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SEPT 1-4, 2017

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Troubleshooting Staff

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

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

Welcome

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

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

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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 (GMs), this convention grants its officials these rights.

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

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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, \$20, \$10, \$5

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

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

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

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

2

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

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

A Guide to Gateway 2017 for Non-gamers

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

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

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

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

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

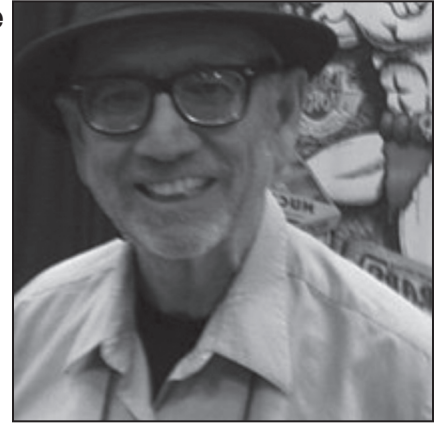
Enjoy the con!

Gateway 2017 Special Guests

Ken St. Andre

Fantasy author and game designer Ken St. Andre is best known for *Tunnels & Trolls*, an early fantasy roleplaying game suitable for solitaire, group or mail play and first published by Flying Buffalo in 1975. He is an active member of the Science Fiction and Fantasy Writers of America.

In addition to T&T, St. Andre designed *Starfaring*, the first science fiction roleplaying game, *Monsters! Monsters!* and *Stormbringer*.



Robert Adducci

A longtime fixture in the RPG community, connecting stores and conventions in the Denver area to the official Dungeons and Dragons Adventurers League. He is a die-hard Dark Sun fan and founded the Burnt World of Athas website (Athas.org). Robert was born in Phoenix, AZ, but now lives in Colorado with his wife, two little adventurers and two animal companions.

Claire Hoffman

Claire Hoffman, along with numerous dragons, a few cats and an indulgent husband, resides in a home atop of a very small hill in Ohio. She had the privilege of shepherding the Living Death Campaign for ten years. After a brief hiatus from campaign management she assisted the Living Forgotten Realms campaign, first as a Co-Writing Director (*Waterdeep*) and then as a Global Admin.



Gateway 2017 Cover Artist



Jacob Romeo Lecuyer

A visual story-teller and university instructor in the realms of illustration, animation, and concept art/visual development. He's currently chronicling the plight of cute, fuzzy (and sometimes slimy) creatures from around the cosmos in the webcomic *Everybody Does Their Chores in Polyuna*. You can view Polyuna and see more of his work at Jacobromeo.com

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

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

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

Fri, Sep 1

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	2	Clank! 101	International B	B	A	B
	4	Eternal Kings Demo	International B	B	A	B
	2	Liar's Dice Small	International B	A	A	B
	2	Sagrada Small	International B	A	A	B
	2	The Captain Is Dead Event	International B	A	A	B
	2	The Dwarves Event	International B	A	M	B
	3	Ticket to Ride: Switzerland Small	International B	A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	10	Steve Jackson Games - dice and card game demos	La Jolla	A	A	C
	12	Naming of the Sprue *	Intl. Foyer	A	A	G
	3.5	Embers of a Forsaken Star Expansion Xia: Legends of a Drift System	International A	A	A	M
	10	Axis & Allies Set up and open gaming Event	Los Angeles C	A	A	W
1 pm	1	Eldritch Horror 101	International B	B	A	B
	1	Kanban: Automotive Revolution 101	International B	B	T	B
	2	Onward to Venus Event	International B	A	A	B
	2	Roll Through the Ages: The Bronze Age Small	International B	A	A	B
	2	The Downfall of Pompeii Event	International B	A	T	B
2 pm	3	Abyss Small	International B	A	A	B
	2	Clank!: Sunken Treasure Demo	International B	B	A	B
	4	Eldritch Horror Event	International B	A	T	B
	3	Kanban: Automotive Revolution Event	International B	E	T	B
	1	Metropolys 101	International B	B	A	B
	2	No Thanks! Small	International B	A	A	B
	2	Runes of Ragnarok Demo	International B	B	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	1	Battle of Souls 101	La Jolla	A	T	C
	4	Zombicide Zombicide	International A	A	T	M
	1	Zombie Food Fight Event	Newport B	A	F	P
	4	Bedlam Hall Bedlam Hall: It Was A Dark and Stormy Night	San Lorenzo B1	A	M	R
	4	D&D 5e DDAL 1-14 Escape from Phlan (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDAL 5-17 Hartkiller's Horn (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDAL 7-1 A City on the Edge (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-7 To Start a War (levels 11-16)	Plaza B-D	E	A	R
	4	GURPS Mars Attacks- -Attack Back	San Lorenzo D1	A	A	R
	4	GURPS Paragon University - A Small Problem	San Lorenzo F1	A	T	R
	4	GURPS 4th Edition In Defense of House Stark	Chair Boardroom	A	T	R
	3	Homebrew Teenage Witch Academy	Santa Monica C	B	F	R
	4	Microscope Microscope	San Lorenzo C1	A	T	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	4	Star Wars Traveller Accidental Rebels: Ewokin' After Midnight	Santa Monica C	B	F	R
	4	Synthicide RPG Synthicide RPG demo	San Lorenzo F3	B	T	R
	2	The Light RPG Mad Libs	San Lorenzo D3	A	A	R
	4	The Sprawl: Touched Prime The Mandrake Putrefaction	San Lorenzo E1	A	M	R
	4	Trail of Cthulhu Dreamers Awake	San Lorenzo A3	A	T	R
	4	Werewolf 20th Anniversary edition Sideshow Tears of a Clown	San Lorenzo A1	A	T	R
3 pm	3	Cutthroat Kingdoms Event	International B	A	A	B
	1	Hanabi Event	International B	A	T	B

Friday

Fri, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	2	Metropolys Small	International B	A	A	B
	2	Overlords of Infamy Event	International B	A	M	B
	1	Port Royal 101	International B	B	A	B
	2	San Juan 2d Ed Small	International B	A	A	B
	3	Battle of Souls Tournament #1	La Jolla	E	T	C
	8	Indie Game Alliance	La Jolla	A	A	C
	1	Zombie Food Fight Event	Newport B	A	A	P
4 pm	1	Growl Demo	International B	B	A	B
	2	Port Royal Small	International B	E	A	B
	4	Rio Grande Demo	International B	B	A	B
	1	Wizard 101	International B	B	T	B
	2	Yahtzee Free for All #1 Small	International B	A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	4	Bloodborne: The Card Game Bloodborne: The Card Game	International A	A	T	M
	1	Zombie Food Fight Event	Newport B	A	A	P
	3	D&D 5e The TPK Tournament - Let's Kill Strahd!	Santa Monica A	E	A	R
	3	D&D 5e The TPK Tournament - Let's Kill Strahd!	Santa Monica A	E	A	R
	2	Intro to Command Failure/ Rise of Empire Demo *	Los Angeles C	A	A	W
	4	Sails of Glory Tournament	Los Angeles C	A	A	W
5 pm	1	1846 101	International B	B	A	B
	2	Battlestar Galactica Basic 101	International B	B	A	B
	1	Goa: A New Expedition 101	International B	B	T	B
	2	Monopoly Deal #1 Small	International B	A	A	B
	1	Scythe 101	International B	B	T	B
	1	Ticket to Ride & Expansions 101	International B	B	A	B
	2	Wizard Small	International B	A	T	B
	4	Cheapass Demo	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #1	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
	3	D&D 5e The 3-D Monster Mash 101	International A	A	A	M
6 pm	4	1846 Small	International B	A	A	B
	2	Chaosmos Event	International B	A	A	B
	1	Colony 101	International B	B	A	B
	1	Forbidden Stars 101	International B	B	M	B
	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	3	Goa: A New Expedition Event	International B	E	T	B
	2	Love Letter #1 Small	International B	A	A	B
	5	Scythe Big	International B	E	T	B
	3	Exodus "Friday Night Brawl" Tournament *	La Jolla	A	F	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	6	Flames of War V4 HMGS-PSW presents Armored Clash!	International A	A	A	M
	2	Test of Honor The Sword of the Master	International A	A	A	M
	4	Sturm Europa Event *	Los Angeles C	A	A	W
7 pm	4	Battlestar Galactica Event	International B	A	A	B
	2	Colony Event	International B	A	A	B
	1	Dogs of War 101	International B	B	A	B
	6	Forbidden Stars Tournament	International B	E	M	B
	4	Icon PLAYTEST Demo	International B	B	T	B
	1	Power Grid 101	International B	B	T	B
	2	Ticket to Ride: India Small	International B	A	A	B
	1	Zombie Dice Event	International B	A	K	B
	4	Magic: The Gathering - Pauper Tourney	La Jolla	E	T	C
	2.5	Star Wars Destiny Standard Constructed	La Jolla	E	A	C
	2	Battle of Souls	La Jolla	A	A	C
	1	Meet & Greet	1635	A	A	G
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P

Friday

Fri, Sep 1

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Zombie Food Fight Event	Newport B	A	A	P
	4	D&D 5e DDAL 7-1 A City on the Edge (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-4 Down in Flames (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-8 Breaking Point (levels 11-16)	Plaza B-D	E	A	R
8 pm	1	Clash of Cultures 101	International B	B	A	B
	2	Dogs of War Event	International B	A	A	B
	1	Lords of Waterdeep 101	International B	B	A	B
	1	Modern Art 101	International B	B	A	B
	2	Phase 10 #1 Small	International B	A	A	B
	3	Power Grid World Tour: France Event	International B	E	T	B
	3	Race for the Galaxy 2-player Small	International B	A	A	B
	1	Xia: Embers of a Forsaken Star 101	International B	B	A	B
	3	Friday Night DRAFT: Current Sets	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Flea Market	Intl. Foyer	A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	4	A Wolf by Any Other Name A Wolf by Any Other Name	Bel Air	A	A	L
	2	Gorechosen Gorechosen	International A	A	A	M
	6	Homebrew Godzilla Battle Royale	International A	A	A	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	2	X-Wing X-wing 101 (and practice) for kids	International A	B	K	M
	4	Zombicide Zombicide	International A	A	T	M
	4	Cthulhu Dark The Watchers in the Sky	San Lorenzo B3	A	M	R
	4	Dread hack Dread: Mad Max Fury Road	San Lorenzo C1	A	A	R
	3	Dreamchaser: A Game of Destiny Dreamchaser: What Dreams May Come	San Lorenzo E3	A	A	R
	4	GURPS Project ASPIRE - Vigilant	San Lorenzo F1	A	T	R
	4	Mars Attacks (GURPS, tournament) Mars Attacked!!!	San Lorenzo F1	A	A	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	4	PRISM KALEIDOSCOPE - Inhuman	Chair Boardroom	A	M	R
	4	Psi*Run Grasp of the Sagittarians	San Lorenzo D1	A	A	R
	4	Savage Rifts New Strawn: Kansas Shuffle	Santa Monica C	A	A	R
	4	Shadowrun 5th Edition Shadowrun - Humanitarian Aid	San Lorenzo B1	A	M	R
	3	Spirit of 77 Spirit of 77: "Punk Rock" Villains (playtest)	San Lorenzo A1	A	T	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	4	Vampire: The Dark Ages (20th Anniversary) Elders' Fear Manifest	San Lorenzo A3	E	T	R
	2	Intro to Command Failure/ Rise of Empire Demo *	Los Angeles C	A	A	W
9 pm	4	Clash of Cultures Event	International B	E	A	B
	5	Lords of Waterdeep Tournament	International B	E	A	B
	2	Modern Art Small	International B	A	A	B
	2	The Illumination of Lucid City Demo	International B	B	T	B
	1	Xenoshyft 101	International B	B	A	B
	4	Xia: Embers of a Forsaken Star Event	International B	A	A	B
	0	Dealer Room Closes	Pacific	A	A	G
	2	MMORPG using tabletop minis Party Penguins and the Temple of Doom *	International A	A	A	M
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
10 pm	2	7 Blunders Small	International B	A	A	B
	3	Agricapalooza Event	International B	E	A	B
	3	Tickets to Ride Big	International B	E	A	B
	2	Uno #1 Small	International B	A	A	B
	3	Xenoshyft: Onslaught Event	International B	A	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C

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

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

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

Sat, Sep 2

Start	Dur	System Title or Type	Room	Exp.	Mat.	Dept.
Time Midnight	(hrs)	Magic DRAFT: Current Sets	La Jolla	A	A	C
	2	Clay-O-Rama Clay-O-Rama Circle of Death!	International A	A	A	M
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
1 am	3	Ultimate Werewolf Event	Newport C	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
9 am	1	Agricola Revised Ed 101	International B	B	A	B
	6	Battlestar Galactica Expansions Event	International B	A	T	B
	3	Blue Moon City Small	International B	A	A	B
	6	Rio Grande Demo	International B	B	A	B
	3	Safe House Demo	International B	B	T	B
	1	Ticket to Ride & Expansions 101	International B	B	A	B
	1	Titan 101	International B	B	T	B
	3	Middle-Earth CCG (MECCG) 101	La Jolla	A	A	C
	2	Knitting and Crochet Meetup	Exec Boardroom	A	A	G
	15	Naming of the Sprue *	Intl. Foyer	A	A	G
	4	Blood Rage Blood Rage	International A	A	T	M
	10	D&D 5e 5th Terrain's GM Open Tournament	International A	A	A	M
	6	House Rules Wavre, June 18, 1815	International A	A	A	M
	2	Test of Honor The Sword of the Master	International A	A	A	M
	4	Zombicide Zombicide	International A	A	T	M
	4	13th Age Roleplaying Game Temple of the Sun Cabal	Santa Monica C	A	A	R
	3	D&D 5e The TPK Tournament - Let's Kill Strahd!	Santa Monica A	E	A	R
	3	D&D 5e The TPK Tournament - Let's Kill Strahd!	Santa Monica A	E	A	R
	4	ASPIRE (GURPS, tournament) I Ain't no Fortunate One	San Lorenzo F1	A	T	R
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	2	D&D 5e DDALK-A Keep on the Borderlands part A (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e YLRA 1-5 The Shadows From the Stars (levels 11-16)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-9 Titan Rising (levels 11-16)	Plaza B-D	E	A	R
	4	Dungeon World Flight to Freedom	San Lorenzo D1	B	M	R
	4	Dungeon World Goblin Town!	San Lorenzo B3	A	T	R
	4	Fate Accelerated Wizarding World of Harry Potter: Aurors in the Highlands	San Lorenzo A3	A	T	R
	4	Fate Core The Three Rocketeers: Royal Reunion	San Lorenzo A1	A	T	R
	4	Fate Core The Well of Souls	San Lorenzo E3	A	A	R
	4	Paragon U (GURPS, tournament) The Big Picnic	San Lorenzo E1	A	A	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	4	Savage Worlds Lankmar: City of Thieves Obscure Obsession of the [...]	San Lorenzo D3	A	M	R
	4	SPI Dallas the Television Role-Playing Game Happy Jacks: DALLAS	Chair Boardroom	A	A	R
	5	Starfinder RPG SFS Quest 1-1: Into the Unknown	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	4	Star Trek Adventures Prime Directive	San Lorenzo F3	A	T	R
	4	Vampire the Masquerade - 5th Edition Playtest Rusted Veins	San Lorenzo B1	A	T	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	12	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	5	Agricola Revised Ed Event	International B	E	A	B
	4	Eternal Kings Demo	International B	B	A	B
	1	Magic Realm 101	International B	B	M	B
	3	Power Grid World Tour: Central Europe Event	International B	E	T	B
	1	The Hare & the Tortoise Event	Family Area	A	K	B
	9	Titan Big	International B	E	T	B

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Twilight Imperium 3rd Ed 101	International B	B	T	B
	2	Uno #2 Small	International B	A	A	B
	8	Cheapass Demo	La Jolla	A	A	C
	1	Exodus Demo *	La Jolla	A	F	C
	1	Pokemon Workshop #1	La Jolla	A	A	C
	5	Renegade Games Demos	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	T	C
	2	The Stars Are Right	La Jolla	A	A	C
	4	Civil Unrest Civil Unrest: Open Play Test	International A	A	T	M
	10	Death From Above Death From Above *	International A	A	T	M
	8	La Bataille Battle of Teugn-Hausen, 1809	International A	A	A	M
	7	Paint and Take	International A	A	A	M
	2	Speed Painting	International A	A	A	M
	8	Warhammer 40K Warhammer 40K ITC Rogue Trader Tournament	International A	E	A	M
	12	Warhammer 40K 8th Edition Warhammer 40K Apocalypse	International A	A	A	M
	6	Warlands Warlands Demo *	International A	A	A	M
	6	X-Wing X-Wing: 100 point tournament	International A	A	A	M
	5	X-Wing X-Wing Kids Tournament	International A	E	K	M
	2	The Light RPG Maze of the Minotaur *	San Lorenzo C1	A	A	R
	4	Maria Small	Los Angeles C	A	A	W
	6	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
	11	Virgin Queen (Campaign Tournament) #1 Tournament	Los Angeles C	E	A	W
11 am	1	Arkham Horror: The Card Game 101	International B	B	T	B
	1	Concordia 101	International B	B	A	B
	1	Evolution Event	International B	A	A	B
	1	Ghost Blitz Event	Family Area	A	F	B
	6	Magic Realm Small	International B	E	M	B
	2	Overlords of Infamy Event	International B	A	T	B
	2	Sword and Sorcery Event	International B	A	M	B
	8	Twilight Imperium 3rd Ed Tournament	International B	E	T	B
	4	Ascension: Chronicle of the Godslayer #1	La Jolla	A	A	C
	1	Magic: the Gathering 101 - Intro to MtG	La Jolla	A	A	C
	3	Pokemon #1	La Jolla	A	A	C
	3	Lanterns and Lotus - Players' Choice	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #2	La Jolla	A	A	C
	6	Flea Market	Intl. Foyer	A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	2	Kid Friendly Movies #1	Carmel	A	A	S
	4	Command Failure/ Rise of Empire Event *	Los Angeles C	A	A	W
	4	Game of Thrones Tournament	Los Angeles C	A	A	W
Noon	3	Arkham Horror: The Card Game Event	International B	A	T	B
	3	Builders of Blankenburg Demo	International B	B	A	B
	4	Concordia Tournament	International B	E	A	B
	4	Icon PLAYTEST Demo	International B	B	T	B
	2	Phase 10 #2 Small	International B	A	A	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B
	1	Trickerion: Legends of Illusion 101	International B	B	T	B
	3	Exodus Booster Draft Tournament *	La Jolla	A	F	C
	10	Indie Game Alliance	La Jolla	A	A	C
	3	Magic SEALED Tournament: Current Sets	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Munchkin Treasure Hunt!	La Jolla	A	F	C
	10	Steve Jackson Games - dice and card game demos	La Jolla	A	A	C
	6	Twilight of the Gods Demos	La Jolla	B	T	C
	4	Miniature Painting	International A	A	A	M

