. Build your forces and accomplish your mission at all costs! All materials provided

Imperial Assault Skirmish Tournament – Sun 6 pm – Star Wars: Imperial Assault

GM: James Forest

Bring your 40 point Rebel or Imperial strike team and see if you can tip the balance of power in the Galaxy. Using Fantasy Flights latest tournament rules. 3 Rounds.

Infinity Beginner Tournament – Sat 1 pm – Infinity

GM: Paul Villar

An Infinity tournament using hobby scoring for more casual players or beginners. Please bring a 200 point army 5 list.

Infinity Demos – Fri 3 pm, Sat 6 pm, Sun Noon

Infinity 3rd Edition

GM: Mark Nicholson Jr

A 28mm skirmish game that simulates combat and special operations in a science fiction environment with Manga aesthetics. Infinity miniatures are characterized by the high quality and detail of their modeling, the dynamism of their postures and their futuristic aesthetics. Beginners welcome, all materials provided.

Intro to Age of Sigmar – Sat, Sun Noon – Age of Sigmar

Come and learn to play Warhammer: Age of Sigmar! All materials provided

Intro to Warhammer 40K – Sat, Sun Noon – Warhammer 40K

Come and learn to play Warhammer 40K! All materials provided

Kings Cup Tournament – Sat Noon – Kings of War 2nd Edition

GM: Mike Grant

Join us for the first Kings Cup Tournament using Mantic's new 2nd edition of Kings of War! 3 rounds, 2000 points.

Lion and Dragon Rampant Tournament – Sun 3 pm – Lion and Dragon Rampant

GM: Donald Tseng/Justing Rodriguez

Come play the historical hit, Lion Rampant and its fantasy bastard child, Dragon Rampant. Bring a 24pt. list of either army or both and see who will be crowned King of Strategicon in a 3-round tourney of arms and sorcery! Should you be a purist of either the historical or fantasy persuasion, we will try to pair you against a like-minded gamer. Generally speaking, the two systems match well, and we will go over house rules before the tourney begins for matches featuring a historical army vs. a fantasy one.

Man o' War – Sun 9 am – Man o' War

GM: Steve Nanning

Games Workshop's classic game of fantasy naval warfare is back! Imperials vs Chaos on the high seas of the old world. All materials provided, no experience necessary.

Miniatures

Mega-Apocalypse Day 1 – Sat 10 am

Mega-Apocalypse Day 2 – Sun 10 am

Warhammer 40K Apocalypse

Massive battle for 40K players to join in! 20,000 points per player. Loaner armies available, new players welcome!

Mega-Apocalypse Intro and Set-up – Fri 4 pm – Warhammer 40K Apocalypse

All rules and SoCal Crusader rules will be discussed at this time.

Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset! Deployment begins at 8pm.

Netherworld's Edge – Sat, Sun 10 am, 8 pm

Netherworld's Edge

GM: Anthony Brown

Home to the mouse rangers of the Waywatch, sworn to protect their kin from the monstrous vermin of the Borgal Horde.

Zombiesmith's Bash fantasy skirmish rule set features simple rules that lead to difficult decisions.

OGRE – Fri 10 pm – Steve Jackson's OGRE

GM: Thomas LaLonde

Classic OGRE played with the deluxe edition 3d counters.

Paint and Take – Sat, Sun 10 am – None

GM: Sarah Carey

Come join us in the International Ballroom at the Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff on the other side of the table. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday.

Parallax: Warbands Demo – Sat 10 am – Parallax: Warbands

GM: Adam Rosenblum

Parallax: Warbands is a fast-paced skirmish game set in a world of high fantasy. Players build a Warband of approximately 4-8 highly customizable adventurers and mercenaries to complete contracts and foil the plans of their enemies.

Relic Worlds Miniatures – Sat 10 am – Showdown

GM: Jeff McArthur

Thousands of artifacts have been scattered all over the galaxy by long-lost alien civilizations. Now human factions are fighting over the ruins in search of these powerful relics. Today's fight will see corporate soldiers versus Dark Agents. Players will get a free copy of the game and a Relic Worlds book. You can see more at www.relicworlds.com

Road Wolf – Fri 4 pm, Sun 9 am

Road Warrior Inspired Vehicle Combat

GM: Chris Brockmeier

Battle against one another on the highways of the post-apocalyptic future. A quick and easy game system for all ages. If you want to decorate your own Hot Wheels (like the cars in Road Warrior or Fury Road) and bring them, please do. If not we have plenty for you to choose from.

Roman incursion into Greece – Sat 10 am – Hail Caesar

GM: Mark Nickolson

Large demo game of Hail Caesar. A Roman legion has made its way to Greece and the Greeks aren't happy about it. If you have any Greek/Roman miniatures you'd like to use, please let us know at clancartoon@socal.rr.com

Saga Mega Battle! – Sun 10 am – Saga Dark Ages and Crescent and the Cross

GM: William Stilwell

Norman Raiders and their continental allies rampage across Anglo-Saxon England. Help the English defend their homes or join the Norman plunderers in search of treasure and glory!

This is a group scenario using the Saga rules from Gripping Beast and Studio Tomahawk. Bring your four to six point army from any of the published Dark age or Crescent and the Cross rulebooks, Step Tribes or Skraelings. Loaner armies available. Please contact Bill at whsjr3@hotmail.com with questions, to reserve a loaner army or

Star Wars Armada 400 point tournament – Sun 10 am – Star Wars: Armada

GM: Frank Vassallo

400 point tournament, 3 rounds Games will be 135 minute long, INCLUDING SETUP TIME, plan accordingly. That means that after the pairing are announced and all players assume their positions, the TO will announce "game ON", 135 minutes later all games will end. Please be punctual so we can start on time.

Steamroller Tournament – Sat 2 pm – Warmachine / Hordes
Players go head-to-head for prizes and glory. Players will need to bring (2) 50 point lists. Deathclock, Divide and Conquer (1), Control Scoring.

There are Zombies Everywhere! – Sat 9 am – Mein Zombie by ODGW

GM: Michael Moran

Come play Mein Zombie - A fast paced miniature game of killing Zombies. The rules are simple to learn and fun to play. You and a number of survivors must explore an old refugee camp to find the tools necessary to escape. Sounds simple. Should be except for all the blood thirsty zombies and zombie dogs. This scenario will introduce some fun new weapons (MP40?) and items to assist you in your activities.

Thunderdome Singe Elimination – Sun Noon – Warmachine / Hordes

Many will enter but only one will leave! In this multiplayer event: Warcasters face-off in a winner-take-all shoot-out. 3 warcaster/warlocks and their collective WJ/WB+ form a single battleroup. The goal is to be the last man standing.

Warhammer 40K Ironman Tournament – Sat 8 pm – Warhammer 40K

1,000pt Army chosen from current GW Codex(es), NO Heresy Codexes. Random pairings, 3 games, as models are wounded/damaged/killed they remain as such for remainder of tourney. Battle Points are the only scoring for this system.

Warmachine / Hordes bring and play and Demo – Sun 3 pm – Warmachine / Hordes

GM: Justin Leyva

This will be a casual event where players are encouraged to come and just enjoy a game of Warmachine/Hordes. Demos will also be available upon request.

War of Ashes: Shieldbash – Sun 8 pm – War of Ashes: Shieldbash

GM: Anthony Brown

War of Ashes follows the struggle of the noble Atronians as they face off against the invading Jaarl, set on conquering the last inhabitable land on a dying world. Zombiesmith's Bash fantasy skirmish rule set features simple rules that lead to difficult decisions.

Miniatures

War of Ashes: Shieldbash – Sat 10 am, 8 pm, Sun 10 am

War of Ashes: Shieldbash

GM: Anthony Brown

Follows the struggle of the noble Atronians as they face off against the invading Jaarl, set on conquering the last inhabitable land on a dying world. Zombiesmith's Bash fantasy skirmish rule set features simple rules that lead to difficult decisions.

X-Wing: 100 point tournament – Sat Noon – X-Wing

GM: Frank Vassallo

100 point tournament, 3 rounds 1 hr games

X-Wing Epic Ship encounter – Sat 6 pm – X-Wing, Epic rules

GM: Frank Vassallo

Ever wanted to see how your TIE fighter would do against a CR-90 Corvette? Well now you can. We will be running multiple 4/5 player Large Ship games. 2 players will run the ship + escorts 2/3 players will try and take it out -Tantive/Raider will have 130 points, escort has 80 -Attackers get 2x120 or 3x80 point lists. Make 2 lists, an 80 points and a 120 point list.

Games either be 4 or 5 players depending on participation.

NOTE: The large ships will be provided, please bring your own models for escort/attacker.

X-Wing - Kids Demo – Fri 7 pm, Sat 10 am, Sun Noon

X-Wing Miniatures

GM: Patrick Sewell

Come learn how to play X-wing miniatures. All materials are provided and rules are taught. Very easy game to pick up and looks great on the table with pre-painted minis. This event is for anyone under the age of 16. There will be a kids tournament on Saturday and this is all the knowledge you will need.

Zombicide – Fri 2 pm – Zombicide

Kill Zombies and complete the mission.

Zombicide: Black Plague – Fri 8 pm, Sat 9 am, 4 pm, 8 pm

Sun 9 am, 2 pm, 8 pm, Mon 9 am

Zombicide: Black Plague

This is the new version of Zombicide in a fantasy setting with armor and spells at your disposal, you can even block wounds. But beware the dreaded necromancers!

Zombicide: Black Plague 101 – Fri Noon, 7 pm, Sun 7 pm

Zombicide: Black Plague

New to Zombicide or just want to learn the new rules for Zombicide: Black Plague? This is a quick demo to learn the rules. This is the new version of Zombicide in a fantasy setting with armor and spells at your disposal, you can even block wounds. But beware the dreaded necromancers!

War Games

Marina

1775 Rebellion 101 – Sat 10 am

1775 Rebellion Tournament – Sat 11 am

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 and Allies – Sat 9 am

Default game is Pacific or Europe 1940 2nd Edition. Final round will be played on Sunday. Please plan accordingly.

Battle Cry 101 – Sun Noon

Battle Cry Tournament – Sun 1 pm

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

C&C Napoleonic Generals, Marshals, Tacticians – Sun 6 pm

Command Napoleon's French and Prussian, Russian and Austrian forces in a series of battles to earn the title of "Grand Marshall." All with Richard Borg's easy to learn and use card driven wargame system.

Empires in America 1754-1763 – Fri Noon

Gold Banner Edition of this solitaire game of the French Indian War. Command French forces, assign your generals, and build your defenses to stop the invading British armies. Will you hold out or be overwhelmed at the Plains of Abraham?

Friedrich – Sun 4 pm

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

Maria – Sun 10 am

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

Moral Conflict – Sun 3 pm

Compete or co-operate to develop your world power in the middle of the 20th Century. Can you make decisions in all five dimensions? Military War Economic Crisis Diplomatic Pressure Technology Race Moral Conflict Play with the designer Dave Stennett!

Sails of Glory Tournament – Fri 3 pm

Recreates naval combat in the Age of Sail (1750- 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechan

Sails of Glory Tournament – Sun 7 pm

Recreates naval combat in the Age of Sail (1750- 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechan

Sturm Europa – Sat Noon

A grand strategic wargame that recreates the entire European conflict during WWII. Wood cube units and political and technological development cards. Amazing level of detail and realism, yet it plays faster than any other WWII grand-sim! Check out the demo hosted by the designer

Virgin Queen (Campaign Tournament) – Sat 10 am

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

Wings for the Baron – Sat 10 am

Compete to build the best fighter aircraft for the Kaiser during WWI. Win the most contracts and make the most profits before the Great War ends.

