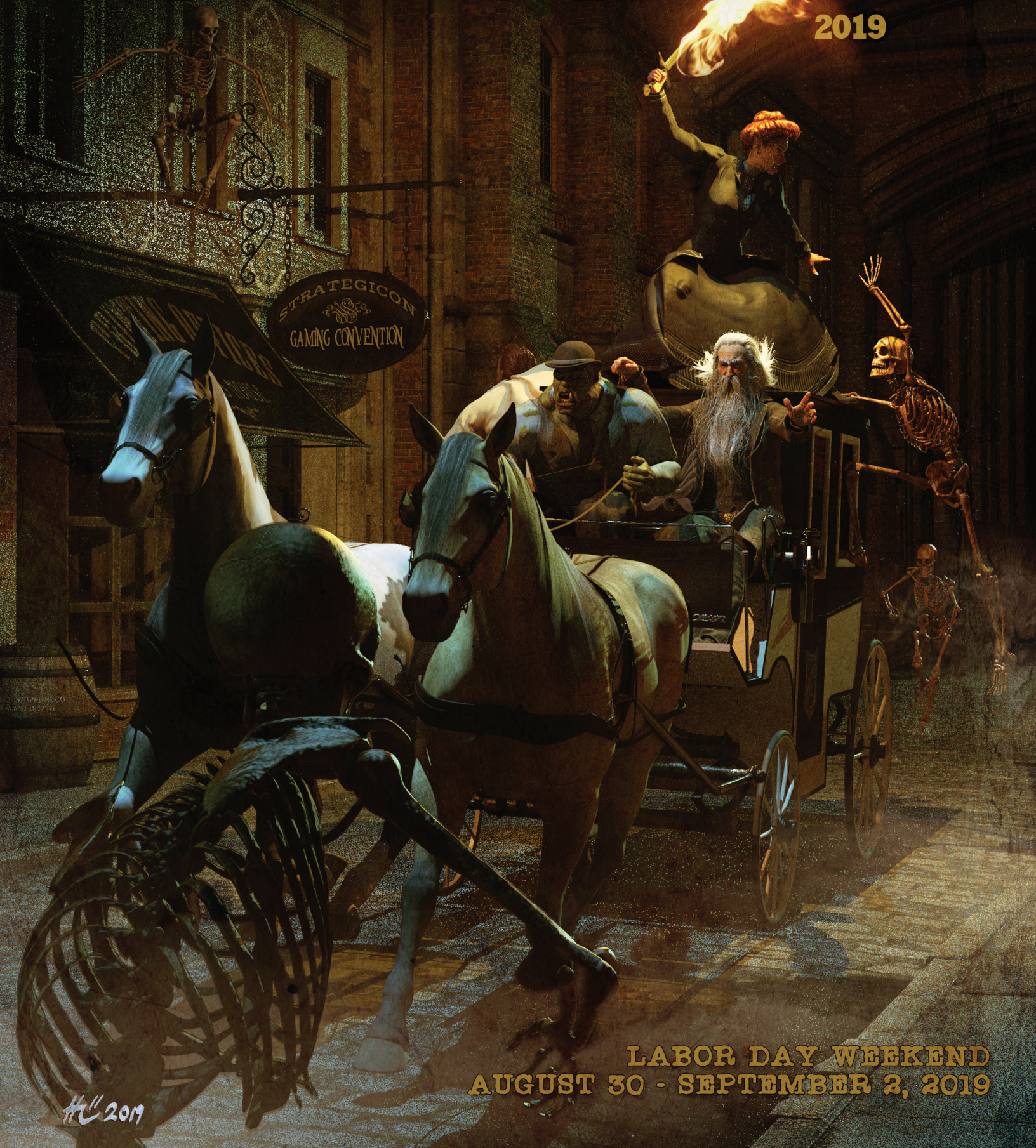


HILTON LOS ANGELES AIRPORT  
5711 W Century Blvd., Los Angeles, California

# GATEWAY

2019



LABOR DAY WEEKEND  
AUGUST 30 - SEPTEMBER 2, 2019

HC 2019





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## Troubleshooting Staff

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

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

## Welcome

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

Gateway brings you the widest array of family, fantasy, historical, and science-fiction board, card, video, 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

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

## Game Tournaments and Events

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

## Common Rights of Event Officials

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

1. GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players or if a role-playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to downgrade or cancel it.
5. GMs 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 and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration.

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the

number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

### **Multiple Section Tournament Entry Limit**

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Phase 10 #2). If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven't played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game's tournaments. For Role-Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

### **Walk-in Event Entry**

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

### **Late Arrivals**

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

### **Tournament Prizes**

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

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

### **The prizes for board games will be as follows:**

Events are played for the pure fun of the game

Tournaments are paid out as follows:

Mega - \$50, \$40, \$30, \$20

Big - \$20, \$15, \$10, \$5

Tournament - \$15, \$10, \$5

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 Gateway 2019 for Non-gamers**

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

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

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, 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!



## Gateway 2019 Special Guests

### Alan Bahr



The lead designer and founder of Gallant Knight Games. A game designer best known for the TinyD6 line of games, along with other games such as Cold Shadows, For Coin & Blood, Planet Mercenary, Gallant Pocket Games, and many more, Alan is the owner/operator of Gallant Knight Games.

He's an avid fan of Noir films, Arthurian mythos, smooth jazz, clever role-playing games, and his amazing wife.

### Tom Jolly

is best known for his 1985 game Wiz-War, but has designed or co-designed over twenty other games (Drakon, Cavetroll, Disk Wars, Energy Empire, etc.). While still designing games, he now spends most of his time writing SF and fantasy, with stories published in Analog SF, Daily SF, Compelling SF, New Myths, and a number of anthologies, including "As Told By Things" and "Shards". He lives in Santa Maria, California, with his wife Penny in a place where mountain lions and black bears still visit. You can discover more of his stories and games at [www.silcom.com/~tomjolly/tomjolly2.htm](http://www.silcom.com/~tomjolly/tomjolly2.htm).

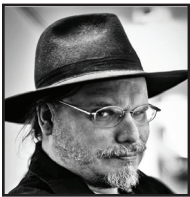


### Jason Mills

The creator of Demigods, a PBTA game about the children of gods. Cutting his teeth on first edition Shadowrun unlocked the hidden skills of "house ruling on the fly", "letting the players do whatever they want", and "nobody wants to count bullets anyway". These secret magicks have made him a world\* famous game-runner, and given him the chance to design his own game. Demigods is his first publication, with more on the way. You can find him at @itsProbablyOk on Twitter. (spoiler: he loves talking about mythology) \*at least TWO other countries, IT COUNTS OK?



### John Wick



Chaosium's Creative Director for 7th Sea. Since getting his start in 1995, John has published dozens of games and won over a dozen awards. His games include Legend of the Five Rings RPG, 7th Sea, Orkworld, Houses of the Blooded and Cat: A Little Game about Little Heroes.

John was raised to the sublime degree of Master Mason, is a Discordian Double Agent, sings (but not well), still has the first dollar bill he made telling stories, uses Qabalistic rituals on his birthday to help his friends walk up the Tree of Life, was a memetic assassin (it was a corgi), maintains a clutch of Monsters, saw a man cut in half while working as a breakman on the railroad, beat the Devil in a game of riddles, fell asleep in a goth club, plays drums (but not well), was healed by Harlan Ellison, met and talked to characters he created, and wrote this bio. And it's all true.

### Ben Woerner

A father, husband, and game designer. In 2014, he Kickstarted and published World of Dew, a samurai noir roleplaying game. In 2018, he returned with Nighty Knights, a game of stuffed animals protecting sleeping children from monsters and nightmares.

He's a freelance writer and developer and has worked for John Wick Presents on multiple projects including as a developer on the Ennie Award winning 7th Sea Pirate Nations. He also has written on Warhammer 40K: Wrath & Glory, Scion 2nd Edition, multiple TinyD6 lines for Gallant Knight Games, and many more!

He's a big fan of mitigated success in game design. He is an even bigger fan of his daughter, his son, and the loveliest of all women, his wife, Emily.



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



# Friday

## Master Schedule of Events

\* = Play with the creator

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

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

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

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

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

**Fri, Aug 30**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	3	<b>Alchemists</b> Demo	International B	B	T	B
	2	<b>Liar's Dice</b> Small	International B	A	F	B
	4	<b>The Naming of the Sprue 2019</b> Event *	International F	A	A	B
	2	<b>Ticket to Ride: Old West</b> Event	International B	A	A	B
	1	<b>Vinhos</b> 101	International B	B	T	B
	8	<b>Vanguard</b> 101	La Jolla	A	A	C
	8	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	3	<b>Attack Vector: Tactical</b> Meeting Engagement	International A	A	T	M
	1	<b>Axis &amp; Allies</b> Event	Los Angeles B	A	A	W
1 pm	2	<b>Lost Cities: The Board Game</b> Event	International B	A	A	B
	1	<b>Russian Railroads</b> 101	International B	B	T	B
	5	<b>The Everyone Shares One Butt Game</b> Playtest *	International B	B	A	B
	3	<b>Vinhos</b> Event	International B	A	T	B
	3	<b>Middle Earth CCG (ICE)</b> Casual Play	La Jolla	E	T	C
	3	<b>Street Masters</b>	International A	A	A	M
2 pm	4	<b>Cohorts and Cronies</b> Event	International B	A	M	B
	1	<b>Ganz Schön Clever (Thats Pretty Clever)</b> 101	International B	B	A	B
	2	<b>No Thanks!</b> Tournament	International B	A	F	B
	4	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	3	<b>Russian Railroads</b> Event	International B	A	T	B
	2	<b>Space Base</b> Demo	La Jolla	A	T	B
	2	<b>Steve Jackson Games Sneak Peek!</b> Sponsored Demo	La Jolla	A	A	B
	1	<b>Thurn and Taxis</b> 101	International B	B	A	B
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-FC3-03 The Fun House 11-16	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-WYC-1-1 Back to the Burning 5-10	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW03 Saving Silverbeard 11-16	Plaza B	E	T	A
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	4	<b>Blood Rage</b> Sponsored	International A	A	T	M
	2	<b>Gizmos</b> Sponsored	International A	A	T	M
	4	<b>Monsterpocalypse 2.0</b> Learn to Play Demo	International A	A	A	M
	4	<b>Rising Sun</b> Sponsored	International A	A	T	M
	8	<b>Star Breach</b> Sponsored Demo *	International A	A	T	M
	4	<b>Zombicide: Invader</b> Sponsored	International A	A	T	M
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo D	A	A	R
	4	<b>Bedlam Hall</b> A Knight To Remember	San Lorenzo A	A	T	R
	6	<b>DnD 5e</b> The Nerastrim Manor	San Lorenzo C	A	M	R
	4	<b>Fall of Magic</b> Fall of Magic and Autumn of the Ancients	Plaza Foyer	A	A	R
	4	<b>GURPS</b> GURPS Project ASPIRE - The Accidental Vampire Sponsored	San Lorenzo F	A	T	R
	4	<b>GURPS 4e</b> A Race Through The Chaos Sponsored	San Lorenzo E	A	T	R
	4	<b>Index Card RPG</b> 8-Bit Heroes: Return to the Mushroom Kingdom	San Lorenzo B	A	A	R
	3	<b>Kids on Bikes</b> Kids on Bikes	San Lorenzo D	A	A	R
	4	<b>Mutant Year Zero</b> Elysium: Plague on both your Houses	San Lorenzo A	A	T	R
	4	<b>Savage Worlds</b> The Black Claw! *	San Lorenzo B	B	T	R
3 pm	2	<b>Ganz Schön Clever (Thats Pretty Clever)</b> Event	International B	A	A	B
	1	<b>Grand Austria Hotel</b> 101	International B	B	A	B
	3	<b>Thurn and Taxis</b> Tournament	International B	E	A	B
	2	<b>Yahtzee Free for All #1</b> Event	International B	A	A	B
	2	<b>Yu-Gi-Oh!</b> Advance Tournament Sponsored	La Jolla	A	A	C
	3	<b>Attack Vector: Tactical</b> Meeting Engagement	International A	A	T	M
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
4 pm	2	<b>Clank! and Clank! In Space</b> Demo	La Jolla	A	A	B
	1	<b>Fireball Island: Curse of Vul Kar</b> Event	International B	A	A	B
	1	<b>Game of Thrones: The Iron Throne</b> 101	International B	B	T	B



## Friday

**Fri, Aug 30**

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	<b>Grand Austria Hotel</b> Tournament	International B	E	A	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	1	<b>Ticket To Ride</b> 101	International B	B	A	B
	1	<b>Various</b> HABA Games Event	Family Area	A	A	B
	2	<b>KeyForge</b> 101	La Jolla	A	T	C
	2	<b>Victorian Masterminds</b> Sponsored	International A	A	T	M
	1	<b>Imperial Auction</b> Playtest *	Newport B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	4	<b>Sails of Glory</b> Small	Los Angeles B	A	A	W
5 pm	2	<b>Battlestar Galactica</b> 101	International B	B	A	B
	1	<b>Catan</b> 101	International B	B	A	B
	4	<b>Game of Thrones: The Iron Throne</b> Event	International B	A	T	B
	2	<b>LAMA #1</b> Event	International B	A	A	B
	2	<b>Munchkin</b> Sponsored Demo	La Jolla	A	T	B
	1	<b>Race for the Galaxy</b> 101	International B	B	T	B
	3	<b>Ticket To Ride</b> Tournament	International B	E	A	B
	2	<b>Vanguard</b> Advance Tournament Sponsored	La Jolla	A	A	C
	4	<b>Dealer Room Opens!</b>	Pacific	A	A	G
	3	<b>Star Wars Legion</b> Demo	International A	A	A	M
	4	<b>X-Wing 2.0</b> X-Wing Kart	International A	A	A	M
	2	<b>Game Show Play Along: Jeopardy!</b> Event	Catalina B	A	A	P
	1	<b>Imperial Colony: First Governor</b> Playtest *	Newport B	A	A	P
	2	<b>Murder Happens: Danger Lake Hotel</b> Playtest *	Newport B	B	M	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
6 pm	4	<b>18xx</b> Small	International B	A	T	B
	5	<b>Catan</b> Big	International B	E	T	B
	2	<b>Dixit</b> Event	International B	A	A	B
	2	<b>Imperial 2030</b> 101	International B	B	A	B
	1	<b>Power Grid</b> 101	International B	B	T	B
	2	<b>Race for the Galaxy</b> Event	International B	A	T	B
	2	<b>KeyForge</b> Sealed Sponsored	La Jolla	A	T	C
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	1	<b>LARP 101: What Is LARP?</b> Seminar *	Bel Air	A	A	L
	4	<b>Adeptus Titanicus</b>	International A	A	A	M
	4	<b>Blood Rage</b> Sponsored	International A	A	T	M
	3	<b>Cthulhu: Xothic Wars</b> Learn to Play 101	International A	A	T	M
	4	<b>Lord of the Rings - Games Workshop</b> Pitched Battle	International A	A	F	M
	1	<b>Rising Sun</b> Learn to Play 101	International A	A	A	M
	6	<b>Team Yankee Bash</b>	International A	A	T	M
	4	<b>Zombicide: Green Horde</b> Sponsored	International A	A	T	M
	2	<b>For The Queen</b> Event	Catalina C	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	6	<b>War Stories</b> Event *	Los Angeles B	A	A	W
7 pm	5	<b>Battlestar Galactica</b> Event	International B	A	A	B
	1	<b>Goa: A New Expedition</b> 101	International B	B	T	B
	2	<b>Love Letter #1</b> Event	International B	A	A	B
	3	<b>Power Grid World Tour: France</b> Event	International B	E	T	B
	3	<b>Ticket to Ride: France</b> Tournament	International B	E	A	B
	1	<b>Magic: The Gathering</b> Horde: Gone Fishing	La Jolla	A	T	C
	1	<b>Meet &amp; Greet</b> *	1635	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-TRI-22 On the Baron's Trail 11-16	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-WYC-1-2 Where Rock and Fire Meet 5-10	Plaza B	E	T	A
	3.5	<b>AEG: 7th Sea</b> Murder in Five Sails Special *	Bel Air	A	T	L
	5	<b>MIT Assassins Guild / Secrets and Powers</b> The Neptune's Ball *	Malibu Gardens	A	M	L
	2	<b>Pirates!</b>	International A	A	A	M
	5	<b>Rising Sun</b>	International A	A	A	M
	2	<b>Cash 'n Guns Live</b> Event	Newport C	A	A	P
	2	<b>Murder Happens: Super Heroes all...</b> Playtest *	Newport B	B	M	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V



## Friday

**Fri, Aug 30**

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.	
8 pm	1	<b>Bunco</b> Event	International B	A	A	B	
	2	<b>Colt Express</b> Event	International B	A	A	B	
	3	<b>Goa: A New Expedition</b> Small	International B	A	T	B	
	3	<b>Imperial 2030</b> Event	International B	A	A	B	
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B	
	1	<b>Sid Meier's Civilization: A New Dawn</b> 101	International B	B	A	B	
	2	<b>Lord of the Rings TCG (Decipher)</b> Casual Play	La Jolla	A	T	C	
	3	<b>Magic: the Gathering</b> Friday Night Draft! Core Set 2020 (\$15)	La Jolla	A	A	C	
	2	<b>Sentinels of the Multiverse</b> Demo	La Jolla	A	A	C	
	2	<b>Flea Market</b>	International F	A	A	G	
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	
	4	<b>Pathfinder RPG 2e</b> Origin of the Open Road (Pregen Only) Sponsored	Los Angeles A	A	A	F	
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F	
	5	<b>Starfinder RPG</b> Dreaming of the Future Sponsored	Los Angeles A	A	A	F	
	2	<b>Battlestations</b> *	International A	A	A	M	
	4	<b>HATE</b> Sponsored	International A	A	M	M	
	2	<b>The Godfather: Corleone's Empire</b> Sponsored	International A	A	T	M	
	2	<b>Game Show Play Along: Pass The Buck</b> Event	Catalina B	A	A	P	
	1	<b>Ultimate Werewolf</b> 101	Catalina C	B	A	P	
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo E	A	A	R	
	4	<b>Call of Cthulhu 7e</b> Nouvelle Terreur	Santa Monica A	A	M	R	
	4	<b>Call of Cthulhu 7e</b> The Ides of Winter Sponsored	San Lorenzo A	A	T	R	
	4	<b>Dungeons &amp; Dragons 5e</b> Stomping Grounds Playtest	San Lorenzo B	A	T	R	
	4	<b>Delta Green</b> Last Things Last	San Lorenzo B	B	T	R	
	4	<b>GURPS</b> GURPS Project ASPIRE - Dark Shore Rising Sponsored	San Lorenzo E	A	T	R	
	4	<b>GURPS</b> Paragon University - Food For Thought Sponsored	San Lorenzo E	A	T	R	
	4	<b>Heroic Dark</b> Make your world. Defend it or Die Trying! *	San Lorenzo A	B	T	R	
	4	<b>Powered by the Apocalypse</b> Shibuyan Knights: Roppongi 5-0	Chair Boardroom	A	F	R	
	4	<b>Robotech: The Macross Saga RPG</b> Bye-Bye Mars Demo	San Lorenzo A	A	T	R	
	4	<b>Savage Worlds: Rippers</b> The Secret Mansion of Doctor Krovak	San Lorenzo C	A	M	R	
	4	<b>Tenra Bancho Zero: Motokage</b> Murder Hobo San	San Lorenzo B	A	T	R	
	4	<b>Things from the Flood</b> Waterfalls	San Lorenzo D	A	M	R	
	4	<b>To be announced</b> Monkeyfun Presents: *	San Lorenzo D	A	M	R	
	4	<b>Vampire 5e</b> Midsummer's Nightmare	San Lorenzo C	A	M	R	
	4	<b>RPG Indie Games on Demand</b>	Plaza Foyer	A	A	R	
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V	
	9 pm	1	<b>Disney's Villainous</b> 101	International B	B	A	B
		2	<b>Phase 10 #1</b> Tournament	International B	A	A	B
		2	<b>Sid Meier's Civilization: A New Dawn</b> Event	International B	A	A	B
		1	<b>The Castles of Burgundy</b> 101	International B	B	T	B
		0	<b>Dealer Room Closes</b>	Pacific	A	A	G
		3	<b>Cthulhu: Xothic Wars</b> Learn to Play 101	International A	A	T	M
		3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
		3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
		1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
10 pm		1.5	<b>A Gentleman's Quarrel</b> Sponsored Playtest *	International B	B	T	B
	1	<b>Biblios</b> 101	International B	B	A	B	
	1	<b>Blue Moon City</b> 101	International B	B	A	B	
	2	<b>Disney's Villainous</b> Event	International B	A	A	B	
	5	<b>The Castles of Burgundy</b> Big	International B	E	T	B	
	2	<b>Bloodborne: The Card Game</b> Sponsored	International A	A	T	M	
	4	<b>Gaslands- Friday Night</b> Post apocalyptic auto racing	International A	A	M	M	
	2	<b>X-Wing 2.0</b> Battle Royale Furball	International A	A	A	M	
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V	
	11 pm	2	<b>Biblios</b> Event	International B	A	A	B
3		<b>Blue Moon City</b> Tournament	International B	E	A	B	
2		<b>Uno #1</b> Event	International B	A	A	B	
3		<b>Heroes</b> A Night at the Bastille *	Bel Air	A	T	L	
2		<b>Battlestations</b> *	International A	A	A	M	
1		<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V	

## Saturday

\* = Play with the creator

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

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

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

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

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

**Sat, Aug 31**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	<b>Star Trek: Five-Year Mission</b> Event	International B	A	A	B
	1	<b>Ticket to Ride First Journey</b> Event	International B	A	A	B
	3	<b>Magic: the Gathering</b> Prerelease Core Set 2020 (\$25)	La Jolla	A	A	C
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Newport C	E	M	P
	3	<b>Ultimate Werewolf</b> Event	Newport B	A	T	P
	4	<b>Ultimate Werewolf Legacy</b> Event	Catalina C	B	M	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo E	A	A	R
3 am	3	<b>Ultimate Werewolf</b> Event	Newport C	E	M	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
8 am	1	<b>Ticket to Ride Expansions</b> 101	International B	B	A	B
	1	<b>Titan</b> 101	International B	B	A	B
	2	<b>Death of Liberty</b> Playtest *	Catalina C	A	T	P
	1	<b>A Game Of Thrones The Board Game</b> 101	Los Angeles C	B	M	W
9 am	1	<b>CO2: Second Chance</b> 101	International B	B	T	B
	1	<b>Fireworks</b> Demo	Family Area	A	K	B
	1	<b>Outpost</b> 101	International B	B	A	B
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	4	<b>The Naming of the Sprue 2019</b> Event *	International F	A	A	B
	1	<b>The Reckoners</b> 101	International B	B	T	B
	12	<b>Titan</b> Tournament	International B	E	T	B
	2	<b>Yahtzee Free for All #2</b> Small	International B	A	A	B
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-01 Window to the Past 17-20	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW01 Breaking Umberlee's Resolve 5-10	Plaza B	E	T	A
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	5	<b>Stanford Gaming Society / Secrets and Powers</b> A Reunion At Katmeers		A	T	L
	9	<b>A Song of Ice &amp; Fire: Tabletop Miniatures</b> Sponsored Tournament	International A	E	T	M
	3	<b>Fistful of Lead</b> Wild West Shoot Out!	International A	A	T	M
	4	<b>Mein Zombie</b> Lost Treasures	International A	A	T	M
	5	<b>Monsterpocalypse Crush Hour</b> Sponsored Tournament	International A	E	A	M
	4	<b>Zombicide: Black Plague</b> Sponsored	International A	A	T	M
	4	<b>A Town Called Malice</b> Here Comes the Rain Again *	San Lorenzo E	A	M	R
	4	<b>Dungeons &amp; Dragons 5e</b> Fellowship of the Bling: Payback	San Lorenzo D	A	T	R
	4	<b>Deadlands Noir (Savage Worlds)</b> A Wild Night at the Irish Rose	San Lorenzo E	A	M	R
	4	<b>Decuma</b> Decuma	San Lorenzo E	A	M	R
	4	<b>Fate</b> It's Not My Fault, I'm Fabulous	San Lorenzo F	A	A	R
	4	<b>Fate Accelerated (PMM The Arcane Underground)</b> Air Ship Adventures! *	San Lorenzo D	A	T	R
	4	<b>GURPS</b> Arche - Under the Siege Sponsored	San Lorenzo F	A	T	R
	4	<b>GURPS</b> Space Colony- Episode 1 Sponsored	San Lorenzo A	A	T	R
	4	<b>GURPS 4e</b> A Race Through The Chaos Sponsored	San Lorenzo C	A	T	R
	4	<b>Heroic Dark</b> Make your world. Defend it or Die Trying!	San Lorenzo B	B	T	R
	4	<b>Index Card RPG</b> 8-Bit Heroes: Return to the Mushroom Kingdom	San Lorenzo F	A	A	R
	4	<b>Monster of the Week</b> The Callback	San Lorenzo A	B	T	R
	4	<b>Powered by the Apocalypse</b> Happiest Apocalypse on Earth	Santa Monica A	A	M	R
	4	<b>The One Ring RPG</b> Creeping Darkneess	San Lorenzo C	A	T	R
	4	<b>Vampire the Requiem: Second Edition</b> The Requiem Chronicles:	San Lorenzo B	A	T	R
	4	<b>RPG Indie Games on Demand</b>	Plaza Foyer	A	A	R
	5	<b>A Game Of Thrones The Board Game</b> Tournament	Los Angeles C	A	M	W
	8	<b>Axis &amp; Allies</b> Big	Los Angeles B	A	A	W
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G
10 am	2	<b>AEG Big Game Night - Revisited!</b> Event	La Jolla	A	A	B
	2	<b>Brass: Lancashire</b> 101	International B	B	A	B
	3	<b>CO2: Second Chance</b> Event	International B	A	T	B
	3	<b>Outpost</b> Small	International B	A	A	B
	5	<b>Power Grid</b> Big	International B	E	T	B

**Saturday**



# Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	2	<b>The Reckoners</b> Event	International B	A	T	B
	2	<b>Thurn and Taxis: Power and Glory</b> Small	International B	E	A	B
	1	<b>Tutti Frutti and Speedy Eddie</b> Event	Family Area	A	K	B
	2	<b>Middle Earth CCG (ICE)</b> Hero Arda	La Jolla	E	T	C
	8	<b>Vanguard</b> 101	La Jolla	A	A	C
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations</b> *	International A	A	A	M
	4	<b>Civil Unrest</b> Demo *	International A	A	T	M
	2	<b>Ethnos</b> Sponsored	International A	A	T	M
	16	<b>Flames of War</b> The Longest Day	International A	E	M	M
	2	<b>Gaslands</b> The Carburetor County Calamity	International A	A	F	M
	8	<b>Gepanzerte Faust</b> Arnhem, attack across the RR bridge 18 September, 1944	International A	A	M	M
	2	<b>Gizmos</b> Sponsored	International A	A	T	M
	2	<b>Infinity</b> Corvus Belli Infinity Sci-fi Demo	International A	A	A	M
	6	<b>Modified Fire and Fury</b> Gettysburg Day 2	International A	A	A	M
	7	<b>Paint and Take</b>	International A	A	A	M
	8	<b>Star Breach</b> Demo	International A	A	A	M
	12	<b>Warhammer 40K 8th Edition</b> Mega-Apocalypse Day 1	International A	A	A	M
	6	<b>Warlands from Aberrant</b> Last Man Driving Demo *	International A	A	A	M
	5	<b>X-Wing 2.0</b>	International A	A	T	M
	2	<b>The Road To Bremen</b> Playtest	Catalina C	A	A	P
	3	<b>Kids on Bikes</b> The True Believers' Club	Family Area	A	K	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	10	<b>Command &amp; Colors</b> Tournament	Los Angeles B	A	A	W
	6	<b>Maria</b> Small	Los Angeles B	A	A	W
	8	<b>Sturm Europa!</b> Event *	Los Angeles B	A	A	W
11 am	2	<b>Boss Monster</b> Event	International B	A	A	B
	1	<b>Pass the Pandas</b> Event	International B	A	A	B
	2	<b>Ticket to Ride: First Journey</b> Small	Family Area	A	K	B
	3	<b>Ticket to Ride USA 1910</b> Tournament	International B	E	A	B
	2	<b>Uno #2</b> Small	International B	A	A	B
	3	<b>Ascension</b> #1	La Jolla	A	A	C
	8	<b>Indie Game Alliance</b>	La Jolla	A	A	C
	2	<b>Family Movies #1</b> Seminar	Carmel	A	A	G
	6	<b>Flea Market</b>	International F	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>Cthulhu: Xothic Wars</b> Learn to Play 101 *	International A	B	T	M
	2	<b>Pirates!</b>	International A	A	A	M
	1.5	<b>Speakeasy</b> Event *	Newport D	A	T	P
	4	<b>The Genius</b> Tournament *	Catalina B	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	6	<b>Caesar: Epic Battle of Alesia</b> Event	Los Angeles B	A	A	W
	8	<b>Falling Sky: The Gallic Revolt Against Caesar</b> Small	Los Angeles B	A	A	W
Noon	2	<b>Brass: Lancashire</b> Event	International B	E	A	B
	1.25	<b>Cat Lady</b> 101	International B	B	F	B
	1	<b>Forbidden Island</b> Event	International B	A	A	B
	2	<b>Munchkin</b> Sponsored Demo	La Jolla	A	T	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	1	<b>Talisman/Catadysm/Batman</b> 101	International B	B	T	B
	2	<b>Tiny Towns</b> Demo	La Jolla	A	T	B
	2	<b>Trash Truck Trouble</b> Demo *	Family Area	B	F	B
	2	<b>Clash Royale (Mobile)</b> Strategic-Placement-Con	La Jolla	A	A	C
	8	<b>Heroscape</b> Demo	La Jolla	A	A	C
	3	<b>Magic: the Gathering</b> Draft Core Set 2020 (\$15)	La Jolla	A	A	C
	2	<b>Middle Earth CCG (ICE)</b> Casual Play	La Jolla	E	T	C
	8	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	3	<b>Attack Vector: Tactical</b> Meeting Engagement	International A	A	T	M
	2	<b>Dreadball</b> 101	International A	A	A	M

# Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Gaslands</b> Family Friendly Zombie Bash	International A	A	F	M
	2	<b>Death of Liberty</b> Playtest *	Catalina C	A	T	P
	2	<b>Game Show Play Along: Card Sharks</b> Event	Newport B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	2	<b>Starcraft - Cartooned</b> PC	Marina	A	A	V
	2	<b>Smash Bros Ultimate #1 - FFA</b> Switch	Bel Air	A	A	V
	4	<b>1775: Rebellion</b> Small	Los Angeles B	A	A	W
1 pm	2	<b>Cat Lady</b> Event	International B	A	F	B
	1	<b>Kingsburg</b> 101	International B	B	A	B
	4	<b>Last Days of Athobrae</b> Demo	International B	B	T	B
	2	<b>Phase 10 #2</b> Event	International B	A	A	B
	4	<b>Social Media Godz</b> Playtest *	International B	B	T	B
	4	<b>Talisman/Cataclysm/Batman</b> Tournament	International B	E	T	B
	3	<b>Exodus</b> Constructed Sponsored Tournament	La Jolla	A	A	C
	1	<b>Magic: The Gathering</b> Horde: Paradise Lost	La Jolla	A	T	C
	1.5	<b>Blinging out your games</b> Seminar *	Carmel	A	A	G
	2	<b>Battlestations</b> *	International A	A	A	M
	6	<b>Battletech</b> Circle of Death	International A	A	A	M
	4	<b>Kaiju Battles</b> Playtest *	International A	A	A	M
	3	<b>Kids on Bikes</b>	Family Area	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
2 pm	1	<b>Builders of Blankenburg</b> 101 *	International B	B	A	B
	2	<b>Cat Lady</b> Demo	La Jolla	A	A	B
	2	<b>Chinatown Coop</b> Event	International B	A	A	B
	5	<b>Kingsburg</b> Big	International B	E	A	B
	2	<b>Lanterns</b> Demo	La Jolla	A	A	B
	2	<b>Munchkin</b> Sponsored Demo	La Jolla	A	T	B
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	1	<b>Survive!</b> Event	International B	A	A	B
	2	<b>Tiny Epic Quest</b> Demo	International B	B	A	B
	2	<b>Wacky Races</b> Event	Family Area	A	F	B
	1	<b>Magic: the Gathering</b> Learn to Play 101	La Jolla	A	A	C
	2	<b>Magic: the Gathering</b> Commanderin'	La Jolla	A	A	C
	2	<b>Middle Earth CCG (ICE)</b> Casual Play	La Jolla	A	T	C
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-TRI-24 Knight Errand 11-16	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-03 Those That Came Before 17-20	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDALCA-01 Return to the Ghost Tower of Inverness	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW02 Blood in the Water 5-10	Plaza B	E	T	A
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> Origin of the Open Road (Pregen Only) Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	4	<b>Starfinder RPG</b> Pact World Warriors (levels 1-4) Sponsored	Los Angeles A	A	A	F
	1	<b>Backyard Quest</b> Wizard Quest: Mystery of the Runes (Run 1) *	Malibu Gardens	A	K	L
	4	<b>Nerf/Boffer (Live Combat)</b> Boffer Showcase: NATO vs The [...] Special *	Bel Air	A	T	L
	4	<b>Parlor LARP</b> Juggernaut	3103	A	M	L
	4	<b>Battletech Alpha Strike</b> King of the Hill	International A	A	F	M
	4	<b>God of War: The Card Game</b> Sponsored	International A	A	T	M
	4	<b>Mailfaux 3e</b> Open Play and Demos	International A	A	T	M
	4	<b>Zombicide: Black Plague W/ Green Horde</b> Sponsored	International A	A	T	M
	4	<b>Zombicide: Invader</b> Sponsored	International A	A	T	M
	1	<b>Shadow*Kitty</b> Playtest *	Newport D	A	A	P
	2	<b>You Don't Know My Life!</b> Demo *	Newport B	A	T	P
	4	<b>13th Age</b> Assault on the Dungeon of the Pogonomancer! *	San Lorenzo F	A	A	R
	5	<b>Dungeons &amp; Dragons 5e</b> The Forbidden Isle *	San Lorenzo B	E	T	R
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo E	A	A	R
	4	<b>Bedlam Hall</b> The Tale of the Perilous Play	Santa Monica A	A	M	R
	2	<b>Call of Cthulhu 7e</b> The Crimson Carnivale Sponsored Demo	San Lorenzo B	B	T	R
	4	<b>Dungeon Crawl Classics</b> Tournament of Pigs Sponsored *	San Lorenzo F	A	A	R



# Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Fate</b> Fate of Mount Burn Skull Part 1	San Lorenzo B	B	T	R
	4	<b>Fate Accelerated (PMM The Arcane Underground)</b> Search and Rescue!	San Lorenzo C	A	T	R
	4	<b>Fate Core</b> ESPionage-Sunny Days and Rain Playtest *	San Lorenzo D	A	T	R
	4	<b>Forged in the Dark</b> Stone Age Playtest Playtest *	San Lorenzo A	A	T	R
	4	<b>GURPS</b> Arche, A Pirates life Sponsored	San Lorenzo E	A	A	R
	4	<b>GURPS</b> GURPS Paragon University - The Big Disappearance Sponsored	San Lorenzo F	A	T	R
	4	<b>Index Card RPG</b> 8-Bit Heroes: Return to the Mushroom Kingdom	San Lorenzo E	A	A	R
	4	<b>Lancers</b> What Could Go Wrong?	San Lorenzo D	A	M	R
	4	<b>Paranoia</b> Joy in the Morningcycle	San Lorenzo D	A	A	R
	4	<b>Powered by the Apocalypse</b> Down by the Water	San Lorenzo A	A	T	R
	4	<b>Savage Worlds: Necropolis 2350</b> Necropolis 2350: By The Book	San Lorenzo A	A	T	R
	4	<b>Sentinels RPG</b> Stolen Legacy	San Lorenzo E	A	A	R
	4	<b>Storyteller</b> New Wave Requiem: Hungry Like The Wolf	San Lorenzo C	A	T	R
	4	<b>Tales from the Loop</b> Money Changes Everything	Chair Boardroom	A	M	R
	3	<b>TinyD6 (Tiny Supers)</b> The Crucible of the Cosms *	San Lorenzo F	B	F	R
	4	<b>Tiny Supers</b> Return of The Dead Presidents	San Lorenzo D	A	T	R
	4	<b>RPG Indie Games on Demand</b>	Plaza Foyer	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	2	<b>Mario Kart 8 - Team Race</b> Wii U / Switch	Marina	A	F	V
3 pm	2	<b>LAMA #2</b> Event	International B	A	A	B
	1	<b>Merchant of Venus</b> 101	International B	B	A	B
	4	<b>Power Grid Deluxe</b> Tournament	International B	E	T	B
	1	<b>Roll for the Galaxy: Expansions</b> 101	International B	B	A	B
	2	<b>The Acts</b> Demo *	International B	B	A	B
	1	<b>Exceed</b> 101	La Jolla	A	A	C
	1	<b>Magic: The Gathering</b> Secret Alliances	La Jolla	E	T	C
	2	<b>Vanguard</b> Advance Tournament Sponsored	La Jolla	A	A	C
	5	<b>Strategicon Football League</b> Special	Exec Boardroom	A	A	G
	1	<b>Backyard Quest</b> Wizard Quest: Mystery of the Runes (Run 2 – starts 3:30) *	Malibu Gardens	A	K	L
	3	<b>Attack Vector: Tactical</b> Meeting Engagement	International A	A	T	M
	2	<b>Game Show Play Along: The \$100,000 Pyramid</b> Event	Catalina B	A	A	P
	2	<b>Robots, Assemble!</b> Demo *	Newport B	A	A	P
	1.5	<b>Puzzle/Dexterity Games</b> Seminar	Newport C	A	A	P
	1	<b>Shadow*Kitty</b> Playtest *	Newport D	A	A	P
	6	<b>Savage Worlds</b> Savage Rifts - The Pirate's Code	Newport A	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
4 pm	1	<b>Dice Masters</b> 101	International B	B	T	B
	5	<b>Merchant of Venus</b> Event	International B	E	A	B
	2	<b>Munchkin</b> Sponsored Demo	La Jolla	A	T	B
	2	<b>Roll for the Galaxy: Expanded</b> Event	International B	A	A	B
	2	<b>Space Base</b> Demo	La Jolla	A	T	B
	4	<b>Stadium: A Sport Odyssey</b> Demo *	International B	B	A	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	1	<b>Tales of the Arabian Nights</b> 101	International B	B	A	B
	1	<b>Various</b> Blue Orange Games Event	Family Area	A	A	B
	2	<b>Exceed</b> Tournament	La Jolla	A	A	C
	2	<b>Magic: the Gathering</b> Commanderin'	La Jolla	A	A	C
	3	<b>Magic: the Gathering</b> Prerelease Core Set 2020 (\$25)	La Jolla	A	A	C
	2	<b>Middle Earth CCG (ICE)</b> Casual Play	La Jolla	E	T	C
	2	<b>Go Medieval With Crazy Board</b> Seminar	Carmel	A	A	G
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	2	<b>Battlestations</b> *	International A	A	A	M
	2	<b>Newton</b> Sponsored	International A	A	T	M
	2	<b>Victorian Masterminds</b> Sponsored	International A	A	T	M
	2	<b>Death of Liberty</b> Playtest *	Catalina C	A	T	P
	2	<b>Murder Happens: Danger Lake Hotel</b> Playtest *	Newport B	B	M	P
	1.5	<b>Open Gaming: Puzzle/Dexterity Games</b> Event	Newport C	A	A	P
	1	<b>Shadow*Kitty</b> Playtest *	Newport D	A	A	P
	3	<b>Kids on Bikes</b> Kids on Bikes	Family Area	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V

# Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Hearthstone</b> PC	Marina	A	A	V
	6	<b>A House Divided</b> Event	Los Angeles C	A	T	W
	6	<b>Frederick</b> Small	Los Angeles B	A	A	W
5 pm	2	<b>Dice Masters</b> Event	International B	A	T	B
	2	<b>Love Letter #2</b> Tournament	International B	E	A	B
	1	<b>Minuscule</b> Event	Family Area	A	K	B
	1	<b>Scythe</b> 101	International B	B	A	B
	2	<b>Tales of the Arabian Nights</b> Event	International B	A	A	B
	3	<b>Ticket to Ride: Africa</b> Small	International B	A	A	B
	1	<b>Magic: the Gathering</b> Learn to Play 101	La Jolla	A	A	C
	4	<b>Sentinels of the Multiverse</b> Fight Against the Oblivion	La Jolla	A	A	C
	2	<b>Yu-Gi-Oh!</b> Advance Tournament Sponsored	La Jolla	A	A	C
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	1	<b>Backyard Quest</b> Wizard Quest: Mystery of the Runes (Run 3) *	Malibu Gardens	A	K	L
	6	<b>Circus Maximus</b>	International A	A	A	M
	2	<b>Pirates!</b>	International A	A	A	M
	3	<b>Spittin Teefs</b> Playtest *	International A	B	T	M
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	8	<b>Action point</b> Tournament	Los Angeles C	E	T	W
6 pm	3	<b>Hero's Tavern</b> Demo *	International B	B	A	B
	2	<b>Race for the Galaxy</b> Event	International B	A	T	B
	4	<b>Scythe</b> Big	International B	E	A	B
	2	<b>World Cup!</b> Demo	International B	B	A	B
	2	<b>Game of Thrones 2e</b> 101	La Jolla	A	T	C
	2	<b>KeyForge</b> Sealed Sponsored Tournament	La Jolla	A	T	C
	1	<b>Magic: The Gathering</b> Planechase: Capture The Flag	La Jolla	E	T	C
	4	<b>Blood Rage</b> Sponsored	International A	A	T	M
	3	<b>Cthulhu: Xothic Wars</b> Learn to Play 101	International A	A	T	M
	2	<b>Monster Island</b>	International A	A	F	M
	4	<b>Rising Sun</b> Sponsored	International A	A	T	M
	2	<b>Game Show Play Along: Press Your Luck</b> Event	Catalina D	A	A	P
	2	<b>Murder Happens: Super Heroes all...</b> Event *	Newport D	B	M	P
	1	<b>Ninja</b> Event	Newport C	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Newport B	E	M	P
	4	<b>RPG Indie Games on Demand</b>	Plaza Foyer	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	2	<b>Smash Bros Ultimate #3 - Lockout</b> Switch	Bel Air	A	A	V
	2.5	<b>Heroes of Black Reach</b> Event	Los Angeles C	E	T	W
	4	<b>Lincoln</b> Small	Los Angeles B	A	A	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
7 pm	1	<b>7 Wonders</b> 101	International B	B	A	B
	1	<b>Fantasy Wizard</b> 101	International B	B	A	B
	4	<b>Memory Quest: Piracy</b> Demo	International B	B	T	B
	3	<b>Power Grid World Tour: Italy</b> Event	International B	E	T	B
	2	<b>Exodus</b> Booster Draft (\$15) Sponsored Tournament	La Jolla	A	A	C
	4	<b>Gloomhaven</b> Dungeon Crawl Demo	La Jolla	A	A	C
	1	<b>Jason Mills Q&amp;A</b> Special *	Santa Monica A	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> DDEP-DRW01 Assault on Myth Nantar 1-10	Plaza B	A	T	A
	3	<b>Painting Miniatures Start to Finish</b>	International A	A	T	M
	2	<b>Cash 'n Guns Live</b> Event	Newport C	A	A	P
	2	<b>Death of Liberty</b> Playtest *	Catalina C	A	T	P
	2	<b>Two Rooms &amp; A Boom</b> Event	Catalina A	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
8 pm	2	<b>7 Blunders</b> Tournament	International B	E	A	B
	2	<b>Fantasy Wizard</b> Event	International B	A	A	B
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	3	<b>Play 5</b> Sponsored Tournament *	International B	A	M	B
	1	<b>Wingspan</b> 101	International B	B	A	B
	2	<b>Game of Thrones (2e)</b> Casual Play	La Jolla	A	T	C
	3	<b>Magic: the Gathering</b> Draft Core Set 2020 (\$15)	La Jolla	A	A	C



## Saturday

Sat, Aug 31

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Magic: The Gathering</b> K&J Pauper Tourney Sponsored	La Jolla	E	T	C
	4	<b>Transformers TCG</b> Standard Draft	La Jolla	A	T	C
	2	<b>Happy Jacks RPG Podcast Live</b> Seminar	Santa Monica A	A	M	G
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	5	<b>Starfinder RPG</b> The Commencement Sponsored	Los Angeles A	A	A	F
	4	<b>Apocalypse 47</b> Karaoke in the Wastes Special *	Carmel	A	M	L
	3	<b>Homebrew Party LARP</b> The Name of the Game is WRESTLING! Special *	San Lorenzo F	A	A	L
	4	<b>Theatre Arcanos</b> Summit Arcane: A Dresden Files Story *	Bel Air	A	M	L
	2	<b>Battlestations</b> *	International A	A	A	M
	4	<b>Massive Darkness</b> Sponsored	International A	A	T	M
	2	<b>Victorian Masterminds</b> Sponsored	International A	A	T	M
	4	<b>Warhammer 40K 8th Edition</b> Ironman	International A	A	T	M
	4	<b>Zombicide: Invader</b> Sponsored	International A	A	T	M
	2	<b>Kingdomino X Tiny Towns</b> Event *	Newport D	A	A	P
	4	<b>Aberrant 2nd Edition</b> We're the good guys right?	San Lorenzo D	A	A	R
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo E	A	A	R
	4	<b>Carrion Lands (Ashcan)</b> The Gallowsfjords *	San Lorenzo C	B	T	R
	4	<b>Dungeon Crawl Classics</b> No Small Crimes in Lankmar	San Lorenzo B	A	A	R
	4	<b>Forbidden Lands</b> Raven't Purge - Weatherstone	Chair Boardroom	A	M	R
	4	<b>Genesys</b> Green Jewels	San Lorenzo D	A	M	R
	4	<b>GURPS</b> Arche - A Pirate's Life Sponsored	San Lorenzo E	A	T	R
	6	<b>John Carter of Mars</b> The Mind Machine of Mars *	San Lorenzo C	A	F	R
	4	<b>Scion 2nd Edition: Storypath</b> Scion: Get Out Of Your Own Way	San Lorenzo A	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
9 pm	1.5	<b>A Gentleman's Quarrel</b> Sponsored Playtest *	International B	B	T	B
	2	<b>Colt Express</b> Event	International B	A	A	B
	1	<b>Concordia</b> 101	International B	B	T	B
	1	<b>Root</b> 101	International B	B	T	B
	3	<b>Wingspan</b> Small	International B	A	A	B
	2	<b>Game Show Play Along: Match Game</b> Event	Catalina B	A	M	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina A	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Newport B	E	M	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
10 pm	2	<b>7 Wonders</b> Tournament	International B	E	A	B
	4	<b>Concordia</b> Tournament	International B	E	T	B
	3	<b>Root</b> Event	International B	A	T	B
	1	<b>Star Fluxx</b> Event	International B	A	A	B
	1	<b>Survive!</b> 101	International B	B	A	B
	2	<b>Gizmos</b> Sponsored	International A	A	T	M
	2	<b>Kingdom Death: Monster</b>	International A	A	M	M
	1	<b>Punderdome</b> Event	Newport C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
11 pm	2	<b>7 Wonders: Armada</b> Event	International B	A	A	B
	2	<b>Battlestations</b> *	International A	A	A	M
	1	<b>News@11</b> Event	Newport C	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V

\* = Play with the creator

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

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

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

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

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

# Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	<b>Magic: the Gathering</b> Draft Core Set 2020 (\$15)	La Jolla	A	A	C
	3	<b>Ultimate Werewolf</b> Event	Newport C	A	T	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	4	<b>Advanced Dungeons &amp; Dragons 1e</b> My Old School	San Lorenzo E	A	A	R
3 am	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
8 am	2	<b>Death of Liberty</b> Playtest *	Catalina A	A	T	P
9 am	2	<b>Downforce</b> Event	International B	A	T	B
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	1	<b>Splendor</b> 101	International B	B	A	B
	1	<b>Stone Age</b> 101	International B	B	A	B
	4	<b>The Naming of the Sprue 2019</b> Event *	International F	A	A	B
	2	<b>Yahtzee Free for All #3</b> Event	International B	A	A	B
	1	<b>Lanterns Dice: Lights in the Sky</b> Demo	La Jolla	A	A	C
	3	<b>Dungeons &amp; Dragons 5e</b> CCC-TAROT01-05 The Lost Apprentice 1-4	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-TRI-22 On the Baron's Trail 11-16	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-01 Window to the Past 17-20	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW02 Blood in the Water 5-10	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW03 Saving Silverbeard 11-16	Plaza B	E	T	A
	4	<b>Pathfinder RPG 2e</b> Origin of the Open Road (Pregen Only) Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	5	<b>Starfinder RPG</b> The Commencement Sponsored	Los Angeles A	A	A	F
	4	<b>Freeform</b> Steam City Playhouse	Bel Air	A	T	L
	2	<b>A Song of Ice &amp; Fire: Tabletop Miniatures</b> Sponsored Demo	International A	E	T	M
	2	<b>Blood Rage</b> Sponsored	International A	A	T	M
	2	<b>Clay O Rama</b>	International A	A	K	M
	4	<b>Mein Zombie</b> More Treasures	International A	A	T	M
	1	<b>Imperial Auction</b> Playtest *	Newport B	A	A	P
	4	<b>13th Age</b> The Bitterwood Camping Trip	San Lorenzo C	A	M	R
	4	<b>Deadlands Noir (Savage Worlds)</b> A Wild Night at the Irish Rose	San Lorenzo D	A	M	R
	4	<b>Decuma</b> Decuma	Santa Monica A	A	M	R
	8	<b>Dungeons &amp; Dragons 5e</b> Dungeons & Dragons Player vs Player	San Lorenzo A	E	T	R
	4	<b>GURPS</b> Space Colony- Episode 2 Sponsored	San Lorenzo B	A	T	R
	4	<b>GURPS 4e</b> A Race Through The Chaos Sponsored	Chair Boardroom	A	T	R
	4	<b>Heroic Dark</b> Make your world. Defend it or Die Trying! *	San Lorenzo A	B	T	R
	1	<b>RPG Design Lean Coffee</b>	Plaza Foyer	A	T	R
	4	<b>Powered by the Apocalypse</b> Bedlem Hall: The Return of Uncle Vladimir [...]	San Lorenzo B	A	T	R
	4	<b>Scum and Villainy</b> The House Always Wins	San Lorenzo E	A	A	R
	8	<b>Axis &amp; Allies</b> Big	Los Angeles B	A	A	W
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G
10 am	1	<b>Iron Dragon</b> 101	International B	B	A	B
	1	<b>Kingdom Builder</b> 101	International B	B	A	B
	1	<b>Munchkin Teenage Mutant Ninja Turtles</b> Sponsored Demo	La Jolla	A	T	B
	1	<b>Pengoloo</b> Event	Family Area	A	K	B
	2	<b>Sid Meier's Civilization: A New Dawn</b> Event	International B	A	A	B
	1	<b>Star Trek: Five-Year Mission</b> Event	International B	A	A	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	5	<b>Stone Age</b> Big	International B	E	A	B
	3	<b>Middle Earth CCG (ICE)</b> Hero Arda	La Jolla	E	T	C
	1	<b>Tonari</b> Demo	La Jolla	A	A	C
	8	<b>Vanguard</b> 101	La Jolla	A	A	C
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	4	<b>Civil Unrest</b> Demo *	International A	A	T	M
	4.5	<b>Cthulhu: Xothic Wars</b> Campaign Tournament Invitational Sponsored *	International A	B	M	M
	3	<b>Fistful of Lead</b> Wild West Shoot Out!	International A	A	T	M
	4	<b>Home Brew</b> WW2 Tanks!	International A	A	A	M
	5	<b>Middle Earth Quest</b>	International A	A	A	M
	7	<b>Paint and Take</b>	International A	A	A	M
	6	<b>Star Wars Legion</b>	International A	A	T	M
	8	<b>War Against King George III</b> Brooklyn Aug 27, 1776	International A	A	M	M
	10	<b>Warhammer 40K 8th Edition</b> Mega-Apocalypse Day 2	International A	A	A	M

Sunday



# Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Warhammer: Age of Sigmar</b> Meeting Engagements	International A	A	A	M
	1	<b>Imperial Colony: First Governor</b> Playtest *	Newport B	A	A	P
	2	<b>The Road To Bremen</b> Playtest	Newport C	A	A	P
	1	<b>The Valley</b> Demo	Newport B	A	T	P
	3	<b>Kids on Bikes</b> The True Believers' Club	Family Area	A	K	R
	3	<b>RPG Indie Games on Demand</b> (Playtests and Open Gaming)	Plaza Foyer	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	8	<b>Kriegsspiel</b> Tournament	Los Angeles B	A	A	W
11 am	1	<b>Century: Spice Road</b> 101	International B	B	A	B
	1	<b>Frog and Toad</b> Event	Family Area	A	K	B
	1	<b>Illuminati</b> 101	International B	B	M	B
	3	<b>Iron Dragon</b> Small	International B	A	A	B
	3	<b>Kingdom Builder</b> Tournament	International B	E	T	B
	1	<b>The Towers of Arkhanos</b> Sponsored Demo	La Jolla	A	A	B
	2	<b>Uno #3</b> Small	International B	A	A	B
	3	<b>Ascension</b> #2	La Jolla	A	A	C
	2	<b>Family Movies #2</b> Seminar	Carmel	A	A	G
	6	<b>Flea Market</b>	International F	A	A	G
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	2	<b>A Song of Ice &amp; Fire: Tabletop Miniatures</b> Sponsored Demo	International A	E	T	M
	2	<b>The Godfather: Corleone's Empire</b> Sponsored	International A	A	T	M
	2	<b>Death of Liberty</b> Playtest *	Catalina A	A	T	P
	1	<b>The Valley</b> Demo *	Newport B	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
Noon	3	<b>Century: Spice Road</b> Tournament	International B	E	A	B
	1	<b>Death Note: Confrontation</b> 101	La Jolla	A	M	B
	3	<b>Illuminati</b> Sponsored Event	International B	E	M	B
	2	<b>Munchkin</b> Sponsored Demo	La Jolla	A	T	B
	1	<b>Reykholt</b> Demo	La Jolla	A	T	B
	2	<b>Shadows Over Camelot</b> Event	International B	A	A	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	4	<b>Talisman: The Monty Python Expansion</b> Event *	International B	A	M	B
	2	<b>The Pursuit of Happiness</b> Small	International B	E	T	B
	2	<b>Trash Truck Trouble</b> Demo *	Family Area	B	F	B
	8	<b>Heroscape</b> Demo	La Jolla	A	A	C
	3	<b>Magic: the Gathering</b> Draft Core Set 2020 (\$15)	La Jolla	A	A	C
	4	<b>Star Wars Miniatures/X-Wing</b> The Higher Ground/On the Outer Rim/Solo	La Jolla	A	A	C
	8	<b>Indie Game Alliance</b>	La Jolla	A	A	C
	8	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	1	<b>Battlestations - Dirtside</b> *	International A	A	A	M
	2	<b>Game Show Play Along: Dealer's Choice</b> Event	Catalina B	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	2	<b>Starcraft 2</b> PC	Marina	A	A	V
	2	<b>Smash Bros Ultimate #2 - High Variable</b> Switch	Bel Air	A	A	V
	4	<b>Battlecry</b> Small	Los Angeles B	A	A	W
1 pm	1	<b>Fireball Island: Curse of Vul Kar</b> Event	International B	A	A	B
	1	<b>Hex Roller</b> Demo	La Jolla	A	T	B
	4	<b>Last Days of Athobrae</b> Demo	International B	B	T	B
	2	<b>Phase 10 #3</b> Event	International B	A	A	B
	3	<b>Ticket to Ride Europe</b> Tournament	International B	E	A	B
	2	<b>Exodus</b> 2v2 Team Tournament Sponsored	La Jolla	A	A	C
	3	<b>Middle Earth CCG (ICE)</b> Hero Arda	La Jolla	A	T	C
	1	<b>Yokai Septet</b> Roll Player with Monsters and Minions Expansion Demo	La Jolla	A	A	C
	6	<b>Battletech</b> Circle of Death	International A	A	A	M
	4	<b>Kaiju Battles</b>	International A	A	A	M
	6	<b>Pike and Shotte</b> The Great Italian Wars	International A	A	T	M
	2	<b>X-Wing 2.0</b> Battle Royale Furball	International A	A	A	M
	3	<b>Kids on Bikes</b>	Family Area	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V

# Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
2 pm	2	<b>Builders of Blankenburg: Fields &amp; Flocks</b> Demo *	International B	B	A	B
	2	<b>Cat Lady</b> Demo	La Jolla	A	A	B
	2	<b>Lanterns</b> Demo	La Jolla	A	A	B
	2	<b>Munchkin - the tournament</b> Sponsored Tournament	La Jolla	A	T	B
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	2	<b>Pax Renaissance</b> 101	International B	B	T	B
	4	<b>Stadium: A Sport Odyssey</b> Demo *	International B	B	A	B
	2	<b>Steve Jackson Games - Dice &amp; Card Games</b> Sponsored Demo	La Jolla	A	A	B
	8	<b>Terraforming Mars</b> Big	International B	E	A	B
	1	<b>Ticket to Ride: Rails &amp; Sails</b> 101	International B	B	T	B
	2	<b>Wacky Races</b> Event	Family Area	A	F	B
	1	<b>Magic: the Gathering</b> Learn to Play 101	La Jolla	A	A	C
	2	<b>Magic: the Gathering</b> Commanderin'	La Jolla	A	A	C
	2	<b>Vanguard</b> Advance Tournament Sponsored	La Jolla	A	A	C
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	3	<b>Dungeons &amp; Dragons 5e</b> CCC-TAROT01-06 Lies in the Moonlight 1-4	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL00-03 Those That Came Before 17-20	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDALCA-01 Return to the Ghost Tower of Inverness	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW01 Breaking Umberlee's Resolve 5-10	Plaza B	E	T	A
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> Origin of the Open Road (Pregen Only) Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	2	<b>Sign</b> Sign	3103	A	T	L
	4	<b>Starship Valkyrie Basic</b> Starship Valkyrie: Frontier Patrol *	Bel Air	A	T	L
	1	<b>Battlestations - Dirtside</b> *	International A	A	A	M
	2	<b>Gizmos</b> Sponsored	International A	A	T	M
	4	<b>God of War: The Card Game</b> Sponsored	International A	A	T	M
	4	<b>Mailfaux 3e</b> Open Play and Demos	International A	A	T	M
	2	<b>Paint Contest Judging</b>	International A	A	A	M
	4	<b>Zombicide</b> Sponsored	International A	A	T	M
	1	<b>Funemployed</b> Event	Newport B	A	M	P
	1	<b>The Valley</b> Demo *	Newport B	A	T	P
	4	<b>Advanced Dungeons &amp; Dragons 2e</b> Mini-Dungeon of the Marsh, One [...] *	San Lorenzo A	E	T	R
	2	<b>Call of Cthulhu 7e</b> The Crimson Carnivale Sponsored Demo	San Lorenzo D	B	T	R
	4	<b>Dungeon Crawl Classics</b> The Inn at Five Points	San Lorenzo F	A	A	R
	4	<b>Fate</b> Fate of Mount Burn Skull Part 2	San Lorenzo B	A	T	R
	4	<b>Fate Core</b> ESPionage-There's Always Time to Die Playtest *	San Lorenzo C	A	T	R
	4	<b>Forged in the Dark</b> Stone Age Playtest Playtest *	San Lorenzo D	A	T	R
	4	<b>GURPS</b> GURPS Tournament Finals Sponsored	San Lorenzo F	A	A	R
	6	<b>John Carter of Mars</b> The Mind Machine of Mars	Family Area	A	F	R
	4	<b>Lost Gods</b> On the Occasion of a War with a Demon King	San Lorenzo B	A	T	R
	4	<b>Night's Black Agents</b> The Van Helsing Letter	San Lorenzo D	A	T	R
	4	<b>Pugmire (D20)</b> Pirates of Pugmire	San Lorenzo C	A	T	R
	8	<b>Savage RIFTS</b> Mexican Cargo Run: Kingsdale Climax *	Chair Boardroom	A	T	R
	4	<b>Savage Worlds</b> A Fowl Day In The Park	Family Area	A	F	R
4	<b>Tales from the Loop</b> Tales from LV-426	Santa Monica A	A	M	R	
4	<b>TinyD6 (Tiny Dungeon 2e)</b> The Deep-Down-Dark! *	San Lorenzo F	B	F	R	
3	<b>RPG Indie Games on Demand (Kids Edition)</b>	Plaza Foyer	A	K	R	
1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V	
2	<b>Mario Kart 8</b> Wii U / Switch	Marina	A	K	V	
3 pm	1	<b>Acquire</b> 101	International B	B	A	B
	4	<b>Cry Havoc</b> Event	International B	E	T	B
	1	<b>Dream Factory</b> 101	International B	B	A	B
	2	<b>LAMA #3</b> Event	International B	A	A	B
	2	<b>Port Royal</b> Sponsored Small	International B	B	F	B
	3	<b>Ticket to Ride: Rails &amp; Sails</b> Tournament	International B	E	T	B
	1	<b>Exceed</b> 101	La Jolla	A	A	C
	2	<b>Yu-Gi-Oh!</b> Advance Tournament Sponsored	La Jolla	A	A	C
	6	<b>Attack Vector: Tactical</b> Escalating Engagement	International A	A	T	M
	2	<b>Game Show Play Along: Win Lose or Draw</b> Event	Catalina B	A	A	P

# Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Robots, Assemble!</b> Demo *	Newport B	A	A	P
	1	<b>The Valley</b> Demo *	Newport B	A	T	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
4 pm	4	<b>Acquire: David Woolcott Memorial</b> Tournament	International B	E	A	B
	2	<b>Dice City</b> Demo	La Jolla	A	A	B
	2	<b>Nickelodeon's Splat Attack!</b> Demo	La Jolla	A	T	B
	2	<b>Pax Renaissance</b> Event	International B	A	T	B
	1	<b>Puerto Rico</b> 101	International B	B	A	B
	2	<b>Steve Jackson Games - Play it Again!</b> Sponsored Demo	La Jolla	A	A	B
	2	<b>The Acts</b> Demo *	International B	B	A	B
	2	<b>KeyForge</b> 101	La Jolla	A	T	C
	3	<b>Magic: the Gathering</b> Prerelease Core Set 2020 (\$25)	La Jolla	A	A	C
	2	<b>Vanguard</b> So Cali Con Tournament Sponsored	La Jolla	A	A	C
	0.25	<b>GRID GAME Raffle Drawing!</b>	Pacific	A	A	G
	1	<b>Pathfinder RPG 2e</b> 1 Hour Quest - The Sandstone Secret Sponsored	Los Angeles A	A	A	F
	3	<b>Freeform</b> The Circle *	Exec Boardroom	E	M	L
	1	<b>Battlestations - Dirtsides</b> *	International A	A	A	M
	2	<b>Battletech: Alpha Strike</b> Demo	International A	A	A	M
	5	<b>Rising Sun</b> Demo	International A	A	M	M
	2	<b>Victorian Masterminds</b> Sponsored	International A	A	T	M
	4	<b>X-Wing 2.0</b> X-Wing Kart	International A	A	A	M
	2	<b>Death of Liberty</b> Playtest *	Catalina A	A	T	P
	2	<b>Murder Happens: Danger Lake Hotel</b> Playtest *	Catalina D	B	M	P
	1	<b>Open Gaming: Word Games</b> Event	Catalina C	A	A	P
	4	<b>The Valley</b> Event *	Newport B	A	T	P
	3	<b>Kids on Bikes</b> Hunting for Johnny Sponsored	Family Area	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
5 pm	1	<b>Lords of Waterdeep</b> 101	International B	B	T	B
	2	<b>Love Letter #3</b> Event	International B	A	A	B
	2	<b>Munchkin Steampunk Deluxe</b> Sponsored Event	International B	B	T	B
	4	<b>Puerto Rico</b> Tournament	International B	E	A	B
	4	<b>Ticket to Ride: Team Asia</b> Event	International B	A	A	B
	4	<b>Star Wars Miniatures/X-Wing</b> Imperial vs. Republic Skirmish	La Jolla	A	A	C
	0.1	<b>Raffle Drawing!</b>	Pacific	A	A	G
	1	<b>Fuzzy Heroes</b> Big Trouble in Little Swimming Pool *	Family Area	A	K	M
	1	<b>Open Gaming: Word Games</b> Event	Catalina C	A	A	P
	5	<b>Create Escape</b> RPG Escape Room Playtest *	San Lorenzo E	A	T	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
6 pm	3	<b>Fury of Dracula</b> Event	International B	A	A	B
	1	<b>Ghost Blitz</b> Event	Family Area	A	F	B
	4	<b>Lords of Waterdeep</b> Big	International B	E	T	B
	3	<b>Systems Failing</b> Demo *	International B	B	A	B
	2	<b>KeyForge</b> Sealed Sponsored Tournament	La Jolla	A	T	C
	4	<b>Transformers TCG</b> Constructed	La Jolla	A	A	C
	2	<b>Game Show Play Along: Now You See It</b> Event	Catalina B	A	A	P
	2	<b>Murder Happens: Super Heroes all...</b> Playtest *	Catalina D	B	M	P
	1	<b>Ninja</b> Event	Newport C	A	A	P
	1	<b>Open Gaming: Word Games</b> Event	Catalina C	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Newport B	E	M	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
	2	<b>Smash Bros Ultimate #4 - Losers Choice</b> Switch	Bel Air	A	A	V
	4	<b>Sails of Glory</b> Small	Los Angeles B	A	A	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
7 pm	4	<b>Memory Quest: Piracy</b> Demo	International B	B	T	B
	3	<b>Power Grid World Tour: Baden-Württemberg</b> Event	International B	E	T	B
	2	<b>Exodus</b> Booster Draft (\$15) Sponsored Tournament	La Jolla	A	A	C
	4	<b>Gloomhaven</b> Dungeon Crawl Demo	La Jolla	A	A	C
	2	<b>Feedback Forum</b> Seminar	Santa Monica A	A	A	G
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-TAROT01-07 The Seat of the Ruler 1-4	Plaza B	A	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-WYC-1-1 Back to the Burning 5-10	Plaza B	E	T	A



## Sunday

Sun, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	<b>Battlestations - Dirtsides</b> *	International A	A	A	M
	3	<b>Painting Miniatures Start to Finish</b>	International A	A	T	M
	2	<b>Cash 'n Guns Live</b> Event	Newport C	A	A	P
	1	<b>Open Gaming: Word Games</b> Event	Catalina C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
8 pm	1	<b>Arkham Horror LCG</b> 101	International B	B	A	B
	2	<b>Mars Attacks: The Dice Game</b> Sponsored Event	International B	A	A	B
	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	1	<b>The Castles of Burgundy: The Dice Game</b> Event	International B	A	T	B
	2	<b>Lord of the Rings TCG (Decipher)</b> Casual Play	La Jolla	A	T	C
	3	<b>Magic: the Gathering</b> Draft Core Set 2020 (\$15)	La Jolla	A	A	C
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	4	<b>Requiem</b> Gothic West: Under a Black Moon	3103	A	T	L
	4	<b>Theatre Arcanos</b> In a Tempest Tangled: A Kingkiller Chronicles Story	Bel Air	A	M	L
	4	<b>Strategicon Tournament Finals</b> Sponsored	International A	A	T	M
	2	<b>Gizmos</b> Sponsored	International A	A	T	M
	4	<b>Zombicide: Invader</b> Sponsored	International A	A	T	M
	2	<b>Death of Liberty</b> Playtest *	Catalina A	A	T	P
	4	<b>Dungeons &amp; Dragons 5E</b> Stomping Grounds Playtest	Chair Boardroom	A	T	R
	4	<b>GURPS</b> GURPS Project ASPIRE - If Wishes Were Fishes *	San Lorenzo F	A	T	R
	4	<b>Lost Gods</b> On the Occasion of a War with a Demon King	San Lorenzo B	A	A	R
	4	<b>Paranoia</b> Eat This!	San Lorenzo A	A	A	R
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
9 pm	4	<b>1846: The Race for the Midwest</b> Event	International B	A	M	B
	2	<b>Arkham Horror LCG</b> Event	International B	A	A	B
	1	<b>Dracory Dice</b> Event	International B	A	A	B
	3	<b>Dream Factory</b> Tournament	International B	E	A	B
	1.5	<b>Mind MGMT: The Psychic Espionage "Game"</b> Event	International B	A	T	B
	3	<b>Ticket to Ride: Pennsylvania</b> Small	International B	A	A	B
	1	<b>Battlestations - Dirtsides</b> *	International A	A	A	M
	2	<b>X-Wing 2.0</b> Battle Royale Furball	International A	A	A	M
	3	<b>Ultimate Werewolf</b> Event	Newport C	E	M	P
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
10 pm	1	<b>Azul</b> 101	International B	B	A	B
	2	<b>Sid Meier's Civilization: A New Dawn</b> Event	International B	A	A	B
	1.75	<b>Your Mother is a Whore</b> Playtest *	International B	B	M	B
	2	<b>Kingdom Death: Monster</b>	International A	A	M	M
	2	<b>Wacky Races</b> Sponsored	International A	A	T	M
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V
11 pm	2	<b>Azul</b> Tournament	International B	E	A	B
	2	<b>Legendary: A Marvel Deck Building Game</b> Event	International B	A	A	B
	1	<b>Battlestations - Dirtsides</b> *	International A	A	A	M
	1	<b>Artemis Spaceship Bridge Simulator</b> PC	Santa Monica C	A	A	V

\* = Play with the creator

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

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

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, V = Video Games, W = War Games

Mon, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	<b>Can't Stop</b> Event	International B	A	A	B
	3	<b>Magic: the Gathering</b> Draft Core Set 2020 (\$15)	La Jolla	A	A	C
	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P
	3	<b>Ultimate Werewolf</b> Event	Newport C	A	T	P
	3	<b>Ultimate Werewolf</b> Event	Catalina C	A	A	P
3 am	3	<b>Ultimate Werewolf</b> Event	Catalina D	A	A	P

## Monday

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# Monday

**Mon, Sep 2**

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
8 am	2	<b>Death of Liberty</b> Playtest *	Catalina B	A	T	P
9 am	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	3	<b>Power Grid World Tour: Quebec</b> Event	International B	E	T	B
	3	<b>Splendor</b> MEGA	International B	E	A	B
	3	<b>Systems Failing</b> Demo *	International B	B	A	B
	6	<b>Open Gaming</b> RNTASYDHWAF(tm)	La Jolla	A	A	C
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-TRI-24 Knight Errand 11-16	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-WYC-1-2 Where Rock and Fire Meet 5-10	Plaza B	E	T	A
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL-DRW03 Saving Silverbeard 11-16	Plaza B	E	T	A
	4	<b>Pathfinder RPG 1e</b> In Service to Lore (levels 1-2) Sponsored	Los Angeles A	B	A	F
	4	<b>Pathfinder RPG 2e</b> Origin of the Open Road (Pregen Only) Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	5	<b>Starfinder RPG</b> The Commencement Sponsored	Los Angeles A	A	A	F
	4	<b>Blood Rage</b> Sponsored	International A	A	T	M
	4	<b>God of War: The Card Game</b> Sponsored	International A	A	T	M
9:30 am	5	<b>Dealer Room Opens!</b>	Bel Air	A	A	G
10 am	4	<b>Last Days of Athobrae</b> Demo	International B	B	T	B
	3	<b>Vanguard</b> 101	La Jolla	A	A	C
	6	<b>Battletech</b> Circle of Death	International A	A	A	M
	4	<b>Formula De</b> Super-Incredisized Tri-Annual Spectacle	International A	A	T	M
	1	<b>The Road To Bremen</b> Playtest	Catalina B	A	A	P
	6	<b>John Carter of Mars</b> The Mind Machine of Mars *	San Lorenzo A	A	F	R
11 am	2	<b>Uno #4</b> Event	International B	A	A	B
	3	<b>Auction</b>	Carmel	A	A	G
	2	<b>Death of Liberty</b> Playtest *	Catalina B	A	T	P
	4	<b>Napoleonic Wars 2nd Edition</b> Event	Los Angeles B	A	A	W
Noon	1	<b>Port Royal: Just One More Contract</b> 101	International B	B	A	B
	0.25	<b>Grand Raffle Drawing!</b> *	Pacific	A	A	G
	2	<b>Robots, Assemble!</b> Demo *	Newport B	A	A	P
1 pm	2	<b>Nuclear War</b> Event	International B	A	T	B
	2	<b>Port Royal: Just One More Contract</b> Event	International B	E	A	B
	4	<b>Vegas Showdown</b> Event	International B	A	A	B
2 pm	5	<b>Pathfinder Adventure Card Game</b> Sponsored Event	Los Angeles A	B	A	B
	4	<b>Dungeons &amp; Dragons 5e</b> CCC-FC3-03 The Fun House 11-16	Plaza B	E	T	A
	4	<b>Pathfinder RPG 1e</b> House of Harmonious Wisdom (levels 1-5) Sponsored	Los Angeles A	A	A	F
	4	<b>Pathfinder RPG 2e</b> The Absalom Initiation (levels 1-4) Sponsored	Los Angeles A	B	A	F
	5	<b>Starfinder RPG</b> Dreaming of the Future Sponsored	Los Angeles A	A	A	F
	2	<b>Ethnos</b> Sponsored	International A	A	T	M
2:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G
3 pm	3	<b>Category 5</b> Event	International B	A	F	B

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

## STRATEGICON SCHEDULE

### Convention

Orcccon 2020

Gamex 2020

Gateway 2020

Orcccon 2021

Gamex 2021

Gateway 2021

### Dates

Feb 14-17

May 22-25

Sep 4-7

Feb 12-15

May 28-31

Sep 3-6

### Location

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

## Special Events and Seminars

### Special Events and Seminars

Bel Air, Carmel, Executive Boardroom, International A, Newport C, San Lorenze F, Santa Monica A,

#### **Blinging out your games** – Sat 1 pm

Wish your games were a little more special? Learn how to upgrade and personalize games in your collection using easily accessible and inexpensive materials. We'll show you how, with a little work and ingenuity, you can improve your existing games and make a print and play something to show off. Carmel

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

GM: Robert Prag

Put on by the Strategicon LARP Department. This is a lightest touch, foam combat LARP about soldiers fighting werewolves and vampires in the fictional European country of Sneznia. It is a mix of foam swords and Nerf blasters, all set to a heavy metal soundtrack following a tutorial on LARP combat. No experience required. Derived from the rules of Ragnarok and Roll. A waiver will be required for this event. Bel Air

#### **Family Movies** – Sat, Sun 11 am

Come join us in Carmel for some Family Friendly Films. Carmel

#### **Feedback Forum** – Sun 7 pm

What's the state of the con? Stop by and find out! Let us know what you think too. What was good, where can we improve, and anything else con-related are all up for discussion. Santa Monica A

#### **Formula De** – Mon 10 am

GM: John Paiva

Start your engines in this initial-first-run-inaugural Formula De race in LARGE scale and ENORMOUS fun! Absolutely NO PRIOR EXPERIENCE necessary! Get your name famously inscribed forever on the new STRATEGICON FORMULA DE CHAMPIONS plaque and gloat for years! All materials provided, so come and end the Con with a bang, crash, flip and screeching tires! International A

#### **Go Medieval With Crazy Board** – Sat 4 pm

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

#### **Happy Jacks RPG Podcast Live** – Sat 8 pm

Join the Happy Jacks RPG Podcast crew as we discuss the games we've played and the RPG hobby in general. Santa Monica A

#### **Jason Mills Q&A** – Sat 7 pm

Come chat with Gateway 2019 special guest, Jason Mills, author of Demigods! His new RPG is a modern-day PBTA romp through the supernatural. He'll be talking about design goals for the game, what's to come, and setting up your campaigns at home. He will also have a sneak peak at the scenarios unlocked during the Kickstarter. Format will be mostly Q&A. Santa Monica A

#### **Karaoke in the Wastes** – Sat 8 pm – Apocalypse 47

GM: Diana Leonard Shippey

Apocalypse 47 is a SoCal-area apocalypse LARP featuring roleplay and boffer combat. At this event, new and old characters can mingle, and new characters can get an introduction to the game world. This event is a live in-character KARAOKE EVENT at the FUBAR in Victory Ville. Hosted by the slickest DJ in the Wastes, DJ Jones. Carmel

#### **LARP 101: What is LARP?** – Fri 6 pm – Freeform Seminar

GM: Tara Leederman

Of all the game forms, LARP is perhaps one of the least understood. LARP, however, is incredibly varied and full of possibilities, and the experiences it offers can be both fun and life-changing. Please join Tara Leederman, LARP Department Supervisor at Strategicon and veteran teacher, in this open seminar for a discussion and 101 onLARPs. Bel Air

#### **Murder in Five Sails** – Fri 7 pm – AEG: 7th Sea

GM: John Wick

Run by Special Guest JOHN WICK, one of 7th Sea's designers! In the swashbuckling and sorcerous world of 7th Sea, Five Sails stands alone, an independent city-state. But the mayor of Five Sails has been murdered and one of the governors is responsible. Players take the roles of investigators, trying to solve the murder as the city's factions rush to fill the vacuum. Meanwhile, powers outside the city see an opportunity to claim the valuable port! This event uses the brand new 7th Sea live action system. Show up in costume for an in-game bonus! Bel Air

#### **Puzzle/Dexterity Games** – Sat 3 pm

Learn about a collection of different small, quick games that are all focused on your mental puzzle solving skills, physical dexterity, and visual acuity. These games are great for all ages and most play under 15 minutes. Stay afterwards for open gaming until 5pm! Newport C

#### **Strategicon Football League** – Sat 3 pm

GM: Robert Neff

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 10th season of the SFL. Over 14 weeks teams play head-to-head as they compete (4 divisions) w/3 week post season. Beginners are welcome and there is no entry fee. Executive Boardroom

#### **The Name of the Game is WRESTLING!** – Sat 8 pm –

Homebrew Party LARP

GM: John Wick

Run by special guest JOHN WICK! Do you love stories of good vs evil? Duels of physical skill for desperate stakes? If so...

**YOU'RE ALREADY A FAN OF PROFESSIONAL WRESTLING!**

You take the role of a wrestler, manager, or THE CROWD at a live pro-wrestling event. You do not need to know anything about professional wrestling. Show up and cheer your favorite heroes, stomp your feet, scream, and BOO the villains! Make signs to show off your super fandom, wear costumes, and enjoy this unique American storytelling medium! This game has standard "no touching" rules. San Lorenzo F





## Board Games

### Board Games

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

#### Gaming 101

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

#### **1846: The Race for the Midwest** – Sun 9 pm

In 1846, 3-5 tycoons compete to earn money and build the best stock portfolio by investing in and operating railroads within the midwestern United States.

#### **18xx** – Fri 6 pm

18xx is the collective term used to describe a set of railroad-themed stock market and tile laying games. Any published 18xx game may be played, provided it can be played in six hours or less. Default is 1846.

#### **7 Blunders** – Sat 8 pm

You play 7 Wonders by normal rules but you try to get the lowest score. You can only burn a card if there are no other valid plays, which forces you to play more strategically and plan a lot more.

#### **7 Wonders 101** – Sat 7 pm

#### **7 Wonders** – Sat 10 pm

7 Wonders is a card drafting game that is played using three decks of cards featuring depictions of ancient civilizations, military conflicts and commercial activity.

#### **7 Wonders: Armada** – Sat 11 pm

7 Wonders newest expansion adds a whole new dimension to the 7 Wonders you know and love.

#### **Acquire 101** – Sun 3 pm

#### **Acquire: David Woolcott Memorial** – Sun 4 pm

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

#### **AEG Big Game Night - Revisited!** – Sat 10 am – Point Salad, Curios, Walking in Burano

Not every gamer can make it to GenCon. Don't be sad about your #GenCan't. This year, AEG brought GenCon Big Game Night fun to local stores! Did you miss out on yours? Well, I had so much fun with these games I decided to bring the experience to Strategicon! Drop-ins okay!

#### **A Gentleman's Quarrel** – Fri 10 pm, Sat 9 pm

Turn of the Century deckbuilder with dice-based dueling, special equipment, and unique character abilities. The newest game from Biplane Games, currently in development!

#### **Alchemists** – Fri Noon

Rival alchemists mix potions and note their effects. They are required to publish theories on their findings at various points in the game, even if they aren't 100% certain. More (correct) publications = more reputation points.

#### **Arkham Horror LCG 101** – Sun 8 pm

#### **Arkham Horror LCG** – Sun 9 pm

This is an official event of the Dunwich Horror. Bring a deck of up to 49 points (following the deck building rules in the core set).

#### **Azul 101** – Sun 10 pm

#### **Azul** – Sun 11 pm

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. Extra points are scored for specific patterns and completing sets.

#### **Battlestar Galactica 101** – Fri 5 pm

#### **Battlestar Galactica** – Fri 7 pm

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

#### **Biblios 101** – Fri 10 pm

#### **Biblios** – Fri 11 pm

As the head of a medieval monastery, your goal is to assemble the greatest book collection and build the most famous library. To that end, you need to acquire the necessary pigments for decorative lettering, hire the best copyists and reproduce the most precious works.

#### **Blue Moon City 101** – Fri 10 pm

#### **Blue Moon City** – Fri 11 pm

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

#### **Boss Monster** – Sat 11 am

Can you build a dungeon to stop those pesky heroes? Come have a go at luring in and destroying the most adventurers.

#### **Brass: Lancashire 101** – Sat 10 am

#### **Brass: Lancashire** – Sat Noon

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

#### **Builders of Blankenburg 101** – Sat 2 pm

#### **Builders of Blankenburg: Fields & Flocks** – Sun 2 pm

The town of Blankenburg is growing. Check out the new Fields & Flocks expansion, which adds a new worker placement Harvest Phase, Fields and Flocks to raise for income and prestige, Serfs to command, and more Structures, Characters, Visitors, Events, and Citizens.

#### **Bunco** – Fri 8 pm

Roll three dice and try getting three of a kind / get points for rolling the number that the round number is on

#### **Can't Stop** – Mon Midnight

The goal of the game is to claim three of the columns before any of the other players can. But the more that the player risks rolling the dice during a turn, the greater the risk of losing the advances made during that turn.

#### **Catan 101** – Fri 5 pm

#### **Catan** – Fri 6 pm

Players assume the roles of settlers, each attempting to build and develop holdings while trading and acquiring resources. Players gain points as their settlements grow the first to reach 10 points, wins.

#### **Category 5** – Mon 3 pm

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

## Board Games

### **Cat Lady 101** – Sat Noon

**Cat Lady** – Sat 1 pm, 2pm, Sun 2 pm

Players are cat ladies, drafting cards to collect toys, food, catnip, costumes, and, of course, lovable cats.

### **Century: Spice Road 101** – Sun 11 am

**Century: Spice Road** – Sun Noon

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

### **Chinatown Coop** – Sat 2 pm

Instead of competing to build businesses, players cooperate. Every player has to become a millionaire by the end or nobody wins.

### **Clank! and Clank! In Space** – Fri 4 pm

Don't make too much noise while exploring these worlds! Adventurers will need to sneak to the depths without alerting their foe. Whether you're in a dungeon, or in the far reaches of space, you'll need to be quick and be quiet! One false-step and – CLANK!

### **C02: Second Chance 101** – Sat 9 am

**C02: Second Chance** – Sat 10 am

Each player is the CEO of an energy company responding to government requests for new, green power plants. The goal is to stop the increase of pollution while meeting the rising demand for sustainable energy, and of course profiting from doing so.

### **Cohorts and Cronies** – Fri 2 pm

2-4 player chaotic battle simulator. Select a unique champion and battlefield. Use spells, abilities, cohorts and cronies to outlast your opponents in this half luck / half strategy brawl.

### **Colt Express** – Fri 8 pm, Sat 9 pm

Play a Desperado robbing a train at the same time as other bandits, No mercy, no possible alliance: between the cars, on the train's roof, bullets come from everywhere. The Marshall patrols the train to thwart your plans. Your goal...become the richest outlaw of the Old West!

### **Concordia 101** – Sat 10 pm

**Concordia** – Sat 10 pm

A peaceful strategy game of economic development in Roman times for 2-5 players. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities,. Base game only until the final. Expansions may be used in the final by majority vote

### **Cry Havoc** – Sun 3 pm

A card-driven, asymmetric, area control war game set in a brutal science fiction setting. Each player commands one of four unique factions with varying abilities and units.

**Death Note: Confrontation 101** – Sun Noon – A 2 player game of L vs. Kira

Each player uses their character's specified notebook and either, as L, reveals criminal targets and to systematically locate Kira, or, as Kira, eliminates those targets in order to gain enough victory points. (Ages 16+)

### **Dice City** – Sun 4 pm

Dice City is a "dice-crafting" game, where the locations in your city act as the changing faces of your dice each turn. Use tactics and strategy to press your claim!

### **Dice Masters 101** – Sat 4 pm

**Dice Masters** – Sat 5 pm

Draft Teams rules. In this game, each player fields one of the superhero teams, with each hero "being represented by custom-tooled dice. Each team must be composed of up to 20 dice, and a player can "purchase" dice only from his team.

### **Disney's Villainous 101** – Fri 9 pm

**Disney's Villainous** – Fri 10 pm

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

### **Dixit** – Fri 6 pm

In this game one person is trying to get a message across, but the only way they can do so, is by pictures. Meanwhile everyone else is trying to distract their opponents from the right answer. This is a game of clues, storytelling, and confusion.

### **Downforce** – Sun 9 am

Downforce is a card-driven bidding, racing, and betting game for 2-6 players based on Top Race, the award-winning design by the legendary Wolfgang Kramer. Players first bid to own the six cars in the race, then they play cards from their hand to speed them around the track.

### **Dracory Dice** – Sun 9 pm

Roll dice , pass them along, player who gets rid of their dice first wins .

### **Dream Factory 101** – Sun 3 pm

**Dream Factory** – Sun 9 pm

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

### **Fantasy Wizard 101** – Sat 7 pm

**Fantasy Wizard** – Sat 8 pm

Trick taking card game

### **Fireball Island: Curse of Vul Kar** – Fri 4 pm, Sun 1 pm

You have come to Fireball Island for vacation and to snatch up some priceless relics. What you didn't realize was that Vul Kar is still mad. Take some selfies, grab some treasures and buy a souvenir as you dash from the fury of Vul Kar.

**Fireworks** – Sat 9 am – by Renegade Games

On your turn, you launch the Fireworks Die out of the barrel and into the box. The goal is to collect Fireworks Tiles and arrange them on your City Board to create stunning displays. (Kids under 6 should have a helper over age 12)

### **Forbidden Island** – Sat Noon

Forbidden Island is a cooperative board game where you take turns moving across an island to grab 4 sacred treasures. The problem is, the island is sinking! Can you grab all treasure and get off the island before the island sinks?

### **Frog and Toad** – Sun 11 am

Help Frog and Toad navigate through the paths, streams, and forest vines by placing a tile next to one that matches. Game complexity will be determined by ages of players.

### **Fury of Dracula** – Sun 6 pm

In Fury of Dracula, a game of Gothic adventure, one player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel.'

### **Game of Thrones: The Iron Throne 101** – Fri 4 pm

**Game of Thrones: The Iron Throne** – Fri 5 pm

Uses the game systems from Cosmic Encounter, you and your friends each command one of the Great Houses of Westeros, pitting iconic characters against each other in epic battles and schemes.

## Board Games

**Ganz Schön Clever (Thats Pretty Clever) 101** – Fri 2 pm

**Ganz Schön Clever (Thats Pretty Clever)** – Fri 3 pm

Roll dice and fill in a massive grid of numbers and colors. From tick-tack-toe grids, to line grids, to grater than grids and rack up combos to add even more boxes to cross out and score points. A game of strategy by numbers and with a little luck, be Pretty Clever!

**Ghost Blitz** – Sun 6 pm

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

**Goa: A New Expedition 101** – Fri 7 pm

**Goa: A New Expedition** – Fri 8 pm

A strategy game of auctions and resource management, set at the start of the 16th century. Competing companies deal in spices, send ships and colonists into the world, and invest money in order to become the become renowned as the best company.

**Grand Austria Hotel 101** – Fri 3 pm

**Grand Austria Hotel** – Fri 4 pm

Hotel game with guests and assistants

**Hero's Tavern** – Sat 6 pm

Players compete to build the ultimate Hero's Tavern – a tavern with all the amenities weary adventurers returning from their travels could want. The player who attracts the most heroes after five rounds wins the game. (20 minute games)

**Hex Roller** – Sun 1 pm

Roll the dice! Then each player chooses two sets of dice to use from the common pool. Fill up regions and connect lines of numbers to get lots of points. The player who uses their bonuses at the right time will shoot into the lead.

**Illuminati 101** – Sun 11 am

**Illuminati** – Sun Noon

Secret conspiracies are everywhere. In Illuminati, increase your wealth and power to take over the world until YOU reign supreme. Now, this classic game of conspiracy and world conquest has been updated to include current events and up-to-date references! By Steve Jackson Games

**Imperial 2030 101** – Fri 6 pm

**Imperial 2030** – Fri 8 pm

It's 2030 and 6 nations have started campaigns to control the world. The players are the financial backers for these nations, remove yourself from the idea of nationalism because the winner is the player who has the best portfolio when a nation reaches the top tier.

**Iron Dragon 101** – Sun 10 am

**Iron Dragon** – Sun 11 am

Railroad game set in Middle Earth

**Kingsburg 101** – Sat 1 pm

**Kingsburg** – Sat 2 pm

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

**Kingdom Builder 101** – Sun 10 am

**Kingdom Builder** – Sun 11 am

First round(s) will use the base game only and be limited to 4 players per game. The final round may utilize expansion elements/boards and may be a 5-player extravaganza..

**LAMA** – Fri 5 pm, Sat, Sun 3 pm

In the Spiel des Jahres-nominated LAMA, you want to dump cards from your hand as quickly as you can, but you might not be able to play what you want, so do you quit and freeze your hand or draw and hope to keep playing? LAMA is fast and easy to play.

**Lanterns** – Sat, Sun 2 pm

A tile placement game set in imperial China. Players act as artisans decorating the palace lake with floating lanterns. The artisan who earns the most honor before the festival starts wins the game.

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

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

**Legendary: A Marvel Deck Building Game** – Sun 11 pm

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

**Liar's Dice** – Fri Noon

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

**Lords of Waterdeep 101** – Sun 5 pm

**Lords of Waterdeep** – Sun 6 pm

D&D worker placement

**Lost Cities: The Board Game** – Fri 1 pm

Let's play Indiana Jones and go explore places in Reiner Knizia's award winning card game with a board!!

**Love Letter** – Fri 7 pm, Sat, Sun 5 pm

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

**Mars Attacks: The Dice Game** – Sun 8 pm

Destroy the humans! Take their cities! Conquer Earth! In Mars Attacks: The Dice Game, lead your team of Martian invaders to conquer Earth. Destroy cities, and get your picture taken in front of famous monuments! But watch out, because the Earthlings might nuke you!