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	King of War The 3rd Annual Hildebrand Open Tournament	International A	A	M	M
	3	Malifaux Malifaux Demos	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Pocketari: Minotaur Event	Newport B	A	A	P
	2	The Light RPG Bunnies and Burrows *	San Lorenzo C1	A	A	R
	2	Iron Block Challenge	Marina	A	A	V
	4	1775 Rebellion Tournament Tournament	Los Angeles C	A	A	W
	4	Sturm Europa Event *	Los Angeles C	A	A	W
	11	Virgin Queen (Campaign Tournament) #2 Tournament	Los Angeles C	E	A	W
1 pm	3	Food Feud Demo	International B	B	A	B
	1	Red Dragon Inn 101	International B	B	A	B
	1	Terraforming Mars 101	International B	B	T	B
	3	Ticket to Ride: Rails and Sails Small	International B	E	T	B
	1	Treasure Hogs PLAYTEST Demo	International B	B	F	B
	3	Trickerion: Legends of Illusion Event	International B	E	T	B
	3	Star Wars Destiny Modified Swiss	La Jolla	E	A	C
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Family Feud Event	Catalina A	A	T	P
	1	Pocketari: Minotaur Demo	Newport B	A	A	P
	2	Gaming Fixx 15th episode	Carmel	A	A	S
2 pm	2	Chaosmos Event	International B	A	A	B
	2	Cock & Bull... It's all about the Monkey! Sponsored *	International B	A	A	B
	2	Monopoly Deal #2 Small	International B	A	A	B
	3	Pirates Cove Small	International B	A	A	B
	3	Red Dragon Inn Small	International B	E	A	B
	7	Terraforming Mars Big	International B	E	T	B
	1	The Oracle of Delphi 101	International B	B	T	B
	1	Exodus DEMO *	La Jolla	A	F	C
	5	Dark Waters Rising A & B Pathfinder ACG	Los Angeles A	A	A	C
	2	Clank! Tournament	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	4	Dying Kingdoms Dying Kingdoms Tabletop Games	3103	A	A	L
	4	Starship Valkyrie Basic Starship Valkyrie *	Bel Air	A	T	L
	4	Car Wars (Homebrew) Moonshiner Mayhem	International A	A	T	M
	6	Homebrew Miniatures Survive. Rebuild. Repeat.	International A	A	A	M
	6	Savage Worlds Showdown Relic Worlds Showdown	International A	A	A	M
	4	Shadow Wars Armageddon Shadow Wars Armageddon Demo	International A	A	T	M
	4	Thug Life Thug Life Demos *	International A	A	A	M
	4	Zombicide Zombicide	International A	A	T	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Family Feud Event	Catalina A	A	T	P
	1	Pocketari: Minotaur Event	Newport B	A	A	P
	5	D&D 5e Befouled Maze of the Demi-Lich	San Lorenzo D3	E	M	R
	3	D&D 5e The TPK Tournament - Let's Kill Strahd!	Santa Monica A	E	A	R
	3	Bedlam Hall - Powered by the Apocal. Bedlam Hall - Pride and Prescience	San Lorenzo B1	A	T	R
	4	Blades in the Dark Blades in the Dark	San Lorenzo D1	B	M	R
	4	Call of Cuthulu Hell House	San Lorenzo A3	A	T	R
	4	Cypher System Vurt	San Lorenzo A1	A	T	R
	6	D&D 5e SKT c. 12: Doom of the Desert (AL)	Plaza B-D	E	T	R
	4	D&D 5e DDAL 6-3 Crypt of the Death Giants (levels 17-20)	Plaza B-D	E	A	R
	4	D&D 5e DDAL 7-1 A City on the Edge (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDALK-B Keep on the Borderlands, part B (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e SKT Chapter 12: Doom of the Desert (levels 8-10)	Plaza B-D	E	A	R

Saturday

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D 5e YLRA 1-4 Down in Flames (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-6 Out of the Frying Pan (11-16)	Plaza B-D	E	A	R
	4	D&D 5e Happy Jacks: Mission Imbardable	San Lorenzo C1	A	A	R
	4	Dungeon Crawl Classics Hole in the Sky	San Lorenzo F3	A	T	R
	4	Dungeon World Return of the Fallen	San Lorenzo B3	A	T	R
	4	Fate Core Weekend on Death Island	San Lorenzo E2	A	A	R
	4	GURPS Project ASPIRE - Veils	San Lorenzo F2	A	T	R
	4	GURPS The Island	San Lorenzo F1	A	T	R
	4	GURPS Troll Hunters Wanted! A Dungeon Fantasy Adventure	San Lorenzo F4	A	T	R
	4	Monarchies of Mau (D20) Lord Krasmus Von Cheshire's Priceless Bezoar-	San Lorenzo E4	A	A	R
	5	Pathfinder RPG Legendary Beginnings: The Bandit's Cave	Chair Boardroom	A	F	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	4	Proprietary Consulting Detectives	San Lorenzo A2	B	T	R
	8	Savage Rifts Mexican Cargo Run: To steal a Battleship Part 2	Santa Monica C	A	A	R
	5	Starfinder RPG SFS #1-00: Claim to Salvation	Los Angeles A	A	A	R
	5	Starfinder RPG SFS Quest 1-1: Into the Unknown	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	4	Synthicide RPG Synthicide RPG demo	San Lorenzo E1	A	A	R
	4	Torchbearer The Dread Crypt of Skogenby	San Lorenzo B2	A	T	R
	4	Vampire the Requiem: 2nd Ed. The Requiem Chronicles: Dance of the Dead	San Lorenzo E3	A	A	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	2	Ender Dragon Challenge	Marina	A	A	V
	1	Hearthstone	Marina	A	A	V
3 pm	3	Builders of Blankenburg Sponsored	International B	A	A	B
	1	Legacy: The Testament of Duke de Crecy 101	International B	B	A	B
	1	Murder at Blood Mansion Event	International B	B	F	B
	2	Oracle of Delphi Event	International B	A	T	B
	2	Project Elite Event	International B	A	M	B
	2	Ticket to Ride: USA 1910 Tournament	International B	E	A	B
	2	Yahtzee Free for All #2 Small	International B	A	A	B
	1	Dice Masters 101	La Jolla	A	A	C
	3	Magic SEALED Tournament: Current Sets	La Jolla	A	A	C
	3	Middle-Earth CCG (MECCG) Hero Constructed	La Jolla	A	A	C
	5	Strategicon Football League - 2017	Exec Boardroom	A	A	G
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Pocketari: Minotaur Event	Newport B	A	A	P
	1	Zombie Food Fight Event	Newport B	A	A	P
	4	Command Failure/ Rise of Empire Event *	Los Angeles C	A	A	W
4 pm	2	Century: Spice Road Demo	International B	B	A	B
	4	DOOM: The Board Game Small	International B	A	T	B
	1	Kingsburg 101	International B	B	A	B
	1	Mage Knight 101	International B	B	A	B
	5	Power Grid Tournament	International B	E	T	B
	3	Systems Failing Demo	International B	B	A	B
	1	T'zolkin: The Mayan Calendar 101	International B	B	A	B
	1	Battle of Souls 101	La Jolla	A	T	C
	3	Dice Masters Rainbow Draft	La Jolla	A	A	C
	3	Exodus Gateway 2017 Championship *	La Jolla	A	F	C
	2	Castellan - Play to Win!	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	1	Tak: A Beautiful 101	La Jolla	A	A	C
	2	Tournament Movie, Advance Screening	1635	A	A	G
	2	Everyone Terrain Making 001	International A	A	A	M
	3	The Genius Game Event	Catalina A	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Pocketari: Minotaur Demo	Newport B	A	A	P
	1	Zombie Food Fight Event	Newport B	A	A	P

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	The Show That Shall Not Be Named	Carmel	A	A	S
	4	Friedrich Small	Los Angeles C	A	A	W
5 pm	1	Catan 101	International B	B	A	B
	4	Kingsburg Tournament	International B	E	A	B
	1	Little Drop of Poison 101	International B	B	A	B
	2	Love Letter #2 Small	International B	A	A	B
	5	Mage Knight Event	International B	A	A	B
	2	Runes of Ragnarok Demo	International B	B	A	B
	3	T'zolkin: The Mayan Calendar Event	International B	E	A	B
	3	Battle of Souls Tournament #2	La Jolla	E	T	C
	2	Tak: A Beautiful Beginners Tournament	La Jolla	B	A	C
	1	Yu-Gi-Oh! Demo #3	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	6	Circus Maximus Circus Maximus	International A	A	A	M
	2	Gorechosen Gorechosen	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Pocketari: Minotaur Demo	Newport B	A	A	P
	1	Zombie Food Fight Event	Newport B	A	A	P
	2	Mario Kart 8 Team Race	Marina	A	F	V
6 pm	6	Catan Big	International B	E	A	B
	1	Champions of Midgard 101	International B	B	T	B
	1	Outpost 101	International B	B	A	B
	4	Rayguns and Rocketships Demo *	International B	B	A	B
	4	Runewars Small	International B	A	M	B
	3	Stadium: A Sport Odyssey Demo	International B	B	A	B
	1	Ticket to Ride First Journey Event	International B	B	K	B
	4	Ticket to Ride: Team Asia Small	International B	A	A	B
	1	Exodus DEMO *	La Jolla	A	F	C
	4	Star Wars Destiny BOOSTER DRAFT	La Jolla	A	A	C
	2	OGRE 6th Edition	La Jolla	A	T	C
	6	Battletech - Alpha Strike Clan vs. Innersphere - Alpha Strike	International A	A	T	M
	4	X-Wing Epic Ship Encounter	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	1	Pocketari: Minotaur Demo	Newport B	A	A	P
	3	The Saber Legion Championship Series Exhibition - Tim Keennon Classic [...]	Pasadena Gard.	A	A	P
	1	Star Craft 1	Marina	A	A	V
	4	C&C Napoleonics: Intro & Epic Demo Demo	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Camel Cup #1 Small	International B	A	A	B
	1	Carcassonne 101	International B	B	A	B
	2	DC Deck Building Game Event	International B	A	A	B
	3	Dead of Winter Event	International B	B	M	B
	1	Flatline 101	International B	B	T	B
	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	3	Outpost Small	International B	A	A	B
	4	Middle-Earth CCG (MECCG) Hero Arda	La Jolla	A	A	C
	3	Yu-Gi-Oh! Tournament	La Jolla	A	A	C
	6	By Night Studios Vampire the Masquerade Pillars of Salt Larp (BNS) - [...]	3103	B	M	L
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Pocketari: Minotaur Demo	Newport B	A	A	P
	4	D&D 5e DDAL 5-17 Hartkiller's Horn (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDAL 7-1 A City on the Edge (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e DDALK-C Keep on the Borderlands part C (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e DDEPL 6-3 Hectacomb (track 3) (levels 11-16)	Plaza B-D	E	A	R
	4	D&D 5e DDEPL 6-3 Hectacomb (track 4) (levels 17-20)	Plaza B-D	E	A	R

Saturday

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	5	Pathfinder RPG CALIFORNIA PREMIERE EVENT: The Solstice Scar	Los Angeles A	A	A	R
	4	Command Failure/ Rise of Empire Event *	Los Angeles C	A	A	W
8 pm	2	Carcassonne Tournament	International B	E	A	B
	1	Dominant Species 101	International B	B	A	B
	1	Growl Demo	International B	B	A	B
	1	Thurn and Taxis 101	International B	B	A	B
	1	Xia: Embers of a Forsaken Star 101	International B	B	A	B
	3	Magic DRAFT: Current Sets	La Jolla	A	A	C
	4	Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	La Jolla	E	T	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	4	Gateway Football League - 2017 (Founding Season)	Exec Boardroom	A	A	G
	4	Sign Sign: A Game About Being Understood	Bel Air	A	T	L
	4	Blood Rage Blood Rage	International A	A	T	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	1	Deception: Murder in Hong Kong	Newport D	A	A	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	4	ASPIRE (GURPS, tournament) "I Owe My Soul..."	San Lorenzo F1	A	T	R
	4	Changeling: The Dreaming (20th Anniversary Edition) Autumn's Cold Grasp	San Lorenzo A3	A	T	R
	4	Cypher System Numenera: Beneath the Pyramid	San Lorenzo D1	A	A	R
	4	Cypher System Vurt	Chair Boardroom	A	T	R
	3	Dreamchaser: A Game of Destiny Dreamchaser: What Dreams May [...] *	San Lorenzo E1	A	A	R
	4	GURPS Mars Attacks- -Attack Back	San Lorenzo B1	A	A	R
	4	PRISM KALEIDOSCOPE - Inhuman	San Lorenzo C1	A	M	R
	4	Shadowrun: Anarchy Shadowrun: Anarchy	Santa Monica A	A	T	R
	4	USOR System Fragments of Karn	San Lorenzo A1	A	T	R
	2	Happy Jacks RPG Podcast: Live from Gateway 2017	Carmel	A	T	S
	2	Injustice 2 #1	Marina	E	T	V
9 pm	1	7 Wonders 101	International B	B	A	B
	2	Batman: Gotham City Strategy Game Event	International B	B	M	B
	4	Dominant Species Small	International B	A	A	B
	2	Manila Small	International B	A	A	B
	3	Thurn and Taxis Small	International B	E	A	B
	4	Xia: Embers of a Forsaken Star Event	International B	A	A	B
	1	Deception: Murder in Hong Kong	Newport D	A	A	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Werewolf: Twilight Edition GM: Alex Haley Event	Newport C	A	A	P
10 pm	3	7 Wonders MEGA	International B	E	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Clay-O-Rama Clay-O-Rama Deathball!	International A	A	A	M
	3	RPG Games on Demand (Late night session!)	Lower Lobby	A	A	R

* = Play with the creator

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

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

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

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

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

Sun, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	Magic DRAFT: Current Sets	La Jolla	A	A	C
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
9 am	2	Bull Moose Election of 1912 Event	International B	A	A	B

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Dream Factory Small	International B	A	A	B
	3	Formula-D Small	International B	A	A	B
	1	Kingdom Builder 101	International B	B	A	B
	1	Qwixx Deluxe Event	International B	A	A	B
	3	Systems Failing Demo	International B	B	A	B
	1	The Castles of Burgundy 101	International B	B	A	B
	3	Middle-Earth CCG (MECCG) 101	La Jolla	A	A	C
	3	Naming of the Sprue *	Intl. Foyer	A	A	G
	4	Arcadia Quest: Inferno Arcadia Quest: Inferno	International A	A	T	M
	2	Clay-O-Rama Clay-O-Rama Extravaganza	International A	A	K	M
	4	Potion Explosion Potion Explosion w/The Fifth Ingredient	International A	A	T	M
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDALK-D Keep on the Borderlands part D (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e YLRA 1-5 The Shadows From the Stars (levels 11-16)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-7 To Start a War (levels 11-16)	Plaza B-D	E	A	R
	4	Goobles & Goblins The Problem with Goobles	San Lorenzo E1	A	K	R
	4	GURPS The Blackout Era – Retribution	San Lorenzo F1	A	T	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	4	PbtA The Happiest Apocalypse on Earth	Chair Boardroom	A	T	R
	4	Savage Worlds Lankmar: City of Thieves Obscure Obsession of the [...]	San Lorenzo C1	A	M	R
	4	Savage Worlds Superheroes Heroes of Cityopolis: Revenge of the [...]	San Lorenzo D1	A	F	R
	4	Sorcerors Crusade Aqua Vite, Search for the Fountain of Youth	San Lorenzo A1	A	A	R
	5	Starfinder RPG SFS Quest 1-1: Into the Unknown	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	2	The Light RPG Unauthorized Human Trials *	San Lorenzo B1	A	A	R
	4	Short RPG Mixtape	Santa Monica A	A	A	R
	12	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	5	Castles of Burgundy Big	International B	E	A	B
	1	Game of Thrones 101	International B	B	T	B
	2	Kingdom Builder Small	International B	E	A	B
	1	Legendary Encounters: Alien 101	International B	B	M	B
	3	Power Grid World Tour: Italy Event	International B	E	T	B
	6	Rio Grande Demo	International B	B	A	B
	1	Tutti Frutti Event	Family Area	A	K	B
	2	Uno #3 Small	International B	A	A	B
	8	Cheapass Demo	La Jolla	A	A	C
	1	Exodus DEMO *	La Jolla	A	F	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	6	Renegade Games demos	La Jolla	A	A	C
	2.5	Star Wars Destiny Standard Constructed	La Jolla	E	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Revolution!	La Jolla	A	T	C
	8	Age of Sigmar Age of Sigmar ITC Rogue Trader Tournament	International A	E	A	M
	6	Blood Bowl Blood Bowl: N00ber Bowl III	International A	A	A	M
	12	Dust 1947 Dust: Apocalypse Now	International A	A	A	M
	7	Paint and Take	International A	A	A	M
	6	Star Wars Armada Star Wars Armada	International A	A	A	M
	10	Team Yankee Team Yankee 10mm	International A	A	T	M
	12	Warhammer 40K 8th Edition Warhammer 40K Apocalypse	International A	A	A	M
	4	Wings of Glory/Wings of War Wings of Glory/War	International A	A	A	M
	1	TSL Informational Seminar and Demonstration Event	Pasadena Gard	A	A	P
	8	Kriegsspiel Event	Los Angeles C	A	A	W
11 am	1	Aquarius Event	Family Area	A	F	B
	4	Eternal Kings Demo	International B	B	A	B
	6	Game of Thrones 2d Ed Tournament	International B	E	T	B
	1	Johari 101	International B	B	T	B

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Legendary Encounters: Alien Event	International B	A	M	B
	1	Merchant of Venus 101	International B	B	A	B
	4	Middle Earth Quest Event	International B	A	M	B
	1	Raiders of the North Sea 101	International B	B	T	B
	1	Magic: the Gathering 101 - Intro to MtG	La Jolla	A	A	C
	3	Pokemon #2	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #4	La Jolla	A	A	C
	6	Flea Market	Intl. Foyer	A	A	G
	0.1	Raffle Drawing!	Pacific	A	A	G
	6	Pike and Shotte HMGS-PSW presents Great Italian Wars	International A	A	A	M
	2	Test of Honor The Sword of the Master	International A	A	A	M
	2	Kid Friendly Movies #2	Carmel	A	A	S
	4	Command Failure/ Rise of Empire Event *	Los Angeles C	A	A	W
Noon	1	Age of War 101	International B	B	A	B
	3	Century: Spice Road Event	International B	A	A	B
	1	FUSE 101	International B	B	A	B
	2	Johari Event	International B	E	T	B
	3	Merchant of Venus Tournament	International B	E	A	B
	2	Phase 10 #3 Small	International B	A	A	B
	4	Secret Unknown Stuff: Escape from Dulce Demo	International B	B	T	B
	1	Talisman Cataclysm 101	International B	B	T	B
	1	A Game of Thrones: the Card Game 101	International B	B	T	C
	4	Star Wars Miniatures: Sealed Virtual Booster Draft	La Jolla	A	A	C
	3	Exodus Booster Draft Tournament *	La Jolla	A	F	C
	4	Herodix: "Rumble in the Steel Jungle"	La Jolla	A	A	C
	10	Indie Game Alliance	La Jolla	A	A	C
	3	Magic SEALED Tournament: Current Sets	La Jolla	A	A	C
	3	Middle-Earth CCG (MECCG) Open Constructed	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	10	Steve Jackson Games - dice and card game demos	La Jolla	A	A	C
	4	Naming of the Sprue End of Submission *	Intl. Foyer	A	A	G
	7	Gepanzerte Faust Rearguard at Isneauville, 8th June, 1940	International A	A	A	M
	6	Malifaux Malifaux Demoes	International A	A	A	M
	6	Malifaux Malifaux Henchman Hardcore	International A	A	A	M
	2	Speed Painting	International A	A	T	M
	1	Iron Block Challenge	Marina	A	A	V
	4	Battle Cry Tournament Event	Los Angeles C	A	A	W
1 pm	1	Advanced Civilization 101	International B	B	A	B
	1	Caverna: The Cave Farmers 101	International B	B	A	B
	1	Flatline 101	International B	B	A	B
	3	Food Feud Demo	International B	B	A	B
	4	Talisman Cataclysm Small	International B	E	T	B
	3	Ticket to Ride: Europe Tournament	International B	E	A	B
	3	A Game of Thrones: the Card Game	International B	A	T	C
	4	Ascension: Chronicle of the Godslayer #2	La Jolla	A	A	C
	6	All of them! Terrain Making 200	International A	A	A	M
	5	Open Combat Pirates vs. Ninjas!	International A	A	T	M
	2	Crowdfunding, is it for me?	Carmel	A	A	S
2 pm	8	Advanced Civilization Big	International B	E	A	B
	3	Builders of Blankenburg Demo	International B	B	A	B
	6	Caverna: The Cave Farmers Event	International B	A	T	B
	4	Great Western Trails Small	International B	A	A	B
	2	Monopoly Deal #3 Small	International B	A	A	B
	2	Power Grid: The Card Game Small	International B	A	A	B
	2	Runes of Ragnarok Demo	International B	B	A	B
	2	Vast: The Crystal Cavern Demo	International B	B	A	B
	1	Viticulture 101	International B	B	A	B