Roleplaying

Los Angeles, Plaza Ballroom D, Newport, San Lorenzo

RPG Games on Demand

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

A Slayer's Tale: 1901 – Sat 2 pm – Monster of the Week

GM: William Carson

A cholera epidemic sweeps the foggy streets of San Francisco, sending the city in a panic. But as the outbreaks unfolds, it appears this clammy maybe more supernatural than natural. The Slayer and her allies must race to find a cure for this evil before all is lost!

Aspire- Change never ends – Fri 2 pm – GURPS

GM: James Freeman

An archaeological expedition at the La Muerta dig site in Guatemala discovered a new section of the catacombs under structure 2. The entire team turned up dead in one of the rooms completely drained of blood. The site has been evacuated and is under armed guard awaiting your arrival.

ASPIRE - Reborn – Fri 8 pm, Sat 9 am, 8 pm, Sun 8 pm, Mon 9 am – GURPS

GM: Michale Shupe

Project ASPIRE stands for the Agency for Supernatural and Paranormal Investigation, Research, and Exploration. They are an organization once secret, briefly public, then driven underground by public sentiment. What matters to you is, when things go bump in the night, these are the guys who bump back. Pregens available, or bring your own. Part of the GURPS Tournament.

Bad Streets (Play Test) – Fri 2 pm, Sun 9 am – Bad Streets (Powered by the Apocalypse)

GM: JiB

"Bad Streets," is a powered by the Apocalypse game of gritty street level crime drama where cops solve crimes in their own, often, rebellious manner, while always remaining cool and stylish. This is a play test of a new still in development game system.

Beneath a Metal Sky – Sat 8 pm – Dread (the Jenga block resolution horror RPG)

GM: Sam Carter

A big salvage job, just floating in space - what more could you ask for? You should make enough off this job to be on easy street - at least for a while. What could go wrong? [Dread uses a standard Jenga tower instead of dice rolls to crank up the tension for the players (not just the PCs). Come have a carefully moving, awesome time!]

Blades of Vengeance – Sun 2 pm – Wu Shu

GM: michael cantin

You killed our master, and you laid low our names. To restore honor and satisfy our urge for revenge we come to where you lie. We shall cut you down your men. We will teach you the meaning of fear. But ultimately-we will see you bleed. ...and you will know who brought your destruction. WuShu is a player driven game of cinematic action and over the top carnage. You are the stars!

Breakout! – Fri 8 pm – Dungeon World

GM: Chris Shorb

Dungeon World is a shared experience, where players can shape the story in the course of play. This scenario: You have just unlocked the dungeon cell to break out a very important prisoner. But wait - you hear voices raised in alarm - your group must have been noticed! What do you do?

Check for Traps! – Sat 9 am – Disposable Adventurer Gaming System

GM: Ian ChristianScher

Adventuring is a perilous profession. This is especially true of deviously designed traps that seem to fill every hall of every dungeon. Luckily you have an abundance of friends/relatives standing by to avenge your death. Even better you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming with traps!

City of Shadows – Sat 8 pm – Fate Accelerated

GM: Richard Warren

City of Shadows is a quirky, urban fantasy. It takes place in the world similar to our own, but with monsters and magic hidden in the cracks and forgotten spaces. The characters represent a motley band of sorcerers and supernatural beings who stand against the horrors that stalk the night-dark streets. When something goes bump in the night, you're the ones who bump back.

CMP 2015-05 Carrying the Torch (levels 1-3) – Sat 9 am – Shadowrun 5e

Three Olympic torchbearers were killed since leaving Greece two months ago. Only two days until the 2076 Olympic Opening Ceremonies and someone wants to disrupt them by extinguishing the Olympic Flame. To sign up, please visit the link below.

CMP 2015-06 Opening Ceremonies (levels 1-3) – Sat 2 pm – Shadowrun 5e

Mr. Johnson is offering you some great seats to the 2076 Olympic Opening Ceremony. The catch? You need to smuggle a small explosive device into the stadium...

CMP 2015-07 Citius, Altius, Fortius (levels 1-3) – Sun 2 pm – Shadowrun 5e

Death threats have been made to the Aztlan Pentathlon athlete. To keep her alive and find out who's behind it, you need to keep up with an Olympic athlete with a blatant disregard for her own safety.

CMP 2015-08 Closing Cermonies (levels 1-3) – Sun 7 pm – Shadowrun 5e

The Olympics may be winding down, but in the chaos there's always work to be done in the shadows...

Corporate Extraction – Sat 9 am – Shadowrun 5th Ed.

GM: Bryan smith

Hey chummer, hear your looking for work? Mr Johnson just informed me about a job. Can you handle a corporate extraction? Shadowrun 5th ed. No deckers needed.

RPGs

Critical!: Go Westerly – Sat 2 pm – Critical!: Go Westerly
GM: Dustin DePenning
Critical!: Go Westerly is more than just a collection of punctuation nestled between a valley of words. It's a world that is in dire need of questionable heroes who know how to fight and how to cook, possibly at the same time.

Crystal Ashes – Sat 2 pm – RPG card system
GM: Eric Gerds

Join in a beta test of a new role playing system. Players will be provide with character sheets which they can then customize. This will be an adventure in a fantasy world, Crystal Ashes, set world 80 years after a great war. From the last standing city start to reclaim the land. Slowly and surely people are pushing out. This is not to say that there are still not dangers out in the land.

Dark Side Drive By: Sith vs. Emos – Sat 8 pm – FFG Star Wars: Force and Destiny

GM: Ira Taborn

You are Sith. Sidious and Vader are dead, the Empire is a hollow shell, and the Navy left for the Outer Rim. Now these "Knights of Ren" punks with some "First Order" nonsense are stealing your iconic imagery and copying your idea of building giant, strategically questionable super weapons. It's time to remind people why the Sith are the true masters of the Dark Side. Set a few weeks before Episode VII.

DDEPO3 Blood Above, Blood Below – Sat 7 pm
Dungeons & Dragons 5e

In two different arenas, the call for blood has been sounded. The five factions now seek out bold adventurers willing to brave death in order to draw attention away from Szith Morcane, and in so doing allow a small group to infiltrate the drow outpost and return it to the hands of the drow. What role will you play in this deadly game? Written by Will Doyle To sign up.

DDEX3-04: It's All in the Blood – Fri 2 pm, Sun 9 am
Dungeons & Dragons 5e

Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcaine have extended an intriguing offer, but can the drow be trusted, and for how long? Written by Dave Olson.

DDEX3-06: No Foolish Matter – Sat 9 am, Sun 7 pm
Dungeons & Dragons 5e

Some of the hamlets outlying Hillsfar have been struck by an odd malady. Rumor has it a traveling carnival visited those hamlets before the disease struck. Does coincidence not equal causation or is something sinister afoot? Written by Ash Law.

DDEX3-08: The Malady of Elventree – Sun 9 am
Dungeons & Dragons 5e

An escaped duergar slave stumbles into the village of Elventree. With her she brings a malady that grips the small settlement in a bout of madness that seems unshakable. Can the characters find the source of the madness and save themselves and the village's inhabitants? Written by Lisa Reinke.

DDEX3-09: The Waydown – Sat 9 pm, Sun 7 pm
Dungeons & Dragons 5e

The recent discovery of an entrance to the Underdark has set local leaders on edge. In a display of initiative, the First Lord of Hillsfar has ordered the construction of defensive structures surrounding what locals have begun to call "The Waydown". You have been charged with escorting an emissary back to his home in the Underdark without alerting the Red Plumes. Written by Cole Kronewitter.

DDEX3-10: Quelling the Horde – Fri 2 pm, Sun 9 am, Mon 9 am
Dungeons & Dragons 5e

Waves of goblin raiders have been boiling out of the Upperdark in ever increasing numbers, threatening the safety and stability of the countryside. Their war chants are echoing madness and devotion to a dark power. Can you put an end to their rampage? Written by Ron Lundeen.

DDEX3-11: The Quest for Sporedome – Fri 2 pm, Sun 2 pm, Mon 9 am – Dungeons & Dragons 5e

In the search for allies in the Underdark, you are called upon to travel through the recently opened Waydown sinkhole to find the lost myconid colony of Sporedome. It is said that they once cultivated a strain of mushrooms that could protect one from falling into madness. Can this be the cure for the rapidly spreading onslaught of insanity? Written by Robert Adducci.

DDEX3-12: Hillsfar Redeamed – Fri 7 pm, Sat, Sun, Mon 2 pm
Dungeons & Dragons 5e

The time has come to fight back against Hillsfar. Elanil Ellassidil tasks you with uncovering valuable information to be used in a strike against the leader of Hillsfar, First Lord Torin Nomerthal himself. The only problem is that what you need is protected within the walls of the city. Part One of Six Knives for Torin Nomerthal. Written by Cindy Moore.

DDEX3-13: Writhing in the Dark – Fri 7 pm, Sat, Mon 2 pm
Dungeons & Dragons 5e

An unexpected envoy arrives in Sporedome and offers to give aid against the fire giants of Maerimydra, if you are willing to help his people with a small problem. Written by Alan Patrick.

DDEX3-16: Assault on Maerimydra – Sat 9 am, Sun 2 pm, Mon 9 am, 2 pm – Dungeons & Dragons 5e

The time has come for the brave and the bold to put an end to the machinations of Maerimydra's demonic occupiers and their fiendish fire giant ruler. This will be no mean feat the city is a cesspit of corruption and madness. You will have help, however, as an unlikely group of allies have gathered to your side in the Underdark beneath Faerûn. Written by Greg Marks.

Dead Light – Fri 8 pm – Call of Cthulhu 7th edition
GM: Aaron Vanek

This short, encounter-based scenario is set in Lovecraft country (Arkham and environs) during the 1920's. It involves the investigators running into a chain of unnatural and nightmarish events that are a threat both to the lives and sanity of all who are entangled in them—as usual. This is a demonstration of the new 7th edition Call of Cthulhu rules.

Dead World – Sat 9 am – Apocalypse Engine (Western Re-skin)
GM: Sam Carter

This is more a DeadWood style western. Tough, gritty, and take-no-prisoners. The play style of the original Apocalypse World with Western trappings. As usual for this system, characters will be quickly fleshed out at the table from existing archetypes.

Dungeon Sprawl: Distressed Damsel – Fri 8 pm
Dungeon World (PbtA)

GM: Rob Sanderson

A damsel is needing to be rescued by adventurers! And that's where the trite, sexist tropes end. Lady Khaleeni, a prominent guild member, has gone missing. Which of the shadowy organizations in the city has her, what are your fellow adventurers' ties to them, and can you get her out? High Fantasy rules meets Cyberpunk style, in this The-Sprawl-in-Dungeon-World mashup.

RPGs

Dungeon World / Grim World / Inverse World – Fri, Sat 2 pm, Sun 2 pm, 8 pm – Powered by the Apocalypse
GM: Mong Yang

All run on the same engine, takes classic fantasy and approaches it with new rules. Its simple rules happen based on what's happening within the game, so you spend more time talking about the action and less time talking about the rules. The rules always drive the action forward in unexpected ways. Rolling the dice always leads to an interesting outcome.