**Memory Quest: Piracy** – Sat, Sun 7 pm

The ocean is full of deadly marvels and treacherous tides, but with the right crew a captain can navigate the most dangerous of waters. Use your memory skills to build your deck. Attack other player's ships, and find treasure. The one who survives with the most booty wins!

**Merchant of Venus 101** – Sat 3 pm

**Merchant of Venus** – Sat 4 pm

Game starts with each player selecting 2 planets to reveal and must start from 1 of them. Also \$300 and a clipper ship. \$3000 to win.

**Mind MGMT: The Psychic Espionage "Game"** – Sun 9 pm

Mind MGMT once used their psychically-powered agents to put a stop to global crises, but rogue agents have splintered off and are now trying to stop them. In this 1 vs. many, hidden movement game, rogue agents try to deduce and ultimately capture Mind MGMT!

**Minuscule** – Sat 5 pm

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



## Board Games

**Munchkin** – Fri 5 pm, Sat Noon, 2 pm, 4 pm, Sun Noon – Players Choice! Pick your favorite! Players Choice! What Munchkin do you want to play? Choose from the newest...Munchkin Warhammer...or other varieties. (First to the table gets to pick!)

**Munchkin Steampunk Deluxe** – Sun 5 pm  
Grab your gears, put on your top hat, whack the monsters, and grab the treasure . . . with the power of SCIENCE! Munchkin Steampunk brings the zaniness of Munchkin to the pseudo-Victorian steampunk era. Bully! Illustrated by Phil Foglio, and including the Girl Genius Expansion!

**Munchkin Teenage Mutant Ninja Turtles** – Sun 10 am – from IDW and Steve Jackson Games  
Puts you right into the roles of the Turtles to team up and fight evil! This game takes the butt-kicking, backflipping ninja stylings of the TMNT and combines it with the dungeon-exploring, loot-hoarding gameplay of Munchkin!

**Munchkin - the tournament** – Sun 2 pm – Munchkin Tournament  
Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. Show up and do your best Munchkinning and you might be the one going home with the loot (er...swag).

**Nickelodeon's Splat Attack!** – Sun 4 pm – Featuring characters from SpongeBob Squarepants, Invader Zim, Hey Arnold!, and Rugrats!

In Splat Attack, players will take control of a team of 4 characters, grab a hand of food cards, and load up their team with Cool Points. When hit with food, splat tokens add up and once a character's grid is fill, the character is splatted and out of the game.

**No Thanks!** – Fri 2 pm  
Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Each table will play 3 games for a total.

**Nuclear War** – Mon 1 pm  
Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons... Historical Strategicon Rule: If World Destroyed ... ALL PLAYERS LOSE (no winner)!

**Outpost 101** – Sat 9 am

**Outpost** – Sat 10 am  
Building and bidding space colony game

**Pass the Pandas** – Sat 11 am  
Dice rolling game . Players are given set number of dice and must get rid of there dice to win.

**Pathfinder Adventure Card Game** – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8pm, Mon 9 am, 2 pm – The Dragon's Demand (levels 1-4)  
When the sleepy town of Belhaim's peace and quiet is shattered, things quickly bloom out of control. Has their ancient draconic nemesis returned? Each 5-hour game slot will play through 2 adventures!

**Pax Renaissance 101** – Sun 2 pm

**Pax Renaissance** – Sun 4 pm  
As a Renaissance banker, you will finance kings or republics, sponsor voyages of discovery, join secret cabals, or unleash jihads and inquisitions. Your choices determine whether Europe is elevated into the bright modern era or remains festering in dark feudalism.

**Pengoloo** – Sun 10 am  
South Pole Eggploring! Be the first to find six eggs by matching the egg colors to the dice you roll.

**Phase 10** – Fri 9 pm, Sat, Sun 1pm  
A rummy card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc.

**Play 5** – Sat 8 pm  
Tournament style play for prizes of \$50-First Place, \$20-Second Place, \$10-Third and Fourth place. Play 5 combines Poker and Scrabble. Form poker hands instead of words and wager for chips. The one with the most chips wins.

**Port Royal** – Sun 3 pm  
You'll push your luck to amass the most wealth or to hire the best characters.

**Port Royal: Just One More Contract 101** – Mon Noon

**Port Royal: Just One More Contract** – Mon 1 pm  
A card drafting game where you press your luck to collect coins, hire workers, complete expeditions and avoid taxes. The contract expansion will be used, which gives players an alternate way to score points and adds some new cards.

**Power Grid 101** – Fri 6 pm

**Power Grid** – Sat 10 am  
The object is to supply the most cities with power when the game ends. With auction rounds, fuel buying and network building, balancing different areas of game play is critical in the quest to build the largest network.

**Power Grid Deluxe** – Sat 3 pm  
The 10th anniversary deluxe edition of Power Grid is a standalone version of the original game with different maps, different power plants and different fuels the rules are similar to but slightly different than the original game.

**Power Grid: Baden-Württemberg** – Sun 7 pm  
Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons - 12 total. On this map, you buy power plants, then you rearrange the player order. Furthermore, as this province is small, several locations may be connected only starting in »step 2«.

**Power Grid World Tour: France** – Fri 7 pm  
The main differences on the France map are that it has an earlier start with atomic plants (11 replaces 13) and uranium starts at 5 electro.

**Power Grid World Tour: Italy** – Sat 7 pm  
Italy has more waste, but fewer coal and oil resources.

**Power Grid World Tour: Quebec** – Mon 9 am  
On this map, once an ecological power plant has been added to the plant market, it remains until purchased or removed when more cities are built than the number on the plant.

**Puerto Rico 101** – Sun 4 pm

**Puerto Rico** – Sun 5 pm  
In this classic game, 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.

**Race for the Galaxy 101** – Fri 5 pm

**Race for the Galaxy** – Fri, Sat 6 pm  
Players build galactic civilizations by playing cards in front of them that represent worlds or technical and social developments. Expansions may be used after the first round.

## Board Games

### **Reykholt** – Sun Noon

Growing tomatoes, lettuce, or carrots on Iceland? What an absurd idea! But still, whoever had that idea was a genius! Geothermal energy on the island allows you to cultivate the most unexpected fruits and vegetables – an oddity that no tourist would want to miss.

### **Roll For the Galaxy: Expansions 101** – Sat 3 pm

#### **Roll for the Galaxy: Expanded** – Sat 4 pm

This event will include both expansions from Roll for the Galaxy.: Goals from Ambition and one of the two expansion games (Market or Orb) from Rivalry. If there is a final table, the other expansion will be used there.

### **Root 101** – Sat 9 pm

#### **Root** – Sat 10 pm

A game of adventure and war in which 2 to 4 players battle for control of a vast wilderness.

### **Russian Railroads 101** – Fri 1 pm

#### **Russian Railroads** – Fri 2 pm

Players compete in an exciting race to build the largest and most advanced railway network. In order to do so, the players appoint their workers to various important tasks.

### **Scythe 101** – Sat 5 pm

#### **Scythe** – Sat 6 pm

Area-control, resource gathering, combat-maybe engine builder. Scythe has it all, plus mechs! Expansions may be used in the Final.

### **Shadows Over Camelot** – Sun Noon

Work together with your fellow knights to ward off the evil overcoming Camelot. This is a co-operative game where each turn a player must choose a Noble action and an Evil action. All players are involved in your decision because one of you is a traitor.

### **Sid Meier's Civilization: A New Dawn 101** – Fri 8 pm

#### **Sid Meier's Civilization: A New Dawn** – Fri 9 pm, Sun 10 am, 10 pm

Recreates the best-selling computer game series as a strategy board game. In this fast-paced and approachable adaptation, players guide their nation in a race for territory, technology, and game-changing wonders.

### **Social Media Godz** – Sat 1 pm

In this card game, players take the role of social media icons (ie "godz") who try to best each other with achievements through their cards. Each card contains some noteworthy success, and the card that has the highest achievement wins the round. The game uses some mythology.

### **Space Base** – Fri 2 pm, Sat 4 pm

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

### **Splendor 101** – Sun 9 am

#### **Splendor** – Mon 9 am

You are a gem dealer who will acquire gems and mines to attract nobels to become your customer. The last round is triggered when someone reaches 15 points, and the highest score wins. The final round will use of one of the expansions from Cities of Splendor.

### **Stadium: A Sport Odyssey** – Sat 4 pm, Sun 2 pm

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

### **Star Fluxx** – Sat 10 pm

Star Fluxx is a card game where the rules are always changing. To win, someone must play a certain goal to achieve and you must meet the requirements before the goal changes. You can also change the rules, adding hand limits. You can even sabotage others in many means.

### **Star Trek: Five-Year Mission** – Sat Midnight, Sun 10 am

Begin a 5-year mission aboard the USS Enterprise, but which one? The classic Enterprise NCC-1701 or the next generation NCC 1701-D. ALERT! Cooperate to resolve dangerous situations that threaten to destroy your ship. Fail and lose. Use your skills for the best chance at success.

### **Steve Jackson Games - Dice & Card Games** – Fri 4 pm, Sat 10 am, Noon, 2 pm, 4 pm, Sun 10 am, Noon, 2 pm –

Players Choice! Cthulhu Dice, Simon's Cat, and more...

Are you ready to push you luck with just one more roll? Or do you want to see what the cards have in store for you? Either way, you'll have fun playing one, or more, of these great games! (Drop ins welcome!)

### **Steve Jackson Games - Play it Again!** – Sun 4 pm –

Players Choice! Munchkin varieties, dice games, and card games. Come back and play your favorite from this weekend! Choose from Munchkin varieties, dice games, and card games. Didn't get your fill of Munchkin Warhammer, or need a rematch with Cthulhu Dice...it's your choice!

### **Steve Jackson Games Sneak Peek!** – Fri 2 pm –

Players Choice! Munchkin varieties, dice games, and card games. Come see what we will be playing all weekend! Choose from Munchkin varieties, dice games, and card games. Check out the new Munchkin Warhammer, or Cthulhu Dice...it's your choice!

### **Stone Age 101** – Sun 9 am

#### **Stone Age** – Sun 10 am

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

### **Survive! 101** – Sat 10 pm

#### **Survive!** – Sat 2 pm

The island is sinking and the volcano is about to explode. Either swim through shark infested waters or sail your way around whales, while you push your friends into the water. Will you make it to safety, or will a hungry sea serpent eat you?

### **Systems Failing** – Sun 6 pm, Mon 9 am

Your ship just barreled through an asteroid field and you are the only two surviving crew members. Disasters are cropping up across the ship and threatening to destroy its core. You must work together to repair the escape pods and get out before it's too late. (20 minute games)

### **Tales of the Arabian Nights 101** – Sat 4 pm

#### **Tales of the Arabian Nights** – Sat 5 pm

Roam the streets and alleys of the world and see where fate might take you. In this game you face many fantastic opportunities. The choice however is yours. And what you choose may bring riches or it may bring chains.

### **Talisman/Cataclysm/Batman 101** – Sat Noon

#### **Talisman/Cataclysm/Batman** – Sat 1 pm

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

## Board Games

### **Talisman: The Monty Python Expansion** – Sun Noon

Pick a prebuilt Monty Python character and quest for the crown of command. Undead parrots, argument clinics, and even \*that\* rabbit await to impede you. Equip deadly spells like The World's Funniest Joke (but don't read it out loud!). Yes, there is a Holy Hand Grenade

### **Terraforming Mars** – Sun 2 pm

Card driven game to improve Mars. A time limit may be imposed on the first round. Expansions may be used in later rounds based on availability.

### **The Acts** – Sat 3 pm, Sun 4 pm

Take on the role of disciples in the early church. The Acts is a classic Euro-style, worker placement game for 2-4 players. Each turn you can preach, pray, plant churches, perform mighty miracles, and more. With multiple paths to victory, every game is unique.

### **The Castles of Burgundy 101** – Fri 9 pm

### **The Castles of Burgundy** – Fri 10 pm

The game is about players taking settlement tiles from the game board and placing them into their principdom which is represented by the player board. Every tile has a function that starts when the tile is placed in the principdom.

### **The Castles of Burgundy: The Dice Game** – Sun 8 pm

A "dice" version of The Castles of Burgundy. The famous strategy game now in pure dice. The goal is to get the most points, mostly by filling spaces on your board to complete as many color regions as you can.

### **The Everyone Shares One Butt Game** – Fri 1 pm

An unpredictable path building party game where up to four players try to build a path of stomachs to connect your torso to the Almighty Butt. The game also lends itself to a lot of "friendship ruining", inspired by games like Mario Party.

### **The Naming of the Sprue 2019** – Fri Noon, Sat, Sun 9 am

Think you know your board games? See if you can identify these games by the sprue from which their tokens were punched. View the sprue in the main ballroom and submit your answers online. Contest runs until Sunday at noon. Dealer dollars for the winner!

### **The Pursuit of Happiness** – Sun Noon

A game in which you take a character from birth and you live the life you always wanted. Using a worker-placement mechanism with time as your workers, you take on projects, get jobs, buy items, establish relationships, and raise families.

### **The Reckoners 101** – Sat 9 am

### **The Reckoners** – Sat 10 am

A simultaneous, co-operative game for 1-6 players that plays in 75 minutes. You win by defeating Steelheart. But before you can defeat him, you must first discover his weakness. Numerous Epics are scattered throughout the city.

### **The Towers of Arkhanos** – Sun 11 am – from IDW

A dice drafting, tower building game for 2 to 4 players. Fast and fun family game that plays in about 20 to 30 minutes.

### **Thurn and Taxis 101** – Fri 2 pm

### **Thurn and Taxis** – Fri 3 pm

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

### **Thurn and Taxis: Power and Glory** – Sat 10 am

Thurn and Taxis with the original rules and the new map.

### **Ticket To Ride 101** – Fri 4 pm

### **Ticket To Ride** – Fri 5 pm

Place train routes and finish ticket route requests to earn points and make your way across the United States from city to city.

### **Ticket to Ride Expansions 101** – Sat 8 am

### **Ticket to Ride: Africa** – Sat 5 pm

Plan your route but double the score using terrain cards.

### **Ticket to Ride Europe** – Sun 1 pm

Collect cards to match routes and complete tickets

### **Ticket to Ride First Journey** – Sat Midnight

Dumb people rejoice! We're playing a dumbed down version of Ticket to Ride for the late night crowd. Yes, it's designed for children, but expect fierce competition as this adults only!

### **Ticket to Ride: First Journey** – Sat 11 am

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

### **Ticket to Ride: France** – Fri 7 pm

Can not get the cards you want, then here is your chance to place colored routes you would like to build.

### **Ticket to Ride: Old West** – Fri Noon

Collect cards to match routes and complete tickets

### **Ticket to Ride: Pennsylvania** – Sun 9 pm

Collect cards to match routes, collect stock certificates and complete tickets

### **Ticket to Ride: Rails & Sails 101** – Sun 2 pm

### **Ticket to Ride: Rails & Sails** – Sun 3 pm

Collect cards of both ships and rails. Build harbors when you have many connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects.

### **Ticket to Ride: Team Asia** – Sun 5 pm

Team play but no discussing moves.

### **Ticket to Ride USA 1910** – Sat 11 am

Draw cards to match routes on your ticket cards

### **Tiny Epic Quest** – Sat 2 pm

Learn how to play the game and embark on a sandbox adventure. Each player controls a band of three elf heroes questing to save the world and the sacred mushroom folk from the intruding goblins.

### **Tiny Towns** – Sat Noon

2 to 6 players compete to build the most amazing Town. Each turn the "Master Builder" determines which resource will be produced, and all the players gain one unit of that resource. Use your resources to construct buildings according to the construction cards in play.

### **Titan 101** – Sat 8 am

### **Titan** – Sat 9 am

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

### **Trash Truck Trouble** – Sat, Sun Noon

It's garbage day again and we need your help! Players assume the role of garbage truck drivers and must work together to collect all the trash around town before the sun goes down. (2-4 Players | Ages 3-8 | Plays in 15 mins.)

### **Tutti Frutti and Speedy Eddie** – Sat 10 am

Let's get racing! First, we race to match as many fruit discs as possible before we run out. Then we help Eddie and his racing snail friends try to be the first to spiral to the finish line.

### **Uno** – Fri 11 pm, Sat, Sun, Mon 11 am

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

### **Various** – Sat 4 pm – Blue Orange Games

Come play a variety of games from Blue Orange games, designed to develop strategy and dexterity skills.

## Board Games

### **Various** – Fri 4 pm – HABA Games

Come and play some of HABAUSA's fun games designed for a variety of ages, designed to teach color recognition, develop memory and coordination skills. Games designed for fun of all ages.

### **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.

### **Vinhos 101** – Fri Noon

### **Vinhos** – Fri 1 pm

A trading and economic game about the business of wine making. Over six years(rounds) of harvests, cultivate your vines, choose the best varieties, hire the best oenologists, take part in trade fairs, and show your opponents you are the best winemaker in the game.

### **Wacky Races** – Sat, Sun 2 pm

Players control their own racer from the classic Hanna-Barbera cartoon. Each has their own special abilities. Get to the finish line first by placing down terrain cards to move your car. Watch out for Dick Dastardly in his Mean Machine, setting up traps.

## Party Games

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

### **Gaming 101**

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

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

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

### **Death of Liberty** – Sat 8 am, Noon, 4 pm, 7 pm, Sun 8 am, 11 am, 4 pm, 8 pm, Mon 8 am, 11 am

Death of Liberty is a modified Risk! style game where two teams battle for control of the world while seeking out the enemy leader. Play as the new dominion or the resistance search out and destroy the enemy leader in order to emerge victorious. Who will win? Prepare for war!

### **For The Queen** – Fri 6 pm

A card-based story-building game that up to 6 players can begin playing in minutes. Choose your queen from among 14 gorgeously varied illustrations—or start from scratch—and use the prompt cards to collaboratively tell a story of love, betrayal, doubt, and devotion.

### **Funemployed** – Sun 2 pm

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

### **Game Show Play Along: Card Sharks** – Sat Noon

Saturday is "Fun & Games Day" with the Game Show Play-Along crew as we celebrate the ABC Summer Fun & Games lineup. We kick off with the game of Aces High and Deuces Low, "Card Sharks". Two players race to the end of their row of cards to win.

### **Game Show Play Along: Dealer's Choice** – Sun Noon

Sunday starts with a bit of friendly wagering. Three players will play several casino-style games. The player with the most chips at the end wins! No trivia knowledge needed ... just a little luck.

### **Wingspan 101** – Sat 8 pm

### **Wingspan** – Sat 9 pm

The 2019 Kennerspiel des Jahres winner, A competitive, medium-weight, card-driven, engine-building board game. This gorgeously illustrated game is played over 4 rounds where players compete to attract the most birds to their nature preserves to earn points.

### **World Cup!** – Sat 6 pm

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

### **Yahtzee Free for All** – Fri 3 pm, Sat, Sun 9 am

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

### **Your Mother is a Whore** – Sun 10 pm

A light, casual party game. The logical gamification of the age old insult that's been traded in bars, man-caves and on Shakespearean stages, You get to defend your Mother's honor.

### **Game Show Play Along: Jeopardy!** – Fri 5 pm

Game Show Play-Along kicks off Gateway strong with everyone's favorite "A & Q" game, "Jeopardy!". We give you all the answers...you just have to give us the right questions!

### **Game Show Play Along: Match Game** – Sat 9 pm

We wrap up Fun & Games Day with a game of fill in the BLANK. "Match Game" pits 2 players against each other trying to match our "Celebrity" panel. This will be an ADULTS ONLY event...please, no one under 17 will be admitted.

### **Game Show Play Along: Now You See It** – Sun 6 pm

This is the game where the answers are right there before your eyes...all you have to do is find them. In this "Tournament Style" format, four players find answers in a grid of letters. The winning team splits up to get to one, who will play against our Returning Champion.

### **Game Show Play Along: Pass The Buck** – Fri 8 pm

The sleeper hit of Gamex 2019 is back! 4 players attend to add items to a categorized list. Repeat an answer or take too long, and you face elimination! Survive as the Last Player Standing and play for all the "money"!

### **Game Show Play Along: Press Your Luck** – Sat 6 pm

The game of Big Bucks and No Whammies is back. Fun & Games Day continues with "Press Your Luck". 3 players risk it all on every spin, trying to dodge the dreaded WHAMMY, who will jump out and take it all.

### **Game Show Play Along: The \$100,000 Pyramid** – Sat 3 pm

Fun & Games Day continues with two teams of two climbing their way to the top of "The \$100,000 Pyramid". Try to describe 7 words to your partner in 30 seconds. Get the most points, and step into the "Winner's Circle" for your shot at all the "money"!

### **Game Show Play Along: Win Lose or Draw** – Sun 3 pm

Test your artistry skills and see if your teammates can guess what you're trying to draw. Two teams of three pick up markers in this "Pictionary" style game.



## Party Games

### **Imperial Auction** – Fri 4 pm, Sun 9 am

A 2-6 player bidding game with the winner determined by victory points. Each turn players organize their six bid cards into any order. All player bids are revealed and resolved simultaneously collecting tokens in the colors bid. Play time 20 minutes/game.

### **Imperial Colony: First Governor** – Fri 5 pm, Sun 10 am

One person, One vote has NEVER been part of the empire and it's not going to change today. As a mining colony one of the mining families will be the first Governor. The family that can accumulate the most vote proxies (VP's) in the next week will have that honor.

### **Kingdomino X Tiny Towns** – Sat 8 pm

This is a crossover between the two games. First we shall build our Kingdom(ino). Then we shall build our Tiny Towns on that kingdom. Follow us on Facebook for the rules to this Custom Crossover: [www.fb.me/dragonandmeeple/](http://www.fb.me/dragonandmeeple/) Extra copies of the games welcome.

### **Murder Happens: Danger Lake Hotel** – Fri 5 pm, Sat, Sun 4 pm – LARP light - Characters with preset story and clues.

A B-movie actress is on a snowy mountain road when her Limo crashes. She finds herself in the small town she grew up in. Old feuds and new quarrels boil to the surface and murder happens. Cross examine other characters, and study clues to figure out which player is the murderer.

### **Murder Happens: Super Heroes all...** – Fri 7 pm, Sat, Sun 6 pm – LARP light - Characters with preset story and clues.

A rag tag group of semi super heroes with self esteem issues take on an outlaw motorcycle club, the Iron Death-heads. Personal feuds and a need for validation emerges and murder happens. Cross examine other characters, and study clues to figure out which player is the murderer.

### **News@11** – Sat 11 pm

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

### **Ninja** – Sat, Sun 6 pm – (Playground Game)

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

### **Open Gaming: Puzzle/Dexterity Games** – Sat 4 pm

Open gaming to play a bunch of different small quick games that are all focused on your mental puzzle solving skills, physical dexterity, and visual acuity. These games are great for all ages and most play in under 15 minutes. Many games going at once, drop in and drop out!

### **Open Gaming: Word Games** – Sun 4 pm, 5 pm, 6 pm, 7 pm

Do you love games like Codenames and Taboo? We'll have an array of great word games on hand and we're happy to teach you to play! Our faves include: Decrypto, CrossTalk, Wordsy, Insider, Anomia, 25 Words or Less, Blank Slate, The Chameleon, and VisualEyes.

### **Punderdome** – Sat 10 pm

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

### **Robots, Assemble!** – Sat, Sun 3 pm, Mon Noon

Here at Robo Corp. we build customized robot pals – and we build them fast! Players assume the role of Robo Corp. assembly line workers competing to ensure that their team builds the most robots as quickly and accurately as possible. (Plays in 20 mins.)

### **Seminar: Puzzle/Dexterity Games** – Sat 3 pm

Learn about a collection of different small, quick games that are all focused on your mental puzzle solving skills, physical dexterity, and visual acuity. These games are great for all ages and most play under 15 minutes. Stay afterwards for open gaming until 5pm!

### **Shadow\*Kitty** – Sat 2 pm, 3 pm, 4 pm

A familiar card game based on the world of Sparkle\*Kitty! Play as wonderful witches that have gathered to cleanse the Cursed Cauldron. Cast your most clever charms to shine through the shadows and free your cuddly companions! Which witch will win and save the day!?!?

### **Speakeasy** – Sat 11 am – Social Deduction

A social deduction game for up to 24 clever people. Whom in this pub is a friend? Whom is a foe. Or is it 'who'? Is 'whom' a secret code? Better buy them a drink and find out.

### **The Genius** – Sat 11 am

12 players will compete in a series of games that will challenge their skills in strategy, logic, and negotiation. After each game players will be eliminated until one remains and is crowned... THE GENIUSPRIZES for the top finishers. Sponsored by [thedragonandmeeple.com](http://thedragonandmeeple.com)

### **The Road To Bremen** – Sat, Sun, Mon 10 am

Come playtest a unique Storytelling Card Game that turns the classic Grimm Fairy Tale "The Bremen Town Musicians" into an epic adventure told through collaboration and imagination.

### **The Valley** – Sun 10 am, 11 am, 2 pm, 3 pm, 4 pm

In a small Valley, the leader of a family of local gods has died. Each player is a god trying to become the next leader by garnering power by solving problems for the people of the Valley. This 1 hour demo of the full 4 hour game rewards creative problem solving and negotiation.

### **Two Rooms & A Boom** – Sat 7 pm

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

### **Ultimate Werewolf 101** – Fri 8 pm

### **Ultimate Werewolf** – Fri 9 pm, Sat, Sun Midnight, 3 am, 6 pm, 9 pm, Mon Midnight, 3 am

Here you are living in your quiet village when the first of the bodies begin piling up. Soon you discover the presence of vicious werewolves in your previously safe home! It's your job to figure out who out of your friends and neighbors is the culprit! Are you up to the task? THERE WILL BE A POOLED signup lists for this game, please only sign up for 1 game during a given time slot.

### **Ultimate Werewolf Legacy** – Sat Midnight

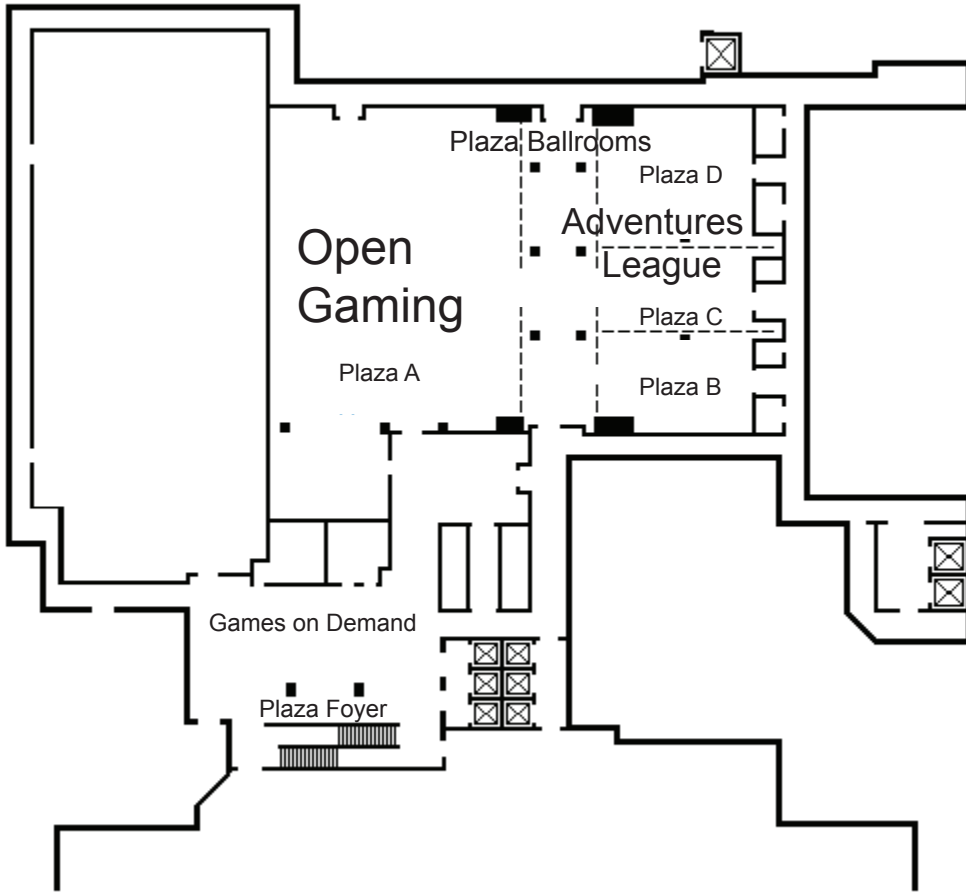
This is a LEGACY version of the popular social deduction game! Decisions made in one 'chapter' will DRASTICALLY change the game for future villages! Will the group's choices benefit the villagers - or the wolves - or are there other evil creatures lurking in the shadows?

### **You Don't Know My Life!** – Sat 2 pm

It's like Cards Against Humanity and your diary got drunk and had a baby. Players write down short answers to questions like 'Describe a memorable encounter you had with an animal.' The answers are shuffled and redistributed and then players take turns guessing who said what.