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Exodus DEMO *	La Jolla	A	F	C
	5	Dark Waters Rising C & D Pathfinder ACG	Los Angeles A	A	A	C
	4	Munchkin Tournament	La Jolla	A	T	C
	2	Revolution!	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	5	Dying Kingdoms Dying Kingdoms LARP	3103	A	M	L
	2	Painting Contest Judging	International A	A	A	M
	4	Masmorra: Dungeons of Arcadia Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Thug Life Thug Life Demos *	International A	A	A	M
	5	AD&D 2nd Edition Mini-Dungeon Potpourri	San Lorenzo D3	E	M	R
	4	Call of Cthulhu 5th Edition Call of Cthulhu - The Curse of the Twelve	San Lorenzo A3	A	T	R
	4	Custom Death of Legends	San Lorenzo E1	A	A	R
	4	D&D 5e DDAL 6-3 Crypt of the Death Giants (levels 17-20)	Plaza B-D	E	A	R
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDALK-E Keep on the Borderlands part E (levels 1-4)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-6 Out of the Frying Pan (11-16)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-8 Breaking Point (levels 11-16)	Plaza B-D	E	A	R
	3	Dreamchaser: A Game of Destiny Dreamchaser: What Dreams May [...] *	San Lorenzo B3	A	A	R
	4	Dungeon Crawl Classics Sailors on the Starless Sea	San Lorenzo E3	A	A	R
	2.5	Gruel Truck! mini-rpg Competitive Gruel Truck!	Chair Boardroom	A	A	R
	4	GURPS The Island	San Lorenzo F3	A	T	R
	4	GURPS 4th Edition In Defense of House Stark	San Lorenzo F1	A	T	R
	4	Masks: A New Generation Masks vs The Doom From The Past	San Lorenzo D1	B	M	R
	4	Microscope Microscope	San Lorenzo C1	A	T	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	8	Savage Rifts Mexican Cargo Run: To steal a Battleship Part 2	Santa Monica C	A	A	R
	5	Starfinder RPG SFS #1-00: Claim to Salvation	Los Angeles A	A	A	R
	5	Starfinder RPG SFS Quest 1-1: Into the Unknown	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	4	Synthicide RPG Synthicide RPG demo	San Lorenzo A1	B	T	R
	2	The Light RPG Home is Where the Hearth Is *	Santa Monica A	A	A	R
	4	The Skeletons The Skeletons	San Lorenzo B1	A	A	R
	4	Torchbearer Under the House of Usher	San Lorenzo A2	A	T	R
	4	RPG Games on Demand (KIDS ONLY session!)	Lower Lobby	A	K	R
	1	Hearthstone	Marina	A	A	V
	2	Mario Kart 8	Marina	A	K	V
3 pm	1	Acquire 101	International B	B	A	B
	1	Galaxy Trucker 101	International B	B	A	B
	3	Hegemonic Event	International B	A	T	B
	1	Istanbul 101	International B	B	A	B
	1	My First Stone Age Event	International B	B	K	B
	7	Star Wars Imperial Assault Event	International B	A	M	B
	4	Viticulture Tournament	International B	E	A	B
	2	Yahtzee Free for All #3 Small	International B	A	A	B
	1	Dice Masters 101	La Jolla	A	A	C
	3	Magic SEALED Tournament: Current Sets	La Jolla	A	A	C
	4	Command Failure/ Rise of Empire Event *	Los Angeles C	A	A	W
4 pm	3	Acquire: David Woolcott Memorial Tournament Tournament	International B	E	A	B
	1	Dream Home Event	Family Area	A	F	B
	3	Galaxy Trucker Small	International B	A	A	B
	3	Istanbul Small	International B	A	A	B
	1	Puerto Rico 101	International B	B	A	B
	4	Safe House Demo	International B	B	T	B
	1	Sheriff of Nottingham 101	International B	B	A	B
	1	Treasure Hogs PLAYTEST Demo	International B	B	F	B
	1	Pirates Sink & Keep: Godzilla vs Candy Land	La Jolla	A	K	C

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Dice Masters Grab Bag	La Jolla	A	A	C
	3	Exodus "Eclipse" Tournament *	La Jolla	A	F	C
	1	Tak: A Beautiful 101	La Jolla	A	A	C
	0.1	GRID GAME Raffle Drawing! *	Pacific	A	A	G
	6	Terrain Making 001	International A	A	A	M
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	2	The Light RPG Adrift on the Wildsea *	San Lorenzo A1	A	A	R
	1	ComicBook LIVE! Improv Cosplay Comedy	Carmel	A	A	S
5 pm	1	Agricola 101	International B	B	A	B
	1	Elder Sign 101	International B	B	A	B
	2	Love Letter #3 Small	International B	A	A	B
	4	Puerto Rico Tournament	International B	E	A	B
	2	Rolling for Bunnies Demo	International B	B	F	B
	3	Sheriff of Nottingham Event	International B	A	A	B
	1	The Lord of the Ice Garden 101	International B	B	T	B
	4	Star Wars Miniatures: Constructed Epic Duo's	La Jolla	A	A	C
	4	Star Wars Destiny Cube Draft	La Jolla	A	A	C
	2	Tak: A Beautiful Tournament	La Jolla	A	A	C
	0.1	Raffle Drawing!	Pacific	A	A	G
	6	Homebrew Godzilla Battle Royale	International A	A	A	M
	1	The ABCs of RPGs – guiding the next generation of gamers	Carmel	A	A	S
6 pm	4	Agricola Big	International B	E	A	B
	2	Elder Sign Event	International B	A	A	B
	1	Grand Austria Hotel 101	International B	B	A	B
	1	Machi Koro 101	International B	B	A	B
	2	Stockpile Event	International B	A	A	B
	1	Stone Age 101	International B	B	A	B
	3	The Lord of the Ice Garden Event	International B	E	T	B
	1	Exodus DEMO *	La Jolla	A	F	C
	2	Munchkin Cthulhu Guest Artist Edition	La Jolla	A	T	C
	6	Age of Sigmar Sigmar	International A	A	A	M
	6	D&D 5e The 3-D Monster Mash	International A	A	A	M
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	4	Sails of Glory, Frigates Event	Los Angeles C	A	A	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G
7 pm	2	Camel Cup #2 Small	International B	A	A	B
	2	Galactic Explorer PLAYTEST Demo *	International B	B	T	B
	4	Grand Austria Hotel Event	International B	A	A	B
	2	Machi Koro Small	International B	A	A	B
	4	Stone Age Tournament	International B	E	T	B
	3	Yu-Gi-Oh! Tournament	La Jolla	A	A	C
	2	Fire of Eidolon Launch Party *	1635	A	A	G
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	4	Space Cadets: The MegaGame Event	Newport B	A	A	P
	2	Witchhunt Event	Catalina C	A	A	P
	4	D&D 5e DDEP 7-1 Peril at the Port (track 1) (levels 1-4)	Plaza B-D	A	A	R
	4	D&D 5e DDEP 7-1 Peril at the Port (track 2) (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-7 To Start a War (levels 11-16)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-9 Titan Rising (levels 11-16)	Plaza B-D	E	A	R
	2	Feedback Forum	Carmel	A	A	S
	4	Command Failure/ Rise of Empire Event *	Los Angeles C	A	A	W
8 pm	1	Glory to Rome 101	International B	B	T	B
	1	Hero Quest 101	International B	B	A	B
	1	Spoils of War 101	International B	B	A	B
	3	Ticket to Ride: Pennsylvania Tournament	International B	E	A	B
	1	T.I.M.E. Stories 101	International B	B	A	B
	3	Magic DRAFT: Current Sets	La Jolla	A	A	C

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	5	Dark Waters Rising E & F Pathfinder ACG	Los Angeles A	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	6	Teenage Mutant Ninja Turtles Sewer Crawl TMNT: Shadows of the Past	International A	A	A	M
	3	Time's Up!: Extreme Event	Catalina A	A	M	P
	4	Call of Cthulhu 5th Edition Call of Cthulhu - The Thirteenth Son	San Lorenzo A3	A	T	R
	4	Cthulhu Dark Dance in the Blood	San Lorenzo C1	A	M	R
	4	GURPS The Blackout Era – Safe Zone	San Lorenzo F1	A	T	R
	4	GURPS Troll Hunters Wanted! A Dungeon Fantasy Adventure	San Lorenzo F3	A	T	R
	4	Mage: The Awakening Second Edition L'esprit de libert�	Chair Boardroom	A	M	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	4	USOR System Fragments of Karn	San Lorenzo A1	A	T	R
	4	Short RPG Mixtape	San Lorenzo A1	A	A	R
	2	Injustice 2 #2	Marina	E	T	V
9 pm	3	Glory to Rome Tournament	International B	E	T	B
	4	Hero Quest Event	International B	A	A	B
	3	Nexus Ops Small	International B	A	A	B
	3	T.I.M.E. Stories Event	International B	A	A	B
	3	Ultimate Werewolf Event	Catalina C	A	A	P
	3	Ultimate Werewolf Event	Catalina D	A	A	P
10 pm	1	Deception: Murder in Hong Kong Event	International B	B	A	B
	1	The Resistance: Avalon Event	International B	B	T	B
	1	Wits & Wagers Small	International B	A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
11 pm	2	Parsely Event	Newport B	A	M	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P

* = Play with the creator

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

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

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

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

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

Mon, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	Magic DRAFT: Current Sets	La Jolla	A	A	C
	3	Ultimate Werewolf Event	Catalina D	A	A	P
	3	Ultimate Werewolf Event	Catalina C	A	A	P
3 am	3	Ultimate Werewolf Event	Catalina D	A	A	P
9 am	3	Food Feud Demo	International B	B	A	B
	3	Power Grid World Tour: Benelux	International B	E	A	B
	1	Saint Petersburg 101	International B	B	A	B
	3	Splendor MEGA	International B	E	A	B
	4	The Godfather: Corleone's Empire The Godfather: Corleone's Empire	International A	A	T	M
	4	Cypher System Into the Galvanic Labs	San Lorenzo C1	A	A	R
	4	D&D 5e DDAL 7-1 A City on the Edge (levels 1-4)	Plaza B-D	B	A	R
	4	D&D 5e DDAL 7-2 Over the Edge (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-4 Down in Flames (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-8 Breaking Point (levels 11-16)	Plaza B-D	E	A	R
	3	Dreamchaser: A Game of Destiny Dreamchaser: What Dreams May [...] *	San Lorenzo E1	A	A	R
	4	GURPS Paragon University - Small Time	San Lorenzo A1	A	T	R
	4	GURPS 4th Edition In Defense of House Stark	San Lorenzo B1	A	T	R
	5	Pathfinder RPG Legendary Beginnings: The King's Curse	Chair Boardroom	A	F	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
	2	The Light RPG Beneath a Metal Sky	San Lorenzo D1	A	A	R

Monday

17

Monday

Mon, Sep 4

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	4	Eternal Kings Demo	International B	B	A	B
	2	Saint Petersburg Small	International B	A	A	B
	1	Space Hulk: Death Angel 101	International B	B	A	B
	2	Uno #4 Small	International B	A	A	B
11 am	2	Space Hulk: Death Angel Event	International B	A	A	B
	3	Game Auction	Carmel	A	A	G
	6	Napoleonic Wars, 2nd Edition Event	Los Angeles C	A	A	W
Noon	3	Ashes: Rise of The Phoenixborn Event	International B	A	A	B
	3	Safe House Demo	International B	B	A	B
	4	Secret Unknown Stuff: Escape from Dulce Demo	International B	B	T	B
	0.1	Grand Raffle Drawing! *	Pacific	A	A	G
1 pm	3	Perpetual Motion Machine Event	International B	A	A	B
	4	Vegas Showdown Event	International B	A	A	B
2 pm	4	D&D 5e DDAL 5-17 Hartkiller's Horn (levels 5-10)	Plaza B-D	E	A	R
	4	D&D 5e DDAL 6-3 Crypt of the Death Giants (levels 17-20)	Plaza B-D	E	A	R
	4	D&D 5e YLRA 1-9 Titan Rising (levels 11-16)	Plaza B-D	E	A	R
	5	Pathfinder RPG Pathfinder Society Adventures	Los Angeles A	A	A	R
	5	Starfinder RPG Starfinder Society Adventures	Los Angeles A	A	A	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event	International B	A	A	B

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

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



HMGS-PSW

TWO DAY PASS = \$25

TWO DAY PASS = \$20 HMGS-PSW MEMBER

TWO DAY PASS = \$20 IPMS ORANGE CON ATTENDEE

ONE DAY PASS = \$15

ONE DAY PASS = \$10 HMGS-PSW MEMBER

ONE DAY PASS = \$10 IPMS ORANGE CON ATTENDEE

Supervised children 13 and under may attend free of charge

Mini-Wars 2017

Two Days of Historical Tabletop Fun

Sat. September 30th and Sun. October 1st

California State University Fullerton Titan Student Center
800 North State College Blvd. Fullerton, CA 92831

Open Sat. 9:00AM to 10:00 PM, Sun. 9:00AM to 9:00PM

Come join us for anything miniature, anything historical, table top games, boardgames and tournaments.

The International Plastic Modelers Society will host Orange Con Sat. in the same building as Mini-Wars, making this an excellent weekend destination. Vendor room - 3,400 sqft.

For more information see: <http://www.hmgspsw.com/>

Or email Harmon Ward: president@hmgspsw.com

QR Code -Scan with your smartphone to access online information



Special Events and Seminars

Special Events and Seminars

Carmel, Newport B

ComicBook LIVE! Improv Cosplay Comedy — Sun 4 pm

Join us for a totally unscripted stage adaptation of a ComicBook, game, or graphic novel adventure - performed in full Cosplay! We've been rocking Strategicon for over 5 years & are excited to return. FREE comics at every show if you come in costume.

Crowdfunding, is it for me? — Sun 1 pm

Ever thought about running your own crowdfunding project? Ever think it's not for you? Well come and hear from those in the trenches of the crowdfunding struggle and from those who've successfully navigated crowdfunding campaigns! Hosted on behalf of Cross Geek by Billy T of the Golden State Gaming Network & moderated by the ever charming and endearing Kimmie Ann, one of the most tenacious Geek Girls in four states!

Feedback Forum — Sun 7 pm

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

Gaming Fixx 15th episode — Sat 1 pm

Gaming Fixx launched its first podcast episode at Gamex returns 3 months later for a live taping. The audience will be invited to participate.

Happy Jacks RPG Podcast: Live from Gateway 2017 — Sat 8 pm

Join the Happy Jacks crew for a live recording (and possible streaming) of our weekly show. Share your gaming experiences, ask questions, make demands.

Kid Friendly Movies — Sat, Sun 11 am

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

The ABCs of RPGs — guiding the next generation of gamers — Sun 5 pm

Do you have a little gamer in your household? Are you wishing and hoping that they share your passion and proclivities to your favorite hobby? Bring your tiny one and let's talk about how games can be a positive influence on your child's life. Coloring and activity books included during the panel!

The Show That Shall Not Be Named — Sat 4 pm

Based on your suggestion, The Show That Shall Not Be Named will do an improvised story based in the world of Harry Potter that has never been seen before and will never be seen again. It's just like magic!!!

General Events

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

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

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

Fire of Eidolon Launch Party — Sun 7 pm

Come play Magic Meeple Games' brand new release, Fire of Eidolon! Get your copy signed by the design/development team, get a photo with Kalistos the Fire of Eidolon Rogue, and have a drink or two with us! Fire of Eidolon is now available at MagicMeepleGames.com and at the MMG booth in the Strategicon Vendor hall. Party in 1635.

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

Our Bazaar of the Bizarre. Come clear out your closet or attempt to fill it back up.

Game Auction — Mon 11 am

Gaming stuff. Lots and lots of gaming stuff. Gamex brings you the finest and oddest selection of gaming stuff to be found anywhere in Southern California at our Monday morning game auction. Come see what lurks in the closets of gamers everywhere!

Gateway Football League - 2017 (Founding Season) — Sat 8 pm

FANTASY FOOTBALL! - A live draft for 8-16 teams will be held to the start of the Gateway Football League. We will use the ESPN Standard (performance method scoring) fantasy football scoring. No Keeper League. Teams will meet head-to-head with a playoff. FIRST PICK AT 8:30 PM!

Grand Raffle Drawing! — Mon Noon

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

GRID GAME Raffle Drawing! — Sun 4 pm

The drawing for the GRID GAME will pull 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!

Knitting and Crochet Meetup — Sat 9 am

Grab your coffee, grab your knitting or crochet, and join our casual meetup before heading out to your day of game playing. All experience levels welcome, and other fiber arts welcome as well.

Meet & Greet — Fri 7 pm

Come join our special guests Ken St. Andre, Robert Adducci, and Claire Hoffman for a special Meet & Greet Event. (Room 1635)

Naming of the Sprue — Fri Noon, Sat, Sun 9 am

Love the feeling of punching out pieces of new games? How about the cardboard that's left over? Informally called a sprue, if you're clever you can identify what games these 10 came from. See the display in the foyer. Dealer dollars for 3 of the top guessers, ends Sunday at noon.

Naming of the Sprue End of Submission — Sun Noon

End of submissions for the Naming of the Sprue. Winners will be contacted and awards can be picked up at Payouts by Registration after 4pm. Please bring your badge, you will need that to claim any winnings

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!

General Events

Strategicon Football League - 2017 — Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 6th 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. No keeper league. FIRST PICK at 3:30 PM!

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 — Fri 6 pm

1846 is an 18xx game set in the Midwestern United States. Differences from other 18xx games include scaling the number of corporations, private companies, and bank size to the number of players, fewer restrictions on actions.

1846 101 — Fri 5 pm

7 Blunders — Fri 10 pm

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

7 Wonders 101 — Sat 9 pm

7 Wonders MEGA — Sat 10 pm

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

Abys — Fri 2 pm

Gather friendly races, gain the influence of powerful nobles, and control exotic locales as you explore the depths of the abyss in this immersive [ahem] contest. Using pearls as currency, the undersea world is your oyster!

Acquire 101 — Sun 3 pm

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

Advanced Civilization — Sun 2 pm

Each player leads a nation of peoples over a map board of the Eastern Mediterranean and Near East as they attempt to carve a niche for themselves and their culture.

Advanced Civilization 101 — Sun 1 pm

Age of War 101 — Sun Noon

Agricapalooza — Fri 10 pm

Agricola on crack, acid and vodka, featuring: X deck, Fairy deck, Seasons post card, public occupation, roll one occupation, banned cards, semi-random rounds. Not meant for the serious Agricola player, come have some fun!

Agricola — Sun 6 pm

Using any and all available decks, standard bans. Draft 7 occupations from a hand of 9 passing right, draft improvements passing left.

Agricola 101 — Sun 5 pm

Agricola Revised Ed — Sat 10 am

The new 2016 edition will be used. Build the best farm you can by choosing the right occupations and improvements, expanding your family, planting crops and raising animals.

Agricola Revised Ed 101 — Sat 9 am

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Board Games

Tournament Movie, Advance Screening — Sat 4 pm

Tournament is a Little Big film about a group of nerdy friends that become an unlikely family. They gather for an epic trading card game in their local game shop. When a smart and beautiful outsider joins the group, friendships are tested and everything turns upside down. Screening for Gateway attendees in room #1635. Snacks and soda during movie.

Aquarius — Sun 11 am

Try to connect seven cards with your element before anyone else does.