Earth Alpha – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8 pm
GURPS

GM: Vernon Avaritt III
I will be running a number of scenarios that involve Superheroes. These games will be with 10,000 point characters and they will be run in my World Earth Alpha.

Everypony dance! – Sun 9 am – Homebrood

GM: Mikal Saltveit
A mysterious dancing craze has overtaken the land of Equestria. Travel deep into the Everfree forest to seek Zecora's help!

Fai Chen's Fantastical Faire – Fri 6 pm
Dungeons & Dragons 5e

Watch the passes, city gates, market towns, and city squares for a certain small mule-driven cart, a snickering Shou man in his late 30s with short-cropped black hair and dark green eyes. Hi might be accompanied by a blue faerie dragon named Drandredrew or his sagacious cousin Mei Fun. At the Faire, players may trade permanent magic items certificates and may purchase consumable item certificates.

Fallout Shelter: Finding the Descenders – Fri 2 pm – Powered by a pseudo-Apocalypse
GM: Tomer Gurantz

Today a group of us from Vault 345 leaves on a journey through the wasteland, to Vault 321, to meet with the Descenders. Homebrew mashup with elements of Powered By The Apocalypse, Dread questionnaires, Fallout Shelter, and Lego.

Family Band: The Legend of Tiki Taki – Sat, Sun 2 pm – PbtA
GM: Tobias Strauss /Stephanie Bryant

Its time for 70s Saturday morning hijinks in this Scooby Doo inspired mystery adventure. Get your gang together and solve the mystery of Tiki Taki. Maybe you'll save the battle of the bands. Maybe you'll even meet TV's Don Knotts. Jinkies!

Ghosts of Fairhope – Fri, Sun 2 pm – WitchCraft
GM: Mike Lowrey

A site deep in the woods of Alabama with a long history of urban legends for hauntings and disappearances has recently been bought by a large corporation. You are members of two supernatural research teams hired to assess the site. Each member of the teams has their own agenda/secrets and personal reasons for taking this job. Visit LowLevelGames.com for more details.

GURPS Finals – Sun 2 pm – GURPS
GM: Mook Wilson

You are one of the few who have qualified to be in the finals, congratulations. List of finalists will be posted at the RPG sign up table by 1:30pm on Sun.

Happy Jacks Presents - Frights of the Round Table – Sat 2 pm – GRIMM
GM: Bill Roper

The kids of Elderbrook Elementary have a problem. When they last returned from the Checkerboard Kingdom, their friend Arthur didn't come back with them! It's been two days and the Elderbrook PTA is in a panic, and the school staff is watching the kids like hawks. At least things are relatively normal in the cafeteria...

Happy Jacks Presents - Searching for Reva Bastra – Sat 9 am – FFG's Star Wars: Edge of the Empire
GM: Stuart Venable

Reva Bastra was a bounty hunter, and one of the best. It was a routine debtor recover, but something went wrong. Now the Huts don't have their money, they don't have their revenge and there's a death benefit for Reva that needs paying. They're sending in the big guns. Don't fail.

Happy Jacks Presents – The Company of Several Dwarves – Sat 9 am – Deluxe Tunnels & Trolls

GM: Tim Huntley
Join the Company of Several Dwarves as they take part in the actual events from which the popular fairy tales "Snow White" and "Sleeping Beauty" originated. The Company is hired by a one-time prince of a powerful merchant guild who has finally located the tower in which his rival has kept his daughter in a magical sleep after kidnapping her several years ago. Will the Company reunite the old man and his daughter?

Happy Jacks - Return of the Big Blue Monkeys from Outer Space – Sat 2 pm – Moment of Truth

GM: Stuart Venable
The crew of the space-faring airship, the Corazon de Oro, must once again venture into the depths of space to fight a giant, furry, azure menace.

He Knows – Fri 8 pm – Golden Sky Stories – Heartwarming Roleplaying

GM: Ira Taborn
Prophecy speaks of the yearly cycle in which a powerful, ancient spirit descends upon all human dwellings within days of the blackest night to make known his judgement. Being such (mostly) young henge, you've never met a spirit that was so powerful that all humans choose to honor it and you sometime wonder what such a spirit is like. Tonight, you've decided, you will wonder no more. For tonight, he's coming to town.

Hell House (Survival Horror) – Fri, Sat, Sun 8 pm – Dread (Customized)

GM: Tyler Spahr
Six friends gather at a rental beach house once a year for a private weekend of tabletop gaming. This year they are playing a game for their lives. You are put to the ultimate test of survival with 5 of your closest friends. Can any of you survive the night? Blood will be spilled, and lives will be lost. What will you do to ensure your survival? What lengths would you go to save one another?

High Level All-Nighter – Sat 7 pm – AD&D 2nd Ed.
GM: Mike Grant

The world has gone mad, it seems the whole of the realms is at war. Devils, Daemons, Undead, Dragons, and the rumor of gods walking the realms once more? Characters are provided or you may create your own, Stat points 87, XP 3.75mil

In Search of a Falling Star – Sat 9 am – Homebrood
GM: Mikal Saltveit

Prophecy predicts that a fallen star will grant any one wish. You have gathered to save the life of a shared friend.

Into the Lair of the Spider Queen – Sat 2 pm – Homebrood
GM: Mikal Saltveit

A witch has turned the village children into scarecrows. Her tower full of spiders lies deep in the nearby woods.

Into the Lion's Den – Sat 9 am – Star Wars: Age of Rebellion
GM: JiB

Your rebel contact says that she has a job she needs you to do. It should be simple, if dangerous, to break into the imperial base and retrieve the data crystal, then deliver it to another rebel agent on Bothawui. The trick is not getting caught.

RPGs

IntSec Agents at the Earth's Core – Sat 2 pm – Paranoia

GM: Ed Murphy

Armed citizen creating disturbance in sector Power Services bureau offices. Subdue citizen. Citizen is not to be harmed. Citizen identifies as head of R&D's Experimental Physics department. Recommend com link conference with his subordinate. Subject alleges Power Services has treasonously denied R&D access to power resources. Recommend com link conference with Power Services complaint bureau.

It Came From the Vampire Dimension – Sat 2 pm – Atomic Robo

GM: Richard Warren

Action! Science! Robots! Punching! What happens in Vegas stays in Vegas. Unless what's happening is the unexpected appearance of creatures from the Vampire Dimension. Can Atomic Robo, Jenkins and a crack team of action scientists uncover the source of the incursion before the entire state of Nevada is lost?

Judgement at Black Pyramid – Sat 2 pm – Dungeon Crawl Classics

GM: Tobias Loc

Delve into the Pyramid of Black Glass and uncover the primordial sorcery of the first gods to walk the earth. The pyramid's ancient wards are strained under the weight of uncounted ages and when they finally break all the demons of pre-history will be set free. This is a playtest session run by the author. Participating players will be credited in the finished product and receive a free PDF copy once it is published.

LASER KITTENS – Sat 8 pm – LASER KITTENS

GM: Dustin DePenning

LASER KITTENS Tales from the Knoll St. School for Wayward Kittens. pew A storytelling game about tiny kittens learning to be awesome cats.

Locus: A Needle in Infinite Haystacks – Fri 2 pm – GURPS 4th

GM: Mook

Description: You are a troubleshooter in the pan-dimensional city of Locus, a chaotic patchwork of hundreds of disparate dimensions where magic, super-science, and more all exist side-by-side. A young woman has gone missing, and her family has hired your firm to find her. Can you track her down in time? Come explore the city! No GURPS experience needed.

Locus: A Needle in Infinite Haystacks – Mon 9 am – GURPS 4th

GM: Mook

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Lost Mine of Phandelver, Chapter 1: Goblin Arrows – Fri 7 pm

Lost Mine of Phandelver, Chapter 2: The Redbrand Menace – Sat, Sun 9 am

Lost Mine of Phandelver, Chapter 3: Cragmaw Castle – Sat, Sun 2 pm

Lost Mine of Phandelver, Chapter 4: Wave Echo Cave – Sun 7 pm
Dungeons & Dragons 5e

Rumor has it that legendary treasures can be found in the Lost Mines of Phandelver. Nothing comes easy however, as bandit activity in the area is on the rise, and travelers and merchants are subject to frequent raids and harassment. Search out the Wave Echo Cave, and attempt to recover the cache of magic items forged within!

Masterpiece 77 - "The Play's Still The Thing" – Sat 2 pm – Spirit of 77

GM: David Kizzia

This special game of Spirit of 77 turns the TV channel to PBS with "Masterpiece 77", a Shakespeare-driven, highly improbable collision of the Bard's surviving characters. Characters will be provided, all experience levels welcome. CAN THEE DIGGETH IT?

Midnight Attack – Fri 2 pm – Dungeons & Dragons 3.5

GM: David Severi

This is a classic raid. Your party of 7th level characters enters a small castle ("Dimension Door" scrolls). You will find and battle an evil-aligned party of slightly higher level NPCs, ideally before they realize the danger and get organized. The enemy has several spellcasters. Both sides get access to all spells in the Spell Compendium, and any other books published by Wizards. Pre-generated characters are ready.

Murder in Five Sails – Fri 2 pm, Sat 9 am, Sun 9 am, 2 pm
7th Sea

GM: John Wick

Want to try out the new 7th Sea with John Wick? You can do it here! In the coastal city of Five Sails, there's always danger afoot. But when the governor's daughter is found dead in a warehouse by the wharfs, his crack team of troubleshooters must unravel the mystery.

New Snow Moon's Treason – Sun 9 am – The Queen's Cavaliers

GM: Caoimhe Snow

The Gallinean folk holiday of New Snow Moon, on 16 Ventôse, is a celebration marked by wine and other alcohol chilled in the snow of winter. As the frost begins to melt away, what dangerous secrets will be revealed and how will they threaten your Queen? "En oinōi alētheia (in wine, truth)" as the Ekalian say! The Queen's Cavaliers is a swashbuckling, clockpunk adventure RPG. Go for Baroque!

PF Mod: Emerald Spire, Level 3—Splinterden (levels 2-4) – Mon 9 am – Pathfinder RPG

A ruthless band of outlaws discovered the Spire's strange properties months ago and decided to build a secret refuge in the dungeons.

PFS 1-38: No Plunder, No Pay (levels 7-11) – Fri, Sun 2 pm – Pathfinder RPG

A famed Chelish pirate captain has finally been caught. Unfortunately he was caught after stealing a fiendish artifact bound for the Grand Lodge in Absalom and is the only one who knows where it is. Time for a prison break!

PFS 1-46: Eyes of the Ten—Part I: Requiem for the Red Raven (level 12) – Sat 9 am, 2 pm – Pathfinder RPG

You and your fellow veteran Pathfinders are sent, along with Venture-Captain Adril Hestram, to revolution-torn Galt to deliver the famous sword, the Pale Maiden, to the newly re-opened Woodsedge Lodge. All is not as it seems, however, when the lodge is attacked and a famous Pathfinder is murdered. The PCs must solve the murder and catch those responsible.

PFS 1-54: Eyes of the Ten—Part II: The Maze of the Open Road (level 12) – Sun 9 am – Pathfinder RPG

The mysteries of the Woodsedge Lodge continue as you and your fellow Pathfinders are sent to devil-tainted Chelias and the steamy jungles of the Mwangi Expanse to find two missing venture-captains.