# Gateway 2019 Maps

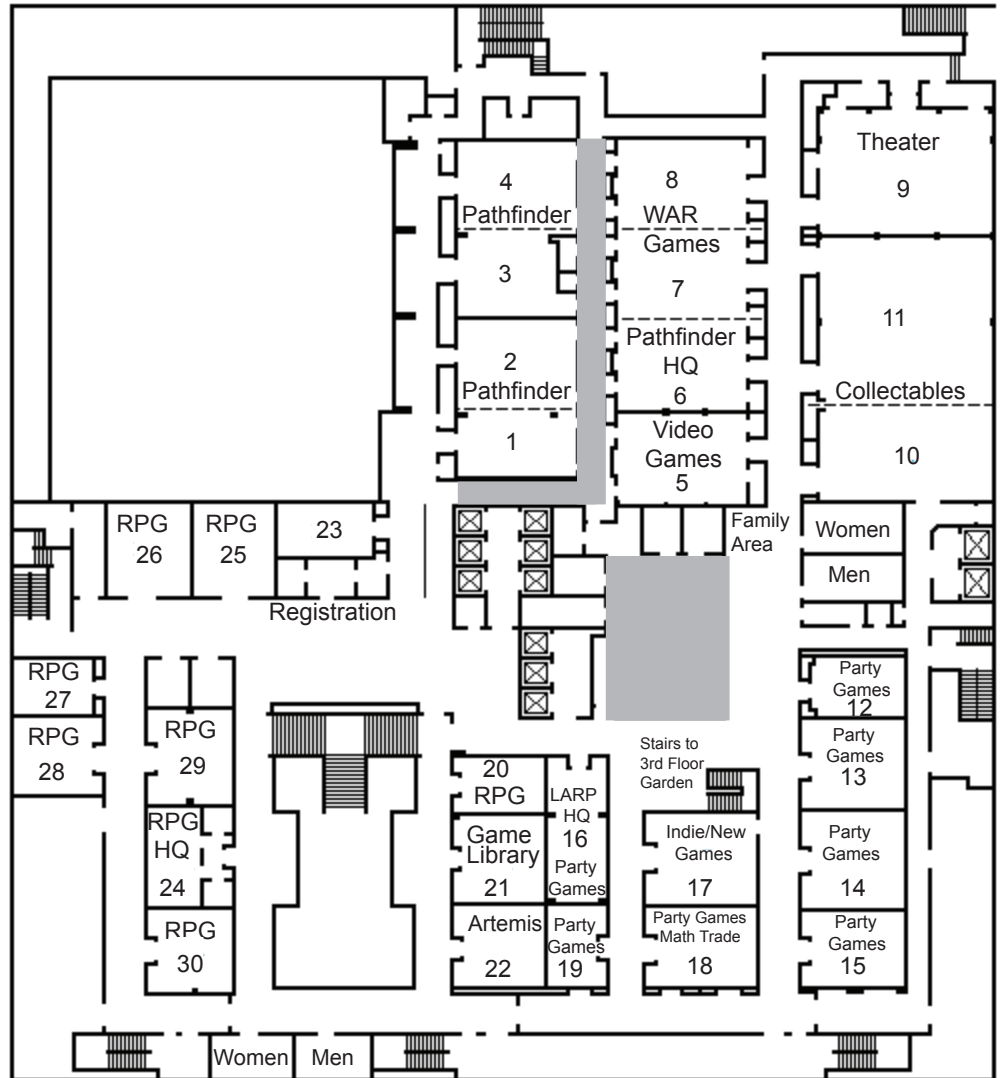
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

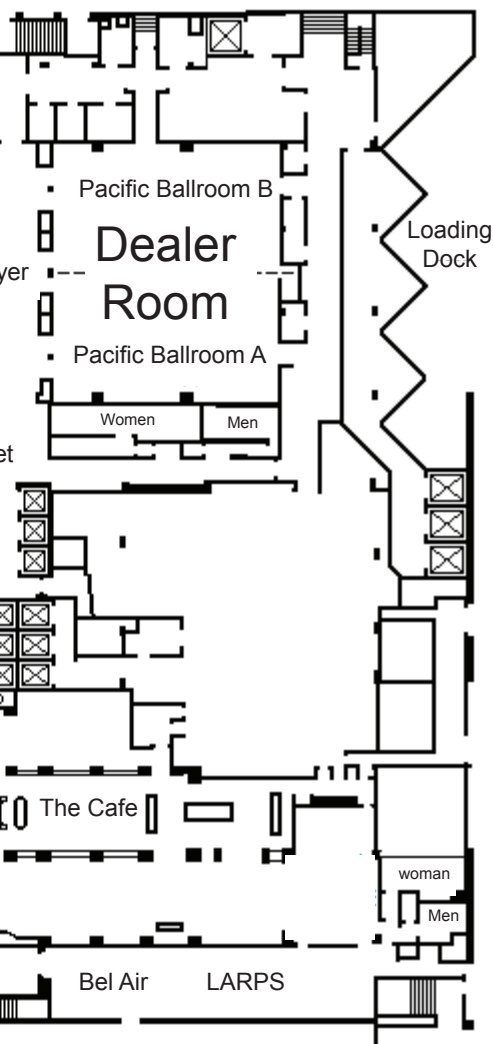


# HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

# PORT - LOBBY LEVEL



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

## Collectibles

### Collectibles

#### La Jolla, Family Area

**Ascension** – Sat, Sun 11 am

GM: George Carceres

Standard Ascension Tournament using Rise of Vigil/Darkness Unleashed, the motley conglomeration of the first four sets (with promos), or any other set allowed by the GM.

**Clash Royale (Mobile)** – Sat Noon

GM: Yu-Gi-Holics!

2v2 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place For More information: checkappundermeetups

**Exceed 101** – Sat, Sun 3 pm

GM: Diane Grotjohn

**Exceed** – Sat 4 pm – Tournament

GM: Diane Grotjohn

1v1 fighting tournament. Each character attacks while building up power to transform and unleash upon their opponent and claim victory. Take your position as the best and let the world know it!

**Exodus** – Sat, Sun 1 pm – 2v2 Team Tournament

GM: Jake/Lexi Medina

2v2 Constructed Tournament for Exodus. This event awards a 4x point multiplier toward your Worlds invite. You and your teammate must both be playing Chrono decks OR an Eventide-based deck. Chrono creatures will not be allowed in decks with other creature types.

**Exodus** – Sat, Sun 7 pm – Booster Draft (\$15)

GM: Jake/Lexi Medina

Jump into booster draft as a new or returning player! Explore Exodus' newest booster expansion "The Dimension That Disappeared". 3 rounds of Swiss non-elimination will follow the draft rounds. This event awards a 4x point multiplier toward your World's invite.

**Game of Thrones (2nd Ed) 101** – Sat 6 pm

GM: Stephen Ebrey

**Game of Thrones (2nd Ed)** – Sat 8 pm

GM: Stephen Ebrey

Play one of the major Houses and gain the right to rule all Westeros! 60-card decks consist of characters, weapons, events, and locations, and you engage opponents in military, intrigue, and power challenges with the characters from the movies/books! Bring your decks or use ours!

**Gloomhaven** – Sat, Sun 7 pm

GM: John Borders

Come learn to play Gloomhaven. We will be playing up to 2 random scenarios that wont spoil the campaign. All starting characters will be available. Gloomhaven is a game of Euro-inspired tactical combat in a persistent world of shifting motives.

**Heroscape** – Sat, Sun Noon

GM: Greg Wagstaff

A team-based skirmish game using terrain, elevation, and squad tactics. Stop by and demo this fun, easy to learn game filled with overpowered heroes and incredible villains.

**KeyForge 101** – Fri, Sun 4 pm

GM: Larry Page

**KeyForge** – Fri, Sat, Sun 6 pm – Sealed

GM: Larry Page

Consists of a card pool of 7 different factions, each with distinct characters and flavor! KeyForge 36-card sealed decks ready to play and cannot be designed, and no two are alike! \$12 entry fee includes an Age of Ascension deck—you keep your deck, and top 3 win prizes!

**Lanterns Dice: Lights in the Sky** – Sun 9 am

GM: Jacqueline Chao

Demo of Lanterns Dice: Lights in the Sky by Foxtrot Games

**Lord of the Rings TCG (Decipher)** – Fri, Sun 8 pm

GM: Larry Page

Relive the glory days of the Peter Jackson's original LotR trilogy with the Decipher TCG based on the movies! I have tournament-proven decks from the Fellowship and Tower blocks, plus King-block decks—feel free to bring your own decks or use one of mine, tokens also provided!

**Magic: the Gathering 101** – Sat 2 pm, 5 pm, Sun 2 pm

GM: Frank Zazanis

Come learn to play Magic: the Gathering and discover why this is the game against which all other CCGs compare.

**Magic: the Gathering** – Sat 2 pm, 4 pm, Sun 2 pm –

Commanderin'

GM: Phil DeLuca

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

**Magic: the Gathering** – Sat Noon, 8 pm, Sun Midnight, Noon, 8 pm, Mon Midnight – Draft Core Set 2020 (\$15)

GM: Josh Badger/Frank Zazanis/Dae Kim

Magic Draft using Core Set 2020. Prizes awarded to top players. Sat Noon event will begin at 12:30pm.

**Magic: the Gathering** – Fri 8 pm – Friday Night Draft! Core Set 2020 (\$15)

GM: Josh Badger

Friday Night Magic Draft using Core Set 2020. Prizes awarded to top players.

**Magic: The Gathering** – Fri 7 pm – Horde: Gone Fishing

GM: Michael Arsellon

A cooperative challenge: You were expecting a relaxing fishing trip when the sea gets rough! Can you and the other planeswalkers avoid sinking into the ocean depths? This event allows decks from Standard, Modern, Legacy, Commander, Oathbreaker formats.

**Magic: The Gathering** – Sat 1 pm – Horde: Paradise Lost

GM: Michael Arsellon

A cooperative challenge: A battle with pirates left you ship wrecked on a tropical island! Can you and the other planeswalkers loot the lost city before the pirates get their revenge? This event allows decks from Standard, Modern, Legacy, Commander, Oathbreaker formats.

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

GM: Michael Arsellon

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

**Magic: The Gathering** – Sat 6 pm – Planechase: Capture The Flag

GM: Michael Arsellon

Battle across the many worlds of the multiverse in this casual multiplayer variant. The GM will set up a 3 x 3 x 3 planar map. This event allows decks from Standard, Modern, Legacy, Commander, Oathbreaker formats.



## Collectibles

**Magic: the Gathering** – Sat Midnight, 4 pm, Sun 4 pm – Prerelease Core Set 2020 (\$25)

GM: Dae Kim/Josh Badger  
(Placeholder text - Will update)

**Magic: The Gathering** – Sat 3 pm – Secret Alliances

GM: Michael Arsollon

The knights fight openly while queens support them from the shadows. But the King of Swords plans to destroy them all. This is a team based casual multiplayer game with some hidden roles. This event allows decks from Standard, Modern, Legacy, Commander, Oathbreaker formats.

**Middle Earth CCG (ICE)** – Fri 1 pm, Sat Noon, 2 pm, 4 pm

GM: Larry Page

Be one of the 5 Istari (Wizards) of Middle Earth vying to lead the Free Peoples in the fight against Sauron! Minimum 60-card decks (plus characters) are divided between resources and hazards you can use one of your decks or feel free to use one of ours, and bring your lucky D6s!

**Middle Earth CCG (ICE)** – Sat 10 am, Sun 10 am, 1 pm –

Hero Arda

GM: Larry Page

Be one of the 5 Istari (Wizards) of Middle Earth vying to lead the Free Peoples in the fight against Sauron! Hero Arda is the standard global format for the heroes of Lord of the Rings saga, so all cards to be used for your decks are provided, just bring your lucky D6s!

**Open Gaming** – Mon 9 am – RNTASYDHWAF(tm)

GM: Brandon Weiss

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

**Sentinels of the Multiverse** – Fri 8 pm

GM: Greg Wagstaff

A 4 player team Superhero card game where all players work together to take down a supervillain in a random location that can be as deadly as the evil you're trying to stop! Each hero comes with a pre-built deck, nothing extra required to play.

**Sentinels of the Multiverse** – Sat 5 pm – Fight Against the Oblivion

GM: Greg Wagstaff

Take on the endbringer in Sentinels! Oblivion comes for all and seeks to undo our world. Only the Sentinels of the Multiverse have the power to stop him. Do you have what it takes to save the world?

**Star Wars Miniatures/X-Wing** – Sun 5 pm – Imperial vs. Republic Skirmish

GM: Mel Campbell

Participants will be divided into Imperial and Republic teams, each commanding a squadron, and will compete for supremacy of land and space. GM will provide minis to borrow.

**Star Wars Miniatures/X-Wing** – Sun Noon – The Higher Ground/On the Outer Rim/Solo

GM: Mel Campbell

Sealed Booster Draft Tournament using Mandalorians and Bounty Hunters. Each participant will receive 2 full sets of 30 cards, 2 sets of 6 cards, and 2 booster sheets for a 200pt team. 3-4 Swiss rounds. Minis and maps available to borrow.

**Tonari** – Sun 10 am

GM: Jacqueline Chao

Tonari by IDW Games demo

**Transformers TCG** – Sun 6 pm – Constructed

GM: Joseph Vigil

Constructed. Bring your deck 25 stars.

**Transformers TCG** – Sat 8 pm – Standard Draft

GM: Joseph Vigil

Standard Draft Cost \$15 includes 4 packs of wave 3

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

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

**Vanguard** – Fri 5 pm, Sat 3 pm, Sun 2 pm –

Advance Tournament

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

**Vanguard** – Sun 4 pm – So Cali Con Tournament

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

**Various** – Sat 11 am, Sun Noon – Indie Game Alliance

GM: william salazar

The Indie Game Alliance is a guild of independent tabletop game developers that have joined together to promote the latest and greatest indie games.

**Yokai Septet** – Sun 1 pm – Roll Player with Monsters and Minions Expansion

GM: Jacqueline Chao

Yokai Septet by Ninja Star Games demo

**Yu-Gi-Oh! 101** – Fri, Sat, Sun Noon

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

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

Advance Tournament

GM: Yu-Gi-Holics!

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



## Family Games

### Family Games

#### Second Floor Foyer (Family Area)

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

#### Kids Only Events

Board & Card Games: Fireworks, Frog & Toad, Minuscule, Pengoloo, Ticket to Ride: First Journey, Tutti Frutti & Speedy Eddie

LARPs: Backyard Quest: Wizard Quest - Mystery of the Runes

Miniatures: Clay O Rama, Fuzzy Heroes - Big Trouble in Little Swimming Pool

RPGs: Kids on Bikes - The True Believers’ Club, Various RPG Indie Games on Demand (Kids Ed)

Video Games: Mario Kart Tournament

#### Family Events

Board & Card Games: Category 5, Cat Lady 101, Cat Lady, Ghost Blitz, Liar’s Dice Small Tournament, No Thanks! Tournament, Port Royal Sponsored Small Tournament, Trash Truck Trouble Demo, Wacky Races

Miniatures: Battletech Alpha Strike - King of the Hill, Gaslands - Family Friendly Zombie Bash, Gaslands - The Carburetor County Calamity, Lord of the Rings - Pitched Battle, Monster Island

### Video Games

#### Marina

#### Artemis Spaceship Bridge Simulator –

Fri 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm  
Sat, Sun 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm

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

#### Hearthstone – Sat 4 pm

Wild Format. can be played on Android, IOS and PC. Blizzard account required.

#### Mario Kart 8 – Sun 2 pm

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

#### Mario Kart 8 - Team Race – Sat 2 pm

Teams of two. One team member must be 12 years old or younger. All players will be required to use the steering wheels and have remotes set to tilt. 4 or less teams will be 2 rounds, up to 8 teams will be 3 rounds.

#### Smash Bros Ultimate #1 - FFA – Sat Noon

Up to 8 players duke it out for king of the ring. Bring your best game - because others will be doing the same.

RPGs: John Carter of Mars - The Mind Machine of Mars, Powered by the Apocalyps - Shibuyan Knights: Roppongi 5-0, Savage Worlds - A Fowl Day In The Park, TinyD6 (Tiny Dungeon 2e) - The Deep-Down-Dark!, TinyD6 (Tiny Supers) - The Crucible of the Cosms

Video Games: Mario Kart 8 - Team Race Tournament

### Games in our Library for Our Youngest Gamers

3+: Aquarius, Hi-Ho Cherry O

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

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

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

#### Smash Bros Ultimate #2 - High Variable – Sun Noon

Tired of entering tournaments that are full of players that are better than you? Good news! This tournament is packed with so many stage hazards that even the best players will have their hands full just trying not to fall into a lava pit! 1v1, Best 2 out of 3.

#### Smash Bros Ultimate #3 - Lockout – Sat 6 pm

Are you good with Marth? Pichu? Maybe even Isabelle? Make sure to save your best for last, because every time you win with a character, you lose that character for the rest of the tournament! 1v1, best 2 out of 3, with losers bracket.

#### Smash Bros Ultimate #4 - Losers Choice – Sun 6 pm

Have you read the Tiers lists? Your opponent probably has, and he’s going to make you play the WORST characters. Hope you’re good with Little Mac, Pac-Man, and Bowser Jr. 1v1, best 2 out of 3, losers bracket.

#### Starcraft 2 – Sun Noon

This will be a team 2v2 format afterwards survivors will do a free for all battle. Top places will be based on overall final score. Blizzard account required.

#### Starcraft - Cartooned – Sat Noon

This will be a team 2v2 format afterwards survivors will do a free for all battle. Top places will be based on overall final score. Blizzard account required.

## LARPs

## Bel Air, Newport A, 3103

**A Night at the Bastille** – Fri 11 pm – Heroes

GM: Kevin Pearl

The legendary three musketeers unite one last time to make a daring last stand against the corrupt court of King Louis XIV. But will it be all for one? Or one for all? Explore one of the greatest adventure stories of all time through this unique live action roleplaying game inspired nordic design and collaborative storytelling.

**A Reunion At Katmeers** – Sat 9 am – Stanford Gaming Society/Secrets and Powers

GM: Charlene Felton

“A Reunion At Katmeers” is the Harry Potter/Legend of Zelda crossover LARP you never knew you needed (until now). This game is set at the 10-year reunion after the fateful final battle of Katmeers. Each character has unfinished business to attend to, and there are rumors of ancient artifacts of great power abroad in world again that can realize any dream. Characters will be assigned at the door. This 5-hour event includes a rules briefing, workshop, game, and post-game debrief. Attendees are expected to be present the entire duration, and sober.

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

GM: Robert Prag

Put on by the Strategicon LARP Department. This is a lightest touch, foam combat LARP about soldiers fighting werewolves and vampires in the fictional European country of Sneznia. It is a mix of foam swords and Nerf blasters, all set to a heavy metal soundtrack following a tutorial on LARP combat. No experience required. Derived from the rules of Ragnarok and Roll. A waiver will be required for this event.

**Gothic West: Under a Black Moon** – Sun 8 pm – Requiem

GM: Roselle Hurley

Pre-generated characters created for the setting. The action mainly is problem solving and interacting with the various NPCs. Unlike many games in this genre, this game will be more cooperative though characters may have personal goals that will be slightly at odds with each other or with the main NPC. The narrative content will deal with historically accurate social, political and economic inequality and some supernatural elements unique to the Requiem milieu. This episode may include some combat situations.

**In a Tempest Tangled: A Kingkiller Chronides Story** – Sun 8 pm – Theatre Arcanos

GM: Theatre Arcanos

In a Tempest Tangled is an original fantasy LARP with escape room aspects set in the world of the Kingkiller Chronicles by Patrick Rothfuss. Players will portray characters seeking refuge at an Inn during a storm of legendary proportions. This event features non-canonical pregen characters. Knowledge of the source material is useful, not essential. Powers and combat mechanics are dice-based, while plot resolution depends on character interactions. Prereg players with completed casting surveys should receive their characters before the convention.

**Juggernaut** – Sat 2 pm – Parlor LARP

GM: LARP Staff (Evan Schauer)

It is July 3rd, 1950. Today, three scientists and three government representatives have gathered for a trial run of Project JUGGERNAUT, an experimental supercomputer. According to the math, JUGGERNAUT can tell the future. Your job is to test its predictions and find out for sure. Juggernaut is set in a government lab in 1950s America, and is played by drawing from a set of cards and making JUGGERNAUT’s predictions come true as a conceit of the game.

**Karaoke in the Wastes** – Sat 8 pm – Apocalypse 47

GM: Diana Leonard Shippey

Apocalypse 47 is a SoCal-area apocalypse LARP featuring roleplay and boffer combat. At this event, new and old characters can mingle, and new characters can get an introduction to the game world. This event is a live in-character KARAOKE EVENT at the FUBAR in Victory Ville. Hosted by the slickest DJ in the Wastes, DJ Jones.

**LARP 101: What is LARP?** – Fri 6 pm – Freeform Seminar

GM: Tara Leederman

Of all the game forms, LARP is perhaps one of the least understood. LARP, however, is incredibly varied and full of possibilities, and the experiences it offers can be both fun and life-changing. Please join Tara Leederman, LARP Department Supervisor at Strategicon and veteran teacher, in this open seminar for a discussion and 101 on LARPs.

**Murder in Five Sails** – Fri 7 pm – AEG: 7th Sea

GM: John Wick

Run by Special Guest JOHN WICK, one of 7th Sea’s designers! In the swashbuckling and sorcerous world of 7th Sea, Five Sails stands alone, an independent city-state. But the mayor of Five Sails has been murdered and one of the governors is responsible. Players take the roles of investigators, trying to solve the murder as the city’s factions rush to fill the vacuum. Meanwhile, powers outside the city see an opportunity to claim the valuable port! This event uses the brand new 7th Sea live action system. Show up in costume for an in-game bonus!

**Sign** – Sun 2 pm – Sign

GM: Ross Cheung

Sign is a non-verbal live-action roleplaying game about communication and language. Nicaragua in the 1970s had no form of sign language. In 1977, something happened. Fifty deaf children from across the country were brought together to an experimental school in Managua. Without a shared language to express themselves, the children did the only thing they could – they created one. In Sign, we follow a small piece of their journey.

**Starship Valkyrie: Frontier Patrol** – Sun 2 pm – Starship Valkyrie Basic

GM: Christian Brown

Starship Valkyrie is cooperative sci-fi with strategic, role-playing and card game elements. The players take the part of the crew of a starship and attempt to resolve a dangerous situation within the allotted time. In this game, the ERS Daimajin, flagship of the Earth Republic, will be patrolling the new Frontier colonies to make sure everything is on schedule. What could go wrong?

## LARPs

**Steam City Playhouse** — Sun 9 am — Freeform

GM: Nicco Wargon

In a post-apocalyptic world, the fall of Digital Man ushers in a new era of live theater. The Steam City Playhouse troupe will recall a lost epic, assign roles, craft a plot and perform. Prepare yourselves, actors! Another night of myth-making for the unruly plebes and decadent patrons of the city begins!

**Summit Arcane: A Dresden Files Story** — Sat 8 pm — Theatre

Arcanos

GM: Theatre Arcanos

Summit Arcane is an original political negotiation LARP set in the world of Jim Butcher's Dresden Files. The game takes place in 1929 New Orleans, where players, as supernatural delegates, attempt to sign a treaty favorable to their interests. This event features non-canonical pregen characters. Knowledge of the source material is useful, not essential. Powers and combat mechanics are dice-based, while plot resolution depends on character interactions. Prereg players with completed casting surveys should receive their characters before the convention.

**The Circle** — Sun 4 pm — Freeform

GM: Evan Schauer

The Circle: an ancient ritual written about again and again by the strongest wizards of each age. A ritual to remake the universe. Many have tried through the centuries, but none have succeeded. From far-flung lands, you and your companions come to try once more. Each possessed of unique magical talent, and a vision for a better world. Can you put aside your differences and unify your magic to complete the greatest ritual of all time? And what will this new world look like?

**The Name of the Game is WRESTLING!** — Sat 8 pm —

Homebrew Party LARP

GM: John Wick

Run by special guest JOHN WICK! Do you love stories of good vs evil? Duels of physical skill for desperate stakes? If so...

**YOU'RE ALREADY A FAN OF PROFESSIONAL WRESTLING!**

You take the role of a wrestler, manager, or THE CROWD at a live pro-wrestling event. You do not need to know anything about professional wrestling. Show up and cheer your favorite heroes, stomp your feet, scream, and BOO the villains! Make signs to show off your super fandom, wear costumes, and enjoy this unique American storytelling medium! This game has standard "no touching" rules.

**The Neptune's Ball** — Fri 7 pm — MIT Assassins Guild / Secrets and Powers

GM: Charlene Felton

"The Neptune's Ball" is a LARP inspired by "The Little Mermaid" and brings together political intrigue, magic, uncovering history, and familial tension in a live action experience. Character sheets will be handed out at the event, and the 5-hour duration covers rules briefing, workshop, the game, and post-game debrief. Attendees are expected to be present and in control of their mental faculties the whole time. Note: Mature themes exist in this game. You may encounter: depression, substance abuse, and (in backstory only) sexual violence.

**Wizard Quest: Mystery of the Runes** — Sat 2 pm, 3 pm, 5 pm — Backyard Quest

GM: Ryan McMullan

Wands at the ready! Wizard Quest is a cooperative puzzle-solving LARP set in a fantasy world designed for players ages 8-16. Players will be one of four different wizards trying to solve the mystery of recently discovered magical runes before they disappear. Each character specializes in a type of magic and all will be necessary to solve the puzzle and find the portal to the next set of runes (coming in a future con). Players will use deductive reasoning, collaboration skills, and simple game mechanics to see how many runes they can decipher. The 3 pm, section actually starts at 3:30 pm

## Open Gaming

Plaza Ballroom A

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

## Miniatures

International Ballroom A

**Adeptus Titanicus** — Fri 6 pm

Warfare in the 40K universe on a whole new scale. Come learn Games Workshop's new game about the mightiest war machines of the Horus Heresy. All materials provided, no experience necessary.

**A Song of Ice & Fire: Tabletop Miniatures** — Sat 9 am

GM: Shaun Stewart

Swiss-system tournament. 4' x 4' playing surface, 40 point army, retail available units only. Game Mode order determined at Tournament. Game Modes will be Game of Thrones, Dances with Dragons, Fire and Blood, Feast of Crows (1.5). Each Round will be 2 hours. 30 minutes set-up, 90 minutes play. One hour lunch after Round 2. Prize support provided by Strategicon, Realm Games and Comics, GMI Games, and Shaun Stewart

**A Song of Ice & Fire: Tabletop Miniatures Demonstration** — Sun 9 am, 11 am

GM: Shaun Stewart

Enjoy Game of Thrones! Learn to command battlefield units of the Great Houses of Westeros, while manipulating the political stage to win the field of battle. All materials provided to include painted miniatures. Take a step into miniature wargaming with this entertaining, visually thematic, simplified miniature gaming system. Drawing for A Song of Ice and Fire prize.



## Miniatures

**Attack Vector: Tactical** — Fri, Sat Noon, 3 pm, Sun 3 pm —

Escalating Engagement

GM: Cody Hudson

A table top spaceflight combat sim using real world physics in a universe where humanity has just ventured into nearby space. Finding themselves cut off by unknown circumstances the newly established starfaring nations of the Ten Worlds struggle to find their way alone. This is a multiple squadron engagement with two fleets of six or more vessels per squadron per side. New players most welcome!

**Battlestations** — Fri 8 pm, 11 pm,

Sat 10 am, 1 pm, 4 pm, 8 pm, 11 pm

GM: Jeff Siadek, Mario Acuña

Play in an exciting mission of your favorite game of space adventure, BATTLESTATIONS. Bring your own character or select from a set of archetypes. Take battlestation actions from the ship map, while your ship careens through space on the space map. Fight aliens, rescue civilians fun for the whole family.

**Battlestations - Dirtside** — Sun Sun Noon, 2 pm, 4 pm, 7 pm, 9 pm, 11 pm

GM: Jeff Siadek, Mario Acuña

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

**Battletech** — Sat, Sun 1 pm, Mon 10 am — Circle of Death

GM: Mario Acuña

5000bv Mech units compete in a special form of Free for All called Circle of Death. Mech on mech carnage. Command a group of 100 ton mechs or a couple of fast and light mechs. You decide which team is best. This scenario pits every team against each other in a dog eat dog fight to the death. Who will come out on top?

**Battletech: Alpha Strike** — Sun 4 pm

GM: Don Tseng

Allows players to run lance and even company size engagements in a short amount of time. Come learn this fun ruleset.

**Battletech Alpha Strike** — Sat 2 pm — King of the Hill

GM: Harmon Ward

The communications center is vital for the control of this planet. Unfortunately, your dropship scattered your command on re-entry. Now the planetary garrison mech force has guessed your objective and the race is on to secure it before they do. Using Geo-Hex terrain. Everything is provided.

**Bloodborne: The Card Game** — Fri 10 pm

GM: Daniel Alvarez

Designed by Eric M. Lang and based on Sony Entertainment and FromSoftware's hit video game Bloodborne for the PlayStation 4. Several Hunters will enter the Chalice Dungeon, but only one will be able to escape the victor. Round after round you'll face off against brutal creatures bent on destroying you.

**Blood Rage** — Fri 2 pm, 6 pm, Sat 6 pm, Sun, Mon 9 am

GM: Gary Manzano/Onyx Pastor/Benjamin Peck

Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

**Circus Maximus** — Sat 5 pm

GM: Jaime Vann

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

**Civil Unrest** — Sat, Sun 10 am

GM: Paul Villar

A two player miniature skirmish game, set in a modern day fantasy world. Players take control of either law enforcement or unruly rioters as tensions in the city reach a boiling point. Upstart Games is looking for your feedback as we finalize the newest scenarios.

**Clay O Rama** — Sun 9 am

GM: Adam Hicks

Come grab some play-doh and use your imagination to create a fighter to enter the ring and smash your foes....literally!

**Cthulhu: Xothic Wars** — Sun 10 am — Campaign Tournament

Invitational

GM: Sandy Dobbs

Two teams, the invading Starspawn will attack the exploring Elder Things in 3 rounds of campaign play. Each round is 1 hourish. Join a team and decide where each player will attack or defend for cumulative bonuses in the next round! Many prizes, social fun, and surprise events will be in effect! Limited armies available for checkout for play.

**Cthulhu: Xothic Wars 101** — Fri 6 pm, 9 pm, Sat 11 am, 6 pm

GM: Cody Hudson

Billions of years before any native life had formed on our Earth the Starspawn of Cthulhu engaged the ancient Elder Things for domination of the newly formed planet. This will be unrestrained total warfare between the Eldar Things and Starspawn with multiple generals and heavy war beasts on each side. New players most welcome!

**Dreadball 101** — Sat Noon

GM: Adam Hicks

Want to learn an action packed sci-fi sportsball experience? Come no further! Dreadball is a fast paced miniatures game where teams of fantastical humanoids seek to make the game winning goal or smash the face of the opposition! Will run instructional games for up to four people every 30 minutes of the slot!

**Ethnos** — Sat 10 am, Mon 2 pm

GM: Benjamin Peck

A mythical realm filled with creatures big and small. As the last Age ended, war and revolt left the inhabitants without someone to lead them into their future. Giants, Dwarves, Elves, and Centaurs have not traditionally gotten along, but a leader is a diplomat as much as a warrior. Now, you'll have to bring the residents of Ethnos together under one rule.

**Fistful of Lead** — Sat 9 am, Sun 10 am — Wild West Shoot Out!

GM: Stan Stratton

Do you have what it takes to fend off the outlaws or is it time to take what's yours back from the bank? Easy to learn rules, quick game of shoot 'em up. All ages welcome with adult supervision for players under 13.