Arkham Horror: The Card Game — Sat Noon

A cooperative Living Card Game® set amid a backdrop of Lovecraftian horror. As the Ancient Ones seek entry to our world, one to two investigators work to unravel arcane mysteries and conspiracies.

Arkham Horror: The Card Game 101 — Sat 11 am

Ashes: Rise of The Phoenixborn — Mon Noon

Players take on the roles of Phoenixborns, demi-gods and protectors of this world. But the time of peace was short-lived. A prophecy arose that if one Phoenixborn was able to absorb others, they would ascend into full gods. The great cities now fight among each other.

Batman: Gotham City Strategy Game — Sat 9 pm

Behind the façade of the great Gotham City lies an active underworld of criminal activity. In Batman: Gotham City Strategy Game, you'll play as one of Gotham City's greatest villains and lead your gang of henchmen to try to become the King of Crime in Gotham City!

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!

Battlestar Galactica Basic 101 — Fri 5 pm

Battlestar Galactica Expansions — Sat 9 am
Battlestar Galactica with available expansions

Blue Moon City — Sat 9 am

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

Builders of Blankenburg — Sat 3 pm

Do you have what it takes to be the master builder? Compete to win the Builders of Blankenburg tournament. Consists of two back to back games with winners from each table during the first round competing in the final. Total time for two games is three hours. Bid. Build. Win.

Builders of Blankenburg DEMO — Sat Noon, Sun 2 pm

A game of bidding and building. Build the most prestigious structures while paying attention to the townsfolk and where they wish to stay. Game play in ~90 minutes

Bull Moose Election of 1912 — Sun 9 am

Replay the exciting election of 1912. This is a card driven game with easy rules and mechanics

Board Games

Board Games

Camel Cup — Sat, Sun 7 pm

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

Carcassonne — Sat 8 pm

A classic, award winning tile-placement game.

Carcassonne 101 — Sat 7 pm

Castles of Burgundy — Sun 10 am

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

Catan — Sat 6 pm

Players try to be the dominant force on the island of Catan by building settlements, cities, and roads. Players collect resource cards — wood, grain, brick, sheep, or stone — to build up their civilizations to get to 10 victory points and win the game.

Catan 101 — Sat 5 pm

Category 5 — Mon 3 pm

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

Caverna: The Cave Farmers — Sun 2 pm

You begin the game with a farmer and his spouse. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring and working spaces for small enterprises.

Caverna: The Cave Farmers 101 — Sun 1 pm

Century: Spice Road — Sun Noon

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

Century: Spice Road DEMO — Sat 4 pm

Players are caravan leaders who travel the famed silk road to deliver spices to the far reaches of the continent for fame and glory. You will trade spices to fulfill certain demands to collect victory cards until one player has 5 cards collected.

Champions of Midgard 101 — Sat 6 pm

Chaosmos — Fri 6 pm, Sat 2 pm

You are an alien sent to recover the mysterious Ovoid before the universe collapses! With only a handful of equipment cards you'll explore planets to find items you'll use to deduce its location. Outsmart everyone and possess the Ovoid when the universe ends!

Clank! 101 — Fri Noon

Burgle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow.

Clank!: Sunken Treasure DEMO — Fri 2 pm

An expansion for Clank! A Deck-Building Adventure, players explore two partially flooded maps with new dungeon deck cards, a new persistent monster to defeat, new environmental challenges, and more as they venture in the watery depths!

Clash of Cultures — Fri 9 pm

A civilization game in which each player leads a civilization from a single settlement to a mighty empire. Players must explore their surroundings, build large cities, research advances and conquer those who stand in the way.

Clash of Cultures 101 — Fri 8 pm

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

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

Colony — Fri 7 pm

Each player constructs and upgrades buildings, while managing resources to grow their fledgling colony. Dice are used as resources.

Colony 101 — Fri 6 pm

Concordia — Sat Noon

A peaceful strategy game of economic development in Roman times for 2-5 players aged 13 and up. Instead of looking to the luck of dice or cards, players must rely on their strategic abilities.

Concordia 101 — Sat 11 am

Cutthroat Kingdoms — Fri 3 pm

A competitive game that features marriage-alliance team mechanisms in which strategic planning and decisive military moves can swing the course of the Kingdom.

DC Deck Building Game — Sat 7 pm

Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! The Justice League of America is ready for action — are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game!

Dead of Winter — Sat 7 pm

Puts 2-5 players in a small, weakened colony of survivors in a world where most of humanity is either dead or diseased, flesh-craving monsters. Each player leads a faction of survivors with dozens of different characters in the game.

Deception: Murder in Hong Kong — Sun 10 pm

Players take on the roles of investigators attempting to solve a murder case — but there's a twist. The killer is one of the investigators!

Dogs of War — Fri 8 pm

A euro-style, soldier placement board game of deception, intrigue and shifting alliances for 3 to 5 players. It is a highly thematic worker placement game with a TON of player interaction.

Dogs of War 101 — Fri 7 pm

Dominant Species — Sat 9 pm

A game that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth.

Dominant Species 101 — Sat 8 pm

DOOM: The Board Game — Sat 4 pm

A strategy board game of tactical combat for two to five players. DOOM immerses players in a fierce battle between legions of demons, controlled by one invader player, and a cooperative team of up to four marines.

Dream Factory — Sun 9 am

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

Dream Home — Sun 4 pm

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

Board Games

Elder Sign — Sun 6 pm

A dice game for one to eight players. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient One. Armed with tools, allies, and occult knowledge, investigators must locate Elder Signs and win the game.

Elder Sign 101 — Sun 5 pm

Eldritch Horror — Fri 2 pm

A cooperative game for 1-8 players. Investigators travel the globe in an urgent quest to save the world from a diabolical, omnipotent Ancient One.

Eldritch Horror 101 — Fri 1 pm

Eternal Kings DEMO — Fri Noon, Sat 10 am, Sun 11 am, Mon 10 am

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

Evolution — Sat 11 am

In this game players attempt to have their species of dinosaurs survive and evolve.

Flatline 101 — Sat 7 pm, Sun 1 pm

Food Feud DEMO — Sat, Sun 1 pm, Mon 9 am

Your new restaurant is coming along nicely and opening night is just around the corner. Unfortunately, the same is true for your competitors. You must all compete to obtain the best ingredients, recruit the top chefs, and - above all - attract the most customers. Plays in ~40 min

Forbidden Stars — Fri 7 pm

Challenges you and up to three other players to take command of a mighty fighting force. Each faction offers unique armies and play styles, but your goal remains the same - to claim the key objectives selected for your faction.

Forbidden Stars 101 — Fri 6 pm

Formula-D — Sun 9 am

Fast paced Formula-1 racing game.

FUSE 101 — Sun Noon

Galactic Explorer PLAYTEST — Fri 6 pm, Sat, Sun 7 pm

Build your ship and then roll the dice to explore the galaxy. Find new worlds and mine them for resources. Find alien technologies that improve our ship. And beware the wormhole!

Galaxy Trucker — Sun 4 pm

Time to haul some serious cargo. Try to make the most money as fast as possible by building the best ships to help you haul your cargo.

Galaxy Trucker 101 — Sun 3 pm

Game of Thrones 101 — Sun 10 am

Game of Thrones 2d Ed — Sun 11 am

Three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare.

Ghost Blitz — Sat 11 am

Help Balduin, the house ghost, figure out what item he wanted, when the photos he took don't quite match the items. Fast visual reaction fun for just about any age.

Glory to Rome — Sun 9 pm

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

Glory to Rome 101 — Sun 8 pm

Goa: A New Expedition — Fri 6 pm

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

Goa: A New Expedition 101 — Fri 5 pm

Grand Austria Hotel — Sun 7 pm

You are in the thick of the Viennese Modern Age, trying your luck as a hotelier. For that, you must expand your little hotel and prepare new rooms. In the meantime, your guests require culinary excellence. Make sure each and every guest receives a proper dish and drink. You may need to hire additional staff.

Grand Austria Hotel 101 — Sun 6 pm

Great Western Trails — Sun 2 pm

Cows! Trains! Indigenous peoples!

Growl DEMO — Fri 4 pm, Sat 8 pm

The colony is infested with werewolves and in order to survive you must root them out! Growl is an extremely light (10 minute) implementation of Werewolf using a brand new game system that allows players the opportunity to make quick but meaningful decisions.

Hanabi — Fri 3 pm

Hanabi - named for the Japanese word for "fireworks" - is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order.

Hegemonic — Sun 3 pm

A fast-paced game of galactic expansion, empire-building, conflict, and intrigue. As the leader of a Great House, you must expand your control over the sectors of the galaxy, build up your industrial, political, and martial capability, develop awe-inspiring technologies, and carefully time your actions to outmaneuver the other empires.

Hero Quest — Sun 9 pm

Choose between Elf, Wizard, Barbarian, and Dwarf to see if you can survive the challenges the Evil Wizard Zargon throws at you. Experience required to play Zargon, but no experience needed to play heroes.

Hero Quest 101 — Sun 8 pm

Icon PLAYTEST — Fri 7 pm, Sat Noon

Come demo and playtest Icon, the board game in which you become a music superstar!

Istanbul — Sun 4 pm

There's hustle and bustle at Istanbul's grand bazaar as merchants and their assistants rush through the narrow alleys in their attempt to be more successful than their competitors. Your goal? Be the first merchant to collect a certain number of rubies.

Istanbul 101 — Sun 3 pm

Johari — Sun Noon

A world famous jewelry market in Jaipur, so naturally in the game Johari you and your fellow players will try to buy and sell gems in order to come out on top in the market.

Johari 101 — Sun 11 am

Kanban: Automotive Revolution — Fri 2 pm

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

Kanban: Automotive Revolution 101 — Fri 1 pm

Board Games

Kingdom Builder — Sun 10 am

Place your Settlements better than your opponents and build your kingdom far superior to all others.

Kingdom Builder 101 — Sun 9 am

Kingsburg — Sat 5 pm

Roll your 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".

Kingsburg 101 — Sat 4 pm

Legacy: The Testament of Duke de Crecy 101 — Sat 3 pm

Legendary Encounters: Alien — Sun 11 am

A deck-building game in the same family as *Legendary: A Marvel Deck Building Game*, but now players must cooperate in order to survive against hordes of aliens.

Legendary Encounters: Alien 101 — Sun 10 am

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, unless half or more players already have a single die left.

Little Drop of Poison 101 — Sat 5 pm

Lords of Waterdeep — Fri 9 pm

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

Lords of Waterdeep 101 — Fri 8 pm

Love Letter — Fri 6 pm, Sat, Sun 5 pm

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

Machi Koro — Sun 7 pm

Armed only with your trusty die and a dream, you must grow Machi Koro into the largest city in the region. You will need to collect income from developments, build public works, and steal from your neighbors' coffers. Just make sure they aren't doing the same to you!

Machi Koro 101 — Sun 6 pm

Mage Knight — Sat 5 pm

Experience the richly detailed fantasy board/card game for yourself. Become a conquering Mage Knight, revealing the board as you explore, finding monsters to battle and sites to conquer, hiring a wide variety of units, improving your deck with new skills, spells, and artifacts.

Mage Knight 101 — Sat 4 pm

Magic Realm — Sat 11 am

1979 board game from Avalon Hill where you play as 1 of 16 unique characters attempting to gain the most points from killing monsters and natives, gaining the most wealth, the most treasures, and learning the most spells. Not for the weak of heart.

Magic Realm 101 — Sat 10 am

Manila — Sat 9 pm

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

Merchant of Venus — Sun Noon

Plan a trade route to maximize your profits.

Merchant of Venus 101 — Sun 11 am

Metropolys — Fri 3 pm

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

Metropolys 101 — Fri 2 pm

Middle Earth Quest — Sun 11 am

Takes place in a time of growing darkness. Players will take control of characters such as a Gondorian Captain, a Rider from the Westfold, or numerous other character types.

Modern Art — Fri 9 pm

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

Modern Art 101 — Fri 8 pm

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

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

Murder at Blood Mansion — Sat 3 pm

A card game for 2-6 players. Find enough evidence to convict one of the suspects unless you are the killer then you must escape.

My First Stone Age — Sun 3 pm

Travel to the past with Jonon and Jada, two stone age children, to rediscover how the first humans settled the world around them.

Nexus Ops — Sun 9 pm

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

No Thanks! — Fri 2 pm

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

Onward to Venus — Fri 1 pm

Explore an alternate Solar System as an end-of-the-19th-century spacefaring empire pursuing the largest pan-planetary economy. Build factories and mines, hunt big game, conquer enemy outposts, and survive potentially existential crises while commanding your expeditionary forces.

Orade of Delphi — Sat 3 pm

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

Outpost — Sat 7 pm

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

Outpost 101 — Sat 6 pm

Overlords of Infamy — Fri 3 pm, Sat 11 am

A ridiculously silly medium-weight game of world domination. Join us on Planet Fred and take on the role of one of the Evil Overlords vying to reign supreme after a campaign of sowing misery throughout the land.

Board Games

Perpetual Motion Machine — Mon 1 pm

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

Phase 10 — Fri 8 pm, Sat, Sun Noon

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

Pirates Cove — Sat 2 pm

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

Port Royal — Fri 4 pm

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

Port Royal 101 — Fri 3 pm

Power Grid — Sat 4 pm

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

Power Grid 101 — Fri 7 pm

Power Grid: The Card Game — Sun 2 pm

Players represent CEOs of mighty power companies producing electricity. During the game, the players bid for power plants at auctions and supply them with resources. The player who produces the most electricity wins the game.

Power Grid World Tour: Benelux — Mon 9 am

Power Grid World Tour: Central Europe — Sat 10 am

Power Grid World Tour: France — Fri 8 pm

Power Grid World Tour: Italy — Sun 10 am

This is fourth year of the Power Grid World Tour. Players earn points for each game they play based on the number of players. A few things have changed, including new times, so make sure you plan accordingly.

Project Elite — Sat 3 pm

In a post apocalyptic setting, an alien civilization has invaded Earth. Players work together as part of a special ops team with the code name "ELITE". They are dispatched to high priority missions - protecting objectives and defending vital targets against the alien invaders.

Puerto Rico — Sun 5 pm

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

Puerto Rico 101 — Sun 4 pm

Qwixx Deluxe — Sun 9 am

A quick-playing dice game in which everyone participates, no matter whose turn it is. To score points you want to mark off as many numbers as possible, but you can mark off a number only if it's to the right of all marked-off numbers in the same row.

Race for the Galaxy 2-player — Fri 8 pm

Players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be consumed later or victory points when the appropriate technologies are available to them.

Raiders of the North Sea 101 — Sun 11 am

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Rayguns and Rocketships DEMO — Sat 6 pm

Calling all Planeteers! Rayguns and Rocketships is an action strategy game inspired by the sci-fi classics of the pulp era. The game features fast-paced strategy, and pulse-pounding action! Plays in ~90 min.

Red Dragon Inn — Sat 2 pm

Your party is done with Dungeon exploring for the day, now it's time to unwind at the Red Dragon Inn. By 'unwind' we mean gamble, brawl, and try to drink your fellow party members under the table. Who will be the last one standing?

Red Dragon Inn 101 — Sat 1 pm

Rio Grande DEMO — Fri 4 pm, Sat 9 am, Sun 10 am

Demonstrations of the latest and some of the most popular Rio Grande Games upon request.

Rolling for Bunnies DEMO — Sun 5 pm

Lops, lionheads, large, small, and ruby-eyed bunnies all need to lose their ornery streaks and find homes. Players select and roll custom dice to achieve maximum hoppiness as well as public and private goals! Play time is about 30 minutes.

Roll Through the Ages: The Bronze Age — Fri 1 pm

In Roll Through the Ages, players roll dice to obtain commodities and workers to build up their civilizations. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points

Runes of Ragnarok DEMO — Fri 2 pm, Sat 5 pm, Sun 2 pm

An upcoming dice-based game of combat and strategy for 2-4 players. Play as a legendary god from Norse mythology and battle other players for control of Asgard. Cast the runes, summon minions, and wield spells in this game of wits and luck.

Runewars — Sat 6 pm

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

Safe House DEMO — Sat 9 am, Sun 4 pm, Mon Noon

Your team must protect 5 key witnesses who will testify against Big Tony, the most notorious mob boss in history. Unfortunately, someone leaked the location of the safe house and Big Tony's goons are closing in. Can you defend the house and the witnesses until help arrives? Plays in ~1 hour

Sagrada — Fri Noon

Draft dice and use the tools-of-the-trade in Sagrada to carefully construct your stained glass masterpiece. Each player builds a stained glass window by building up a grid of dice on their player board. Each board has restrictions on which color or shade of die can be placed.

Saint Petersburg — Mon 10 am

A game of workers, markets, buildings, and nobles bought and scored every turn.

Saint Petersburg 101 — Mon 9 am

San Juan 2d Ed — Fri 3 pm

A card game based on Puerto Rico. The deck of 110 cards consists of production buildings (indigo, sugar, tobacco, coffee, and silver) and "violet" buildings that grant special powers or extra victory points.

Scythe — Fri 6 pm

An engine-building game set in an alternate-history 1920s period. Each player represents a character from one of five factions of Eastern Europe who are attempting to earn their fortune and claim their faction's stake in the land around the mysterious Factory.

Scythe 101 — Fri 5 pm

Board Games

Secret Unknown Stuff: Escape from Dulce DEMO — Sun, Mon Noon
Choose one of 8 hilariously bizarre characters imprisoned in Dulce Base. You must blast your way through 7 levels full of self strategizing enemies. Along the way you will collect zany items, incredible weapons, and level up your character. Beware the dreaded Man in Black!

Sheriff of Nottingham — Sun 5 pm
Prince John is coming to Nottingham! It's a great opportunity to make quick profits in the bustling city. Players must get their goods through the city gate, under the watch of the Sheriff of Nottingham. Do you play it safe or risk it all by sneaking in illicit goods?

Sheriff of Nottingham 101 — Sun 4 pm

Space Hulk: Death Angel — Mon 11 am
Cooperative tactical card game. Up to 6 squads of Terminator Space Marines with unique powers embark on a mission to enter a Space Hulk and fight past hordes of Deadly Genestealers.

Space Hulk: Death Angel 101 — Mon 10 am

Splendor MEGA — Mon 9 am
A game of chip-collecting and card development. Players are merchants of the Renaissance trying to buy gem mines, means of transportation, shops—all in order to acquire the most prestige points.

Spoils of War 101 — Sun 8 pm
A fast-paced and exciting game of bidding and wagering for 3-5 players. Each round, players roll their dice, then cleverly bluff and bet to outwit their fellow Vikings.

Stadium: A Sport Odyssey DEMO — Sat 6 pm
A competitive collectible card board game based on American Football in a post-apocalyptic setting. Two coaches go head to head using card stats, abilities and momentum in phases to outscore their opponent before one of their decks run out.

Star Wars Imperial Assault — Sun 3 pm
Puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star over Yavin 4.

Stockpile — Sun 6 pm
An economic board game that combines the traditional stockholding strategy of buy low, sell high with several additional mechanisms to create a fast-paced, engaging and interactive experience.

Stone Age — Sun 7 pm
A worker placement game where you gather resources to create buildings or buy civilization cards that get you points, while keeping in mind you have to feed your people every round.

Stone Age 101 — Sun 6 pm

Sword and Sorcery — Sat 11 am
An epic-fantasy cooperative board game in which 1-5 players fight together against the forces of evil, which are controlled by the game system itself.

Systems Failing DEMO — Sat 4 pm, Sun 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 of there before it's too late. Plays in ~20 min

T'zolk'in: The Mayan Calendar — Sat 5 pm
Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

T'zolk'in: The Mayan Calendar 101 — Sat 4 pm

Talisman Cataclysm — Sun 1 pm
Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round expansions may be used regardless of the board. Cataclysm will be used in the final round with slight modifications. Only new decks and five new characters, along with the originals, will be included the same rules of Talisman 4th apply.