RPGs

PFS 1-56: The Jester's Fraud (levels 5-9) – Sun 8 pm
Pathfinder RPG

The Bourtze Family has fallen on hard times and they've informed the Pathfinder Society that, in exchange for a small sum of money, they'd be willing to part with a treasure trove of lore about Qadira's Grand Campaign. On your arrival, things quickly turn for the worse and must retrieve one of the most dangerous artifacts in the empire.

PFS 2-03: The Rebel's Ransom (levels 5-9) – Sun 9 am, Mon 2 pm – Pathfinder RPG

The Ruby Prince of Osirion sends you to the Parched Dunes to find what became of a secret Pathfinder expedition sent there to recover artifacts for the Ruby Prince himself. What you find there may very well end the Pathfinder Society as you know it.

PFS 2-05: Eyes of the Ten—Part III: Red Revolution (level 12) – Sun 2 pm – Pathfinder RPG

You're once again sent into the Maze of the Open Road to track the traitors' co-conspirators. Stepping through a portal, you find yourself on the cold, red desert planet Akiton. You arrive in the midst of revolution, however, and are quickly embroiled in the politics of a new world. Can you survive and put an end to the Society's traitor once and for all?

PFS 2-18: The Forbidden Furnace of Forgotten Koor (levels 7-11) – Sun 2 pm, Mon 9 am – Pathfinder RPG

When a Qadiran Pathfinder known for her knowledge of genie-kind fails to report back to the Katheer Lodge, the PCs are sent into the long-abandoned ruins of Koor, a former forge city in the Zho Mountains. In their effort to find the lost agent, the Pathfinders may find themselves facing a foe long locked in a secure vault by the city's former occupants.

PFS 2-22: Eyes of the Ten—Part IV: Nothing Ventured, Nothing Gained (level 12) – Sun 8 pm – Pathfinder RPG

In the secret upper levels of the Pathfinder Society's headquarters, you must survive the deadly defenses laid in place by the masked Decemvirate and save one of their number from an assassin's blade.

PFS 4-04: King of the Storval Stairs (levels 7-11) – Sat 2 pm, Sun 9 am – Pathfinder RPG

The PCs are sent to map the Storval Stairs and ensure the stairs provide a safe route to the Storval Rise from Magnimar, but upon their arrival, they find the ancient site claimed and "ruled" by the self-proclaimed King of the Storval Stairs. Only through guile, diplomacy, or cold steel will the Pathfinders ensure access to iconic Thassilonian location.

PFS 4-17: Tower of the Ironwood Watch (levels 5-9) – Fri 8 pm, Sat 2 pm – Pathfinder RPG

On the edge of Varisia's Mierani Forest stand the ruins of an ancient guardtower that once served as the native elves' first line of defense against the threat of invasion from the bordering Thassilonian realm of Envy. Tower of the Ironwood Watch, which Pathfinder Society now hopes to explore—a task that could prove more dangerous than anyone anticipates.

PFS 4-20: Words of the Ancients (levels 7-11) – Sat 2 pm, Sun 9 am – Pathfinder RPG

The Pathfinders must do whatever it takes to ensure that they and not the evil cultists of Lissala acquire the power within. But the arcane components are not unguarded, and even after 10,000 years, the cost of ensuring the safety of the region could be higher than the veteran adventurers are prepared or willing to pay.

PFS 6-99: True Dragons of Absalom (level 4) – Fri 8 pm
Pathfinder RPG

For several years, the Pathfinder Society has enjoyed a mutually beneficial alliance with the Sewer Dragons, the dominant tribe of kobolds living beneath Absalom. When an elite patrol recovers a desperate message, the Sewer Dragons must move quickly a threat. In this special adventure the players portray kobolds using 4th-level pregenerated characters.

PFS 7-00: The Sky Key Solution (levels 1-11) – Sat 8 pm
Pathfinder RPG

At long last, the Pathfinder Society has reassembled the Numerian device known as the Sky Key. Initial tests suggest it is capable of projecting a location's past into the present. Now that it has perfected the Sky Key's controls, the Pathfinder Society is prepared to extract a slice of Absalom's history and bring it into the present.

PFS 7-01: Between the Lines - Core Campaign (levels 1-5)

Fri 2 pm – Pathfinder RPG

Rival explorers have beaten the Pathfinders to a valuable site in Katapesh, but fortunately most of the riches—including the obscure text the Society sought in the first place—have ended up in the capitol's extensive bazaars. What is at first a routine shopping trip spirals out of control as the PCs uncover the writing's secret past—and secret messages.

PFS 7-01: Between the Lines (levels 1-5) – Fri 2 pm, Sat 9 am, Sun 8 pm – Pathfinder RPG

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PFS 7-02: Six Seconds to Midnight (levels 3-7) – Fri 8 pm, Sat 2 pm, Sun 9 am, 2 pm – Pathfinder RPG

The researchers of Uringen are understaffed and in need of able-bodied assistants. Conveniently, recent Pathfinder Society experiments call for a rare reagent found only in that area. Can the PCs reach the secluded settlement in time to witness this extraordinary event—and handle the phenomenon's aftermath?

PFS 7-03: The Bronze House Reprisal (levels 5-9) – Fri 2 pm, Sat 9 am, Sun 8 pm, Mon 9 am – Pathfinder RPG

A recent assault on the Pathfinder Society has renewed hostilities with the Aspis Consortium. By infiltrating one of the Consortium's operations, the PCs can send a clear message: No attack will go unanswered.

PFS 7-04: The Ironbound Schism (levels 7-11) – Fri 8 pm, Sat 9 am, Sun 8 pm, Mon 9 am – Pathfinder RPG

The Ironbound Archipelago was once part of Edasseril, the Thassilonian kingdom of envy, and word has reached the Pathfinder Society that an ancient ruin has emerged on the isle of Flintyreach. Can the PCs gain the local half-orcs' trust and brave the resident giants' wrath to secure this archaeological treasure?

PFS 7-05: School of Spirits - Core Campaign (levels 1-5) – Fri 8 pm, Mon 2 pm

PFS 7-05: School of Spirits (levels 1-5) – Fri 8 pm, Sat 2 pm, Sun 9 am

Pathfinder RPG

Seven years ago, Pathfinders entered Absalom's shattered Precipice Quarter in pursuit of a ruby ring but also rescued a strange survivor. She has since grown to adulthood and exhibited a rebellious spirit. The woman's family has contacted the Society, hoping that its agents can escort her back to the haunted site.

RPGs

PFS 7-06: To Judge a Soul, Part 1: The Lost Legacy (levels 3-7) – Fri 2 pm, Sat 9 am, Sun 2 pm, Mon 9 am – Pathfinder RPG
After years of service and lifetimes of accomplishment, Venture-Captain Bakten nears the end of his noble existence and has begun investigating his past lives as a means of understanding Tian Xia's rich history. However, he cannot complete his research alone, and only with the PCs' assistance can they decipher the region's past.

PFS 7-07: Trouble in Tamran - Core Campaign (levels 1-5) – Sat 9 am, Mon 9 am

PFS 7-07: Trouble in Tamran (levels 1-5) – Sat 9 am
Pathfinder RPG

Less than a decade ago, the Pathfinder Society established a lodge in Nirmathas, an act that infuriated the nation's expansionist rival Molthune. Pathfinders have relied on smugglers to slip supplies past the Molthuni blockade. Something has intercepted those shipments. Can the PCs uncover the culprit and save the Society's reputation?

PFS 7-08: To Judge a Soul, Part 2: Karma Reclaimed (levels 3-7) – Fri 8 pm, Sat 2 pm, Sun 8 pm, Mon 2 pm – Pathfinder RPG
Venture-Captain Bakten's past lives and the history of northern Tian Xia are interwoven, and with the PCs' assistance he has uncovered a troubling legacy secreted within the mountains of Zi Ha. It is up to the Pathfinders to ascend into the ice-capped mountains to unveil the crimes of past generations and save one of the region's greatest heroes.

PFS 7-09: The Blakros Connection (levels 5-9) – Fri 8 pm, Sat 2 pm, Sun 9 am, 2 pm, Mon 2 pm – Pathfinder RPG
A recent attack on the Grand Lodge became all the more heinous when one of the invading agents employed an eldritch relic to abduct a high-ranking Pathfinder. In order to release the captive, the Society must understand the relic. A mission that leads the PCs into Absalom's most prestigious archives to uncover a dark secret.

PFS 7-10: The Consortium Compact - Core Campaign (levels 1-2) – Sun 9 am

PFS 7-10: The Consortium Compact (levels 1-2) – Sat 2 pm, Sun 9 am 2 pm
Pathfinder RPG

One operative fed up with the Aspis Consortium's practices has contacted the Pathfinder Society with a tempting offer: assist her in leaving the organization, and she will supply the Society with years of insider intelligence about their rival. It's up to the PCs to navigate Diobel, earn the defector's trust, and deal a telling blow to their Aspis foes.

PFS 7-11: Ancients' Anguish (levels 7-11) – Fri 2 pm, Sat 9 am, Sun 8 pm, Mon 2 pm – Pathfinder RPG

With the help of the Jeweled Sages' long-abandoned tools, the eminent Tahonikepsu has discovered one of the sages' last known whereabouts in the wilds of Nex. What secrets lie within these inhospitable ruins that date back to the Age of Darkness, and what fate did the so-called Amethyst Sage meet within?

PFS 7-12: The Twisted Circle - Core Campaign (levels 1-5) – Sat, Sun 2 pm

PFS 7-12: The Twisted Circle (levels 1-5) – Sat 2 pm, Sun 9 am, 2 pm, Mon 2 pm
Pathfinder RPG

A magical war between the archmages of Geb and Nex left the landscape between their nations scarred and wracked by magical anomalies. Their generals created countless weapons and defenses that pushed the limits of magic. Recent investigations suggest that some of this ancient power is at play in a town near Alkenstar. Can the PCs uncover the truth?

PFS 7-13: Captive in Crystal (levels 5-9) – Fri 2 pm, Sat 9 am, Sun 2 pm, 8pm, Mon 9 am – Pathfinder RPG

Recent events have left the Master of Spells Aram Zey unable to fulfill his duties. The Decemvirate has tasked the PCs with finding the most qualified replacement: former Master of Spells Sorrina Westyr, who disappeared while handling a powerful wayfinder. It is up to the PCs to track down Sorrina Westyr—and bring back whatever remains.

PFS 7-14: Faithless and Forgotten, Part 1: Let Bygones Be - Core Campaign (levels 1-5) – Sun 8 pm

PFS 7-14: Faithless and Forgotten, Part 1: Let Bygones Be (levels 1-5) – Sat 9 am, Sun 2 pm, 8 pm, Mon 9 am
Pathfinder RPG

Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliox has rarely allowed Pathfinders to explore its many ruins and archaeological treasures. It's up to the PCs to navigate the Corentyn's streets and politics as they uncover the buried past and lay the foundation for a new partnership with a one-time foe.