## Miniatures

### **Flames of War** – Sat 10 am – The Longest Day

GM: Justin Rodriguez

24 Hours of Flames of War Era: MidWar Points: 72 points Rounds: 8 Matchmaking: Straight Swiss. Battle-Plans. Organizers' Notes: This event is for bonkers folks. We're all here to have fun and be a part of the pure absurdity. Please do your best to keep this in mind! We will all be extremely tired at some point and so will our opponents. Great sportsmanship is a must! <https://nodicenoglory.com/NDNGforum/viewtopic.php?f=26&t=885>

### **Formula De** – Mon 10 am

GM: John Paiva

Start your engines in this initial-first-run-inaugural Formula De race in LARGE scale and ENORMOUS fun! Absolutely NO PRIOR EXPERIENCE necessary! Get your name famously inscribed forever on the new STRATEGICON FORMULA DE CHAMPIONS plaque and gloat for years! All materials provided, so come and end the Con with a bang, crash, flip and screeching tires!

### **Fuzzy Heroes** – Sun 5 pm – Big Trouble in Little Swimming Pool

GM: Victor Bugg

A family fun game of combat and adventure for toys and stuffed animals. It teaches basic miniatures, role playing, and tactics as well as providing wacky fun for even the most veteran gaming enthusiast. This game is in the Family Area on the 2nd floor

### **Gaslands** – Sat Noon – Family Friendly Zombie Bash

GM: Eric Harman

Saturday afternoon gaslands, family friendly. Zombie bash. 1 car per player, cars will be provided or you can bring your own. 30 cans per car, no sponsors, cars must have at least 1 weapon.

### **Gaslands** – Sat 10 am – The Carburetor County Calamity

GM: Adam Hicks

The apocalypse has come to Radiator Springs! Ready to take memorable characters from a beloved animated franchise into a post apocalyptic world of mayhem? Shift, drive and shoot your way to victory in an action packed race to the finish!

### **Gaslands - Friday Night** – Fri 10 pm – Post apocalyptic auto racing

GM: Eric Harman

Friday night gaslands, death race. One car per player, cars will be provided. You can bring your own, 30 cans no sponsors, at least 1 weapon must be purchased. No player cap, if we get a large number, extra players will need their own cars.

### **Gepanzerte Faust** – Sat 10 am – Arnhem, attack across the RR bridge 18th September, 1944

GM: Stephen Phenow

The 3rd Panzer Grenadier Battalion of 21st PZGD Regiment is attacking across the bridge against 7th Battalion King's Own Scottish Borderers (KOSBs) landed by gliders. They are supported by elements of the 2nd Panzer Grenadier Battalion. 7th KOSBs has the potential support of 10th Battalion Parachute Regiment from the north of Arnhem. Can the British hold?

### **Gizmos** – Fri 2 pm, Sat 10 am, 10 pm, Sun 2 pm, 8 pm

GM: Daniel Alvarez/Andrew Carson/Gary Manzano/Karla Freeman

The Great Science Fair is drawing together the sharpest minds of our generation. However, only one can be crowned champion. They will have to prove they're the best, by thinking on the fly and building their machines quickly and efficiently. Whose project will rise to the top?

### **God of War: The Card Game** – Sat, Sun 2 pm, Mon 9 am

GM: James Freeman

Players must also choose carefully about which path they will take in completing the Quests and which Final Boss they will face. They will only pick one of the options for their second Quest, and the same for choosing one of the three Final Bosses. The cards that the players don't pick are flipped over to their back and a special hindrance comes into play.

### **HATE** – Fri 8 pm

GM: Andrew Carson

The world has fallen to ruin, and those who survive are the ones who can embrace the violence and terror this new reality brings. Lead tribe members in a series of brutal clashes with opposing Tribes. Fight not only for survival but to complete missions before your rivals. Meet on the battlefield slicing throats, crushing skulls, and bathing in the blood of the vanquished.

### **Home Brew** – Sun 10 am – WW2 Tanks!

GM: Rob Boyens

Using N scale tanks – either west or east front. All ages, all levels of experience. House rules. Everything provided, beginners welcome

### **Infinity** – Sat 10 am – Corvus Belli Infinity Sci-fi miniatures game

GM: Ash Patil

This is a very basic introduction to the great sci-fi miniatures game Infinity. We will learn the basics of the game using a simplified ruleset and a simple and fun 3 on 3 skirmish. If there is sufficient interest the session can move beyond this and begin to explore additional rules, scenarios, and units. Emphasis is on fun and the core mechanics of the game.

### **Kaiju Battles** – Sat, Sun 1 pm

GM: nathan nanning

Giant monsters battling over a city to become the last monster standing! come play the game before it changes!

### **Kingdom Death: Monster** – Sat, Sun 10 pm

GM: Reid Barkell

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

### **Lord of the Rings** – Fri 6 pm – Pitched Battle

GM: Harmon Ward

The delegation from Minas Tirith is well guarded by Guardsmen and Knights, but the Uruk-Hai of Isengard are determined to show them who's best. The Middle Earth Strategy Battle Game is enjoying a new round of interest with 40 players at the Historicon tournament. Hone your skills for the battles ahead.

### **Malifaux 3rd Edition** – Sat, Sun 2 pm – Open Play and Demos

GM: Joshua Gill

Malifaux 3rd edition is out and in full-swing. Malifaux is a twisted mirror of an alternate Earth in the 1900s a world of gothic horror, Victorian structures, steampunk constructs, and wild west gunslingers. Malifaux 3e will be present with several demo games and open-play tables. If you have been interested in Malifaux then be sure to stop on by. All Materials Provided.

### **Massive Darkness** – Sat 8 pm

GM: Daniel Alvarez

In Massive Darkness, you'll join forces with the other players to enter the underground lair of the Darkness. You'll work together, jumping from shadow to light, engaging the enemy when the moment is right. The minions of the Darkness can be anything from orcs, to goblin warriors, to giant spiders.

## Miniatures

**Mein Zombie** – Sat, Sun 9 am – Lost Treasures

GM: Michael Moran

A quick play, beer and pretzel kill the zombies game. Easy to learn fun to play. A courageous band of survivors need to find their supplies before they are overwhelmed by the hoard of zombies. Rules will be taught to all new players.

**Middle Earth Quest** – Sun 10 am

GM: Steven Rodriguez

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

**Modified Fire and Fury** – Sat 10 am – Gettysburg Day 2

GM: Rob Boyens

Think that Longstreet's flanking move would have worked? As Meade, would you mount a counterattack? Apply your strategy with this 6mm game, using a modified form of Fire and Fury. All ages. Everything provided, Beginners welcome

**Monster Island** – Sat 6 pm

GM: Adam Hicks

Have you ever wondered what it would be like to be a giant monster fighting for world dominance? Here's your chance! Play as one of a variety of kaiju including Godzilla and Ghidorah to smash some buildings and your opponents!

**Monsterpocalypse 2.0** – Fri 2 pm – Learn to Play

GM: Solomon Chang

Two or more giant kaiju monsters brawl, blast, and body-slam each other in a dense destructible urban environment. Alongside these towering monsters, lesser minions such as powerful tanks, fighter jets, flying saucers, fearsome dinosaurs, and demonic fiends fight to capture important locations and help power their monster to victory.

**Monsterpocalypse Crush Hour** – Sat 9 am

GM: Solomon Chang

This is a sponsored Organized Play tournament with the current Crush Hour Prize Pool (Foil cards for everyone, and one single special alt sculpt building you can't get outside of Organized Play!) The format is Crush Hour: Bring 2 Monsters and 20 Units. There will be 3 rounds. The first person to destroy both opponent's monsters wins the round. If clocks are used, and you run out of time, you automatically lose.

**Newton** – Sat 4 pm

GM: Onyx Pastor

Players take the role of a young scientist who wants to become one of the great geniuses of this period. To do this, they travel around Europe, visit universities and cities, study to discover new theories, build new tools, and work to earn money.

**Paint and Take** – Sat, Sun 10 am

GM: Robin Parker

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

**Paint Contest Judging** – Sun 2 pm

GM: Victor Bugg

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

**Painting Miniatures Start to Finish** – Sat, Sun 7 pm

GM: Jeff Huerta

This will take you through all the steps of painting a miniature. Base coating, shading, dry brushing, line highlighting, base decorations and varnishing are all covered. All materials and a Space Marine miniature will be provided. Class tuition is \$25 and can be paid at the Snake Eyes Designs booth in the Dealer Room.

**Pike and Shotte** – Sun 1 pm – The Great Italian Wars

GM: Andrew Gledhill and Adam Hammer

Large Multi-Player Battle. The French Army is attacking Milan! An Imperial Spanish force is holding it however, they have a sent a second force to crush the larger French army to relieve the assault. Two battles on one giant table dressed to the NINE! A great game and beautiful spectacle!

**Pirates!** – Fri 7 pm, Sat 11 am, 5 pm

GM: John Paiva

Take to the seas and load the cannons! A fun and easy to play game of fantasy fleets fighting over treasure filled islands. Fleets of elves, undead and more to choose from, each with their own flavor of play. All materials provided, including fun!!

**Rising Sun 101** – Fri 6 pm – Learn to Play

GM: Solomon Chang

**Rising Sun** – Fri 2 pm, 7 pm, Sat 6 pm, Sun 4 pm

GM: Andrew Carson/Solomon Chang/Joseph Beck

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

**Spittin Teefs** – Sat 5 pm

GM: Sandy Dobbs

Oy! We be back, dis time betta then evva! We be playtestin Spittin Teefs! We took da feedback from da last Con an made it all betta! So, come by an see da game of Orcs playing Ice Horckey! We will be using da eezee rooles for you Uman Noob Sawses! Come on over an give us mor feedback! We will play for a bit and keep resetting da game for new victims, uh players...

**Star Breach** – Fri 2 pm, Sat 10 am

GM: Elijah Kellogg

Any sci-fi universe. Any sci-fi models. Star Breach is the only free tabletop skirmish ruleset that features 20 uniquely customizable factions, representing warbands of soldiers from every sci-fi motif imaginable. Small model count skirmisher that is equal parts strategic and fun. Bring friends and demo this fantastic system with the game's creator! Everything provided for play! Free raffle for all participants!

**Star Wars Legion** – Fri 5 pm

GM: Francisco Vassallo

Come learn FFG's tactical Star Wars miniatures game. Play the evil Empire or the valiant Rebels. All materials provided.

**Star Wars Legion** – Sun 10 am

GM: Greg Mazourek

400 point tournament, 3 games.

**Strategicon Tournament Finals** – Sun 8 pm

GM: James Freeman

Invite Only, The Finalist will be posted at the Miniatures headquarters on the sign up sheet 30min before the event. Game will not be announced until the event. Winner will get a Special Prize supplied by CMON.

## Miniatures

### **Street Masters** – Fri 1 pm

GM: Dan Pineda

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

### **Team Yankee Bash** – Fri 6 pm

GM: Justin Rodriguez and Adam Hammer

Bring two 80 point armies: NATO and Eastern Block. Oil Wars are welcome! Play several 1v1 matches for glory and pride.

### **The Godfather: Corleone's Empire** – Fri 8 pm, Sun 11 am

GM: Daniel Alvarez/Gary Manzano

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

### **Victorian Masterminds** – Fri 4 pm, Sat 4 pm, 8 pm, Sun 4 pm

GM: Daniel Alvarez/Andrew Carson/Gary Manzano

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

### **Wacky Races** – Sun 10 pm

GM: Karla Freeman

Players take control of their own racer from the classic Hanna-Barbera cartoon such as The Slag Brothers, The Gruesome Twosome, Penelope Pitstop, or Peter Perfect. Each one has their own unique stats and special abilities. The goal is to get to the finish line first by placing down cards from their hand representing the terrain tiles their cars will move to.

### **War Against King George III** – Sun 10 am – Aug 27, 1776

GM: Dan Munson

During the assault on the Heights of Guan, Patriot Gen. Sullivan has repulsed the British, but Cornwallis has broken through to Brooklyn to cut off the American retreat to Manhattan. Washington and Putnam have organized a rear guard to keep the retreat lane open to the Brooklyn Ferry, to continue the fight. Can Cornwallis rout Putnam so Sullivan's army will be captured and end the Patriot bid for independence?

### **Warhammer 40K 8th Edition** – Sat 8 pm – Ironman

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

### **Warhammer 40K 8th Edition** – Sat, Sun 10 am –

Mega-Apocalypse

The fate of a world will be decided in this final session of our year long campaign. Bring 500 power of troops, and swing the tide in your sides favor. Beginners welcome, loaner armies available. You do not have to play both days.

### **Warhammer: Age of Sigmar** – Sun 10 am – Meeting Engagements

GM: Matthew Gonzalez

Try the Age of Sigmar's new smaller army format from the General's Handbook 2019. Bring a 1000 point army following the list building rules in the handbook for a fun, casual game.

### **Warlands from Aberrant** – Sat 10 am – Last Man Driving

GM: Tony and Jane Kenealy

Be the last man driving in a war of attrition in the Warlands. Warlands is a turbo-charged 20mm miniatures game of cinematic vehicle combat set in the ruins of a post-apocalyptic Earth. All materials will be provided, join any time as demos reset, prize support for the winner will be awarded.

### **X-Wing 2.0** – Sat 10 am

GM: Frank Vassallo

200 point tournament. 3 x 1 hour games

### **X-Wing 2.0** – Fri 10 pm, Sun 1 pm, 9 pm – Battle Royale Furball

GM: Gary Manzano

Furball is a chaotic free-for-all where each player brings a single small base ship, no more than 76 points including upgrades (no Lone Wolf). You score points for each hit on an enemy, as well as any ships they deliver the killing blow to. Who will come out on top in this battle royale? Players must bring their own 2.0 damage deck, tokens, movement templates, dice, and one obstacle (asteroid, debris, gas cloud)

### **X-Wing 2.0** – Fri 5 pm, Sun 4 pm – X-Wing Kart

GM: Gary Manzano

Kart an arcade style deathrace, navigating one ship. Power-ups are obtained by flying onto markers on the course. Who will cross the finish line first? Single, small base ship. Generic pilot only, max 76pt build No torpedoes/missiles, bombs/devices No reload, cloak, slam actions. No lone Wolf, outmaneuver, trick shot. No gas clouds Players must bring their own 2.0 damage deck, tokens, templates, dice, and one obstacle

### **Zombicide** – Sun 2 pm

GM: Shaun Stewart

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

### **Zombicide: Black Plague** – Sat 9 am

### **Zombicide: Black Plague w/Green Horde** – Sat 2 pm

GM: Sergio Alvarez

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

### **Zombicide: Green Horde** – Fri 6 pm

GM: Shaun Stewart

Orcs and Humans have never had an easy relationship. The borderlands between the two groups were regularly sites of conflict, as both sides would raid into the other's territory. But something new has swept across the border. No simple pillaging party, an entire host of Orcish Zombies have spilled forth. The Survivors of the zombie plague are going to have a whole new set of problems they'll have to deal with.

### **Zombicide: Invader** – Fri 2 pm, Sat 2 pm, 8 pm, Sun 8 pm

GM: El Rea/Daniel Alvarez/James Freeman

It's a new age of exploration as humanity stretches out among the stars. But a truly effective and reliable energy source was still just beyond reach. That is, until Xenium was found on PK-L7. Originally, these mining operations were looked at with passivity by the aliens on the planet. But then, something changed. They became fierce, murderous beasts. Now, it's a fight for survival in the dark reaches of space.



## War Games

### War Games

#### Los Angeles B & C

**1775: Rebellion** – Sat Noon – 1775: Rebellion Tournament  
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.

**Action point** – Sat 5 pm – Twilight Imperium (Fourth Edition)  
Twilight Imperium (Fourth Edition) is a game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering,

**A Game Of Thrones The Board Game 101** – Sat 8 am

**A Game Of Thrones The Board Game** – Sat 9 am  
Take control of one of six great houses of Westeros and use diplomacy, military might, and cunning intellect to outwit your foes and become the one true ruler of Westeros. \*attending AGOT boardgame 101 highly encouraged if first time playing\*

**A House Divided** – Sat 4 pm – A House Divided  
A two-player game simulates the epic struggle of the American Civil War. Starting with the First Battle of Bull Run, North and South move units from box to box using roads, railroads & sea movement to occupy terrain and fight battles. Sudden death conditions allow for an early Southern victory. We will be using GDW's 1981 edition and time limits will be provided to allow game play to flow smoothly.

**Axis & Allies** – Fri Noon – Axis & Allies  
Set up and prep for the weekend long Axis & Allies tournament.

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

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

**Caesar: Epic Battle of Alesia** – Sat 11 am  
Simulates an epic battle in 52 BC where Julius Caesar surrounded the battered forces of the Gauls led by Vercingetorix. The goal of the game is for the Gauls to create an escape route for Vercingetorix and exit him off the board. The Romans must prevent this.

**Command & Colors** – Sat 10 am – C&C Napoleonic – Campaign Battle  
A series of interlocked games using the Command and Colors Napoleonic game system to represent one of the historical Napoleonic campaigns. A series of smaller battles whose results will determine forces involved in a larger battle, using the C&C Epics battle system.

**Falling Sky: The Gallic Revolt Against Caesar** – Sat 11 am  
The military actions and complex politics of Roman-occupied but not-yet-conquered Gaul. War, politics, and diplomacy. Each Gallic confederation has its own agenda and must keep its eyes not only on the Romans but also on Celtic, Belgic, and Germanic rivals.

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

**Heroes of Black Reach** – Sat 6 pm – Marines vs Orks  
Heroes of Black Reach is part of the Heroes System (Heroes of Normandie). Bring 250 points of space marines and 250 points of orks. We will play three forty-five minute games. You will switch sides forces between games. Victory points will be from surviving units and kills.

**Kriegsspiel** – Sun 10 am – Kriegsspiel WWII  
Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with custom markers to represent units. Easy to learn and simple to play. Understanding of WWII tactics a plus. Con scenario is WWII, operational level

**Lincoln** – Sat 6 pm  
Martin Wallace's new, fast-paced, light, 2-player, card-driven strategy wargame set in the American Civil War that allows you to re-fight the entire ACW at a strategic level in under 2 hours. Great for all. No wargaming or military-hist experience necessary. Come, learn and play!

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

**Napoleonic Wars 2nd Edition** – Mon 11 am  
A fast-paced, tension-filled, card-driven wargame using a point to-point movement system that pushes the envelope in a new direction for this pivotal period of history

**Sails of Glory** – Fri 4 pm  
Recreates naval combat in the Age of Sail (1750 – 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and boardgame mechanics. Tournaments Friday and Sunday

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**Sturm Europa!** – Sat 10 am  
This is not your father's World War 2 wargame! Plastic miniatures and simultaneous action selection are highlights of this fast paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro! Check out the game hosted by the designer

**War Stories** – Fri 6 pm  
Puts you in command of infantry squads and armored fighting vehicles during WWII. The action is fast and realistic the system is easy-to-learn. Each game presents a scenario using a map with terrain overlays that regulates movement and impacts combat in a unique system

## Roleplaying

Newport, San Lorenzo

### RPGs on Demand

Games on Demand is a new model being implemented by the RPG department. This model of games has been popular at conventions like Origins and Gen Con. Facilitators will have a variety of games ready to go on a first come first serve basis. At designated times, per the listing on the convention calendar, we will gather facilitators and players and get tables going to explore small press and independent role playing and story games. It is also possible to play and run role playing games in between those designated times, as long as there is space and you allow for an open table that is inclusive and respectful of others. We are located in the Lower Lobby, at the bottom of the escalators.

#### **8-Bit Heroes: Return to the Mushroom Kingdom** –

Fri 2 pm, Sat 9 am, 2 pm – Index Card RPG

GM: George Taray

The Koopa King is at it again! Bowser has conquered the Mushroom Kingdom and it's up to you to stop him! This adventure will have you sidescrolling through all 8 realms of the Mushroom Kingdom in order to stop Bowser, fighting koopas, goombas, and other 8-bit baddies. So grab your cap, put on your jumping shoes, and get ready for a unique 2D retro experience sure to blow your mind.

#### **A Fowl Day In The Park** – Sun 2 pm – Savage Worlds

GM: Andrew Lawton

The League Of Good Doing has been working tirelessly since Dr. Gorilla and the Boomorangatan have been thwarted at Monkey Island. However! Alls not well in Cityopolis. Chickens have been revolting in the park! Pigeons have been pooping on cars at alarming rates! There's even been reports of a murder of crows! Can the League save the day from such avian lunacy?

#### **Air Ship Adventures!** – Sat 9 am – Fate Accelerated (PMM The Arcane Underground)

GM: Seth Halbeisen

The crew of the Eureka has seen it all, but whatever their mysterious passenger has found has stirred up a whole mess of trouble! The natives are after it. Pirates are after it! The Ministry is after it! Its a race to Anchor and safety!

#### **A Knight To Remember** – Fri 2 pm – Bedlam Hall

GM: Andrew Lawton

Alls quiet at the Blackwood Manor. Well, as quiet as things get around here. The staff goes about their day, does their work, argues and chides. Everything's completely ordinary. What's this? Lord Blackwood has taken up fencing? And Knights of the Round Table will be staying at the Manor? Doesn't Sir Lancelot look a bit like the serial killer who escaped the stockade a few weeks ago? I'm sure it's fine.

#### **A Race Through The Chaos** – Fri 2 pm, Sat, Sun 9 am – GURPS 4e

GM: Mook

Want to play a robot? A raccoon? A wizard? A robotic raccoon wizard? We'll use GURPS to create whatever\* character you want before sending it and the others to the multidimensional, anything-goes city of Locus for some action and adventure. No prior GURPS experience needed, this will be teach as we go.\* The goal is to make four PCs in about an hour, leaving the rest for play time!

#### **Arche - A Pirate's Life** – Sat 2 pm, 8 pm – GURPS

GM: Michale Shupe

The world of Arche is one of adventure and swashbuckling (or pirating) on the endless high seas. Pregens Provided, Part of the GURPS Tournament. You can even make your own character as some templates will be available to customize and make your own!

#### **Assault on the Dungeon of the Pogonomancer!** – Sat 2 pm – 13th Age

GM: Wade Rockett

The renegade dwarf wizard Owlbeard and his evil hordes have launched an attack on his former clan. Your mission: find the wizard's secret lair deep in the underworld, and assassinate him before the dwarves are defeated! 3rd level pregens are provided, and at the start of the session you'll personalize them with backgrounds, relationships, and a One Unique Thing. Those choices then shape the adventure!

#### **A Wild Night at the Irish Rose** – Sat, Sun 9 am – Deadlands Noir (Savage Worlds)

GM: Michael M. Kelly

New Orleans, 1935. Something's rotten in the Irish Channel: a dance hall girl and a bar maid have gone missing. Teams of Private Detectives are hired by concerned clients to investigate these mysterious disappearances. But navigating the rough streets of the Irish Channel ain't easy. The Shotgun Shamrocks gang is tough on strangers in its territory, if the Iron Nails gang doesn't get you first.

#### **Bedlem Hall: The Return of Uncle Vladimir Blackwood** – Sun 9 am – Powered by the Apocalypse

GM: Louis Garcia

Uncle Vladimir Blackwood has returned to Bedlam Hall after an extended holiday in Transylvania. He has many things to share about his time abroad. He'll bring along his house staff to tend to, as they call it, his "special diet" and to tend to his new sporting black cape. Uncle Vlad says black capes are all the rage in Transylvania. What could go wrong? Presented by the Dead Gamers Society'

#### **Bye-Bye Mars** – Fri 8 pm – Robotech: The Macross Saga RPG

GM: Oscar Simmons

Play as crew on the SDF-1 fighting its way back to Earth from the orbit of Pluto. Defend the transplanted inhabitants of Marcoss Island, your teammates, and yourself from machinations of the giant Zentradi warriors attempting to seize your ship, your home.

#### **Creeping Darkness** – Sat 9 am – The One Ring Roleplaying Game

GM: Oscar Simmons

Heroes gather from the Lands of the Free People to uncover the rumors of the Shadow.

#### **Decuma** – Sat, Sun 9 am – Decuma

GM: Kimi

We will be playing Decuma, a world-creation card game that includes aspects of character connections and backstories, location building, and more! \*\*This game will be streamed to the internet. A signed release is required before you play. Please arrive 15 minutes before start time. Ages 18+ \*\*

## RPGs

**Down by the Water** – Sat 2 pm – Powered by the Apocalypse  
GM: Daniel Webster

The Hunters are called into the sleepy southern town of Donnersmark Junction. The owner of the local factory is desperate to discover why his workers are going missing near Lake Okerobe. Can the hunters stop whatever it is, before the whole town is brought... Down by the Water? This is a Monster of the Week hunt, Powered by the Apocalypse. No experience necessary, but experienced players are encouraged to try out some of the optional rules from Tome of Mysteries.

**Dungeons & Dragons Player vs Player** – Sun 9 am – D&D 5e  
GM: David Arvizo

The ultimate PVP is back! Hunt other players in a underground dungeon where all movement & action is hidden from everyone except the DM. Kill or be Killed. Create the best character you can from our rules below & fight to be the sole survivor. Points awarded on a 1 to 1 ratio based on how much damage you inflict. Bonus points for First Kill, Most Original Kill & Last Man Standing. \$50 CASH for 1st Place.

**Eat This!** – Sun 8 pm – Paranoia

GM: Ed Murphy

Excerpt from this eveningcycle's vidshow schedule: Five clones open up a new cafeteria and try to make it the best in Alpha Complex. Unfortunately, they chose an abandoned sector to open their cafeteria! Since they're not selling food, they can't hire any Infrareads. Now they have to do the work themselves! How will they get customers? How will they get back to managing?

**Elysium: Plague on both your Houses** – Fri 2 pm – Mutant Year Zero

GM: Chris Czerniak

Elysium is a giant fallout shelter built decades after the devastating Enclave Wars.. Within the enclave's dim halls, fear and suspicion grow unchecked. The Houses turn on each other, and after a violent confrontation, the heads of the four ruling Houses create a force of judicators, with the authority to strike against anything that threatens law and order in the enclave.

**ESPionage-Sunny Days and Rain** – Sat 2 pm – Fate Core

GM: Tone Milazzo

From Tone Milazzo's upcoming novel, The Faith Machine, ESPionage is an RPG of psychics and spies. Agents of Rainbow Intel Services find themselves in Paradise Round, an idyllic and isolated community with burned spies and dangerous psychics. All the PCs know is they were sent here to retrieve the 'Hex File' on election day. Can the players find the file without getting caught up in what passes for local politics?

**ESPionage-There's Always Time to Die** – Sun 2 pm – Fate Core

GM: Tone Milazzo

From Tone Milazzo's upcoming novel, The Faith Machine. A scientist who specialized in the study of time disappeared five years ago. Her head's filled with dangerous knowledge, and your boss wants to know what she's planning. She's just been sighted heading into the Appalachian Mountains and it's up to the agents of Rainbow Intelligence Services to find her and figure out where she's been, and what she's after.

**Fall of Magic and Autumn of the Ancients** – Fri 2 pm – Fall of Magic

GM: Tomer Gurantz

A game of collaborative fantasy storytelling where we play as a group of travelers in the company of the Magus. Each turn, inspiring prompts guide us to discover who are characters are how they relate, and how this journey changes them. And you PLAY ON AN ACTUAL SCROLL! Come play this amazing story game, or it's space counterpart (Autumn of the Ancients). Multiple copies and tables are available.

**Fate of Mount Burn Skull Part 1** – Sat 2 pm – Fate

GM: Max Peters

Your crew has made some good money protecting miners and merchants from the goblins around old Mount Burn Skull. The town's a bit rough but it's better than some of the spots you're used to. It was great until the mountain woke up belching smoke and ash. The miners haven't come back and the Sheriff's been giving your group the old "why ain't you out there looking like good hero types" side eye. New players welcome!

**Fate of Mount Burn Skull Part 2** – Sun 2 pm – Fate

GM: Max Peters

What started as a simple "rescue the miners" job got a whole lot more complicated. A mountain full of monsters and the ancient force of destruction they serve await you. Others might have run but you're a bunch of heroic types. That, and a horde like this has got to have oodles of treasure worth taking. New players welcome! Experience with part 1 not required.

**Fellowship of the Bling: Payback** – Sat 9 am – D&D 5e

GM: Tyler King

After their last outing resulted in trapping a demon beneath an abandoned mansion, The Fellowship of the Bling go about their lives in ignorant bliss. Soon, their reckoning will come! (Note: Game will contain adult humor)

**Green Jewels** – Sat 8 pm – Genesys

GM: Steven Rodriguez

A group of NAPD detectives are called to the scene of a high profile homicide, but the crime scene doesn't seem to add up. Under pressure from friends and outside organizations, can the detectives solve the case before the killer strikes again?

**GURPS Arche - Under the Siege** – Sat 9 am – GURPS

GM: Ron Shaw

A Fat Treasure Barge has been mysteriously sunk in the open ocean not far from Pirate held waters. More mysterious though is that no crew that has attempted salvage has returned, nor even been seen since setting sail... Earns points toward the GURPS tournament

**GURPS ASPIRE - Dark Shore Rising** – Fri 8 pm – GURPS

GM: Gary Mack

ASPIRE has been getting reports of several people having dreams or visions of a city rising from the sea. Now your ASPIRE team must investigate a coastal town where many of the reports have originated. Earns points toward the GURPS tournament

**GURPS Paragon University - The Big Disappearance** – Sat 2 pm

GM: Ron Shaw

Students often go AWOL for several days at Paragon University. When the student body includes children of Vampires, Werewolves, Fae and others, this is not unexpected. But when an honor role student goes missing, the BAoC (Big Angel on Campus) gathers a handful of trusted students to investigate discreetly. Earns Points toward the GURPS Tournament

**GURPS Tournament Finals** – Sun 2 pm – GURPS

GM: Gary Gandara

Participate in two GURPS RPG events this con to possibly qualify. Prizes for finals winning players. Finalists will be announced 45 minutes before game start, check at RPG HQ.

**Happiest Apocalypse on Earth** – Sat 9 am – Powered by the Apocalypse

GM: Christopher Grey

Lower your head and watch your step as you jump into this satirical Lovecraftian horror that takes place in America's favorite theme park. What horrors lurk beneath the surface of Mouse Park? \*\*This game will be streamed to the internet. A signed release is required before you play. Please arrive 15 minutes before start time. Ages 18+ \*\*

## RPGs

**Here Comes the Rain Again** – Sat 9 am – A Town Called Malice

GM: Terry Kasabian

Experience the new story game by Monkeyfun Studios - A Town Called Malice. The Storm of the Century is underway, now the town is now frantically trying to prepare before the torrential rains flood the streets. Unfortunately, something else sees the rising water as an opportunity.