Talisman Cataclysm 101 — Sun Noon

Terraforming Mars — Sat 2 pm
In the 2400s, mankind begins to terraform the planet Mars. Projects are initiated to raise temperature, oxygen level and ocean coverage until Mars is habitable.

Terraforming Mars 101 — Sat 1 pm

The Captain Is Dead — Fri Noon
A co-op game for 2 to 7 players. All you have to do is get the ship's engines (aka "Jump Core") back online and you win, but because there is a hostile alien ship trying to destroy you, that is easier said than done.

The Castles of Burgundy 101 — Sun 9 am

The Downfall of Pompeii — Fri 1 pm
Pompeii, sitting at the foot of Vesuvius, is at the high point in its development. People come to the city from far and wide to try to make their luck in the city. So far nobody has dreamed of the danger. Who will survive the eruption of Vesuvius unscathed?

The Dwarves — Fri Noon
Based on the first novel of the Die Zwerge tetralogy [Eng. The Dwarves] by author Markus Heitz, the goal of the cooperative game Die Zwerge is to keep evil from flooding Girdlegard. During set-up, players choose one of the dwarves from the novel, each of which is equipped with a unique special ability and different stats for fighting, crafting, and movement.

The Hare & the Tortoise — Sat 10 am
The tortoise accepted the hare's demand for a rematch, but this time there are three other racers, the wolf, the fox and the lamb. Bet on who will win, and try to make it happen.

The Illumination of Lucid City DEMO — Fri 9 pm
A fascist regime has been in power for 500 years, quashing all technological innovation and controlling the thoughts of the people. You are secret scientist hackers with the power to revive the populace. Join the revolution!

The Lord of the Ice Garden — Sun 6 pm
Part Chaos in the Old World, part Dominant Species. Play as 1 of 4 unique factions attempting to gain control of the world before the dead snow falls.

The Lord of the Ice Garden 101 — Sun 5 pm

The Oracle of Delphi 101 — Sat 2 pm

The Resistance: Avalon — Sun 10 pm
Pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain, a promise of prosperity and honor, yet hidden among his brave warriors are Mordred's unscrupulous minions.

Thurn and Taxis — Sat 9 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 101 — Sat 8 pm

Tickets to Ride — Fri 10 pm
Players collect train cards they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets (goal cards that connect cities) and to the player who builds the longest route.

Board Games

Ticket to Ride: Europe — Sun 1 pm

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

Ticket to Ride & Expansions 101 — Fri 5 pm, Sat 9 am

Ticket to Ride First Journey — Sat 6 pm

Build routes while seeing major monuments throughout North America - fun for all ages! The first player to complete 6 Tickets is the winner!

Ticket to Ride: India — Fri 7 pm

On this game board for 2-4 players, in addition to scoring points for claiming routes and completing tickets, a player can also score points in two other ways, longest continuous path of trains and connecting the cities on tickets with two distinct routes.

Ticket to Ride: Pennsylvania — Sun 8 pm

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

Ticket to Ride: Rails and Sails — Sat 1 pm

Takes the familiar gameplay of Ticket to Ride and expands it across the globe - which means that you'll be moving across water, of course, and that's where the sails come in.

Ticket to Ride: Rails and Sails 101 — Sat Noon

Ticket to Ride: Switzerland — Fri Noon

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

Ticket to Ride: Team Asia — Sat 6 pm

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

Ticket to Ride: USA 1910 — Sat 3 pm

A card expansion for the original Ticket to Ride board game.

T.I.M.E. Stories — Sun 9 pm

A narrative game, a game of "decksploration". Each player is free to give their character as deep a "role" as they want, in order to live through a story, as much in the game as around the table.

T.I.M.E. Stories 101 — Sun 8 pm

Titan — Sat 10 am

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

Titan 101 — Sat 9 am

Treasure Hogs PLAYTEST — Sat 1 pm, Sun 4 pm

Come join us and help playtest a new family card game where you play an archeologist along with thieves, raiders and other exciting items in a new card game "Treasure Hogs." Will you be the ultimate Treasure Hog?

Trickerion: Legends of Illusion — Sat 1 pm

A competitive Euro-style strategy game set in a fictional city inspired by the late 19th century urban life and culture, where players take on the role of rival stage illusionists. Players strive to become the city's greatest Magician by acquiring the most Fame points.

Trickerion: Legends of Illusion 101 — Sat Noon

Tutti Frutti — Sun 10 am

Collect as many matching tiles as possible before your options run out. The tiles have different fruits on either side - when you match a tile, the other side becomes your next match. Each game is no more than 10 minutes, so plan on multiple rounds.

Twilight Imperium 3rd Ed — Sat 11 am

An epic empire-building game of interstellar conflict, trade, and struggle for power.

Twilight Imperium 3rd Ed 101 — Sat 10 am

Uno — Fri 10 pm, Sat, Sun, Mon 10 am

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

Vast: The Crystal Cavern DEMO — Sun 2 pm

The dragon has been asleep for many long years. In that time, the cave under which it slumbered has changed greatly... Goblins and strange monsters have filled its gloomy depths and there are whispers that the cave itself has begun thinking, shifting, and growing evermore dangerous.

Vegas Showdown — Mon 1 pm

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

Viticulture — Sun 3 pm

Players vie to have the most prestigious winery.

Viticulture 101 — Sun 2 pm

Wits & Wagers — Sun 10 pm

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

Wizard — Fri 5 pm

This trick-taking card game uses a sixty-card deck that consists of the traditional deck along with four Wizards and four Jesters. Players compete over multiple rounds by bidding their hand and making their bid exactly in order to score points.

Wizard 101 — Fri 4 pm

Xenoshyft 101 — Fri 9 pm

Xenoshyft: Onslaught — Fri 10 pm

Combines classic deck-building and resource management with fast-paced combat and unique "base defense" elements. Each player builds up their deck of Troop, Equipment, and Item cards, which they will in turn use to defend the base against incoming enemies.

Xia: Embers of a Forsaken Star — Fri, Sat 9 pm

A sandbox space adventure where 1-5 players start as a hopeful captain of a small starship. Complete missions, explore sectors, harvest asteroids & nebulae, dodge comets, trade cargo, battle, upgrade ships, earn titles, and vie for most Fame to win! Now with Ember Expansion!

Xia: Embers of a Forsaken Star 101 — Sat 8 pm

Xia: Embers of a Forsaken Star 101 — Fri 8 pm

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

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

Zombie Dice — Fri 7 pm

In Zombie Dice, you are a zombie. You want braains - more brains than any of your zombie buddies. The 13 custom dice are your victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn! Whoever collects 13 brains first wins.

Annual Awards

Annual Awards

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

For 2016 the winners are:

- Jack Butler Award: 1st - Darrell Stark
2nd - Michael Swinson
3rd - Jaye R.
- Short Board Games: 1st - Darrell Stark
2nd - Gilbert Quinonez
3rd - Michael Swinson
- Medium Board Games: 1st - Michael Swinson and
Bruce Schlickbernd
2nd - Kyle Greenwood
- Long Board Games: 1st - Matthew Weber
2nd - Winton Lemoine
3rd - Jonathan Flagg
- Collectible Games: 1st - Ryan Su

- 2nd - Michael Arsellon
3rd - Elliot Bely
1st - Charlotte Senki
2nd - Jared Patterson
3rd - Stan Cascone

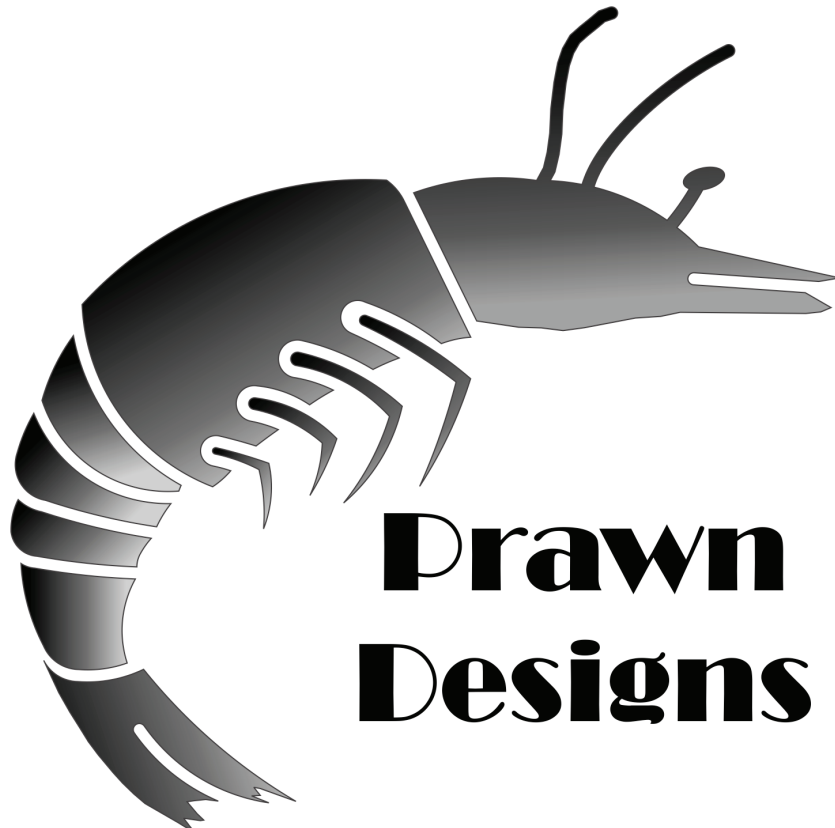
Video Games:

Strategicon congratulates these fine gamers!

As announced at Gateway 2016 we reformulated the awards.

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

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



Prawn Designs

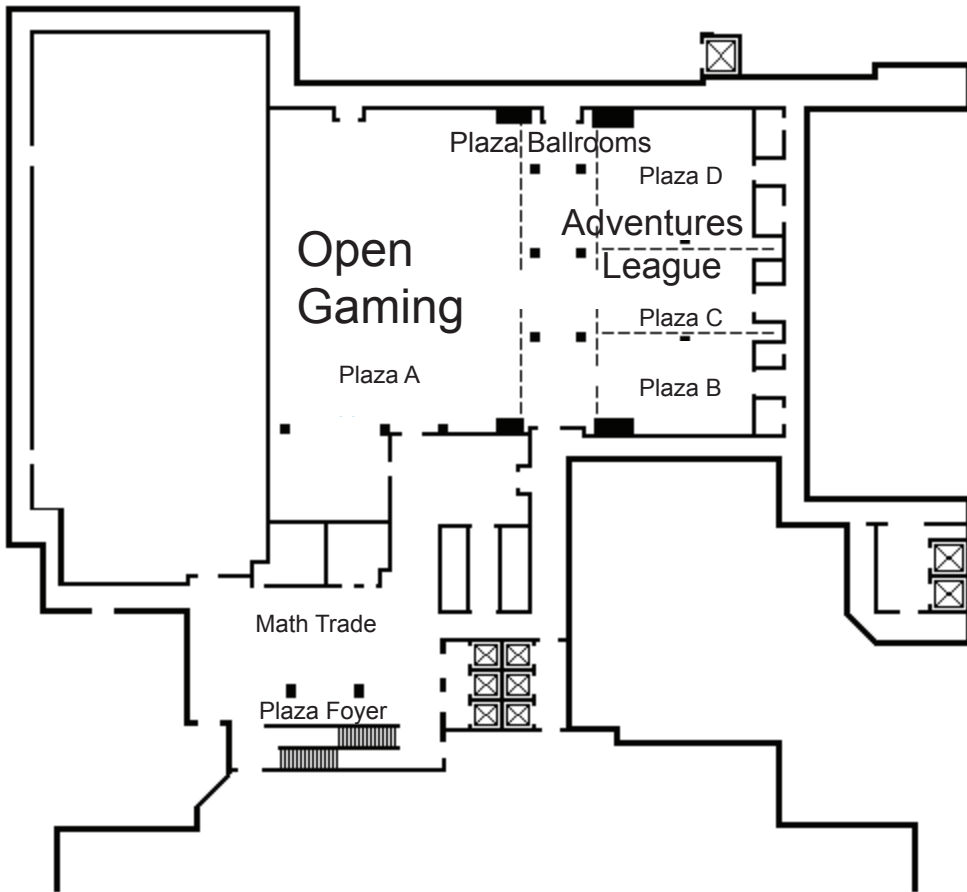
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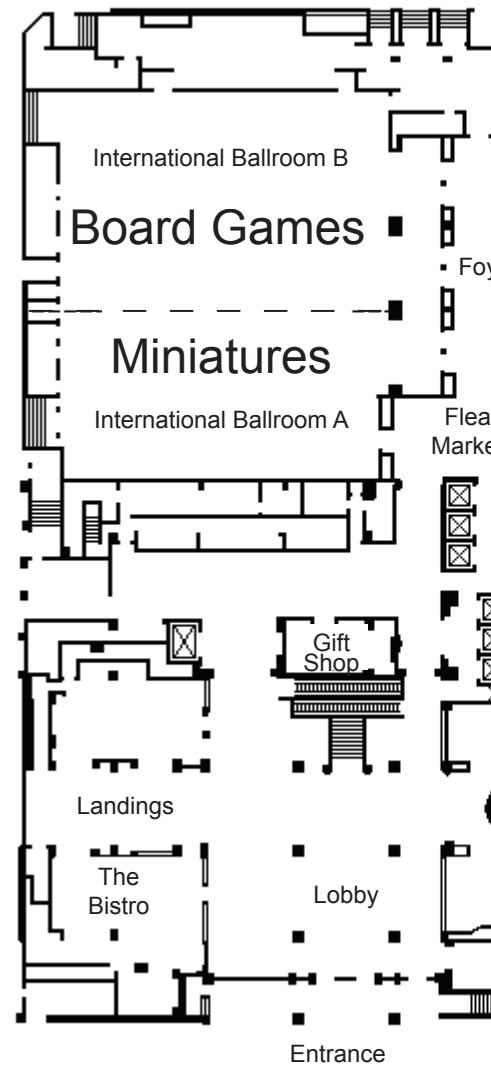
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Gateway 2017 Maps

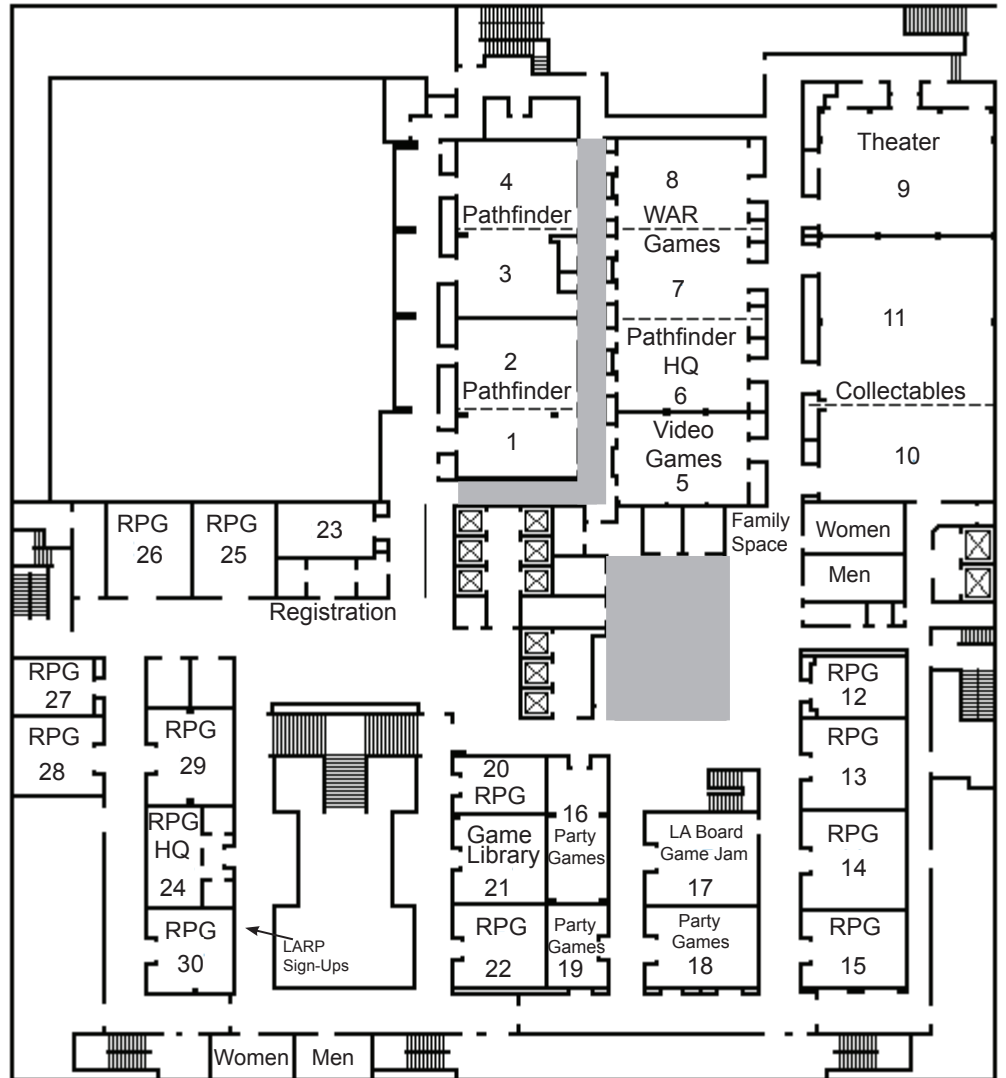
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

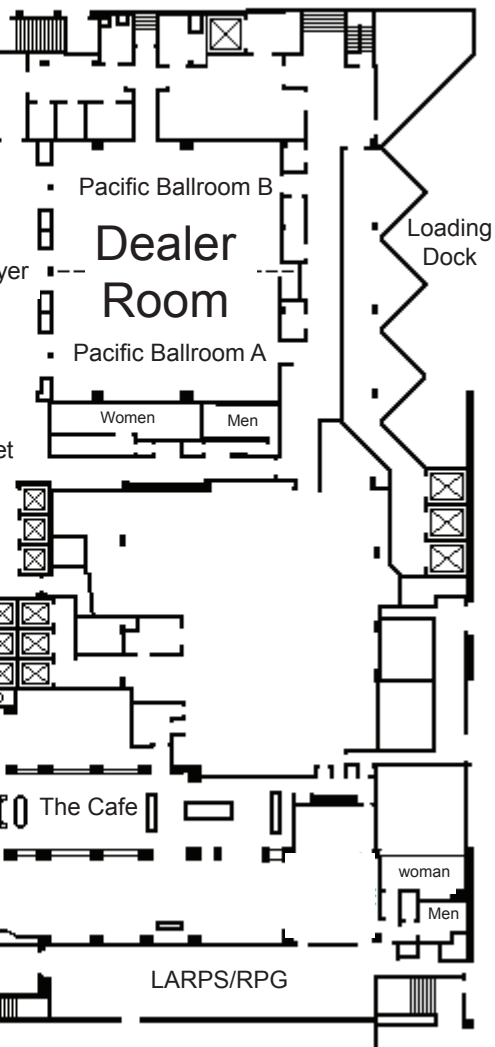


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



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

Family Games

Family Games

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

Kids Only Events

Board Games: My First Stone Age, The Hare & the Tortoise, Ticket to Ride First Journey, Tutti Frutti, Zombie Dice

Collectibles: Pirates Sink & Keep: Godzilla vs Candy Land

Miniatures: Clay-O-Rama Extravaganza, X-Wing 101 (and practice), X-Wing Kids Tournament

RPGs: RPG Games on Demand (KIDS ONLY session!), The Problem with Goobles

Video Games: Mario Kart 8

Family Events

Board Games: Aquarius, Dream Home, Ghost Blitz, Murder at Blood Mansion, Rolling for Bunnies, Treasure Hogs Playtest (2)

Collectibles: Exodus Booster Draft Tournament (2), Exodus Demo (6), Exodus "Eclipse" Tournament, Exodus "Friday Night Brawl" Tournament, Exodus Gateway 2017 Championship, Munchkin Treasure Hunt!