PFS 7-15: The Deepmarket Deception (levels 3-7) – Sat 9 am, Sun 9 am, 8 pm, Mon 2 pm – Pathfinder RPG

An anonymous informant recently identified an Aspis resurgence in Goka's Deepmarket, and Venture-Captain Amara Li hopes that a small, well-trained team can ferret out the villains and prevent any greater atrocities. Can the PCs traverse the Deepmarket's treacherous politics and tunnels and neutralize the Consortium's local ringleader?

PFS Quest: Phantom Phenomena (level 1) – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 2 pm
Pathfinder RPG

Bizarre phenomena have tormented the people of southeastern Ustalav for decades. Hoping to uncover the origins of these flashes of red lightning and spectral hauntings, Dr. Quorum from the Sincomakti School of Sciences has set out with a team of able-bodied assistants. Can the PCs help the professor unlock the secret that dwells above Lantern Lake?

Princes of the Apocalypse – Temple of Black Earth, Part 1 – Sun 2 pm, Mon 9 am

Princes of the Apocalypse – Temple of Black Earth, Part 2 – Sun 7 pm, Mon 1 pm

Dungeons & Dragons 5e

Abolish an ancient evil threatening devastation in this adventure for the world's greatest roleplaying game!

Princes of the Apocalypse – Temple of Howling Hatred, Part 1 – Fri 2 pm

Princes of the Apocalypse – Temple of Howling Hatred, Part 2 – Fri 7 pm

Dungeons & Dragons 5e

Abolish an ancient evil threatening devastation in this adventure for the world's greatest roleplaying game! Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emera

Princes of the Apocalypse – Temple of the Crushing Wave, Part 1 – Sat 9 am

Princes of the Apocalypse – Temple of the Crushing Wave, Part 2 – Sat 2 pm

Dungeons & Dragons 5e

Abolish an ancient evil threatening devastation in this adventure for the world's greatest roleplaying game!

RPGs

Race for Glory – Fri 8 pm – Dungeons and Dragons 3.5

GM: David Severi

Welcome to the empire's big holiday event. Six characters of various backgrounds compete against monsters, traps, obstacles, and each other to lay the most treasure before the emperor at the end of the day. Thousands of spectators line the canyon rim. You may not use deadly force against other players, otherwise there are no limits. Alliances can be useful, but a lone rogue won last time. Pregenerated PCs ready.

Relics of the Forbidden Battle Lands – Fri 2 pm, Sun Noon

Relics of the Forbidden Battle Lands Part 2 – Sat Noon

Dungeons & Dragons 5e

GM: Daryle Landers

You're a party of aspiring relic scavengers of the Forbidden Battle Lands between the Hierarchy of Evils realm and the Kingdoms of Men. The land has been so forbidden to ensure peace, enforced by both sides, upon pain of death. So if neither can enter, who would know if either did or is it littered with spies. Though none claimed to have broken the law, many a relics is sold heralding lineage to those battles of old.

Relic Worlds - Tales of the Black Lotus – Sat 8 pm – Savage Worlds

GM: Jeff McArthur

Ancient alien civilizations used to roam the galaxy before they all went extinct. They have left behind powerful relics and invaluable treasures. You and your crew of pirates are seeking this booty for riches beyond your imagination. The results of this game will become part of the Relic Worlds lore and will be posted on the Relic Worlds website. The last game can be found at www.relicworlds.com

Seekrit Adventure #2 – Sun 2 pm – Spirit of 77

GM: David Kizzia

What on earth could it be this time? A trip to Mars? A hijacking at the White House? Could be anything in this seeekrit adventure hosted by one of the creators of Spirit of 77!

ShadowPunk: Ghoul Outbreak Blues – Sat 9 am – Fate Accelerated

GM: Seth Halbeisen

So the Plex is going to hell. So the local Stuffer is low on kibble and outbreaks are popping up on every other corner. People still need things done, stuff stolen, and data liberated. True, all these shambling addicts or cyber-infected, or whatever they are, do complicate things and there are whispers of quarantine zones, but I still need to get paid. I mean to get paid, but first I might need to hurl...

Spirit of 77 - Seeekrit Adventure #1 – Sat 9 am – Spirit of 77

GM: David Kizzia

What on earth could it be this time? A trip to Mars? A hijacking at the White House? Could be anything in this seeekrit adventure hosted by one of the creators of Spirit of 77!

Star Wars: Operation Servo – Sat 8 pm – Star War World

GM: William Carson

The Rebellion has hatched a daring scheme to hijack a hyperspace jump capable repair station in the Outer Rim. A strike team will masquerade as freight haulers to infiltrate the repair station and then disrupt operations long enough for an Alliance flotilla to arrive and take over the station before Imperial re-reinforcements arrive.

Star Wars: She-Devils of the Outer Rim – Sun 2 pm – Faith Corps

GM: Mike Olson

More than a decade after the Battle of Endor, the New Republic settles into a hesitant peace. The war may be done, but it's not over for the She-Devils, ex-Alliance "ethical pirates" who have chosen to make a new life for themselves in the Outer Rim. There's enough forgotten materiel out there to wage another war, and they'd rather not see it fall into the wrong hands. If they make a profit in the process, so be it!

Syntheticide – Fri 2 pm, Sat 9 am – Syntheticide

GM: Dustin DePenning

The Galaxy collapsed in a millennium-long war against mutants, and survivors cling to the rim of the Milky Way. You take the role of Sharppers: free criminals looting society's corpse. You will make friends and enemies among gangs, corporations, and pirates. And the Tharnaxist Church, the only remaining law, will stay out of your way. But that's if the Church doesn't catch you killing their pride and joy: a synthetic.

Tenth Imperium Another Apocalypse – Sat 8 pm – D&D5E

GM: Maslon Barry

Stop another apocalypse from destroying the world.

Tenth Imperium Audentes Fortuna Iuvat – Sat 2 pm – D&D5E

GM: Maslon Barry

Confront a fickle goddess.

Tenth Imperium Perseverance – Sat 9 am – D&D5E

GM: Maslon Barry

Confront ancient evil and kickoff the 2016 Tenth Imperium campaign.

The Darkest Hour Chronides: Blood Sacrifice – Sat 8 pm –

Vampire: The Masquerade V20

GM: Louis Garcia

In the eternal night, a hidden jyhad flares. In this eternal struggle, the immortals... the kindred...vampires each come to a crossroads between their long dead humanity and the beast within...this is their darkest hour. Presented by the Dead Gamers Society. New player friendly, experienced players most welcome.

The Dresden Files: Animal House – Sun 9 am – Monster of the Week

GM: William Carson

Strange, chimeric creatures are on the loose on the streets of Chicago...and Dresden is out of town!!! Lt. Murphy has no choice but to ask you to help SI protect the city.

The Golden Chronograph – Sat 2 pm – Masters of Umdarr

GM: Seth Halbeisen

We've all there them, tales of ancient artifacts lost to time and wilderness. The new whispers are of some golden timepiece, able to control time! Guldrum, master of the slavewaists is supposedly searching for it, sending his minions far and wide. If he finds it, nothing good will come of it, that is for sure. It doesn't sound like an easy journey, but your groups will make it, it just has to.

The Legend of The Shiuorik – Sat 8 pm – D&D

GM: Jaime Martinez

this campaign is based on the sci-fi-fantasy novel of the same book. is the evolution of several races thru their own history and the interaction with each others. the race you you will able to choose from is: -Shiuorik of Drugem (kind of like Druids) -Dukrash (a demon race in the Kuarth kouth wasteland, sibling of the tana'ri) -Ryuujins (human-like angels) -Ku Dun Kudin (human-like with psionic abilities)

RPGs

The Prince has been Kidnapped! – Sun 2 pm – Homebrood

GM: Mikal Saltveit

During the royal wedding the groom was snatched by a fire-breathing dragon. The king sends you to rescue him.

There's a Dragon in my Dungeon – Sat 2 pm – Disposable Adventurer Gaming System

GM: Ian ChristianScher

Adventuring is a perilous profession. This is especially true when there are monstrous 1000 year old lizards that breath fire among other things guarding every stash of treasure. Luckily you have an abundance of friends/relatives standing by to avenge your death. Even better you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming with dragons!

The Salvage Operation – Sun 2 pm – Custom Apocalypse World Hack

GM: Richard Warren

You are a small crew of independent traders, smugglers, and part-time crooks, traveling around the galaxy in your own ship, struggling to get by. Space/Action science fiction inspired by shows like The Expanse or Firefly and games like Traveller. Powered by Apocalypse World.

The Trial of Lando Calrissian – Fri, Sat 2 pm – Star Wars: Edge of the Empire

GM: Neil Gaughan

You go way back, Lando and you. That's why he turns to you when he's framed for the murder of a mining guild labor representative. At least you're hoping he was framed. Because that will make it a lot easier to clear his name before the High Court of Bespin sentences him to death.

The Wrath of Cons – Fri 8 pm – Spirit of 77

GM: David Kizzia

Live long and prosper with the cast of a 1960's sci-fi television show, coming back together for a big announcement at a fan convention. What could go wrong? PLENTY. All experiences welcome, characters will be provided. CAN YOU DIG IT?

The Yellow Clearance Black Box Blues – Sun 2 pm – Paranoia

GM: Ed Murphy

Attention Troubleshooter! You will be part of a team assigned to trace and destroy a group of traitorous saboteurs. Your duties will include the recovery of misappropriated Computer property and the summary execution of the traitors responsible. Please report immediately to Troubleshooter HQ, XTZ Sector, Room [INPUT ROOM NUMBER HERE] for your mission briefing. Thank you for your cooperation.

Threadbare: Furry Road – Sat 9 am, Sun 2 pm – Powered by the Apocalypse

GM: Tobias Strauss/Stephanie Bryant

You're a broken toy in this broken world, with a long road ahead. The Machine you use to get to your destination just broke down. Can you and your friends complete your mission and deliver your precious cargo safely, or will mayhem derail your plans? Find out in Threadbare! This is a playtest— not all rules will be complete. Feel free to bring toys and "lost socks" from home as your character icon.

Travelling Through the Expanse – Fri 8 pm – Mongoose Traveller

GM: William Huggins

It's the 24th century. While the human race has not reached the stars, we have made it to the planets. You're part of a misfit crew trying to win a little freedom for the citizens of the asteroid belt who toil to feed the inner planets' endless appetite for raw materials. To the UN and Mars you're a terrorist. To the Belt, you're a hero. (This adventure is heavily inspired by The Expanse novels and TV show)

Up from the Depths, part 1 – Fri 2 pm, Sat, Sun 9 am

The Hero Instant

GM: Andy Ashcraft

This is a Super-heroic indie role-playing game, run by the game's designer. Something horrible is happening deep underground! Do the heroes dare descending into the depths to investigate? (Of course they do!)

Up from the Depths, part 2 – Sat 8 pm, Mon 9 am

The Hero Instant

GM: Andy Ashcraft

The heroes have dared the depths of the Earth, but what secret dangers have they discovered? While this is the 2nd part of a 2-part Super-hero game, playing the 1st part is NOT required.

VURT: The Official Tabletop Role-Playing Game –

Fri 8 pm, Sat 2 pm – Cypher

GM: Alexander Lepera

In the Manchester, England of the future, players square off in brutal gang fights, elude high-tech cops in pursuits through narrow streets, face insect-drone warfare, thought-stealing, genetic mutations, implant cybernetics, black market drugs, DNA-shifting mathemagick, Shadow-tech, and illegal dream feathers. Sci-Fi meets Fantasy in epic battles with mythological monsters and gods crossing over from the Vurt world.