**Hunting for Johnny** – Sun 4 pm – Kids on Bikes

GM: Gary Mack

Everybody's favorite pal Johnny has gone missing. One day everybody was talking about Johnny at school, and the next day Johnny was gone. Now his friends have to figure out where he went and how to find him.

**It's Not My Fault, I'm Fabulous** – Sat 9 am – Fate

GM: Richard Warren

Fate-based high fantasy adventure using the It's Not My Fault and the It's Not My Fault, I'm Fabulous cards. Quickly create characters by selecting traits like alchemist, burglar, or centaur. Mix in a bit of randomness. Let the cards decide your the starting situation, and then blame it all on the person sitting next to you. Grab your sword, wand, or pouch of exploding pixie dust, and run out to find fame, glory, or possibly a grisly (not to mention damp and gloopy) end.

**Joy in the Morningcycle** – Sat 2 pm – Paranoia

GM: Ed Murphy

Attention, Violet citizen! You are instructed to attend a Cross-Functional Cabinet meeting to determine a revised morningcycle schedule for all Infrared citizens. Attendance mandatory. Light refreshments provided. Failure to attend and enjoy will result in disciplinary action, including but not limited to demotion, demerits and disintegration. Consult with mission specialists at Situation Room for full briefing.

**Kids on Bikes** – Fri 2 pm, Sat 4 pm – Kids on Bikes

GM: The Vickichu

Big adventures await this band of rag-tag mystery solvers in a small town!

**Kids on Bikes** – Sat, Sun 1 pm – Kids on Bikes

GM: william salazar

Experience the fun and adventure of Bosley a small town in the Pacific North West, surrounded by pine trees and mystery. You and your friends know somethings wrong in your picture perfect hamlet, but you cant quite pin point what is....Jump on your bike and hit the road to uncover the towns secrets and expose its hidden terrors. Keep your wits and be prepared for anything.

**Last Things Last** – Fri 8 pm – Delta Green

GM: Terry Whisenant

Clyde Baughman was an active Delta Green agent from 1967 to 1970, and an infrequent "Friendly" during the late Nineties. Four days ago he died in his apartment of a massive heart attack. Delta Green has learned of this and has tasked the nearest available agents to conduct a sweep of his apartment to remove any evidence of the organization. Introductory adventure from the Quickstart rules. Characters provided.

**Make your world. Defend it or Die Trying!** –

Fri 8 pm, Sat, Sun 9 am – Heroic Dark

GM: Dustin DePenning

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

**Mexican Cargo Run: Kingsdale Climax** – Sun 2 pm – Savage

RIFTS

GM: cameron cleveland

Fantasy, Sci-Fi, and Post-Apocalypse. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & back. The party will be split into two teams for two missions. Two GM's will be running this event. Music & soundboard provided. This is a roleplay tournament. Players will vote the best role-players (not roll-players).

**Midsummer's Nightmare** – Fri 8 pm – Vampire 5e

GM: Richard Warren

With the Prince's abdication, and the murder of several elders, the Kindred's hold on Seattle has grown weak. Others things now hunt the night. They have come crawling out of the shadows, hoping to seize the city as their own.

**Mini-Dungeon of the Marsh, One More Time** – Sun 2 pm – 2nd Edition Advanced Dungeons & Dragons

GM: Joe Pearce

Join me in one final testing session of mini-adventures designed for 2nd Ed AD&D (and other old-school fantasy RPG systems). Those dungeons that make the grade will appear in a published module! Includes a smuggler's fort, dangerous caverns, and [REDACTED FOR SPOILERS]. Just like mom used to make. (Correction: Mom never did that.) For character levels 5-8. Pre-generated PCs will be available.

**Money Changes Everything** – Sat 2 pm – Tales from the Loop

GM: Stacy Dellorfano

It's 1987 and developers are threatening to turn your neighborhood into luxury condominiums. Only money can stop the bulldozers from taking out your homes, but your parents have none. Does a treasure map hold the secret?

**Monkeyfun Presents:** – Fri 8 pm – To be announced

GM: Terry Kasabian

Monkeyfun Studios invites you to participate in one of their newest game creations. It's always a surprise and always a blast.

**Murder Hobo San** – Fri 8 pm – Tenra Bancho Zero: Motokage

GM: Tappy

SOME CRAZY ANIME NONSENSE IS GONNA HAPPEN, I DON'T KNOW WHAT BUT IT WILL BE INSANO COOL THAT IS FOR CERTAIN!!! CLANS OF TENRA ARE FIGHTING! THERE WILL BE WAR, LIKELY SOME ASSASSINATING, CERTAINLY DEATH, AND THE PLAYERS WILL BE DOING MOST IF NOT ALL OF THE MURDERNATING!! TENRA BANCHO ZERO: MOTOKAGE!!!

**My Old School** – Fri 2 pm, 8 pm, Sat Midnight 2 pm, 8 pm, Sun

Midnight – Advanced Dungeons & Dragons 1st Edition

GM: Maslon Barry

The god War dances and plays amongst the peoples who live around Our Sea. The foremost Belligerents gaze upon the Storm Isles and make their preparations. You adventure forth for Gold, Glory and Wonder. This module will be hosted repeatedly throughout the convention. All games form one campaign which extends over many conventions. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

**Necropolis 2350: By The Book** – Sat 2 pm – Savage Worlds:

Necropolis 2350

GM: Damon Sutton

It is the year 2350, and Humanity's last planetary colony fights against the undead through faith and grit. As knights of The Holy Church, you will defend Humanity from the vicious life-hungry hordes.



## RPGs

**New Wave Requiem: Hungry Like The Wolf** – Sat 2 pm – Storyteller

GM: michael cantin

Take a journey back to the days when World War Three beckoned, aquanet was the tool of choice, and the Wolverines were the best darn sports team period. It's unlife in the 80's babe, and if you aren't getting yours, someone else is.

**No Small Crimes in Lankmar** – Sat 8 pm – Dungeon Crawl Classics

GM: Thom Denick

When the adventurers explore an abandoned house on a forgotten street in the city, they find themselves plunged into an alien world where even the everyday can kill them. Stalked by titanic cats, contesting with the cunning rats of Lankmar Below, and facing the dire consequences of a terrible curse, can these scions of the City of the Black Toga's underworld escape with their lives and loot intact?

**Nouvelle Terreur** – Fri 8 pm – Call of Cthulhu 7th Edition

GM: Stu

It is 1796. General Napoleon Bonaparte's army has defeated the Papal army. Four academics and clerics are fleeing through the countryside, and stumble upon a strange, uncharted village. \*\*This game will be streamed to the internet. A signed release is required before you play. Please arrive 15 minutes before start time. Ages 18+ \*\*

**On the Occasion of a War with a Demon King** – Sun 2 pm, 8 pm – Lost Gods

GM: Maslon Barry

Our heroes travel through dimensions of time and space to confront the unknown. Part One.

**Paragon University - Food For Thought** – Fri 8 pm – GURPS

GM: Michale Shupe

Paragon University is a school for unusual students set in the same universe as Project ASPIRE. This time, the students are putting on a reality cooking show, using a nearby studio for broadcast on the local cable access channel. Of course, nothing can possibly go wrong here... Pregens Available, part of the GURPS tournament.

**Pirates of Pugmire** – Sun 2 pm – Pugmire (D20)

GM: michael cantin

Set sail on the acid sea with your crew in search of the fabled shores of the platinum Isle of Vi-Sa!

**Project ASPIRE - If Wishes Were Fishes** – Sun 8 pm – GURPS

GM: Michale Shupe

Project ASPIRE stands for Agency for Supernatural and Paranormal Research, Investigation, and Exploration. This mission has to do with a wish that was fulfilled. Apparently someone wished mermaids into existence. Unfortunately this didn't increase the world's population, so ASPIRE has to deal with finding home to people who now transform into mermaids when wet.

**Project ASPIRE - The Accidental Vampire** – Fri 2 pm – GURPS

GM: Michale Shupe

ASPIRE stands for Agency for Supernatural and Paranormal Investigation, Research and Exploration. This time your mission is to escort a nurse who accidentally became a powerful vampire from New York City to the most rural area of Romania to speak with an Elder who may know the secrets of her origin and her powers. Part of the GURPS Tournament, Pregens Provided.

**Raven't Purge - Weatherstone** – Sat 8 pm – Forbidden Lands

GM: Stacy Dellorano

Journey into the long-abandoned castle of Weatherstone, where Zygofer the Defiled performed his macabre experiments after defeating King Algarod and his army of Alderlanders. If the whispered rumors are true, King Algarod's war chest lies within.

**Return of The Dead Presidents** – Sat 2 pm – Tiny Supers

GM: Tyler King

Every President is granted super powers on their inauguration. Once they "die" they join an elite force of heroes known as "The Dead Presidents" Join us for another exciting adventure! (Note: The game will likely contain adult humor.)

**RPG Design Lean Coffee** – Sun 9 am

GM: Tomer Gurantz

Gather with fellow RPG designers to discuss role playing and story game design issues and solutions. We will use "Lean Coffee", a structured, but agenda-less meeting style where we gather, build an agenda, and begin talking. Conversations are directed and productive because the agenda for the meeting was democratically generated by us. Optionally use the space to run and play pre-released RPGs.

**RPG Escape Room** – Sun 5 pm – Create Escape

GM: Patrick Fisher

An immersive escape room experience that takes place in our collective imaginations. You can play an ever-growing amount of escape rooms and learn how to make your own experiences for others to play. Play any of our 10 pre-set rooms, learn the simple system, make your own, discover others!

**RPG Indie Games on Demand** – Fri 8 pm, Sat 9 am, 2 pm, 6 pm

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more. (Unless a game states otherwise, we use safety mechanics such as the X-card: <http://tinyurl.com/x-card-rpg>)

**RPG Indie Games on Demand (Kids Edition)** – Sun 2 pm

In the Kids Edition of Indie Games on Demand we gather kids and teens who want to play role playing games and run games such as Gooles and Goblins, Tiny Dungeons, Hero Kids, and The Deep Forest. (Unless a game states otherwise, we use the X-card: <http://tinyurl.com/x-card-rpg>) For More Information

**RPG Indie Games on Demand (Playtests and Open gaming)** – Sun 10 am

After the "RPG Design Lean Coffee" session, Indie Games on Demand is open for tabletop role playing games. Do you have an unreleased game or playtest you'd like to play or run? The space is open for use! (Unless a game states otherwise, we use safety mechanics such as the X-card: <http://tinyurl.com/x-card-rpg>)

**Savage Rifts - The Pirate's Code** – Sat 3 pm – Savage Worlds

GM: Anthony Hansen

The free city of Queenston Harbor is a wretched hive or scum and villainy operated by the pirates of the Great Lakes. Almost anything goes, but the one rule mandated by the city's pirate queen is simple: no slavers! But when the city guards uncover signs of human trafficking the queen needs to put her foot down. A group of "privateers" is hired to find these especially rogue pirates and put an end to the slavers.

## RPGs

**Scion: Get Out Of Your Own Way** – Sat 8 pm – Scion 2nd Edition: Storypath

GM: Louis Garcia

What is your destiny? What is your birthright? You are the offspring of a god, a god from the pantheons of humanity. One foot in the world of humanity, one foot in the divine. Yet, something lurks, the titans of old awaken. What is your destiny? What is your birthright? Those answers are a luxury you don't have. The time to act is now. Scion 2nd edition, presented by the Dead Gamers Society

**Search and Rescue!** – Sat 2 pm – Fate Accelerated (PMM The Arcane Underground)

GM: Seth Halbeisen

The rich niece from a powerful magical family, needs to find her uncle, and has hire you and your crew to do just that. How hard can it be to find a wayward lord? You're gonna find out!

**Shibuyan Knights: Roppongi 5-0** – Fri 8 pm – Powered by the Apocalyps

GM: Moe Poplar

Tinkerers! Thieves! Samurai! Mages! Welcome to Shibuya, the fantasy city that reminds everyone of modern day Tokyo, without the technology. Shibuyan Knights is a Powered by the Apocalypse game, we'll build some characters, kit them out and find some trouble to make worse until we can make it better.

**Space Colony- Episode 1** – Sat 9 am – GURPS

GM: Daniel Alvarez

A space voyage to start a new colony for mankind in a faraway galaxy. A young crew awakens to find themselves crash landed on a planet. They find the command crews cryo podsthat were supposed to teach them duties in the new world damaged and none of them have been revived. They are challenged to awaken the command crew and survive on an unknown planet. Qualifying game for GURPS final

**Space Colony- Episode 2** – Sun 9 am – GURPS

GM: James Freeman

After finding themselves stranded on an unknown planet with little to no leadership, the colonists find that they need to know what the surrounding area consist of and if there are dangers they need to know about. They are also looking for resources such as a sustainable food source and water. You have been selected to find what the surviving colonist need to survive in this new world.

**Stolen Legacy** – Sat 2 pm – Sentinals RPG

GM: Ian ChristianScher

You are part of a brand new team of heroes known as Daybreak! The teenage heroes Headlong, Rockstar, Muse, Aeon Girl, and Muerto join forces to fight crime and hopefully save the day! Can you prevent the loss of the hero known as Legacy? The is the Stolen Legacy module.

**Stomping Grounds** – Fri, Sun 8 pm – Dungeons & Dragons 5E

GM: Mike Olson

A high-profile abduction pushes a nation to the precipice of civil war, and somehow your mercenary company winds up in the middle of it. Why you? Because you pilot Manarks, gigantic walking war machines in a fantasy world torn asunder by conflict. Big stompy robots in D&D Times! This is a playtest of a rules supplement for Dungeons & Dragons 5e run by the designer.

**Stone Age Playtest** – Sat, Sun 2 pm – Forged in the Dark

GM: Ben Woerner

Play with the Creator! Ben Woerner will run a playtest for his upcoming Neolithic RPG: Stone Age! You will play as stone age tribe members trying to survive the harsh reality of an Ice Age life.

**Tales from LV-426** – Sun 2 pm – Tales from the Loop

GM: CA Dave

Growing up on a terraforming colony can be so boring. Be careful what you wish for... things are about to get a lot worse! Note: This is the Tales from the Loop game engine so you'll be playing kids, but there is a level of horror/gore to the Alien genre so be prepared! \*\*This game will be streamed to the internet. A signed release is required before you play. Please arrive 15 minutes before start time. Ages 18+ \*\*

**The Bitterwood Camping Trip** – Sun 9 am – 13th Age

GM: Christopher French

13th Age is a d20-rolling fantasy game of battle, treasure, group storytelling, and heroic adventures. All our intrepid heroes need to do is stay put in one location for 3 days, just long enough to catch the Alliance Star as it falls from the Overworld. The problem? They have to stay put in a campsite in The Bitterwood, home to 1001 thieves, bandits, and criminals. New friends and old enemies await!

**The Black Claw!** – Fri 2 pm – Savage Worlds

GM: Terry Whisenant

The Black Claw wants to brainwash supers to turn them into SUPERNINJAS! Well, who wouldn't want to do that? In the guise of Yakuza mobsters, they have infiltrated the heroes' city because of the concentration of supers there. The gang war is just the front page of the cover story – a convenient way to draw supers out where they can be targeted by the Black Claw! A Savage Supers 2E adventure. Characters provided.

**The Callback** – Sat 9 am – Monster of the Week

GM: Brent Garripee

Three deaths have occurred on the set of the film "Four Stroke", a remake of the legendary cult biker film from writer-director Lawrence Finn. It's been a grueling shoot even without the deaths. Wild weather, equipment failures, and friction between the film's leads has strained the production's schedule and budget. Now these deaths have the cast and crew spooked. Can your team find the killer before its too late?

**The Crimson Carnivale** – Sat, Sun 2 pm – Call of Cthulhu 7e

GM: Hank Wong

The few remaining members of the Great Romano Brother's Circus have gathered to mourn the death of the lion tamer. This was but one of many recent blows of fate. But is it all bad luck and misfortune? A two hour demo for Call of Cthulhu 7th edition. Beginners welcome!

**The Crucible of the Cosms** – Sat 2 pm – TinyD6 (Tiny Supers)

GM: Alan Bahr

Take on the personas of Sentry Force Prime, the greatest superhero team in the GallantVerse! A grave threat faces Sentry City and it's up to you to protect it! Come enjoy the minimalist, easy to learn and play comic-book inspired supers RPG! #GetSuper!

**The Deep-Down-Dark!** – Sun 2 pm – TinyD6 (Tiny Dungeon 2e)

GM: Alan Bahr

Your hardy band of adventurers will travel deep into the "Deep-Down-Dark" under the surface of the world! Mystical gems, mushroom people, and strange alien landscapes await you!

**The Forbidden Isle** – Sat 2 pm – Dungeons & Dragons 5e

GM: Joe Pearce

A renown rogue has stolen a heirloom and fled to a little visited island. There he waits for news of someone will buy the item. Adventurers are being sought to hunt him down and return the treasure. Simple? No, as the Forbidden Isle is surrounded by odd magic, has strange geography, and is inhabited by the mysterious Icylanders. Will the party sink or swim? For characters level 4-6. Pre-gen PCs will be available.

## RPGs

### **The Gallowsfjords** – Sat 8 pm – Carrion Lands (Ashcan)

GM: Alan Bahr

Come playtest the new ashcan of Gallant Knight Games' upcoming sword & sorcery survival horror game: Carrion Lands! You are exiles, amnesiac survivors in a harsh and blasted world. Can you survive the Gallowsfjords, or will your bones litter the cliffs.

### **The House Always Wins** – Sun 9 am – Scum and Villainy

GM: Richard Warren

Few visit Aketi by choice. Everything, from rampaging threashaptors to the blood-sipping strangle grass, wants you dead. Which just goes to show—you'll never understand the rich. House Lord Xianshi Polari al' Malklaith is holding a high-stakes pochari game on the Lady's Luck—an extravagant yacht that he personally relocated to Aketi. With that much credit gathered in one place, it's a target too tempting to ignore.

### **The Ides of Winter** – Fri 8 pm – Call of Cthulhu 7th Edition

GM: Hank Wong

As friends and family of the beloved Col. Stanley Graham, you have journeyed via train to Northumberland, England to celebrate his 60th birthday. Then things start going off the rails...

### **The Inn at Five Points** – Sun 2 pm – Dungeon Crawl Classics

GM: Thom Denick

The Inn at Five Points is a local landmark, known for decent food, good drink, and a good night's rest - and a special reputation for neutrality. Warring parties use the Inn to negotiate and make peace. And now the amenable neutrality of the Inn has attracted the attention of the Crawling Lord, the most extreme defender of Law. Can a rag-tag group of adventurers prevent the ascension of the vile Crawling Lord?

### **The Mind Machine of Mars** – Sat 8 pm, Sun 2 pm, Mon 10 am –

John Carter of Mars

GM: Scott Tanner

Adventure on the dying planet Barsoom. Something odd is happening in the ancient Throxus Sea north of Helium. Can you match wits with denizens of the area and solve the mystery? Adventure, mystery and dare I say romance await the bold. Based on the Edgar Rice Burroughs books, this new game by Modiphuis uses a streamlined version of the 2d20 system. No experience necessary, beginners more than welcome. Age 8+.

### **The Nerastrim Manor** – Fri 2 pm – DnD 5e

GM: Candace Dovie

The HAUNTED HOUSE on the hill needs an exorcism and you four adventurers are this town's last hope. Can you lay the bones to rest before the candle burns out? Trigger Warning: This is a horror adventure including aspects of violence against children, gore, and other disturbing themes. No sexual themes.

### **The Requiem Chronicles** – Sat 9 am – Vampire the Requiem:

Second Edition

GM: Louis Garcia

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

### **The Secret Mansion of Doctor Krovak** – Fri 8 pm – Savage

Worlds: Rippers

GM: Christopher French

Rippers is a game of supernatural horror where Victorian-era monster hunters fight the fearsome creatures of the night: werewolves, vampires, and other horrors that stalk the night preying on humanity. Late fall, 1896. The heroes respond to a desperate plea for help from a secluded mansion of a reclusive genius. What horrors do the mansion conceal?

### **The Tale of the Perilous Play** – Sat 2 pm – Bedlam Hall

GM: Dave of Monkeyfun Studios

Oh dear, Lady Blackwood has caught a terrible affliction - the acting bug. Now a group of thespians are arriving in the hall to perform a forbidden play known for insanity and death. Good for the kids. \*\*This game will be streamed to the internet. A signed release is required before you play. Please arrive 15 minutes before start time. Ages 18+ \*\*

### **The True Believers' Club** – Sat, Sun 10 am – Kids on Bikes

GM: Michale Shupe

You'll take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. The only way to face them is to work together, use your strengths, and know when you just have to run as fast as you can. Templates and Pregens available, but character creation is fast and easy!

### **The Van Helsing Letter** – Sun 2 pm – Night's Black Agents

GM: Wade Rockett

You are covert operatives waging a bloody shadow war against Dracula and his minions. Now you've discovered a letter from Van Helsing himself that reveals the existence of another powerful undead horror. Can you find and destroy the creature before Dracula brings it under his control? A supernatural spy thriller adventure powered by the GUMSHOE investigative system.

### **Tournament of Pigs** – Sat 2 pm – Dungeon Crawl Classics

GM: Thom Denick

Tournament of Pigs is a 0-Level module where the players compete in a series of deadly events with mysterious goals and horrendous survivability. The events won't just test your luck with the dice, but also your ability to think quickly, solve puzzles, and employ cunning tactics. Events include a medieval cooking show, relay races against oozes, pig wrestling, and a lot more that we wouldn't want to spoil!

### **Waterfalls** – Fri 8 pm – Things from the Flood

GM: Stacy Dellorfano

It's Halloween 1996, one year after a volcanic eruption destroyed parts of the county and flooded part of your town. In an attempt to bring the kids and teens of the county some fun, the city has hired on a robot-run carnival, sparking a hot debate.

### **We're the good guys right?** – Sat 8 pm – Aberrant 2nd Edition

GM: Ian ChristianScher

Being a super hero should be easy. You find someone who needs help and help them. But when you've just discovered your powers and your not quite sure what your doing its real easy to look like a bad guy. After all punching a bad guy through a building is still murder even if they were robbing a bank. This might be harder than it looks. Pregens provided. Presented by the Dead Gamers Society.

### **What Could Go Wrong?** – Sat 2 pm – Lancers

GM: Christopher French

More than 10,000 years in the future, ace pilots called Lancers pilot powerful elite Mechs across the battlefield, part Knight and part Mercenary. Your group has been given a mission: on a frontier world, a baron rules with an iron fist. The mission is easy: drop from orbit, eliminate the baron, free the people. After all, what could go wrong?

## Adventurers League

### Adventurers League

#### Plaza Ballrooms B-D

**CCC-FC3-03 The Fun House 11-16** – Fri, Mon 2 pm – Dungeons & Dragons 5e

“Randel Malark Ambledragon was a magician of impressive renown. Rumour has it that before he became a travelling magician, he was a VERY successful adventurer. He settled down in Estirwald until one day he and his mansion simply disappeared. Now his mansion is back and rumours are flying all over the place. Are you courageous, daring, and clever enough to find out the truth?” Part 3 of 3 of Tales of Estirwald.

**CCC-TAROT1-05 The Lost Apprentice 1-4** – Sun 9 am – Dungeons & Dragons 5e

The Council of Mages has recently sent a young apprentice out to investigate the strange disturbances that have beset Thentia. It has been several weeks and he has not yet reported back. Is he simply late or is there something more sinister afoot? Part 5 of A Song of Fates. A Two-Hour Adventure for 1st-4th Level Characters

**CCC-TAROT1-06 Lies in the Moonlight 1-4** – Sun 2 pm – Dungeons & Dragons 5e

Love, loss, and lies intertwine as the election of a new WatchLord approaches in Thentia. Political intrigue runs rampant and the lives of several young women are in danger as the Fates draw you in once again. Part 6 of A Song of Fates. A Two-Hour Adventure for 1st to 4th Level Characters

**CCC-TAROT1-07 The Seat of the Ruler 1-4** – Sun 7 pm – Dungeons & Dragons 5e

Election time in Thentia is here! With the recent, strange events surrounding Thentia, there is a tense contest for the seat of Watchlord of Thentia. The town has divided into factions, and with that, the people have been very hostile to each other. On election day, certain key figureheads in the town need to vote, but might need some help getting there... Part 7 of A Song of Fates. A 4-Hour Adventure for levels 1-4

**CCC-TRI-22 On the Baron's Trail 11-16** – Fri 7 pm, Sun 9 am – Dungeons & Dragons 5e

Following the destruction of the Thunderbound and the Ark of the Mountains, the cloud giant known as Baron Rajiram, remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice. Part 1 of the Storm Series

**CCC-TRI-24 Knight Errand 11-16** – Sat 2 pm, Mon 9 am – Dungeons & Dragons 5e

The fortress moves, slow yet inevitable towards the Sword Coast. On board are Baron Rajiram and his servant, Selise, and the awoken defenses ready to keep the fortress afloat. Prepare for the assault. This is a Tier 3 adventure set in the air aboard the risen sky fortress, Skyelinjehheim, above the Moonsea north of the city of Hulburg. Part 3 of the Storm Series. This module first premiered at CarnageCon 2018.

**CCC-WYC-1-1 Back to the Burning 5-10** – Fri 2 pm, Sun 7 pm – Dungeons & Dragons 5e

A priestess of Amaunator has come to the Moonsea from the Anauroch Desert beseeching aid against an old and resurgent foe. Her requests for aid so far have been for naught and she knows time is running out to uncover the machinations at work.

**CCC-WYC-1-2 Where Rock and Fire Meet 5-10** – Fri 7 pm, Mon 9 am – Dungeons & Dragons 5e

The Cult of Eternal Flame has returned to the Moonsea seeking knowledge left behind at the sites of their greatest successes. Armed with a shard of information and a location in the middle of Mulmaster, can you discover the truth?

**DDAL00-01 Window to the Past 17-20** – Sat, Sun 9 am – Dungeons & Dragons 5e

When a Thayan research expedition returns from the Glacier of the White Wyrm with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers. A 4-hour adventure for Tier 4 characters.

**DDAL00-03 Those That Came Before 17-20** – Sat, Sun 2 pm – Dungeons & Dragons 5e

The scribes in Candlekeep are reporting eerie dreams, dreams in which the flying citadels of Ancient Netheril remain aloft among the clouds, with the modern skylines of Neverwinter and Waterdeep far below. These hazy visions all end the same way: with tremendous calamity as those fortresses smash down upon the defenseless metropolises. What aid can be enlisted when such doom is on the horizon? 4hrs, level 17-20

**DDALCA-01 Return to the Ghost Tower of Inverness** – Sat, Sun 2 pm – Dungeons & Dragons 5e

A familiar scene. Shackled. Bound. The same faces surround you as the last time you were in this dark, dank cell. Your friends, your party. A looming figure goes over your crimes and holds out a glowing gemstone, offering a trade for your lives. “You must undo what you have done and put this back,” he whispers. “You must return to the Ghost Tower.” A Four-Hour Competitive Adventure (included pre-gens must be used)

**DDAL-DRW01 Breaking Umberlee's Resolve 5-10** – Sat 9 am, Sun 2 pm – Dungeons & Dragons 5e

The search for a missing young woman kicks off a treacherous journey on the Sea of Fallen Stars. Part 1 of the Dreams of the Red Wizards Trilogy. A Four to Six-hour Nautical adventure for Tier 2 Characters. Optimized for APL 8.

**DDAL-DRW02 Blood in the Water 5-10** – Sat 2 pm, Sun 9 am – Dungeons & Dragons 5e

An exploration to the underwater city of Myth Nantar leads to a conspiracy, a mystery, and a heist. Part 2 of the Dreams of the Red Wizards Trilogy. This adventure can be played with Ghosts of Saltmarsh. A Four to Six-hour Nautical adventure for Tier 2 Characters. Optimized for APL 8.

**DDAL-DRW03 Saving Silverbeard 11-16** – Fri 2 pm, Sun, Mon 9 am – Dungeons & Dragons 5e

In the aftermath of the Assault on Myth Nantar, Zehira is missing once more, only this time it doesn't appear as though she left willingly. Part 3 of the Dreams of the Red Wizards Trilogy. A Four to Six Hour Nautical Adventure for Tier 3 Characters. Optimized for APL 13.

**DDEP-DRW01 Assault on Myth Nantar 1-10** – Sat 7 pm – Dungeons & Dragons 5e

D&D Epics are exciting multi-table events where participants cooperate in a “raid” of truly EPIC proportions tables act as squads taking on different tasks, possibly affecting other tables or unlocking quests to progress the event. They plans on taking the underwater city of Myth Nantar. Can you stop a full-on invasion, or will the sea elves be looking for a new home? A 4-hour D&D Epics Adventure for Tiers 1 & 2.



## Pathfinder Society

### Pathfinder Society

#### Los Angeles A

**1 Hour Quest - The Sandstone Secret** – Sat, Sun 10 am, Noon, 2 pm, 4 pm – Pathfinder RPG 2e

When the Society receives word of an unexplored ruin in Osirion, you set out to uncover the site's secrets. Upon arrival, you learn that a group of Pathfinders has already entered the ruins. Has there been some mistake, or is there something more nefarious afoot? Get a taste of Pathfinder 2nd Edition in this short, 1-hour, replayable adventure. Sign up at OPF HQ in Los Angeles Ballroom A. Walk-ins welcome!

**Dreaming of the Future** – Fri 8 pm, Mon 2 pm – Starfinder RPG

The Starfinder Society pursues the dream visions of a Liavaran dreamer, seeking information lost in a time before the Gap. Three broken fragments form the key to a forgotten repository of knowledge hidden within the Pact Worlds. It's up to the you to find the missing fragments and brave the dangerous reliquary to secure a new source of knowledge.

**House of Harmonious Wisdom (levels 1-5)** – Mon 2 pm – Pathfinder RPG 1e

Mighty Lung Wa once controlled much of Tian Xia, but the empire crumbled a century ago. Three Successor States have squabbled for dominance ever since. When a retired hero learns of a lost, legendary palace that might protect relics of the old empire, she calls on the Pathfinder Society for assistance finding the fabled palace and the treasures within.

**In Service to Lore (levels 1-2)** – Mon 9 am – Pathfinder RPG 1e

The head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

**Origin of the Open Road (Pregen Only)** – Fri 8 pm, Sat 2 pm, Sun 9 am, 2 pm, Mon 9 am – Pathfinder RPG 2e

The Society sent you to Nexus House in Quantum, hoping that the second oldest Pathfinder lodge might contain duplicates of the lost texts. Yet you are not the only ones interested in the secrets preserved in Nexus House. This is a pregen only event. Credit can be applied to any level 1 to 5 character.