Party: Zombie Food Fight

RPGs: Accidental Rebels: Ewokin' After Midnight, Heroes of Cityopolis: Revenge of the Boomerangatang, Legendary Beginnings: The Bandit's Cave, Legendary Beginnings: The King's Curse, Teenage Witch Academy

Video Games: Mario Kart 8 Team Race

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

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

5+

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

6+

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

STRATEGICON SCHEDULE

Convention

Orcon 2018

Gamex 2018

Gateway 2018

Dates

Feb 16-19

May 25-28

Aug 31 - Sep 3

Location

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Party Games

Party Games

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

Ca\$h 'n Gun\$ 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.

Deception: Murder in Hong Kong — Sat 8 pm, 9 pm

Players find themselves in a scenario of intrigue and murder, deduction and deception. One player is the Murderer, secretly choosing their weapon and the evidence they leave behind. Another is the Forensic Scientist who holds the key to convicting the criminal but is only able to express their knowledge through analysis of the scene. The rest are investigators, interpreting the clues to solve the crime – and the killer is among them.

Family Feud — Sat 1 pm, 2 pm

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

Ninja (Playground Game) — Sat, Sun 6 pm

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

Parsely — Sun 11 pm

A computer text adventure brought to life as a cooperative storytelling adventure. Come for a one of a kind chance to play this amazing game with a real "live" computer! (Even if you've played Action Castle before, I promise something new and exciting!)

Pocketari: Minotaur — Sat Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm

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

Space Cadets: The MegaGame — Sun 7 pm

A co-op space party game for 20-35 people. Everyone is a crew member on Starship Strategicon and the ship is falling apart. Each table of players manages a separate section of the ship requiring various skills such as: logic, memory, balance, & fishing. You're our only hope!

Stupid Users: BETA — Sat Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm

Beta isn't your typical card game. It's a fast paced, trash talking, turn on a dime, IT vs Zombies, army building card game where you steal or loot anything to win. Visit: StupidUsersBETA.com to learn more and read the comic!

The Genius Game — Sat 4 pm

13 players will compete in a series of minigames that will challenge their strategy, logic, and social skills. After each game 2 players will be eliminated until only 1 remains and is crowned, The Genius. This game will have prizes in the form of games AND dealer dollars.

The Saber Legion Championship Series Exhibition - The Tim Keennon Classic — Sat 6 pm

TSL is the world's largest custom saber dueling organization. Come see our inaugural Strategicon event, a full contact exhibition. Sword play or sci-fi saber fans will not be disappointed. We will have undercards, a main event, social gathering, and an instructional workshop.

Time's Up!: Extreme — Sun 8 pm

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

TSL Informational Seminar and Demonstration — Sun 10 am

Will provide general demonstration and explanation of what Saber Combat/Saber Dueling is. Participants will have a opportunity to interact with the TSL SoCal Dewbacks.

Two Rooms and a Boom — Sat 8 pm, Sun 11 pm

A game for 10-25, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President, then BOOM! 1st hour SANE. 2nd hour CRAZY!

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

Werewolf: Twilight Edition GM: Alex Haley — Sat 9 pm

Same Werewolf game, but with a third team. Bella, Edward and Jacob are a third team. Edward is killing additional villagers as the lone Vampire, but with a twist - it's a Cupid lovers love triangle. Jacob wakes up with the Wolves, but he is really a member of team Bella. Join us for this epic version of Werewolf.

Witchhunt — Sun 7 pm

A unique social deduction game, as not only do all players have a unique role, but dead players still make important decisions in the game. WitchHunt has the classic paranoia of a gradually shrinking group of players, but without the obnoxious player elimination!

Zombie Food Fight — Fri 2 pm, 3 pm, 4 pm, 7 pm, Sat 3 pm, 4 pm, 5 pm

A party card game for 3-7 Zombies. Plays in roughly 30-45 minutes. Features a 75 card deck w/ Rock, Paper, Scissors mechanics.



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

Collectibles

Collectibles

La Jolla

A Game of Thrones: the Card Game 101 — Sun Noon

A Game of Thrones: the Card Game — Sun 1 pm

GM: Stephen Ebrey

Like the Game of Thrones show, books, or board game? This Living Card Game (like Magic, but with fixed expansions) lets you play as 7 Houses or the Night's Watch. Attend the 101 session prior to this to learn the game, we will have extra decks to borrow.

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

GM: George Carceres

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

Battle of Souls — Fri 7 pm

GM: william brevard

Demo of Battle of Souls TCG. Will show players the game and allow them to try it out.

Battle of Souls 101 — Fri 2 pm, Sat 4 pm

GM: william brevard

Introduction and game play basics for Battle of Souls trading card game. We will show new players how to play the game and go over the rules of the game. Everyone that joins will be given a free warrior card to use in their own decks.

Battle of Souls Tournament — Fri 3 pm, Sat 5 pm

GM: william brevard

The first ever Battle of Souls Tournament showdown. Players will need to either have their own starter deck prior to joining or purchase a deck at a convention discounted price before the event. The players will battle in a best of 3 round elimination style tournament for Prizes!

Castellan - Play to Win! — Sat 4 pm

Players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. Learn to play, and then play to win.

The winner of this game goes home with their own copy of Castellan! (Ages 10+)

Cheapass Demo — Fri 5 pm, Sat, Sun 10 am

GM: Diane Grotjohn

Want to Kill Dr. Lucky? Tell tales with Stuff & Nonsense? Act out your wildest cowboy fantasy in Deadwood Studios? Come play any of these and more demos run as long as people come to play the games.

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

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

Clank! Tournament — Sat 2 pm

Burgle your way to adventure in Clank!, the new deck-building board game. Sneak into an angry dragon's lair to steal precious artifacts. Delve deeper to find more valuable loot. But don't wake the dragon! Bring a copy of the game for a guaranteed spot in the tournament.

Dark Waters Rising A & B — Sat 2 pm

Dark Waters Rising C & D — Sun 2 pm

Dark Waters Rising E & F — Sun 8 pm

The Runelord Karzoug is dead and the siren song of the unexplored regions of Hollow Mountain is difficult to resist. Pre-register for this event at the link below or join us during the convention on the 2nd floor at Pathfinder HQ in Los Angeles Ballroom A! Pathfinder ACG.

Dice Masters 101 — Sat, Sun 3 pm

GM: Diane Grotjohn

Do you like rolling dice? No, more dice than that. Nope, even more. Do you wish your dice were Super Heroes or Mythical Creatures? Come learn to play Dice Masters where your dice are the characters and you can roll to your hearts content.

Dice Masters Grab Bag — Sun 4 pm

GM: Rich Pizann

SO MANY DICE! We have many, many dice and we want you to have them all! This tournament will let you randomly pick a (mostly) balanced Dice Masters deck and compete against other people who have it as random as you. At the end of the tournament you get to take your dice home.

Dice Masters Rainbow Draft — Sat 4 pm

GM: Melissa Weiss

Whether you're looking to expand your collection of dice or just learning how to play the game this event is for you! Draft will come from the (latest set). Starter dice and action cards/dice are required. \$10 entry fee.

Exodus "Eclipse" Tournament — Sun 4 pm

GM: Jake & Lexi Medina

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

Exodus "Friday Night Brawl" Tournament — Fri 6 pm

GM: Jake & Lexi Medina

Booster Draft. Prize support includes promo cards for everyone, raffles at the end of each round, plus a prize pool of dealer dollars, ribbons, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards.

Exodus Booster Draft Tournament — Sat, Sun Noon

GM: Jake & Lexi Medina

Booster Draft. Prize support includes promo cards for everyone, raffles at the end of each round, plus a prize pool of dealer dollars, ribbons, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards

Exodus DEMO — Sat, Sun 10 am, 2 pm, 6 pm

GM: Jake & Lexi Medina

Come try Exodus. Draw phase, Energy phase, Creature phase, and Attack phase. Thru the game, players can also play Symmetry cards that slightly bend the rules of the four phases. When a player loses 10 Life Points, they are out of the game. Demos take about 15 min and run all day

Exodus Gateway 2017 Championship — Sat 4 pm

GM: Jake & Lexi Medina

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

Collectibles

Friday Night DRAFT: Current Sets — Fri 8 pm

GM: Dae Kim

Standard Friday Night Draft format using the current sets. \$15 Entry fee with packs, prizes, and promos available for the winners!

Herodix: "Rumble in the Steel Jungle" — Sun Noon

GM: Rich Pizann

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

Indie Game Alliance — Fri 3 pm, Sat, Sun Noon

GM: William Salazar

Come out and play any of your favorite IGA games. Demo's and games available all day.

Lanterns and Lotus - Players' Choice — Sat 11 am

GM: Renegade Heroes - Karla Freeman

Lanterns: The Harvest Festival, along with Lanterns: The Emperor's Gifts, is a tile placement game set in Imperial China. Players act as artisans decorating the palace lake with floating lanterns. Lotus is a beautiful game that grows into a unique work of art every time you play

Magic DRAFT: Current Sets — Sat, Sun Midnight, 8 pm, Mon Midnight

GM: Dae Kim

Standard Draft format using the current sets. \$15 Entry fee with packs, prizes, and promos available for the winners!

Magic SEALED Tournament: Current Sets — Sat, Sun Noon, 3 pm

GM: Frank Zazanis

Magic: the Gathering Sealed Tournament open for all players. \$20 entry fee will get you everything you need to participate in the tournament packs, prizes, and promos available for the victors!

Magic: the Gathering 101 - Intro to MtG — Sat, Sun 11 am

GM: Frank Zazanis

Come learn the basics of Magic: the Gathering! Decks will be provided for training purposes, all are welcome! Already an expert player and wish to pick up a few tricks? You're welcome to come, too.

Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney — Sat 8 pm

GM: Michael Arsollon

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

Magic: The Gathering - Pauper Tourney — Fri 7 pm

GM: Michael Arsollon

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

Middle-Earth CCG (MECCG) 101 — Sat, Sun 9 am

GM: Larry Page

You are 1 of 5 Istari in Middle-Earth, vying to be chosen as the leader of the fight against the evil Maia Sauron. Collect treasures, recruit armies, gain allies, and fight creatures! Beginners and veterans alike are welcome for casual play -bring your own decks, else use ours!!!

Middle-Earth CCG (MECCG) Hero Arda — Sat 7 pm

GM: Larry Page

Hero Area format -no need to bring decks or cards, everything to be provided, beginners welcome!

Middle-Earth CCG (MECCG) Hero Constructed — Sat 3 pm

GM: Larry Page

Beginners and veterans alike are welcome for Hero Constructed 30/30 — bring yours, else use ours!

Middle-Earth CCG (MECCG) Open Constructed — Sun Noon

GM: Larry Page

You can also be Sauron, a Nazgul, a fallen Istari, or even the Balrog! 30/30 deck, casual format

Munchkin Cthulhu Guest Artist Edition — Sun 6 pm

GM: Steve Jackson Games MIB

Whether you're new to the World of Munchkin, or a long-time fan, this game is for you.

Munchkin - Players' Choice — Fri Noon, 2 pm, 4 pm, 6 pm, 8 pm, Sat, Noon, 4 pm, 8 pm, 10 pm, Sun 10 am, Noon, 8 pm, 10 pm

Whether you're new to the World of Munchkin, or a long-time fan, this game is for you. Many of the varieties of Munchkin will be here for players to choose from, from old favorites to the new Guest Artist Editions.

Munchkin Tournament — Sun 2 pm

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

Munchkin Treasure Hunt! — Sat Noon

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

OGRE 6th Edition — Sat 6 pm

GM: Steve Jackson Games MIB

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

Pirates Sink & Keep: Godzilla vs Candy Land — Sun 4 pm

GM: Victor Bugg

Kids event. We need you brave captains to sail your ships out and stop Godzilla from destroying Candyland. Prizes for everyone.

Pokemon — Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop — Sat, Sun 10 am

GM: Charles Watson

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

Renegade Games Demos — Sat, Sun 10 am

Play some of the hottest new games from Renegade, and some oldies too! Flatline, Castles of Caladale, Honshu, and Blood of an Englishman are new this year, while Kitty Paw, Doggy Go, Shiba Inu House, Fuse, and Covert are fun favorites. Come see what else we have to offer!

Revolution! — Sat, Sun 10 am, 2 pm

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

Collectibles

Star Wars Destiny BOOSTER DRAFT — Sat 6 pm

GM: John Borders

This is a booster draft. You only need to bring a single non unique character to this draft(with die). If you dont have one, one will be supplied for \$3. Fun draft with variant rules. 3 rounds of play. \$25 entry

Star Wars Destiny Cube Draft — Sun 5 pm

GM: John Borders

Packs have been created out of multiple sets designed for a fun draft experience. Just bring tokens for money, health, shields. All the cards are supplied (they are drafted). \$10 Entry.

Star Wars Destiny Modified Swiss — Sat 1 pm

GM: John Borders

Bring a standard Hero deck AND a standard Villain deck (2 decks). There will be no same side pairings. You will play each deck at least 2 times. 4 rounds minimum. 35 minute rounds with modified scoring. All other standard rules apply. \$5 entry

Star Wars Destiny Standard Constructed — Fri 7 pm, Sun 10 am

GM: John Borders

Standard constructed. 30 card deck, no more than 2 of each card. Up to 30 points in characters. Min 3 rounds. 35 minute rounds. Check FFG website for all current errata. \$5 Entry

Star Wars Miniatures: Constructed Epic Duo's — Sun 5 pm

GM: Mel Campbell

From the 22 released Epic cards, participants will select 1 "Epic" character, and 1 "regular" character, for a total of 2 characters, to make a 200pt team. The tourney will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Star Wars Miniatures: Sealed Virtual Booster Draft — Sun Noon

GM: Mel Campbell

Each participant will receive 2 full sets of 30 cards from the last 2 SWM sets and the 2, 6 card mini sets, "No Such Thing As Luck", and "Rogue One", along with 2 sealed booster sheets, to make a 150pt team. Minis provided if needed

Steve Jackson Games - dice and card game demos — Fri, Sat, Sun Noon

Some of the most fun dice and card games on the planet! Mars Attacks: The Dice Game, Zombie Dice, Chupacabra Dice, Batman The Animated Series Dice Game, Cthulhu Dice, Simon's Cat, I Hate Zombies, and Ghosts Love Candy all pose their own challenges and supply their own fun.

Tak: A Beautiful 101 — Sat, Sun 4 pm

Tak: A Beautiful Beginners Tournament — Sat 5 pm

Tak: A Beautiful Tournament — Sun 5 pm

GM: Diane Grotjohn

Tak: A Beautiful Game is deep, strategic game centering around controlling the board while preventing your opponent from doing the same. Come learn to play this exceptional game.

The Stars Are Right — Sat 10 am

When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! Summon the Great Old Ones, who will shower you with power beyond your dreams. Or perhaps they'll eat you. Or both.

Twilight of the Gods Demos — Sat Noon

GM: Greg Kluwe, Chris Morgan

In TotG you assume the role of a deity from legend and battle to see who is the strongest. This is a card game in the same theme as Magic and other card games like it. This event will be demos run by the designers of the game for people to learn to play. 15 minutes per demo.

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

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

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

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

Yu-Gi-Oh! Tournament — Sat, Sun 7 pm

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

Video Games

Marina

Ender Dragon Challenge — Sat 2 pm

In this challenge you try to get to the end as fast as possible and kill the Ender dragon. I have put items around the spawn to make it a bit easier and faster there are also the parts for the end portal inside some chests.

Hearthstone — Sat 2 pm

This will be a standard event. This will be a best 2 out of 3. Heroes can not be repeated.

Hearthstone — Sun 2 pm

This will be an open event The format will be decided by a vote of players attending. Best 2 out of 3. Heroes once again cannot be repeated. In this event each player will get to choose 5 heroes but the opposing player will get ban 2 out of the 5 heroes.

Injustice 2 — Sat, Sun 8 pm

Ever wanted to play out a fight between Superman and Darkseid? Starfire and Harley Quinn? Batman and Bane? These and many other characters - 38 in all, with a few from Mortal Kombat - will clash.

Iron Block Challenge — Sat, Sun Noon

This is a task to build a 5x5 house with a light source, furnace, crafting table, door, and a window in the shortest time possible In Minecraft.

Mario Kart 8 — Sun 2 pm

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

Mario Kart 8 Team Race — Sat 5 pm

Pick a partner and race against another team. Number of races and rounds are determined by the number of teams present at start of event. Typically two rounds with three races in each.

Star Craft 1 — Sat 6 pm

Come play the original Star Craft. This will be a 1v1. Use your best strategy to defeat your opponent. This will depend on the number of computers that are available. Due to timing this will a single game elimination.

LARPs

LARPs

Bel Air, Catalina, 3103

A Wolf by Any Other Name — Fri 8 pm — A Wolf by Any Other Name

GM: Robert Prag

You're in detention at magic school on the night of the full moon. How will you protect yourself and your friends when someone wolfs out? An improvisational party roleplaying game written by Learn Larp, set in the new magical universe of New World Magischola.

Dying Kingdoms LARP — Sun 2 pm — Dying Kingdoms

GM: Edward Fox

Ever since Bech severed ties with Illumin, the duchies and the Empire have spent most of that time on the edge of conflict or openly at war. Since that time, much has changed. The people leading the two great powers of the west forged friendships as they fought and bled for each others nations. In honor of this newfound friendship, the leaders of both nations have worked tirelessly on what has been called the first Iron Summit, a weeklong quinquennial event in which Bech and Illumin engage in a grand cultural exchange. Rumors have spread that the Regent and the Emperor hope to propose and ratify a treaty of mutual defense. If ratified this treaty would be the last, best hope for peace in our time. But some aren't so sure. What would such a treaty mean for the nations on their borders? Rumors of this move have spread far enough that representatives from various nations across the continent have come to voice their concerns, and to request amendments to any treaty signed.

Dying Kingdoms Tabletop Games — Sat 2 pm — Dying Kingdoms
Come play a tabletop prelude to the Sunday Dying Kingdoms LARP. Several adventures to choose from.

Pillars of Salt Larp (BNS) - Religious Folly — Sat 7 pm — By Night Studios Vampire the Masquerade

GM: Patric Thomas

Join the continuing story of the the Vampires of Los Angeles. The Sabbat Vampires of Los Angeles have been beset on all sides. Only through their faith and determination can they survive the night.

Sign: A Game About Being Understood — Sat 8 pm — Sign

GM: Ian ChristianScher

Nicaragua in the 1970s had no form of sign language. In 1977, 50 deaf children from across the country were brought together to a school in Managua where something remarkable happened: they created their own language. These children built the foundation of modern Nicaraguan Sign Language, giving voice to the Deaf across an entire country. We will experience part of their journey. Together we will share the frustration and loneliness of not having a language. We'll slowly develop the tools necessary to express what's important to us. We will explore which words we choose to define together, and what that says about ourselves, our deepest desires, and the relationships we build.

Starship Valkyrie — Sat 2 pm — Starship Valkyrie Basic

GM: Christian Brown

Starship Valkyrie is cooperative sci-fi action. You are the crew of a starship, fighting aliens, solving problems and fighting to save humanity. The ERS Merlin is one of a handful of hyperspace-capable war vessels at the command of the Earth Republic. Work with Frontier Command starbase to secure the safety of the colonies. Earth Republic, United and Strong!