Warrior Princesses in the Realm of Everafter – Sat 9 am –

Dungeons & Dragons 5th Edition

GM: Caoimhe Snow

Once upon a time, in the extraordinary and vast Realm of Everafter, the World Spear fell from the skies causing calamity and destruction. In the Spear's wake, where once there was beauty, evil creatures appeared, taking advantage of the confusion and despair. Play as one of eleven Warrior Princesses and defend the Realm of Everafter using their bravery, strength, wit, and many powers.

Weekend at Ernie's – Fri 8 pm, Sun 9 am – Savage Worlds / ETU

GM: Robert Quintero

Finals are over and the East Texas University Rock Climbing Club is heading to Mount Whateley for a weekend of hiking, climbing and camping deep in the "Big Thicket". Crazy Uncle Ernie has offered his cabin. Just because the old man swears that Skunk Apes haunt the local forest is no reason to worry...is it? Pregens will be supplied and beginners are welcome!!!

Werewolf the Forsaken: Bad Moon Rising – Sat 2 pm –

Werewolf the Forsaken 2nd Edition

GM: michael cantin

The moon rises red over the snow, bathing the peaks in crimson, while below the ground reflects only blood. Tonight we hunt as we must, though our pelts may never come clean. Don the fur of the wolf in this game of Savage Horror brought to you by the Dead Gamers Society.

RPGs

Will You Be My ValenDIE! – Sun 9 am – Faerie Skies – An Another Story Under a Golden Sky

GM: Ira Taborn

Bethany McKelly, prolific English mystery writer and local Westwick celebrity, is suffering from a bit of writer's drought. As such, Maggie, Bethany's young, five-year-old granddaughter, wants to help her grandmother out by asking for her fey friends (aka you) to throw a surprise murder mystery at the upcoming Valentine's Day Town Festival. I personally see no possible flaws with this plan.

Witch – Fri 8 pm – Witch

GM: Dustin DePenning

If you found a hidden world in the shadows of the one you know – a world filled with magic, immeasurable power, and forgotten occult knowledge – would you pay the price to be a part of it? What if that price is your immortal soul? WITCH is a modern, dark fantasy role play game where you play a member of the Fated - someone who has sold their soul to a demon for power.

World of Zombies- Florida – Sun 8 pm – GURPS

GM: James Freeman

It has been 1 month since the zombies arrived, you have been hiding in one of the Fraternity houses on campus, but you are now running out of food. The power and water are no longer working. It is now up to you to decide how you will survive.

World of Zombies - Fort Catalina – Sun 9 am – GURPS

GM: Michale Shupe

It's been a couple of years since Z-Day. Things are beginning to wear out for the people of Fort Catalina and it's time for them to go that twenty-six miles across the bay to see if they can scavenge anything to help the colony. Pregens provided. Part of the GURPS Tournament.

World of Zombies - The Mission Part 1 – Sat 2 pm – GURPPS

GM: Thomas Lepore

The last horrors of Z-Day are dying. Four full years have passed since the fateful day of the apocalypse, leaving the survivors nursing their own scars. A new player has come out into the open. It has forged a safe zone the likes of which the world has not seen since the fall. You play as members of a squad and this new player, Boise, the capital of the New United States of America, has given you all a Mission.

World of Zombies - The Mission Part 2 – Sat 8 pm – GURPS

GM: Thomas Lepore

Now that the site is secured, the next big obstacle for the team is recruiting. Many hands are needed to keep the refinery up and running. Can the squad succeed in their mission? If they do, what impacts will that have on the growing military?

Worlds in Peril: Revenge of Dr. Malicious – Sat 9 am – Powered by Apocalypse

GM: Chris Czerniak

Dr. Malicious helped change the world and was pushed too far doing so. Your team had to take him down and put him in prison. Now he has escaped and is looking for revenge. Super heroes using the Powered by Apocalypse system.

Wreck of the Marie Elena, Part One – Sat 2 pm – AD&D 2.0

GM: Brett Miller

Join GM Brett Miller for a level 1-3 adventure on Windloss Isle, three square miles of forest, cliffs, and broad beaches far from any known trade route. Can you level up and escape using only your skills and a few salvaged items? This is meant for 8 players, though more are welcome. Pregens, figurines, maps, and prizes will be provided. (Part Two is on Sunday continuees may keep their characters from Part One!)

Wreck of the Marie Elena, Part Two – Sun 2 pm – AD&D 2.0

GM: Brett Miller

The castaway saga continues on Windloss Isle, three square miles of forest, cliffs, and broad beaches far from any known trade route. Can you level up and escape using just your skills and a few salvaged items? This is meant for 8 players, though more are welcome. Pregens, figurines, maps, and prizes will be provided. (Part One is on Saturday continuees may keep their original characters. Join either or both!)

Orcon 2016 pin!

Unicorns are the new black. The limited-edition Orcon 2016 enamel pin is here, and all signs point to it becoming an instant classic. To conform, pick yours up for \$5 at the Strategicon Marketing booth.



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

Join the quest for the treasure chest



Train for war!

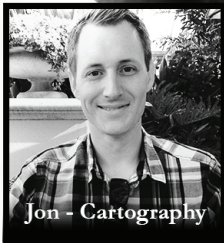
Demo in the company of the heroes
Saturday 10.00 am* in the main hall
Demo at table with Playford Games
outside the retailer room

Battle commences!

Tournament on Saturday from
6.00 pm* in main hall

Win the complete 15 Ancient
Conflict games of the Treasure
Chest collection

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Jon - Cartography



Dave - Kush



Frank - Journey
Stones & King's
Ransom



Eliot - ILIOS



Will - Quorsum



The heroes tell their epic story - how I
got my abstract strategy game design
into the Treasure Chest

Seminar Saturday 4.00pm

www.playfordgames.com

*times subject to change please see con book for details

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

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

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

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

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

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

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

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Aberrant Games	Mayday Games
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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 Orcon 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.

Orcon 2016 Dealer Room Vendors:

2C Gaming	Manufacturing
7 Deadly Fairies	Dan Verssen Games
Arcknight Games	Dapper Devil
Blocks Project LLC	Decision Games
Blue Panther LLC	Fantization Miniatures
Board of Games	Fashionable Familiars
Capere	Gamecraft Miniatures
Cock and Bull Games	Gate Keeper Games
Crazy Bob's Dream	GMT Games

Hooks and Chains
Iron Hippo Games
John Wick Presents
Knapsack Games
Lagniappe Games
Ninja Star Games
Obscure Reference Games
One Small Step Games
Playford
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Spellbinder Games
Strategicon Marketing
Studio Woe
Summon Entertainment
Table Top Adventures
The 5th Terrain
The Broken Token
The Monstore
Treasure Nest
Warehouse
Whatever Leather
Zombiesmith

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, etc.

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

Flea Market

The Flea Market has moved back upstairs for 2016

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

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

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

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

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

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

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

Hilton Hotel Rules

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

Gateway 2015 Winners

Board Game	1st Place	2nd Place	3rd Place
18xx	Jonathan Flagg	Bill Gallagher	
7 Blunders	David Ashworth	Sean Growley	Patricia Liu
7 Wonders Expansions	Wes Bell	G Builta	Lee Henschke
7 Wonders MEGA	Bryan Symington	Robert Larson	Sean Growley
A Study in Emerald	Richard Potthoff	Ben Lesel	Christopher Buckley
Acquire: David Woolcott Memorial	Renee Rose-Perry	Bruce Schlickbernd	Kai Asher
Age of Empires: Age of Discovery	Paul Schulzetenberg	Ed Bodge	Tara King
Agricola	David Zevin	Joshua Nave	Mike Munson
Alien Frontiers	Jaye R.	David Mines	Kyle Greenwood
Andromeda Fight League	James Baca	Peter An	Chris Hines
Andromeda Fight League	Alexander Kinzle	Marcelo Figueroa	Jonny Fowler
Attika	Eric Downing	Renee Rose-Perry	Darrell Stark
Backgammon	Mike Munson	Todd Van Der Pluym	Bradley P. Thomas
Bag-O-Loot	Werewolf Villager	Sara Glauser	Alexis Letner
Battle Line	Sarah Moore	Brian Bleakley	Sue
Battle Sheep	Jennifer O		Jay Africa
Blue Moon City	Darrell Stark	Ian Caballero	Milo Peinemann
Boomtown Bandits	Cynthia Delker	Frank. Zazanis	Josh Wood
Brass	Christopher Buckley	Ian Caballero	Tracy Sangster
Broom Service	Danielle Ihlenfeldt	Larry Lawrence	Kevin Kiniry
Bruges	Stephanie Gill	Ehren Evans	Aaron Clark
Camel Up #1	Renee Rose-Perry	Bob Lamarre	Walter Wichowski
Camel Up #2	Bob Lamarre	Vincent Fryer	Mike Fryer
Carcassonne	Darrell Stark	Kevin Lindmark	Andreas Pluchar
Cards Against Humanity	James Baca, Jonathan Nowak		Jessica Callenback
Cash And Guns Board Game 2nd Edition	Randal Rhodes	Cameron Rhodes	Robert Larson
Castles of Mad King Ludwig	Kyle Greenwood	Chris Buskirk	David Mines
Caverna: The Cave Farmers	Matthew Barrs	Tracy Sangster, Ian Caballero	
Chaosmos	Robin Fox	Alex Arjad	
Chaosmos	Sergio Alvarez		
Chaosmos	Neil Craig		
Chaosmos Expansion	Zachary Pitts		
Chaosmos Expansion	Asa Schiller		
Chaosmos Expansions	Connor Vassallo		
Chinatown	Chris Buskirk	Jamar Graham	Joe Winters
Cinque Terre	Donovan Shickley	Renee Rose-Perry	Winton Lemione
Citadels	Brian Simmons	J Karen Star	Winter Salins
Clash of Cultures	Frank Madrid	Justin Clouter	
Clue	Daniel Glenn	Samantha Burkes	
Cock & Bull The American Pub Game	Frank. Zazanis	Samantha Jones	
Cock & Bull The American Pub Game	Zoe Bowlds	Todd Geller	
Colt Express	Fred Eyrich	Rosy Eyrich	
Colt Express	Adam Hanson	Ben Doroin	Greg Santo
Concordia	Edan Orter	Paul Schulzetenberg	Todd Van Der Pluym
Cosmic Encounter	Stephen S	Matt Schwartz	Patrick Wells
DC Deck Builder: Crisis	Sara Bell	Lea Viceral	Dave Intner
Deus	Rodrigo Torres	Chris Venuti	Richard Rodrigues
Dogs of War Finals	Kayla Barbosa Villager	Matthew Vigil	Sara Bell
Dogs of War Qualifier #1	Kayla Barbosa Villager, Sara Bell		Matthew Vigil
Dogs of War Qualifier #2	James Baca	Chris Buskirk	Hector Reyes
Dogs of War Qualifier #3	Andrew Chavez	Matthew Vigil	Chris Hines
Dogs of War Qualifier #5	Eric Downing	Richard Muro	Chris Hines
Dominant Species	Alan Flower	Peter An	John Borders
Dream Factory	Darrell Stark	Ramon Vinluan	Ehren Evans
Duel of Ages II	Rick Senki	Ryan	
Eclipse	Benjamin Jones	Kai Asher	Joshua Beller
Euphrat & Tigris	Evan Craft	Roderick Lee	Alex Vayhinger
Formula D	Sue	Joshua Beller	Ben Lesel
Francis Drake	Yan Yan, Tim Oates, David Mines		
Galaxy Trucker	Patrick Sewell	Jack Munson	Richard Rodrigues
Game of Thrones	Chris Hines		
Ghost Blitz	Tanya Aldrich	Rowan Harbinger	Kathleen Harbinger
Glory To Rome	John Oh	Aj Harris	Mara Kenyon
Hey! That's My Fish!	Roderick Lee	Brandon Muller	Eddie H
In the Year of the Dragon	Seth Jaffee	Darrell Stark	Brian Rush
Ingenious	Marianne Gorczyca	Joman Diec	Roderick Lee
Incan Gold	Jaye R.	Mikaela Larraide	Toni Johnson
Isle of Trains	Derik Duley	Kevin Lindmark	Elaine Marlow
Istanbul	Justin Milota	Richard Rodrigues	Donovan Shickley
King of Tokyo	Al Bernal	Richard Rodrigues	Mark Raymundo
Kingdom Builder	Lana Berman	Lee Henschke	Zachary Pitts
Kingsburg	Philip Charvet	Jay Spowart	G Builta
LA Board Game Jam	Dc Constantino, Ian Christianscher, Donald Brown, Ahmad Albaqami	Aj Harris, Sam Nazarian, Ji Jeong, Lev Demidov, John Milkintas, Sean Growley	Brian Peters, Paul Chen, Call Me Steinbach