**Pact World Warriors (levels 1-4)** – Sat 2 pm – Starfinder RPG

Recovering from its recent trials in the Scoured Stars, the Starfinder Society finds itself the target of a vicious media smear campaign. The Society sends a group of agents to build up some standing in the Pact Worlds by taking part in a series of televised events orchestrated by the undead media mogul, Zo!

**The Absalom Initiation (levels 1-4)** – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Pathfinder RPG 2e

You are among the newest recruits in the Pathfinder Society and have been invited to attend a welcoming party where you can meet both the old guard as well as the new leaders. But the party's not all talk you learn of four exciting escapades in Absalom, through which you can kick off your adventuring careers!

**The Commencement** – Sat 8 pm, Sun, Mon 9 am – Starfinder RPG

All Starfinders complete their training by conferring with Guidance—a network of uploaded personalities embodying paragons from the Starfinder Society's history. Before receiving the blessing of Guidance, you must meet with and assist critical missions on behalf of key leaders of the Society's leading factions.



### Annual Awards

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

For 2018 the winners are:

Jack Butler Award:	1st - Darrell Stark
	2nd - Eric Downing
	3rd - Sean Growley
Short Board Games:	1st - Eric Downing
	2nd - Darrell Stark
	3rd - Sean Growley
Medium Board Games:	1st - Darrell Stark
	2nd - Bruce Schlickbernd
	3rd - Jaye R
Long Board Games:	1st - David Smullens, Nathan Morelli
	3rd - Benjamin Peck

Collectible Games:	1st - Cameron Takahashi
	2nd - Harold Goldstein, James Branzuela
Video Games:	1st - Jason Bailey
	2nd - Jason Duvall
	3rd - James Nuesca
Kids' Games:	1st - Rush Brinkley
	2nd - Keira Estrella
	3rd - Abbie Gill

Strategicon congratulates these fine gamers!

## General Events

### General Events

Pacific Ballroom, Carmel, International F, 1635, Newport C

#### **Auction** – Mon 11 am

Last chance of the year to empty your closet or refill it – your choice! Games galore will be bought and sold.

#### **Blinging out your games** – Sat 1 pm

Wish your games were a little more special? Learn how to upgrade and personalize games in your collection using easily accessible and inexpensive materials. We'll show you how, with a little work and ingenuity, you can improve your existing games and make a print and play something to show off.

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

The Dealer Room is closed.

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

#### **Family Movies** – Sat, Sun 11 am

Come join us in Carmel for some Family Friendly Films.

#### **Feedback Forum** – Sun 7 pm

What's the state of the con? Stop by and find out! Let us know what you think too. What was good, where can we improve, and anything else con-related are all up for discussion.

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

Our Bazaar of the Bizarre. Come see what lurks in the closets and garages of gamers and take it away!

#### **Go Medieval With Crazy Board** – Sat 4 pm

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

#### **Grand Raffle Drawing!** – Mon Noon

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

#### **GRID GAME Raffle Drawing!** – Sun 4 pm

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

#### **Happy Jacks RPG Podcast Live** – Sat 8 pm

Join the Happy Jacks RPG Podcast crew as we discuss the games we've played and the RPG hobby in general.

#### **Jason Mills Q&A** – Sat 7 pm

Come chat with Gateway 2019 special guest, Jason Mills, author of Demigods! His new RPG is a modern-day PBTA romp through the supernatural. He'll be talking about design goals for the game, what's to come, and setting up your campaigns at home. He will also have a sneak peak at the scenarios unlocked during the Kickstarter. Format will be mostly Q&A.

#### **Meet & Greet** – Fri 7 pm

Come join our special guests Alan Bahr, John Wick, Ben Woerner, Tom Jolly, and Jason Mills for a special Meet & Greet Event. (Room 1635)

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

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

#### **Strategicon Football League** – Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 10th season of the SFL. Over 14 weeks teams play head-to-head as they compete (4 divisions) w/3 week post season. Beginners are welcome and there is no entry fee.



## Miniatures Painting Contest

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

### Categories

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

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

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

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

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

\* Strategikids: For contestants 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

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

### Rules

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

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

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

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

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

### Our sponsors include:

Advanced Grafix	Imperial Outpost Games
AEG	Kayenta Publishing
Arcane Wonders	Konami
Army Painter	Looney Labs
Blue Panther	Magic Meepile Games
Critical Hit Games	mayday games
Dan Verssen Games	Paizo Publishing
Days of Wonder	Reaper Paints & Miniatures
Decision Games	Renegade Game Studios
Dust Studios, USA	Rio Grande Games
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Warehouse
Fire & Dice	Ultra Pro
Flying Buffalo	Vallejo Paints
Gamecraft Miniatures	Warlord Games
Games Workshop	white wizard games
Gate Keeper Games	Wizards of the Coast

### 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 Gateway 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.

Gateway 2019 Dealer Room Vendors:

+3 to Charisma	Extraordinary Emporium
Big Board Games	D's Art & Cards
Biplane Games	Existence Games
Bits & Pips	Fantasy Adventures 360
Black Key Games	Fire & Dice
Blue Panther	Frog Knight Games
Cantrip Candles	Gallant Knight Games
Cobblestone Games	Gatekeeper Games
Crazy Bob's Dream Emporium	Goodman Games
Critical Hit Games	Indoctrination
Dice Envy	John Wick
Dr. Hogan-Berry's	Kickback Gaming

Killjoy: The Anti-Party Game	Seth's Games & Anime
Los Angeles Indie Authors	Shawnsolo Games
Masseur Middleton	Snake Eyes Designs
Meepleshop	Sovereign Chess
Merchant Green Leather Works	Spellbinders, Inc.
Midnight Garden Crafts	Strategicon Market
Mythulu	Super Dimension Convention
Ninja Star Games	The Weekend Warrior
Noble Dwarf Printing	The Broken Token
Party Penguins	The War House
Play 5	Tiny Shiny Squids
Sand Box Gaming	Wolflord Games
Sentient Cow Games	Wunder Works

## The Grid Game!

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

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

## Flea Market

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

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

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

## Convention Seller Rules

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

## Buyer Guidelines

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

## Participation Procedures

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

## Product Policy

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

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

## Notice from the State of California

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

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

## Game Auction

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

## Auction Registration Rules

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

## A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year’s worth of magazines, for example). The Lot Registration Slip should contain list what items



the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

### **Auction Seller rules**

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

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

### **Auction Buyer rules**

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

### **Convention Rules**

1. Please wear your badge at all times in the convention area. Your badge is 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. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured since there may not be enough copies of the game to go around. 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.

- 4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.
5. Single day badges gain you 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. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

### **Convention Policy: Bonding**

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work. The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

### **Hilton Hotel Rules**

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. A 10 pm "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. 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.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.

## Gamex 2019 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Blunders	Sage Garver	Jonathan Murray	Scott Samarel
7 Wonders MEGA	Sean Growley	Ronnie Chen	Kyle Greenwood
7 Wonders: Armada	Sean Growley	Darrell Stark	Cameron David
Acquire: David Woolcott Memorial Tournament	Eric Downing	Scott Kelly	David Sanches
Advanced Civilization	Will Morgan	Alfonso Weillbach	Bill Gallagher
Agricola	Lumin Sperling	Matt Black	Alan Wood
Battlestar Galactica	Humans 1 : Cylons 1		
Blue Moon City	Steffan Muntsinger	Darrell Stark	Tracy Ashizawa
Brass: Lancashire	Nick Cascone	Erick Vallejos	Ozgun Tumer
Cash and Guns	Chris Kao	Brian Rush	Calvin Lee
Catan National Qualifier Finals	Burak Ozgur	Casey Perkins	Blue Alex
Caylus	Cheryl Aday	Ian Caballero	Robert Neff
Century: Spice Road	Darrell Stark	Paul Slavich	Venessa Martinez
Codenames	Nick Chavez, Conner Schiller	Christine Marciniak	Jon Daneshgar, Sage Garver
Defense Grid	Shillelagh R Law		
Descent Journeys in the Dark 1st Ed	GM won		
Dragonwood	Jason De Moura	Tracee	Derek Ren
Dream Factory	Lawrence Chieng	Michael Swinson	Darrell Stark
Eclipse	Alfonso Weillbach	Hendrick Mcdonald	Joshua Beller
Escape Plan	Stephanie Jiang		
Euphoria: Build a Better Dystopia	Joman Diec	Bill Persaud	
Evil Baby Orphanage	Alexis Letner	Florence Jian	
Evolution	Corey Dihel		
Fireball Island	Dumont Darsey	Grady Catterall	Anthony Cantatorde
Fireball Island: Curse of Vul-Kar	Patricia Liu	Jon Daneshgar	Chris Davis
Five Crowns	Jaye R.	Jason De Moura	Eric Downing
Fury of Dracula 4th Ed	Jeff Gray		
Garbage Day	Ryan Tinus	Brandon Duyan	
Gem Rush 2nd Ed	Conner Schiller	Samina Ghulamali	
Good Cop Bad Cop	Sven Geier		
Grand Austria Hotel		Brett Holbrook	Joman Diec
Great Western Trails	Martin Bowers	Chris Lawrence	Joseph Espinoza
Heroes of Land Sea and Air	Anthony Chung	Mike Sesma	David Hammel
History of the World	Ed Bodge	Robert Vanover	Tom Corbett
Homeland	Terrorists beat CIA		
Iron Dragon	Tracy Sangster	Jonathan Flagg	Scott Rinehart
Kingdom Builder	Sam Nazarian	Bruce Schlickbernd	Gary Hirschorn
Kingsburg	Bruce Schlickbernd	Jay Spowart	Brian Peters
Liar's Dice	Bill Gallagher	Kyle Greenwood	Robert Neff
Lords of Waterdeep	Lance Watanabe	Ian Caballero	Kyle Greenwood
Love Letter #1	Nathan Yospe	Bradley P. Thomas	Michelle Paradis
Love Letter #2	Heather Mazorow	Aidan Rooney	Dylan Bunyak
Love Letter #3	Miles Biel	Mercy Biel	Dea Abruzzo
Manila	Roxy Klein	Madeline Barnicle	Brandon Muller
Metal Dawn	Angry Gorillas Won		
Monopoly Deal #1	Michelle Olson	Bradley P. Thomas	Madeline Barnicle
Monopoly Deal #2	Nancy Sprute	Heather Mazorow	Christopher Sprute
Monopoly Deal #3	Darrell Stark	Brian Rush	Sean Rich
Monsters and Maidens	Sage Garver	Jon Daneshgar	Valerie Lake
Nerdy Inventions	Aidan Rooney	Karin Yospe	Michelle Paradis
New Salem 2nd Ed	Angelica Borryayo		
Nexus Ops	Darrell Stark	Heather Mazorow	David Parayre
No Thanks!	Nancy Sprute	Sean Growley	Christopher Sprute
Nuclear War	Everyone Died!		
Phase 10 #1	Elias Baranowski	Ethan Haley	Ivan Yospe
Phase 10 #2	Susan Stewart	Michelle Paradis	Grace Lenter
Phase 10 #3	Susan Stewart	Alexis Letner	Lee Ursich
Play 5	David Parayre	Tall Paul	Sage Garver
Port Royal	Gabriel Licudine	Sage Garver	Robert Heinle
Port Royal: Just One More Contract	Toni Gonsalves	Darrell Stark	Vanessa Gonsalves
Power Grid	Jim Wilson	Ben Lesel, Sam Kwok	Pete Kowalski, Ed Murphy
Power Grid Deluxe	Josh Ballard	Michelle Mills	Samuel Kwok
Power Grid World Tour: Finals	Josh Ballard	Nick Chavez	Bruce Schlickbernd, Lisa Burola
Puerto Rico	Cheryl Aday	Darrell Stark	Michael Swinson
Scythe	Andy Mcguire	Kyle Greenwood	Ian Caballero
Shadows Over Camelot	Rafael Martinez (Traitor)		
Space Base	Jaye R.	Michael Swinson	Benjamin Lesel
Speedy Eddie & Hit the Throttle!	James Aldrich	Aeris Holland	Arryn Holland

Star Wars: Imperial Assault	Players Lost	Scott Kelly	Samir Shah
Stone Age	Jaye R.	David Sanches	Scott Kelly
Survive!	Brian Rush	Dean Taylor	Sylvia Abrahamson
Talisman/Cataclysm	Dean Taylor	Steve Bunyak	
Talisman: The Monty Python expansion	Sasha Bunyak	Alan Wood	Jon Ruland
Terraforming Mars Finals	Galen Loram	Bill Gallagher	Robert Neff
The Princes of Florence	Cheryl Aday	Nathan Bergquist	Andrew Deheer
The Zorro Dice Game	George Wang	Scott Samarel	Darrell Stark
Thurn and Taxis	Gilbert Quinonez	Madeline Barnicle	Jaye R.
Ticket to Ride	Gilbert Quinonez	Darrell Stark	Gilbert Quinonez
Ticket to Ride: Europe	Richard Giedlin	Keira Estrella	
Ticket to Ride: First Journey	Miles Biel	Susan Stewart	Amnon David
Ticket to Ride: France	Jeremy Estrella	Ashley Adams	Kelly Leitereg
Ticket to Ride: Rails & Sails	Valerie Greer	Mike Munson	
Tikal	Susan Finland	Brian Rush	Chris Lawrence
Tiny Towns	Luke Hardman	Jeff Matthews	Eric Gerber
Titan	Eric Downing	Brandon Muller	Derek Ren
Trekking the National Parks	Enrique Mesina	Noah Massaro	Ed Bodge
Twilight Imperium 3rd	Joshua Beller	Lisa Burola	Karin Yospe
Uno #1	David Whiting	Mercedes Kordes	Nissa Clark
Uno #2	Tracee	Ivan Yospe	Cameo Rinchiuso-Baranowski
Uno #3	Karin Yospe	Steffan Muntsinger	Julie Rinehart
Wasteland Express Delivery Service	Jason Wegener	Ronald Bermudes	Robert Flores
Win, Place & Show	Robert Neff	Eric Eckstein	Alvin Kim
Wingspan	Ronnie Chen	Enrique Mesina	Anthony Chung
Wingspan	Valerie Lake	Rick Lepore	Ronald Bermudes
Winner's Circle	Richard Potthoff	Jaye R.	Susan Finland
Yahtzee Free for All #1	Eric Downing	Grace Lenter	Nicola Taylor
Yahtzee Free for All #2	Dennis Baranowski	Jaye R.	Susan Stewart
Yahtzee Free for All #3	Louis Bristol	<b>2nd Place</b>	<b>3rd Place</b>
<b>Collectible Cards &amp; Miniatures</b>	<b>1st Place</b>	Brad Cohen	Raymond Delgadillo
7 Wonders Duel	Sean Growley	Justin Gray	Dennis Baranowski
Ascension #1	Rami Silverman	Rami Silverman	Angharad Caceres
Ascension #2	Dennis Baranowski		
Brawl Stars	Jefferson Tinus	Alex Puente	Caleb Durst
Exodus TCG Worlds Qualifier- West coast	Victor Moscone		
FFG: KeyForge - Survival Mode	Jamar Graham		
ICE: Middle-Earth CCG - Hero Arda	Daniel Johnson		
ICE: Middle-Earth CCG - Hero Arda	Gene Berry		
Keyforge -Solo Sealed Tournament	Zach Zeeman	Kai Bunyak	Heather Mazorow
Lost Cities	Toni Gonsalves	Jason Levine	Bill Harris
Magic: The Gathering Commanderin'	Daniel Yi	Michael Rofloc	Daniel Del Pilar
Magic: The Gathering Commanderin'	Samantha Allan	Daniel Del Pilar	Daniel Yi
Magic: The Gathering Commanderin'	Noah Massaro	Samantha Allan	Albert Quintero
Magic: The Gathering War of the [...] Draft	Jimmy Corwell	Keefer Langner	Patrick Dickson
Magic: The Gathering War [...] Sealed	Nathan Bergquist	Mike Morin	Samantha Allan
Magic: The Gathering - Horde: At The [...]	Horde Wins - 2 to 0		
Magic: The Gathering - Horde: The Siege	Players Win - 2 to 1		
Magic: The Gathering - K&J Pauper	Melissa Weiss	Michael Arsollon	Jon Brown
Magic: The Gathering - Planechase	Conner Morlang	Austin O'Neil	Ryan Croom
Munchkin	Keith Aldrich	Sam Katz	Robert Hodges
Munchkin Pathfinder: Guest Artist Edition	Martin Padilla	Hugo Minott	
Munchkin Tournament	Traci Garland	Brand Bogard	Jacob Alvarez
Munchkin Treasure Hunt or Wonderland	Sebastian Benedict	Sasha Benedict	
Play Kitty Cat games with Potato!	Keira Estrella	Aeris Holland	Arryn Holland
Pokemon #1	Brian Mccarty	Misha Hansuvahi	
Pokemon #2	Scott Wheeler	Liam Clark	Andrew Clark
Star Wars Legion Miniatures	James Branzuela	Scott Mesich	
Star Wars Minis Sealed Booster Draft	James Branzuela	Scott Mesich	
Steve Jackson Games Dice Games	Michelle Paradis	Karin Yospe	
Steve Jackson Games Dice Games	Potato Pie		
Strategic-Placement-Con - Clash Royale			
Tournament	Kennth Phuong	David Parayre	Courtney Holland
Transformers TCG Constructed	David Ballesteros	Bradley P. Thomas	
Transformers TCG Standard Draft	Joey Vigil	Ben Hicks	Bradley P. Thomas
Transformers TCG Turbo Draft	Patrick Saul	Joey Vigil	Bradley P. Thomas
Yu-Gi-Oh! Advance Tournament		Tyler Hicks	Kai Bunyak
Yu-Gi-Oh! Draft Tournament		Tyler Hicks	
Yu-Gi-Oh! Light Tournament	Kai Bunyak	Tyler Hicks	Christopher Anderson
Yu-Gi-Oh! Light Tournament	Patrick Ward	Kai Bunyak	Marcelo Figueroa
<b>Miniatures</b>	Brendan Cox	<b>2nd Place</b>	<b>3rd Place</b>
2nd 2nd edition X-Wing tournament.	<b>1st Place</b>	Benjamin Ou	William Fretze
A Song of Ice and Fire Game of Thrones	Matthew Kurashige	Dominick Gokgoz	Michael Kelly
Bringing order to the galaxy	Nathan Nanning	M H	William Fretze
	Frank Vassallo		

Circus Maximus	Sarai Gonzalez-Hicks	David Whiting	Megan Leeds
Family Friendly Gaslands	Derrick Diaz	Matt Gonzalez	Devin Patil
Late Night Gaslands Insanity	Joseph Beck	Sarai Gonzalez-Hicks	Brandon Weiss
Tank Duel	Chris Brockmeier	Jack Deats	M H
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Fantasy Large	Shaun Stewart	Kevin Hill	Brandon Parker
Fantasy Single	Kevin Hill	Brandon Parker	Trisha Brodaksilva
Fantasy Unit	Kevin Hill	Jeff Huerta	Nathan Nanning
Historical Single	Jesse Boyens	Brenda Ho	
Sci Fi Large	Timothy Costello	Kevin Hill, Frank Vassalo	Jeff Huerta
Sci Fi Single	Timothy Costello	Kevin Hill	Jeff Huerta
Sci Fi Unit	Timothy Costello	Kevin Hill	Brandon Parker
Strategikids	Ethan Stedman	John Adams	Aiden Hathcock
Judge's Favorite #2	John Adams		
Judge's Favorite #1	Artemis Brodaksilva		
<b>Party Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Cash 'n Guns Live	Team 3	Leader Bod	Team Student Loans & Super Soakers
Cash 'n Guns Live	2 Cool 4 Squool	War N' Pieces	Team 4
Cash 'n Guns Live	Late Comers	Adnap Panda	Fab Ballistic
Channel A: The Anime Pitch Party Game	Roscol Huo	Steven Lui	
Funemployed	Ryan Tinus, Austin Birdwell		
Good Cop Bad Cop with the Designer	Ryan Tinus		
Good Cop Bad Cop with the Designer	Jonathan Daar		
Good Cop Bad Cop with the Designer	Tri Fritz		
ICE CREAM EMPIRE	Paul Slavich	Ivan Yospe	Dennis Baranowski
Murder Happens Party Game	Nicole Beyer		
SHADOW*KITTY	Kristofer Freeman		
SHADOW*KITTY	Manny Vega		
SHADOW*KITTY	Julien Besnard, Jasmine Le		
Stupid Users: BETA	Julien Besnard	Jasmine Le	
Stupid Users: BETA	Zach Marks		
Stupid Users: BETA	Bryan Haskell		
Stupid Users: BETA	Michael Ma		
Stupid Users: BETA	Matt Jacobs		
Stupid Users: BETA	Mandy Jacobs		
Stupid Users: BETA	Charles Watson		
Stupid Users: BETA	Ryan Tinus		
The Genius Game Ep.1	Dea Abruzzo	Miles Biel	
The Genius Game Ep.3	Tanya Miller	Travis Baluyot	Kennth Phuong
The Zorro Dice Game	Jeff Burns		
Ultimate Werewolf	Villagers - 2, Werewolves 0		
Werewolf	Lover Team - 1, Werewolves - 1, Villagers - 0		
WHISKEY BUSINESS!	Dennis Baranowski	Tracy Ashizawa	Ivan Yospe
<b>RPGs</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Rising Phoenix: bring the Party!	Scott Ham	Dustin Takeyama	Jesse Fowler
GURPS Finals	Scott York	Mark Clark	Gary Mack
Mexican Cargo Run: Pecos Persuits	Keith Estanol	Andrew Berk	Andrea Mccoll
<b>Video Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Classic StarCraft	Courtney Holland	Clint Moreno	Albert Quintero
HEARTHSTONE	Jamar Graham	Steven Hutt	Jason Duvall
Injustice 2	Mike Mccleary	Doug Ecks	Alex Figueroa
Mario Kart 8 #1 - Team Race	Eli Beck, Ethan Stedman	James Aldrich, Tanya Aldrich	James Nuesca, Ethan Aday
Mario Kart 8 #2	Alex Figueroa	Ulric	Poppy Clark, Arryn Holland
Smash Bros. Ultimate	Garrett Kim	Jason Bailey	Matthew Lee
Smash Bros. Ultimate	Matthew Lee	Cedric Mr. Entertainment	Jason Bailey
Smash Bros. Ultimate	Alexander Licudine	Matthew Wilson	Matthew Lee
Smash Bros. Ultimate	Jason Bailey	Matthew Lee	Tanner Slizza
<b>War Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
1775: Rebellion Tournament	Rick Lepore	Maximilian Krochman	
Axis & Allies	Dale Conklin, Tim Towery	Ryan Voznick, Bruce Ballard	
Battle Cry Tournament	Maximilian Krochman	Eric Noel	
Kriegsspiel WWII	Luke Hardman	John Strauch	Michael Sheeter
Lincoln	Rick Lepore	Maximilian Krochman	
Sails of Glory	Maximilian Krochman	Eric Noel	
Sails of Glory, Frigates	Christopher Buckley	Randy Rhodes	

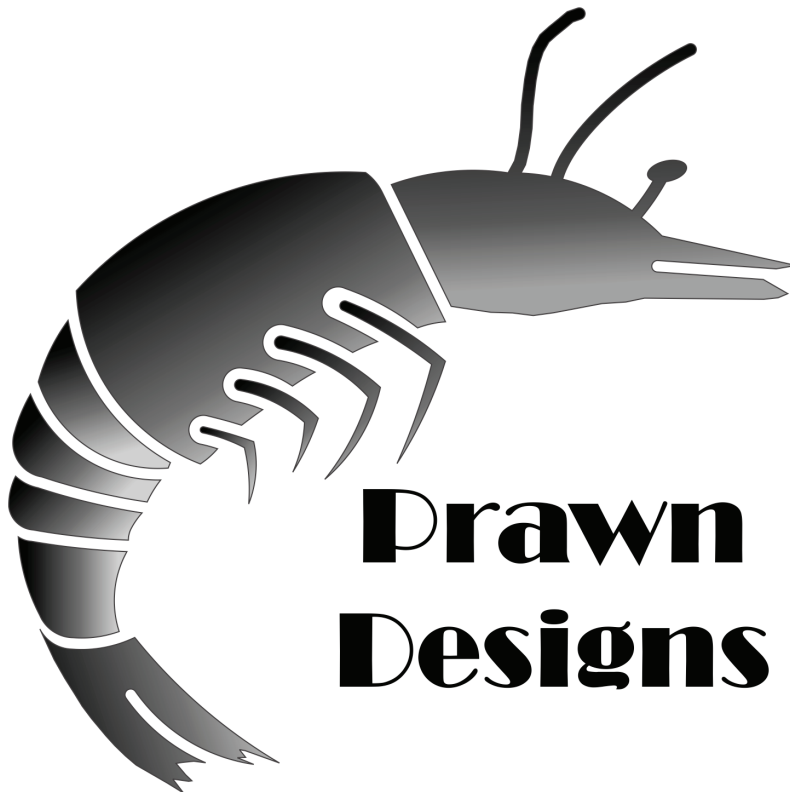


## **Hotel Food Policy**

No outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.



# **Prawn Designs**

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## In Memoriam

### Frederick L. Carmelia, Jr.

1970-2018

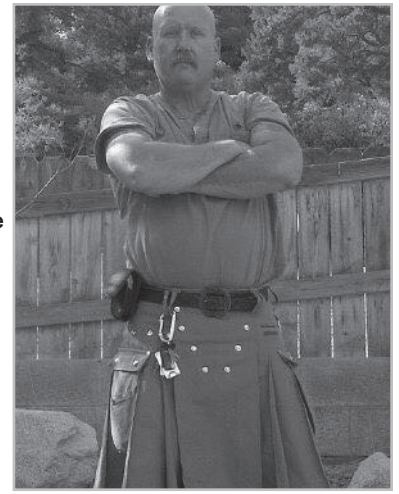
Fred Carmelia passed away in October of 2018. After moving to New York with his family he'd been away from con for awhile but still wished he could be there. He played many board games, and collectible games such as warlord, clout, and pirates pocketmodel. He would teach people a game in the 10 minutes before the tournament: and they would play it like old pros. He also played in the Renaissance Faire. He is missed.



### Thomas W. Farr

1963-2019

We lost Thomas Farr in July of this year. He played many games at con: most recently Star Wars Attack Wing, and Dust. He also played with the Renaissance Faire. A retired marine, he was also a retired Sheriff, and he helped with security at con. He had the knowledge and patience to teach new players any game he played, as well as to help seasoned players play better. He had a huge tribe of friends who he adopted as family. He is missed.



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## A Word (or two) from the Con Man

### A giant has passed

By now many of you have heard of the passing of Rick Loomis, founder of Flying Buffalo and benefactor and champion of the whole hobby gaming industry for the past 50 years.

Many of you will recognize him also as a regular of this convention. He was, attending most every Gateway as a dealer since it was founded in 1981. I believe he also attended Orcon prior to this at least a few times. In any event, his involvement in Strategicon predates almost all of us. He was one of our guests of honor in 2015 – an honor that was long overdue.

Rick was a tireless promoter of conventions as well as the whole gaming industry both independently and through his work with the Game Manufacturers Association (GAMA).

I met him at either Orcon or Gateway in 1981 and was privileged to pick his brain about several gaming-industry-related topics ever since. His openness and willingness to share this information was invaluable.

This con, and gaming in general, won't be the same without him.

### To absent friends

One of the perks of this "job" is that I get to meet literally hundreds if not thousands of great people. While I cannot say I was close with either Fred Carmelia or Thomas Farr, I was fortunate to meet and talk to both, and in Thomas's case even had a couple of drinks with him. Both were great guys, and it saddens me I will never get to see either of them again.

### And now for something completely different

We took a stab at reorganizing how our events are listed for this con. Seminars are now no longer their own department but rather included in all other departments. We still collect them in one place in the con book to make them easier to find, however they are also listed in the departments they fall under as well.

So, no you're not imagining it, all the events listed there are duplicated elsewhere.

This meant overhauling the event code on the web site that dated back over a decade. Entering, editing, pre registering for, and the approval process all changed considerably under the hood. Turning on Game Preregistration a few weeks ago was an operation fraught with peril. The fact that it worked without anyone as much as even noticing is nothing short of a miracle.

We also started reworking the boilerplate in the front and back of the con book. Right now the differences are fairly subtle, but see if you can find them. Expect some major changes next show.

### This might be the largest show we've ever run.

Pre reg is the highest it's ever been for for a non-NBA All-Star Game weekend, rooms have been sold out for a while, and we have our usual ton of events. If parking holds up this will be our largest show and our first to break 2500. Fingers crossed.

### Gamex was big too

Didn't set any records though. Officially it was the same size as last year given that we round up to the nearest 10. For those keeping score the official attendance was 2140.

### Well, we know where we're going

As mentioned in these pages last show, we've signed a long-term contract with the Hilton. We're now booked here through 2025.

Our goal since taking over these conventions was to first stabilize then nurture these shows into something we all could enjoy and be proud of. Part of that is finding a stable location large enough to handle what we do. No location is perfect, but we are quite happy to have the Hilton as a home for at least the next six years.

# Mini-Wars 2019

Two Days of Miniatures And More!

Saturday, September 28th and Sunday, September 29th

California State University Fullerton

Titan Student Union 800 North State College Boulevard,  
Fullerton, CA 92831

Doors open at 9:00AM Saturday both days

Gaming until Midnight Saturday and 8:00PM Sunday

Come join us for anything miniature or anything historical table top games. There will be vendors to purchase miniatures and reference books. Bring your camera as the table tops tend to be rather photogenic! We need Volunteers to run games:

A Song of Ice and Fire

Team Yankee

X-Wing

Bolt Action

Wings of Glory

Flames of War

General Quarters

Kings of War

Saga

Lion Rampant

Tanks

Check Your 6!

Black Powder

Hail Caesar!

Cruel Seas

Blood Red Skies

Frostgrave

DBA

Fate of a Nation

Beyond the Gates of Antares

Pike and Shotte

Fire and Fury

For Additional Information See our website:

<http://www.hmgspsw.org>

Or email Harmon Ward: [hjw@pacbell.net](mailto:hjw@pacbell.net)



## HMGS-PSW

Historical Miniature Gaming Society  
- Pacific Southwest

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## T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts  
Available in the Dealer Room for \$20  
\$25 for the annual shirt

All sizes from S to 4XL

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





# Thank You

Richard "Rick" Loomis  
1946 - 2019