Open Gaming

Plaza Ballroom A

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

Miniatures

International Ballroom A

5th Terrain's GM Open Tournament — Sat 9 am — D&D 5e

GM: Bob Furginson

Turn around is fair play, now is the era of the player. Behold! A tourney where Game Masters are judged by the players! Test your GM skills against your GMing peers. GMs will choose 1 of 5 scenarios to run 3 players through 5th Terrain's Point Post Tower, Beacon Hill Tavern or the Beacon Hill Hedge Maze. Players will score the GM in 5 categories.

Age of Sigmar ITC Rogue Trader Tournament — Sun 10 am — Age of Sigmar

GM: John Paiva

Bring your 2000 point army for 3 rounds of ITC Tournament play. Prize support is based on participation so spread the word and maximize the awards!

Arcadia Quest: Inferno — Sun 9 am — Arcadia Quest: Inferno

GM: Travis Prow

Both a standalone game, and an expansion to the smash hit Arcadia Quest. In this 2-4 player board game, players lead Guilds of intrepid Heroes down into Inferno on an epic campaign to thwart the Underlord's evil schemes and save the city of Arcadia.

Battle of Teugn-Hausen, 1809 — Sat 10 am — La Bataille

GM: Dan Munson

The Austrian Empire has declared war on Napoleon's France and sent an army into southern Germany, hoping to catch French and Bavarian forces before they assemble for a united defense. Archduke Charles of Austria, spies a chance to catch the isolated French III Corps and maneuvers to trap and destroy them. The resulting battle does not go as Charles had hoped ... but perhaps in our game history will be re-written?

Bloodborne: The Card Game — Fri 4 pm — Bloodborne: The Card Game

GM: Jacqueline Chao

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

Blood Bowl: N00ber Bowl III — Sun 10 am — Blood Bowl

GM: Christopher Lovell

The N00ber Bowl is mini-league/tournament designed to introduce new players to league play. At the end of each round players will randomly select one player for a special 6 SPPs. Players that are part of the normal MVP pool are excluded from this. Injuries, deaths, Fan Factor, gold will all transfer over to the next round. As will such you will have to recalculate your team value before the next match. 3 Rounds, each round will consist of a time limit of 2.5 hours with 30 minute breaks between rounds.

Blood Rage — Sat 9 am, 8 pm — Blood Rage

GM: Benjamin Peck / Karla Freeman

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 — Circus Maximus

GM: Jaime Vann

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

Civil Unrest: Open Play Test — Sat 10 am — Civil Unrest

GM: Paul Villar

Board game with miniatures set in a modern fantasy world. Players choose members of a political movement or police as they fight for control of Three Circle City. A city that is home to a wide variety of races, elves, orcs, goblins, dwarfs and host of other fantasy races. I am looking for feedback from the community before I this game launches on kickstarter

Clan vs. Innersphere - Alpha Strike — Sat 6 pm — Battletech - Alpha Strike

GM: Donald Tseng

Kurita and Clan Ghost Bear duke it out over the mining facilities on the desert planet Primus Exultant. All miniatures provided and beginners welcome. Should you wish to compose your own list, drop me an email and send a draft list of 150pts. pending my approval for the sake of game balance.

Clay-O-Rama Circle of Death! — Sat Midnight — Clay-O-Rama

GM: Adam Hicks

Build a gladiator out of provided deluxe modeling material, then pit your creation against others in a no holds bared battle to the clay-death! Alliances will be made and broken, limbs will be ripped, heads will roll, and doh will be smashed!

Clay-O-Rama Deathball! — Sat 10 pm — Clay-O-Rama

GM: Adam Hicks

Mayhem! Destruction! Sports balls! Build your gladiator out of provided deluxe modeling material, then team up to score points and smash clay! The touchdowns are optional, mangling is encouraged!

Clay-O-Rama Extravaganza — Sun 9 am — Clay-O-Rama

GM: Patrick Sewell

There have been free-for-alls, team battles, power-ups, and squished gladiators galore! Come see what happens this Con. Everyone will build their own warrior out of Play-Doh and after being given stats and a special ability such as Poke, Drop or Bowl you will battle it out with all the other Claydonians. Most fun you can have at the con that doesn't involve chariots...unless you make one!

Death From Above — Sat 10 am — Death From Above

GM: David Dunn

A WW 2 aerial combat game in 1/600 scale. But there's a twist...it includes 1/700 ships!...that means "Dive bombers! 12 o'clock!"..."Torpedo bombers starboard!" The Pacific is getting hot! The enemy are close...launch your CAP and hope they slow them down enough for your carrier to get away. Everything is provided, new players welcome

Dust: Apocalypse Now — Sun 10 am — Dust 1947

GM: Thomas Farr

Dust 1947, a Game of Small Unit Warfare in an alternate history 1947. Come join us for the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you're so inclined. Beginners Welcome, all materials provided, join any time!

Epic Ship Encounter — Sat 6 pm — X-Wing

GM: Colin Dimok, Claude Le-Cesne

2 Round (for sanity sake) epic ship tournament. Players' fleets MUST have one epic ships in them. Winner of the game is the one who destroys the epic ship by the end of a round. In case of both ships being destroyed in the same round, standard tie breakers will be used. Games will be 1 1/2 hours long.

Godzilla Battle Royale — Fri 8 pm, Sun 5 pm — Homebrew

GM: Nathan Nanning, Steve Nanning

Come take your favorite kaiju (Monster) from the Godzilla universe and enter the Battle Royale! All materials provided, game will be taught, open to players 8 and up.

Gorechosen — Fri 8 pm, Sat 5 pm — Gorechosen

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

HMGS-PSW presents Armored Clash! — Fri 6 pm — Flames of War V4

GM: Mark Nicholson and Adam Hammer

Eastern Front tank brawl over the steppes of Mother Russia: Summer 1943. German armored units take on the Soviet Juggernaut. Large multi-player battle royale game where all materials are provided. Newbies are welcome.

HMGS-PSW presents Great Italian Wars — Sun 11 am — Pike and Shotte

GM: Andrew Gledhill and Adam Hammer

The French Army is advancing on Milano and all of its riches. The Imperial Spanish Army is hurrying to the field to stop the invasion. This very colorful Renaissance game has units of Swiss Pikemen, Gendarmes, Landsknechts, Arquebusiers, and many other unit types. Large multi-player battle royale demo style game. All materials are provided. Beginners are welcome

Miniatures

Malifaux Demos — Sat, Sun Noon — Malifaux

GM: Joshua Gill

Hello Los Angeles Wargamers and table top adventurers.

We are having Malifaux Demos at Gateway. If you and or a friend have been interested in Malifaux then stop on by and experience it first hand. The demos include 5 scenarios that will take you step by step through every mechanic of the game.

Each scenario will take about 20 minutes and you can play as many or as few as you wish.'

Malifaux Henchman Hardcore — Sun Noon — Malifaux

GM: Joshua Gill

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

Masmorra: Dungeons of Arcadia — Sun 2 pm — Masmorra:

Dungeons of Arcadia

GM: Travis Prow

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

Miniature Painting — Sat Noon — All

GM: Christopher Mazourek

Come learn how to paint your miniatures. Basic painting techniques will be discussed and practiced. All materials will be provided.

Moonshiner Mayhem — Sat 2 pm — Car Wars (Homebrew)

GM: Robert Hagmaier

Word is those carpetbaggers from Point Marion are comin' to steal our hooch and burn our stills. They think they gonna ride up on our holler and disrupt our livelihood... well maybe we'll do some disrupting of our own. Description: West Virginia's notorious moonshiners face off with a group of desperate Pennsylvania raiders in this epic battle of muscle cars with big guns. Homebrew Car Wars rules.

Paint and Take — Sat, Sun 10 am

GM: Sarah ChristianScher

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

Painting Contest Judging — Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 3pm.

Party Penguins and the Temple of Doom — Fri 9 pm — MMORPG using tabletop miniatures

GM: Victor Bugg

A rpg/miniature game of exploration and treasure-hunting in dungeons filled with dangerous and unfriendly monsters in a quest to rescue the mystifyingly fabulous Gateway Orb. Purchase a party penguin mini from the booth of same name with your gear and class based on which one chosen. What you see is what you get. Raffle prize and take-home treasure (swag) if the party succeeds.

Pirates vs. Ninjas! — Sun 1 pm — Open Combat

GM: David Blood

Caribbean Pirates face their arch enemy, Ninjas! Small model count skirmish game using the Open Combat rules system. Everything provided, beginners welcome.

Potion Explosion w/The Fifth Ingredient — Sun 9 am — Potion Explosion

GM: Jacqueline Chao

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

Rearguard at Isneauville, 8th June, 1940 — Sun Noon —

Gepanzerte Faust

GM: Stephen Phenow

Since Dunkirk is the rage right now, I thought a look at a critical rearguard action to delay the German advance to the port could be instructive. British forces were still in action within France, desperately trying to slow the German Blitzkrieg so people could evacuate. At an important road junction, another Franco British ad-hoc force prepares to slow up the 5th panzer reg, 1st battalion

Relic Worlds Showdown — Sat 2 pm — Savage Worlds Showdown

GM: Jeff McArthur

Search for ancient alien treasures and use them against your opponents in this fast paced game of combat and treasure hunting. We will be running demos and full games for 6 hours, but each game is much shorter. This game is part of the Relic Worlds series, an Indiana Jones/Star Wars mash-up you can find at: www.relicworlds.com

Shadow Wars Armageddon Demo — Sat 2 pm — Shadow Wars Armageddon

GM: Donald Tseng

A fast and fun skirmish that heralds back to the days of Necromunda, but this time with killteams from all 40K factions. Great fun and typically under 45 minutes.

Sigmar — Sun 6 pm — Age of Sigmar

GM: Yale and Adam Hammer

An elite High Elf Army battles the forces of darkness led by the merciless Vampire Counts.

Speed Painting — Sat 10 am, Sun Noon

GM: Frank Vassallo

You have 1 hour to paint a miniature. All materials will be provided by the organizers, brushes, paints, and the miniature.

Star Wars Armada — Sun 10 am — Star Wars Armada

GM: Greg Mazourek

400 point tournament, 2 game tournament. 1 1/2 hour games.

Miniatures

Survive. Rebuild. Repeat. — Sat 2 pm — Homebrew Miniatures

GM: Ed Ramirez

Somewhere in the not too distant future, survivors ply their trade amidst the backdrop of a violent post-apocalyptic world. Hired guns, outlaws, tech bullies, scavengers, and “lawmen”(to name only a few!), will face off at a wasteland frontier town on this day. Players will attempt to push their group through carnage and deceit to fulfill their individual missions! Quick to learn rules with everything else provided!

Team Yankee 10mm — Sun 10 am — Team Yankee

GM: David Dunn

Take and Hold. Your force has been tasked with taking and holding a vital bridge. Without this bridge, the advance will slow as a bridgehead will need to be formed down river, should you fail. That means men, supplies and time wasted. Do not fail! 10mm scale. Everything provided, new players welcome.

Terrain Making 001 — Sat, Sun 4 pm

GM: Frank Vassallo

Like to play miniature games. Tired of playing on a plain table? Come learn how to easily make terrain with readily available materials. I'll go over how to make 15mm and 32mm terrain. Simple buildings, hills, bases for rough/forests. Some materials will be provided.

Terrain Making 200 — Sun 1 pm

GM: Frank Vassallo

This will be a slightly advanced terrain making class. I would like to cover: Foam shaping Quick painting techniques Making simple ruins from coffee stirrers/popsicle sticks.

The 3-D Monster Mash — Fri 5 pm, Sun 6 pm — D&D 5e

GM: Mario Natividad / Bob Furginson

The second appearance of its renaissance and it is bigger than ever. The 5th Terrain is sharing this tradition with the newer generation of gamers and helping old guys relive the glory days. The return of 3-D Monster Mash will be played using D&D 5e. The 3-D Monster Mash is open to all, playing at one time. All you need now is a character.

The 3rd Annual Hildebrand Open Tournament — Sat Noon — King of War

GM: Ilan Mitchell-Smith

The third annual Hildebrand Open will be a two-round, Kings of War tournament, with opponent pairings based on experience with the system (beginners are welcome!). Armies should be painted (3-color standard), and built to 1600 pts from any published KoW book (incl. historical). Loaner armies and/or units are available, and referees will be available to teach the game to new players. Send questions to email below.

The Godfather: Corleone's Empire — Fri 8 pm, Sun 4 pm, Mon 9 am — The Godfather: Corleone's Empire

GM: Jacqueline Chao / James Freeman

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.

The Sword of the Master — Fri 6 pm, Sat 9 am, Sun 11 am — Test of Honor

GM: Keyser Soze

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

Thug Life Demos — Sat, Sun 2 pm — Thug Life

GM: Jason Serrato

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

TMNT: Shadows of the Past — Sun 8 pm — Teenage Mutant Ninja Turtles Sewer Crawl

GM: Justin Rodriguez & Cameron Vanetti

Join us down in the sewers as we play out the comic book levels in Shadows of the Past. We will battle through 2 - 3 missions. The missions are 60 to 90 minutes each. One player takes on the role of the villain Shredder while up to 4 other players take on the roles of the Ninja Turtles. Cowabunga dudes!

Warhammer 40K Apocalypse — Sat, Sun 10 am — Warhammer 40K 8th Edition

Come try Apocalypse for the new edition. Massive battle for 40K players to join in! Decide the fate of worlds! Up to 5,000 points per player. Loaner armies available, new players welcome!

Warhammer 40K ITC Rogue Trader Tournament — Sat 10 am — Warhammer 40K

GM: John Paiva

Bring your Battle-Forged 2000 point army for 3 rounds of ITC Tournament play. Prize support is based on attendance, so spread the word, fill the tournament and get more awards!

Warlands Demo — Sat 10 am — Warlands

GM: Tony Kenealy

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

Wavre, June 18, 1815 — Sat 9 am — House Rules

GM: Robert Boyens Jesse Boyens

A Prussian corps is left at Wavre to keep Marshall Grouchy from joining with Napoleon at La Belle Alliance (Waterloo). Can Grouchy break through the Prussians and thus turn Napoleon's famous defeat into a victory? Everything is provided.

Wings of Glory/War — Sun 10 am — Wings of Glory/Wings of War

GM: Robert Boyens Jesse Boyens

Come fly your favorite WWI or WWII (or both) fighter and shoot down your soon-to-be ex-best-friend.

Xia: Legends of a Drift System — Fri Noon — Embers of a Forsaken Star Expansion

GM: Frankie Aguayo

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

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

GM: Colin Dimok, Claude Le-Cesne

100 point tournament, 3 rounds 1 hr games

Miniatures

X-wing 101 (and practice) for kids — Fri 8 pm — X-Wing

GM: Patrick Sewell

Always walking by and seeing the cool star wars space battles? Come learn how to play! All materials provided. Attendance at this 101 will also allow you to play in the tournament Saturday if you are new to the game, with ships to borrow. This is also a great time to come test your 100 pt list before the tournament.

X-Wing Kids Tournament — Sat 10 am — X-Wing

GM: Patrick Sewell

100 pt lists. Ages 16 and under. Ships are available to borrow if you want to play and don't have the ships yet. Must know how to play, or have attended the X-wing 101. If you are bringing your own list, please show up at least 15 minutes early to verify the point count.

War Games

Los Angeles B & C

1775 Rebellion Tournament — Sat Noon

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

Axis & Allies — Sat, Sun 9 am

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

Axis & Allies Set up and open gaming — Fri Noon

Axis & Allies set up, pre-game smack talk, and open gaming

Battle Cry Tournament — Sun Noon

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

C&C Napoleonics: Intro & Epic Demo — Sat 6 pm

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

Command Failure/ Rise of Empire — Sat, Sun 11 am, 3 pm, 7 pm

Computer driven 3-player WWII Grand Strategy game that focuses on the ground war but includes the politics of neutrals, strategic bombing, research, naval, subs & convoys. Computer deals with underlying details, freeing the player to focus on the grand strategy of fighting the war

Friedrich — Sat 4 pm

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

Game of Thrones — Sat 11 am

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

Zombicide — Fri 2 pm, 8 pm, Sat 2 pm, 9 am — Zombicide

GM: James Freeman

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 2 pm, 8 pm — Zombicide: Black Plague

GM: Benjamin Peck / James Freeman

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!

Intro to Command Failure/ Rise of Empire — Fri 4 pm, 8 pm

Kriegsspiel — Sun 10 am

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

Maria — Sat 10 am

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

Napoleonic Wars, 2nd Edition — Sat 10 am, Mon 11 am

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

Sails of Glory, Frigates — Sun 6 pm

Sails of Glory Tournament — Fri 4 pm

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

Sturm Europa — Fri 6 pm, Sat Noon

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

Virgin Queen (Campaign Tournament) — Sat 10 am, Sat Noon

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

Roleplaying

Plaza Ballrooms B-D, Los Angeles A , Newport, San Lorenzo

RPG Games on Demand

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

"I Owe My Soul..." — Sat 8 pm — ASPIRE (GURPS, tournament)

GM: Ron Shaw

Dark figures have been seen skirting around the edges of Alpine Texas after the sun goes down. Strange metallic clanging noises are heard rolling off nearby hills, these and other unexplained happenings have the townsfolk on edge. The mood is starting to impact snow cone sales and even lower attendance rates at the "Red Neck poetry Slam". The town, having received ASPIRE aid in the past is requesting it again.

Accidental Rebels: Ewokin' After Midnight — Fri 2 pm — Star Wars Traveller

GM: Kurt Potts

A group of ewoks aided by their R4 Astromech droid attempt to save a youngling sith apprentice before he is lost to the dark side forever. This time the Accidental Rebels find themselves out of their element amid the busy nightlife of Nar Shaddaa when they go out walkin', after midnight, searchin' for clues. (Try Star Wars Traveller first played on Happy Jacks RPG Podcast.)

Adrift on the Wildsea — Sun 4 pm — The Light RPG

GM: Mikal Saltveit

Chainsaw-driven ships cut their way across dense treetop waves, their engines powered by oilfruit, rope-golems, honey & pride. Their crews are a motley, humanity's weathered descendants rubbing shoulders with cactoid gunslingers, centipedal poets & silk-clothed spider-colonies, humanesque slugs with driftwood bones & other, stranger things. The setting: www.quillhound.co.uk Pregen characters will be provided.

Aqua Vite, Search for the Fountain of Youth — Sun 9 am — Sorcerors Crusade

GM: Gary Gandara

Your Characters have been sent to find the Legendary Fountain of Youth.

Autumn's Cold Grasp — Sat 8 pm — Changeling: The Dreaming (20th Anniversary Edition)

GM: Richard Warren

The changing of the seasons is a delicate time. The Seelie Court packs up and prepares for exile, while the Unseelie Court anticipates their return to power. Meanwhile, everyone awaits the Shadow Court's rivalries on Samhain. The air grows heavy with a mixture of anticipation and dread. But now, Constable Tharik, head of the Coy's Alley Freehold's watch, has disappeared.

Bedlam Hall: It Was A Dark and Stormy Night — Fri 2 pm — Bedlam Hall:

GM: Andrew Lawton

Things have been quiet in the Blackwood Manor, until one stormy night a mysterious stranger from the Blackwood's past turns up on their doorstep.

Bedlam Hall - Pride and Prescience — Sat 2 pm — Bedlam Hall -

Powered by the Apocalypse

GM: David Kizzia

Oh this won't end well whatsoever. We're certain this is probably a bad idea and will only ruin your overall convention going experience. Perhaps you should visit the Dealer's room during this period instead. You probably need more dice anyway. All experience levels have the same chance of survival, pre-generated characters to be created so you have no emotional attachments when they die. You'll be fine.

Befouled Maze of the Demi-Lich — Sat 2 pm — 5th Ed. D&D

GM: Joe Pearce

Adventurers undertake a mission to free the beloved friend of a demigoddess, offering priceless rewards for success. They must invade a bewitched maze, locate the kidnapped, and defeat the kidnapper, the lich Ulsus Malachite. Who knows what terrible beasts and devious traps are within the maze! Well the lich does, but he's not going to tell you! An adventure for 10-12 level characters. Pre-generated PCs available.