Last Chance
 Letter Tycoon
 Liar's Dice
 Libertalia
 Lifeboat
 Lifeboat
 Lord of the Rings Deck Building
 Lords of Waterdeep
 Lost Cities
 Love Letter #1
 Love Letter #2
 Love Letter #3
 Machi Koro
 Mage Knight
 Magnum Opus
 Manila
 Mars Attacks: The Dice Game
 Mars Attacks: The Dice Game
 Mars Attacks: The Dice Game
 Medici
 Medici
 Meeples To The Mothership!
 Merchant of Venus
 Merchants & Marauders
 Mission: Red Planet
 Mondo
 Monopoly Deal #1
 Monopoly Deal #2
 Monopoly Deal #3
 Monster Derby
 Munchkin
 Munchkin Steampunk Deluxe
 Munchkin Steampunk Deluxe
 Munchkin Treasure Hunt
 Munchkin Treasure Hunt
 Mythotopia
 Nexus Ops
 No Thanks!
 Nuclear War
 Outpost
 Palaces
 Palaces
 Pandemic: The Cure
 Patchistory
 Perpetual Motion Machine
 Phase 10 #1
 Phase 10 #2
 Phase 10 #3
 Power Grid Deluxe Europe/North America
 Power Grid World Tour
 Puerto Rico
 Qwixx
 Ra
 Race for the Galaxy 2-player
 Railroad Tycoon: Western Expansion
 Rasputin
 Revolution: Anarchy
 Revolution: Anarchy
 Revolution: Anarchy
 Revolution!
 Robo Rally
 Rough: The Card Game
 Safranito
 Saint Petersburg
 San Juan 2nd Ed
 Scepter of Zavorador
 Sentinels of the Multiverse
 Set
 Shadow Hunters
 Small World
 Smash Up
 Splendor
 Spyrium
 Squarrels
 Star Munchkin
 Star Munchkin
 Star Munchkin
 Suburbia
 T'zolk'in: The Mayan Calendar
 Talisman
 Tanto Cuore
 The Awful Green Things from Outer Space

Michael Swinson
 Eddie H
 Deb Lazaro
 Alex Arjad
 Bradley P. Thomas
 Rick Lepore
 Dean Taylor
 Sean Growley
 Joman Diec
 Francisco Suarez
 Nathan Taylor
 Frank Cerrros
 Daniel Rush
 Alex Arjad
 Toni Johnson
 Ramon Vinluan
 Eric Downing
 Matt Hyra
 Christine Richard
 Ramon Vinluan
 Tracy Sangster
 Oren Hartstein
 Roderick Lee
 Christopher Buckley
 Steven Ross
 Ronald Bermudes
 Mike Munson
 Darrell Stark
 Renee Rose-Perry
 Kim Chen
 Matthew Vigil
 Daniel Alvarez
 Karri Salas
 Jon Daneshgar
 Makayla Corfield
 Eric Downing
 Darrell Stark
 J Karen Star
 Belle Ippolito
 Todd Van Der Plum
 David Ashworth
 Oliver Marcus
 Chris Venuti
 Chris Buskirk
 Bill Harris
 Sarah Willy
 Jonathan Nowak
 Jeannette Albright
 Andreas Pluchar
 Bruce Schlickbernd
 Darrell Stark
 Jon Daneshgar
 Roderick Lee
 Aaron Clark
 Chris Venuti
 Andrew Ma
 Eric Downing
 Eric Downing
 Martin Padilla
 Samantha Burkes
 Tom Glauser
 Ruby Intner
 Dan Hyman
 Todd Van Der Plum
 Andre Chautard
 Bill Gallagher
 Daniel Glenn
 Lauren Lee
 William Boller
 Christopher Buckley
 Christopher Buckley
 Darrell Stark
 T.J. Wallace
 Henry Martindale
 Mark Raymundo
 Cynthia Delker
 Ari Silverman
 Hector Reyes
 Justin Milota
 Connor Ryken
 Nathan Bernal
 Gerald Delker

Kyle Greenwood
 Robert Neff
 Lisa Burola
 Cynthia Delker
 Mike Robinson
 Ethan Haley
 Aaron Clark
 Gilbert Quinonez
 Shea Jones
 Giana Massaro
 Noah Massaro
 Edan Ortner
 Tracy Sangster
 Cheryl Aday
 Matt Schwartz
 Martin Padilla
 Martin Padilla
 Sara Bell
 Milo Peinemann
 Howard Li
 Kelly Slizza
 James Thomas
 Ed Bodge
 Matt Posey
 Danielle Ihlenfeldt
 Christopher Garcia
 Mary Taylor
 Bradley P. Thomas
 Jeff Siadek
 Amber Hudson
 Giana Massaro
 Donald Brown
 Allen Eckhouse
 Allen Eckhouse
 Ck Vallejos
 Renee Rose-Perry
 Toni Johnson
 Michelle Mills
 Ben Cheeseman
 Theodore Blegen
 Ben Glick
 Keith Hammons
 Brett Holbrook
 Jonner
 Jonathan Nowak
 Lisa Burola
 Sarah Willy
 Bill Gallagher
 Randall Bart
 Matt Hyra
 Caleb Weidert
 Winton Lemione
 Ehren Evans
 Adam French
 Michael Cantin
 Gerald Delker
 Martin Padilla
 Mark Raymundo
 Randall Bart
 Tracy Sangster
 Joshua Drye
 Tanya Aldrich
 J Karen Star
 Michael Swinson
 Jonathan Flagg
 Brandon George
 Tanya Aldrich
 Evan Craft
 John Galietta
 Ben Lesel
 Gilbert Quinonez
 Veronica Hines
 Todd Martindale
 Andrew Chavez
 Karina Jacques
 Sean Silverman
 Mara Kenyon
 T.J. Wallace
 Cory Ryken
 Roderick Lee
 Cynthia Delker

Rick Lepore
 Michael Swinson
 Ivan De Moura
 Sergio Alvarez
 Ronald Chavez
 Joman Diec
 Adam Diproffio
 Renee Rose-Perry
 Wes Bell
 Ayla AcuA
 Nathan Taylor
 Jenelle Rodriguez
 Ck Vallejos
 Sam Nazarian
 Brandon Muller
 Sara Bell
 Martin Padilla
 Jeremy Langdon
 Roderick Lee
 Kim Chen
 Gerald Delker
 Jon Wagner
 Patrick Dettmar
 Samantha Ihlenfeldt
 Brian Rush
 Judy Blake
 Lea Vicerat
 Thomas Barry
 Julia Spencer
 Amber Hudson
 Cynthia Delker
 Amber Hudson
 Larry Davidson
 Eric Downing
 G Builta
 Toni Johnson / Richard
 Pothoff / Al Bernal
 Jonathan Flagg
 Shea Jones
 Benjamin Lakner
 Rodrigo Torres
 Jaye R.
 Jaye R.
 Christopher Lee
 Daniel Rush
 Bruce Schlickbernd
 Joshua Kruger
 Steve Vincent
 Theodore Blegen
 Matt Schwartz
 John Borders
 Oscar Valenzuela
 Matt Hyra
 Judy Blake
 Damien Thomas
 Cynthia Delker
 Eric Downing
 Mike Fryer
 Keefer Langner
 Victor Zamora
 Ed Bodge
 Derik Duley
 Christopher Lee
 Shea Jones
 Yan Yan
 Jeremy Langdon
 Tomer Gurantz
 Jason Folger
 Jennifer Martindale
 Matthew Vigil
 Brian Rush
 Lloyd Adams
 John Oh
 Winton Lemione
 Joe Kim
 Nathalie Chavez

The Castles of Burgundy Final
 The Castles of Burgundy Qualifier
 The Castles of Burgundy Qualifier
 The Last Banquet
 The Last Banquet
 The Looney Bin
 The Palaces of Carrara
 The Worst Game Ever
 Through the ages
 Thurn & Taxis: Power & Glory
 Ticker to Ride: USA 1910
 Ticket to Ride: Europe
 Ticket to Ride: Team Asia

Titan
 Universal Rails
 Uno #1
 Uno #2
 Uno #3
 Uno #4
 Waterworks
 What The Food?
 Witness
 Yahtzee
 Yahtzee
 Yahtzee Free for All #1
 Yahtzee Free for All #2
 Yahtzee Free for All #3
 Yspahan
 Zombie Dice

Sean Growley
 Hector Reyes
 T.J. Wallace
 Aj Harris
 Blue
 Edward Williams
 Russell Howell
 Nikki Bryant
 David Park
 Monique Macasaet
 Kayla Barbosa Villager
 Renee Rose-Perry
 Madeline Barnicle, Manny Labis
 Eric Downing
 James Thomas
 Jaye R.
 Bill Gallagher
 Mary Taylor
 Jaye R.
 Leandra Brickson
 Sara Glauser
 Team 3
 Samantha Burkes
 Samantha Burkes
 Richard Rodrigues
 Pearl Brinkley
 Stephen S
 Roderick Lee, Kirk Udvardi
 Rick Avila

Gilbert Quinonez
 Gilbert Quinonez
 Brandon Muller
 Dwight Stone
 Red
 Michael Swinson
 Sam Nazarian
 Travis Cheney
 Kim Chen
 Ramon Vinluan
 Renee Rose-Perry
 Winton Lemione
 Jay Spowart, Jeanne Spowart
 Gordon Schick
 Gerald Delker
 Melvin Fitzgerald
 Laura Fitzgerald
 Laura Fitzgerald
 Mary Taylor
 Wes Bell
 Sarah Willy
 Team 1
 Nick Hayes
 Joel Trinidad
 Nathan Taylor
 Samantha Waterhouse
 Samantha Burkes
 Judy Blake

Patricia Liu
 Kyle Greenwood
 Edan Ortner
 Kim Chen
 Jeff Richter
 Erik Orrell
 Terrance Armstrong
 Robert Larson
 Mike Ortega
 Brian Simmons
 Brandon Muller, Renee Rose Perry
 Alasdair Burton
 Jonathan Flagg
 Mary Taylor
 Samantha Jones
 Samantha Burkes
 Samantha Burkes
 Francisco Suarez
 Helen Glauser
 Team 2
 Leonard Lopez
 Stephanie Hong
 Helen Glauser
 Judy Blake
 Werewolf Villager
 Robert Larson
 Andrew Chavez

Collectible Cards & Miniatures

Gaming 101 - Weiss Schwarz
 Gaming 101 - Weiss Schwarz
 Lord of the Rings Miniatures
 Magic: The Gathering - Live Draft (Cube)
 Middle-Earth CCG - Arda (Hero)
 Pathfinder Adventure Card Game
 Pathfinder Adventure Card Game
 Pathfinder Adventure Card Game
 Pathfinder Adventure Card Game
 Ascension: Chronicle of the Godslayer
 Ascension: Chronicle of the Godslayer
 Dice Masters
 Dice Masters: "Grab Bag"
 Dice Masters: Age of Ultron Rainbow Draft
 Dice Masters: 'Grab Bag'
 Dice Masters: Rainbow Draft
 Exodus Trading Card Game "Gateway"
 Exodus Trading Card Game Booster Draft
 Exodus Trading Card Game
 HeroClix- Battle Royale
 LSR CCG FREE Booster Draft
 Magic: The Gathering 8-player pod Draft
 Magic: The Gathering Booster Draft
 Magic: The Gathering Booster Draft
 Magic: The Gathering- Friday Night Magic
 Magic: The Gathering Keith Aldrich Pauper
 Magic: The Gathering Sealed Deck
 Middle-Earth CCG - Hero Constructed
 Middle-Earth CCG - Open Constructed
 Pirates Pocketmodel: Sink-N-Keep Despicable Me
 Pokemon
 Star Trek Attack Wing- A Matter Of Honor Event
 Star Trek Attack Wing- The Collective Resistance
 Star Wars Miniatures "Evasive Action"
 Yu-Gi-Oh! Game Show
 Yu-Gi-Oh! Lite
 Yu-Gi-Oh! Lite
 Yu-Gi-Oh!
 Yu-Gi-Oh!

1st Place

Michael Arsolon
 Angelica Magno
 Connor Mowatt
 Matthew Fox
 Jerry Pham
 John Willy
 Eric Fitzgerald
 Clinton Lusk
 Fernando Rojas
 Matt Wilkerson
 Rami Silverman
 Alan Wilcox
 Lee Coles
 Matthew Woodard
 Dave Intner
 Gary Manzano
 Vincent Fryer
 Marcelo Figueroa
 Vincent Fryer
 Jimmy Crowell
 Jason Folger
 Matthew Fox
 Chris Waters
 Matthew Fox
 Chris Waters
 Chris Waters
 Chris Waters
 Chris Waters
 Gene Berry
 Bruce Tompkinson
 Lloyd Adams
 Luke Johnson
 Wes Abello
 Sam Crosbie
 Andre Bashay
 Ryan
 Ryan
 Melainey Campbell
 Bryan Hafner
 Nathan Bernal

2nd Place

Andrew Ma
 James Branzuela
 Jerry Pham
 Ben Canlas
 Chris Venuti
 John Willy
 Frank Perkins
 Vincent Burris
 Lisa Adams
 Kristen Perez
 Mong Yang
 Evelyn Rumsey
 William Spratling
 Oliver Caceres
 Rich Pizann
 Ryan
 Elizabeth Ritchie
 Jon Brown
 Frank Perkins
 Noah Massaro
 George Caceres
 Jason Folger
 Shane Sauby
 Matthew Woodard
 Jimmy Crowell
 Brian Bleakley
 Michael Canlas
 Jon Brown
 Karina Jacques
 Sam Crosbie
 Nick Chavez
 Kyle Trujillo
 Bryan Hafner
 Denney Hafen
 Alex Gadberry
 Ryan
 Denney Hafen

3rd Place

Andre Bashay
 Sean Silverman
 Bruce Tompkinson
 Larry Davidson
 Jimmy Crowell
 Rich Pizann
 Denney Hafen
 Erin Chavez
 Alex Haley
 Alan Wilcox
 Melissa Weiss
 Christopher Alexander
 Brandon Weiss
 Jon Brown
 Ryan
 Jimmy Crowell
 Jason Folger
 Ken Lee
 Matthew Woodard
 Matthew Fox
 Kat Nava
 Dan Johnson
 Dan Johnson
 Brian Smith
 Charlotte
 Brian Foley
 Connor Mowatt
 Victoria Barton
 Luke Spencer
 Jennifer Blaauw
 Brandon Barrick

General Events

Ca\$h 'n Gun\$ Live #1
 Ca\$h 'n Gun\$ Live #2
 Ca\$h 'n Gun\$ Live #3
 Strategicon Football League

1st Place

Wonder Twins
 Team Waterhouse
 Wimpout Corner
 John Borders

2nd Place

Bananas!!!
 Bronies * Captain Ren *
 Murdersaurus Rex
 Danny Quindoy

3rd Place

The Glorious Banana Slayers
 Pink Duck
 Waterhouse with a Heart

Miniatures

Warhammer 40K RTT
 Star Wars Armada
 The Hildebrand Memorial Open-Period
 Warmachine / Hordes Steamroller

1st Place

Jeff Franson
 Alexander Nobles
 Adam Hammer
 Sean Devereaux

2nd Place

Cambriar Of Change
 Jeremy Larson
 Rene' Lafargue
 Zoe Leyva

3rd Place

Malcolm H
 Christopher Mazourek

X-Wing Miniatures
 40K Arena of Death
 40K Ironman - Apocalypse
 Circus Maximus

Malcolm H
 Major The Maniacal
 Benjamin Ziegert
 Joel Cohick

Brent Hengeveld
 Rustam Khan
 Erik Orrell

Alexander Nobles
 Paul Schneider

Painting Contest

Best of Show
 Fantasy Large
 Fantasy Single
 Fantasy Unit
 Historical Single
 Historical Unit
 Open
 Sci Fi Large
 Sci Fi Single
 Sci Fi Unit
 Strategikids

1st Place

Mike Fox
 Kaitlyn Pickett
 Kaitlyn Pickett
 Anton Goldman
 Jesse Boyens
 Tim Keennon
 Mike Fox
 Mike Fox
 Mike Fox
 Mike Fox
 Sarah Willy

2nd Place

Anton Goldman
 Anton Goldman
 Kevin Hill
 Kevin Hill
 Patrick Saul
 Kevin Hill
 Helen Glouser

3rd Place

Kevin Hill
 Kevin Hill
 Tim Knapp
 Tim Knapp
 Kevin Hill

RPG

GURPS Final

1st Place

Mark Clark

2nd Place

Thomas Lepore

3rd Place

Kris Freeman

Traditional Card Games

Cribbage
 Hearts
 Poker: No Limit Hold 'em
 Spades

Kimberly Shaver
 Lisa Burola
 Shea Jones
 Gerald Delker

Amber Hudson
 Michelle Mills
 Stephen S
 Lisa Burola

Dean Taylor
 Sue
 Winton Lemione
 John Paiva

Video Games

Glass Block Challenge
 Iron Block Challenge
 Rocket League
 Spleef PvP
 Spleef PvP
 Super Smash Bros. for Wii U - Free For All
 Super Smash Bros. for Wii U - Duels
 Super Smash Bros. for Wii U - Random

1st Place

Charlotte
 Asa Schiller
 Kelly Mai, Sam Udvardi
 Chris Agramonte
 Aidan Brooks
 Sam Gottschall
 Cameron Rhodes
 Kelly Mai

2nd Place

Chris Agramonte
 Charlotte
 Alexandria, Kris Freeman
 Eric Laurence
 Cole Spencer
 Sam Udvardi
 Calvin Sheen
 Tyler Weipert

3rd Place

Vincent Fryer
 Alex Figueroa
 Willie Callenback
 Ryan
 Pim Hensel
 Ben Lesel
 Griffin Geller

War Games

1775 Rebellion
 Axis & Allies
 Battle Cry
 C&C Napoleonics
 Friedrich
 Kriegsspiel
 Maria
 Sails of Glory
 Sails of Glory
 Virgin Queen (Campaign) Game 1
 Virgin Queen (Campaign) Game 2

1st Place

Walter Wichowski
 Pete Porfido
 Maximilian Krochman
 Frank Yuan
 Anthony Stenzel
 Rachel Austin
 Kurt Stenzel
 Rita Green
 Bruce Ballard
 Mark Luta
 Anthony Stenzel

2nd Place

Oscar Horta
 Tim Towery
 Braden Boe
 Eric Noel
 Kurt Stenzel
 Anthony Stenzel
 Gerald Delker
 Daniel Plachta
 Kurt Stenzel
 Kurt Keckley

3rd Place

Harold Buchanan
 Marshall Neal
 Nicholas Werner



PolyCon 34

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Join us at the Home of Gaming on the Central Coast for all types of gaming featuring:

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Magic

Amtgard

WarMachine

Nerf Wars

Giant RoboRally

D&D

Pulp Adventure

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June 17-19, 2016

Cal Poly University Union

San Luis Obispo, CA

coninfo@polycon.org

A Word (or two) from the Con Man

Another con, another record

Sometimes I feel like a broken record – “This is our Biggest Con EVER!!!” But we’re on a roll, and it’s been true every February. What’s scary is that it was also true this past Gateway. For the first time since maybe sometime in the 1980s or early 1990s, Gateway was larger than Orcon. Both broke 2000 and Gateway (barely) made 2100.

This show again has the largest pre reg total we’ve ever had, so it might again be our “Biggest Con EVER!!!” We are getting close to historical highs. We’re not there yet, but in a couple of years we might be.

The best laid plans

The break between Gateway and Orcon is the longest one we have, and with the holidays and the resulting time off from work it’s the time we get to do the big projects that a con needs to have done once in a while.

Didn’t work out that way. Due to a combination of factors, the most critical of which was yours truly being incapacitated for two months, several plans (*cough* web site *cough*) bit the dust.

If at first you don’t succeed...

Sometimes things that seem good on paper don’t work out so well in reality, and eventually you have to admit it and move on.

One example of which was moving the flea market downstairs. Some people really liked it, but others despised it and there were too many problems with the location. We gave it a year, but it just didn’t work. So it’s back upstairs now.

Thieves

Last show we were paid a visit by a professional thief. We caught him on camera, but he was good enough to avoid looking directly at any security camera while he circumnavigated most of the con. He pocketed at least a couple of items – none of which were gaming related. And no, he didn’t even have the courtesy to buy a badge. Why do I mention this? Because I want to remind people to watch their stuff. Look out for each other. The items stolen were targets of opportunity left carelessly out in the open with no one around. By the time we get to the security tapes it’s too late.

Here Comes the Sun

One thing we did plan for this con was a lot of rain. As I write this the weather report has it listed as partly cloudy on the beaches with highs in the 80s. No chance of rain. All that paranoia for no reason, but it’s better to be prepared!

Hopefully there’s still parking.

Have fun and stay safe everyone. Thanks for coming out. Enjoy the con.



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