Beneath a Metal Sky — Mon 9 am — The Light RPG

GM: Mikal Saltveit

Your crew found a seemingly-abandoned space hulk, docked, and began exploring. Now your ship is missing, and that's not the worst of your problems. Homebrewed system similar to Dread but with dice. Pregen characters will be provided. Friendly to new players.

Blades in the Dark — Sat 2 pm — Blades in the Dark

GM: Carl Rigney

A crew of daring scoundrels in a haunted city full of thieves claws their way to the top or dies trying. System will be taught.

Bunnies and Burrows — Sat Noon — The Light RPG

GM: Mikal Saltveit

Imagine a new, dangerous world where everything is larger than you and ready to eat you. You and your little band of friends are trying hard to survive, learn, and grow despite the constant external threats. This is the world of Bunnies and Burrows. Running a Homebrewed system for these rascally rabbits. Pregen characters will be provided. Friendly to new players.

CALIFORNIA PREMIERE EVENT: The Solstice Scar — Sat 7 pm — Pathfinder RPG

Join us as we embark on this brand new interactive adventure where each group's actions can affect the entire room's success! This event mixes a bit of live-action role-playing with an exciting story, and good, old-fashioned, table-top fun! Cosplaying your character is HIGHLY encouraged! Sign-up at the link below or find us at the convention at Pathfinder HQ in the Los Angeles Ballroom A on the second floor!

RPGs

Call of Cthulhu - The Curse of the Twelve — Sun 2 pm — Call of Cthulhu 5th Edition

GM: Michale Shupe

Join this group of investigators gathered from various eras as they use the Aeon Tracker to find and stem the tide of Things Best Left Unseen. Set in London just after the Blitz, May 11th 1941, the investigators have to find twelve people affected by a tragic curse tied to their deaths during the Luftwaffe bombings. They've arisen as bloodthirsty creatures bent on revenge on the living. Can the curse be lifted?

Call of Cthulhu - The Thirteenth Son — Sun 8 pm — Call of Cthulhu 5th Edition

GM: Michale Shupe

Join these Investigators from across time as they use the Aeon Tracker to stem the tide of That What Should Not Be. This adventure is set in Dublin Ireland in 1929, just after the first "Talkie" premieres. A strange curse effects the Capitol Theatre, one that threatens to remove the ability of speech from the whole world if it comes to fruition! Pregenerated characters provided.

Competitive Gruel Truck! — Sun 2 pm — Gruel Truck! mini-rpg

GM: David Kizzia

It's that time again, where Middle-Earth adventurers compete against one another in the cutthroat world of food trucks! All ages welcome, no experience necessary!

Consulting Detectives — Sat 2 pm — Proprietary

GM: Kenneth Whitmore

Help us playtest a brand-new investigative RPG, based on an original proprietary rule system. Players should have a basic understanding of at least one other RPG system (i.e. D&D, Pathfinder, etc.) Participants will receive a small gift bag upon completion of the brief survey presented at the end of the playtest. Since the campaign will be the same, please do not sign up for multiple sessions.

Dance in the Blood — Sun 8 pm — Cthulhu Dark

GM: Jesse Burneko

You are drawn to a village in Northern England which is plagued by terrible secrets. Every hundred and nineteen years it is torn apart, it's inhabitants massacred. That time has come again, and the monsters are waiting to reclaim their birthright. Cthulhu Dark is about the things we fear, amplified until they are unbearable. It's about bleak horror, in which humans are powerless when confronted by alien horrors.

DDAL 1-14 Escape from Phlan (levels 5-10) — Fri 2 pm — D&D 5e

Three important citizens of Phlan, who stand against the tyrannical dragon that rules, seek to escape and find refuge across the Moonsea. Can you extricate those that are vital to the factions before it's too late? Playtime: 4 hours

DDAL 5-17 Hartkiller's Horn (levels 5-10) — Fri 2 pm, Sat 7 pm. Mon 2 pm — D&D 5e

Claiming to possess Hartkiller's Horn, Ryndolg makes his move to take control of the Hartvale. The non-giant residents have been pressed to declare their allegiance or be destroyed. Do they swear fealty to Jarl Ryndolg, or is there another option? Is there another contender to the throne? Sometimes the best choices can be the most dangerous. Written by Greg Marks

DDAL 6-3 Crypt of the Death Giants (levels 17-20) — Sat, Sun, Mon 2 pm — D&D 5e

A magical storm builds over the Anauroch desert bringing portents of death and destruction to Faerûn. Giants imbued with power of death itself threaten to permanently destroy the giant Ordning and small folk in their wake. Can you stop these unnatural giants and those that seek to control them? This module ties to Against the Giants from Tales from the Yawning Portal

DDAL 7-1 A City on the Edge (levels 1-4) — Fri, Sat 2 pm, 7 pm, Mon 9 am — D&D 5e

So you've finally arrived in Chult. Now that you've gotten over the shock of Port Nyanzaru's exotic beauty, it's time to get down to business. The five factions await contact and will no doubt have some work for you to do. Reach out to them and let them know that you're ready to do what needs to be done! Five One-Hour adventures

DDAL 7-2 Over the Edge (levels 5-10) — Fri 2 pm, 7 pm, Sat, Sun 9 am, 2 pm, Mon 9 am — D&D 5e

In response to a new but as-of-yet-unnamed threat, the factions have called upon adventurers to venture into the jungle in search of a location for a new base of operations. As such, you have been charged with scouting several locations to assess their viability. Surely something so trivial as a scouting mission couldn't go wrong? Five One-Hour Adventures

DDALK-A Keep on the Borderlands part A (levels 1-4) — Sat 9 am — D&D 5e

DDALK-B Keep on the Borderlands, part B (levels 1-4) — Sat 2 pm — D&D 5e

DDALK-C Keep on the Borderlands part C (levels 1-4) — Sat 7 pm — D&D 5e

DDALK-D Keep on the Borderlands part D (levels 1-4) — Sun 9 am — D&D 5e

DDALK-E Keep on the Borderlands part E (levels 1-4) — Sun 2 pm — D&D 5e

An Adventurer's League adventure for characters level 1-4. The lands where civilized folk dwell are few and far between. Always the forces of Chaos press upon its borders, seeking to enslave its populace and steal its treasures. This is a series of 8 2-hr mini-mods and it's best if people play a bunch of them before the Grand Assault.

DDEP 7-1 Peril at the Port (track 1) (levels 1-4) — Sun 7 pm — D&D 5e

DDEP 7-1 Peril at the Port (track 2) (levels 5-10) — Sun 7 pm — D&D 5e

Adventure Description: Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless pick up a yklwah, climb aboard a dinosaur, or man the wall but whatever you do, don't let those rapsCALLIONS into the city! Adventure Length: 3 hours

DDEPL 6-3 Hectacomb (track 3) (levels 11-16) — Sat 7 pm — D&D 5e

DDEPL 6-3 Hectacomb (track 4) (levels 17-20) — Sat 7 pm — D&D 5e

Far below the reach of the sun, dark forces seek to bring a terrible darkness into Faerun. A great and awful host of drow, giants, and worse await your arrival. When even the dead tremble, what hope can you find? This is the tier3 track for this Epic This Epic ties into Against the Giants from Tales from the Yawning Portal

RPGs

Death of Legends — Sun 2 pm — Custom

GM: Nicco Wargon

Death of Legends is a dark-fantasy roleplaying game that tells the story of epic deeds against great odds. Each player takes the role of a legendary hero, forges their path to greatness, then determines the fate of the Free Territories in a climactic struggle against a relentless, malevolent, Enemy. Awarded an Indie Groundbreaker Award for Best Rules.

Dread: Mad Max Fury Road — Fri 8 pm — Dread hack

GM: Tomer Gurantz

Following a nuclear holocaust, the world has become a barren desert and civilization has collapsed. What clan of hopeful heroes or harmful miscreants will you play in this desolate wasteland? (WARNING: This game uses music and Jenga if either of those are issues, avoid this game!)

Dreamchaser: What Dreams May Come — Fri, Sat 8 pm, Sun 2 pm, Mon 9 am — Dreamchaser: A Game of Destiny

GM: Peter Petruska

If you could live out any story, any moment—what would you experience? Lead a Rebellion • Ride a Dragon • Win an Academy Award • Free an Innocent Man • Race to the Stars • Seal an Ancient Evil • Become the Perfect Weapon • Solve a Madman's Riddle • Uncover the Truth... Dreamchaser is an immersive story building game where a game master guides players on a journey to achieve their dream. What's your dream?

Dreamers Awake — Fri 2 pm — Trail of Cthulhu

GM: Steven Rodriguez

1939, Arkham, MA. The summer has been long and unnaturally warm, settling on the city like a heavy haze. Patients are being brought to the Sanitarium in droves appearing to have fainted, but upon inspection they seem to be in a deep sleep. The cure for this is beyond the local staff and a team of investigators has been sent from the FBI to find the truth behind this epidemic.

Dying Kingdoms LARP Table Tops — Sat 2 pm — Dying Kingdoms

GM: Edward Fox

The Dying Kingdoms are prehistoric lands of savage adventure. Civilizations both young and old dot the landscape, vying for supremacy, wealth, and power. As a fantastical world, the lands of the Dying Kingdoms hold a populace of both humans and non-humans, all in different cultures with uneasy relations. Several tables will be running smaller story adventures that reside in the Dying Kingdoms universe.

Elders' Fear Manifest — Fri 8 pm — Vampire: The Dark Ages (20th Anniversary)

GM: Kurt Hanna - Happy Jack's listener

You thought the Tremere has infiltrated the city of Pressburg as part of its expansion from Vienna. In fact, the Prince and Seneschal had been keeping them at bay — by Infernal means. Now that you've destroyed the infernalists, a power vacuum exists in this strategic city... and the Tremere threat still looms.

Flight to Freedom — Sat 9 am — Dungeon World

GM: Hamish Cameron

For centuries, the Taseki Chantors used the power of the Harmony of Voices United to expand their imperial power. Their glory days are over, but their reign of terror continues. Don't cross them. You did. Now you must evade Dusitakpeta slavers by fleeing into the blasted lands of Malo. Play a small band of song mages on the run for a crime you most certainly did commit in a fantasy world of pulp adventure.

Fragments of Karn — Sat, Sun 8 pm — USOR System

GM: Michael Davis

We will be hosting a demo of our website, our rules system, and our first setting: Fragments of Karn for our company USOR Games. We are a company devoted to taking traditional pen and paper style RPG's to the digital age. FYI, our game is entirely online so laptops are needed. We will bring several with us but if you have your own, we encourage you to bring it.

Goblin Town! — Sat 9 am — Dungeon World

GM: Seth Halbeisen

Everybody's got problems, but this village has a boatload of them, an entire Town of them. They got Goblins and lots of them! Adventures Needed! Goblins to be Slain! Goblin Booty to be had! Payment upon eradication! Afterwards, help with the harvest! Best Cider in the kingdom!

Grasp of the Sagittarians — Fri 8 pm — Psi*Run

GM: Scott Martin

You crouch under a glowing amber light that illuminates a row of glasslike cells that streak and shimmer your memories absent. The smell of blood, heat, and burning insulation sweep through the suddenly permeable walls that droop then dissolve—along with horrific screams that echo down the corridor. Down the hall, an irregular streak of daylight stutters through clouds of acrid smoke. Run!

Happy Jacks: DALLAS — Sat 9 am — SPI Dallas the Television Role-Playing Game

GM: CADave and Hosier Rob

You read this correctly, CADave & Hosier Rob have unearthed another ancient game, this time it's the 1980 DALLAS RPG based on the hit television drama. Join us to find out if anyone else is going to shoot JR! You will play a major character from the show, each with their own goals. Sometimes these goals align with other players, often times they do not!

Happy Jacks: Mission Imbardable — Sat 2 pm — D&D 5th Edition

GM: CADave and Stork

Your mission, should you choose to accept it, is for your team to protect a newly crowned King before any of the various threats on his life succeed. You will need all your bardic knowledge to accomplish this goal!

Hell House — Sat 2 pm — Call of Cthulhu

GM: Gary Gandara

The Scooby gang investigate a haunted house. Nothing new, right ?

Heroes of Cityopolis: Revenge of the Boomerangatang — Sun 9 am — Savage Worlds Superheroes

GM: Andrew Lawton

Crime has been bananas for the last month and Cityopolis' Heroes have been gibbon no rest as they thwart robberies and evil schemes. Surili they'll get to the bottom of this spree of wrong doing soon. Monkeys. Heroes of Cityopolis is a silly Savage Worlds Superhero game that welcomes players of all experience.

Hole in the Sky — Sat 2 pm — Dungeon Crawl Classics

GM: Thom Denick

Hole in the Sky is a Level 0 DCC adventure. Come roll up some level 0 characters and see if they complete an impossible task assigned by a lord of Chaos, and discover their true selves.

Home is Where the Hearth Is — Sun 2 pm — The Light RPG

GM: Mikal Saltveit

Ponies, Pegasus and Unicorns all must learn to live together in this harsh winter wasteland. For without each others aid and support, they will surely succumb to the deadly wendigo! Homebrewed system for running My Little Pony adventures. Pregen characters will be provided. Friendly to new players.

RPGs

I Ain't no Fortunate One — Sat 9 am — ASPIRE (GURPS, tournament)

GM: Gary Mack

ASPIRE needs friends in high places, especially those that approve federal spending. Unfortunately the Senator has been distracted by his son's latest disappearance and has "requested" ASPIRE look into it. His son was last seen with Frat Brother Chad renting a red "Lambo" to "hook up with goth chicks at some little known exotic club".

In Defense of House Stark — Fri, Sun 2 pm, Mon 9 am — GURPS 4th Edition

GM: Mook

An attack on Winterfell, and a crime most foul! You have pledged your life to House Stark. Will you now risk everything to answer their call to arms? (Though the people, places, and great houses of this adventure's Westeros begin as they do at the start of "Game of Thrones," we will quickly diverge to tell our own unique tale of grim adventure.)

Into the Galvanic Labs — Mon 9 am — Cypher System

GM: Matt Martinez

The city of Holstenwall is a land shrouded in mystery and horror, its citizens kept safe by brave paranormal investigators. Recently, a constant electrical storm has appeared over a warehouse on the outskirts of the Auroleus University. What is it, and is it related to the recent rash of grave robberies in the area? This is a gothic horror adventure in the vein of Universal and Hammer's classic films!

KALEIDOSCOPE - Inhuman — Fri, Sat 8 pm — PRISM

GM: Dorian Richard

Science and nature have merged to create a kaleidoscope of races that redefine humanity. Play one of these futuristic races as you track down whatever is mauling citizens while bodies of Genetic Rogues surface without a visible cause of death. But answers come at a price.

L'esprit de liberté — Sun 8 pm — Mage: The Awakening Second Edition

GM: Steven Rodriguez

It is the spring of 1794, Paris, France. The Terror of the people's revolution has shifted into full gear, and the headsman's axe falls as sure as the ticking of a clock. The Place de la Revolution has become a gathering ground for the Libertines to watch the Diamond Orders get their due. Now the imprint of this violence is taking its toll in a manner unforeseen. Presented by the Dead Gamers Society.

Legendary Beginnings: The Bandit's Cave — Sat 2 pm — Pathfinder RPG

GM: Paris Crenshaw

Raiders have attacked Corbin Village and stole an item of historical value from the local sage! Sheriff McBride has more troubles than she can handle and calls on the heroes for aid. Can the PCs survive the dangers of the orc bandits' hidden lair, end their threat, and recover the statue? This all-ages adventure scenario uses simplified Pathfinder rules compatible with the Pathfinder Beginner Box.

Legendary Beginnings: The King's Curse — Mon 9 am — Pathfinder RPG

GM: Paris Crenshaw

Something terrible is going on in the Lord Mayor's private museum. After a series of break-ins and robberies, a dark force has fallen over the building. The Lord Mayor needs heroes to venture through the city sewers to a long-hidden secret entrance, find out what's happening in the museum, and stop it. This all-ages adventure scenario uses simplified Pathfinder rules compatible with the Pathfinder Beginner Box.

Lord Krasmus Von Cheshire's Priceless Bezoar — Sat 2 pm — Monarchies of Mau (D20)

GM: michael cantin

In a land far from now, long after the disappearance of their favored servants, Man, Cats have created a world in their own image. Tonight an emissary from an unknown kingdom has come to town, inviting you to join his master, The Sphinx, at court and to take part in the search for a valuable relic. There are indeed wonders to behold, but also secrets to sniff out. Something ancient is restless, and angry...

Mad Libs — Fri 2 pm — The Light RPG

GM: Mikal Saltveit

The players will get to test Mikal's spontaneous creativity by providing their own adventure hook through mad libs! Homebrewed system similar to Dread but with dice. Pregen characters will be provided. Friendly to new players.

Mars Attacked!!! — Fri 8 pm — Mars Attacks (GURPS, tournament)

GM: Gary Mack

It's been six years since the Martian invasion, we think. Human refugees from what was once known as Roswell have sent their not so best and not so bravest from their underground bunker out into the blasted landscape, wasted by nuclear fire from the war, to search for supplies and maybe a water system regulator control chip in an abandoned pre-war factory, hopefully the Martians have not found this place.

Mars Attacks — Attack Back — Fri 2 pm, Sat 8 pm — GURPS

GM: Jeff Bates

Navigate a city taken over by the Martians to get to the complex with the equipment to battle them.

Masks vs The Doom From The Past — Sun 2 pm — Masks: A New Generation

GM: Carl Rigney

After the Golden, Silver, and Bronze Ages in Halcyon City, now it's Your Age! You play teen superheroes trying to figure out who you are and what kind of heroes you want to be while others try to shape your identity. If you like Young Avengers, Teen Titans, Young Justice, and Runaways, this is your jam. System will be taught, beginners welcome. You know, if past ages had dealt with THIS, you wouldn't have to now.

Maze of the Minotaur — Sat 10 am — The Light RPG

GM: Mikal Saltveit

As part of your rite of passage to becoming an adult, your village has dumped you into the minotaur's maze. Escape with your life, or not at all! Homebrewed system similar to Dread but with dice. Pregen characters will be provided. Friendly to new players.

Mexican Cargo Run: To steal a Battleship Part 2 — Sat 2 pm — Savage Rifts

GM: cameron cleveland

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

RPGs

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Microscope — Fri, Sun 2 pm — Microscope

GM: CT Garner

You build an epic history as you play. Tell the story of a mighty empire, a galaxy-spanning civilization, or an illustrious college of wizardry, all in a few hours. No materials or experience required - just bring your imagination!

Mini-Dungeon Potpourri — Sun 2 pm — AD&D 2nd Edition

GM: Joe Pearce

Join me in testing a series of mini-adventures designed for 2nd Ed AD&D (and similar old-school fantasy RPG systems). Those dungeons that make the grade will appear in a published module! Includes an enchanted tower, ancient graveyard, smuggler's fort and more! It's going to be fast and furious, but with monsters instead of sports cars! For character levels 5-8. Pre-generated PCs will be provided if needed.

New Strawn: Kansas Shuffle — Fri 8 pm — Savage Rifts

GM: cameron cleveland

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

Numerera: Beneath the Pyramid — Sat 8 pm — Cypher System

GM: Matt Martinez

When a mysterious mist steals away valuable creatures, a group of adventurers are hired to investigate a ruined city beneath an ancient floating pyramid in hopes of retrieving them. Are you ready to brave the dangers of The Ninth World? (Pregenerated characters will be provided.)

Obscure Obsession of the Ochreous Owen — Sat, Sun 9 am —

Savage Worlds Lankmar: City of Thieves

GM: Michael M. Kelly

Etik Dratsum, known as the Ochreous Owen, calls upon a small group of "swords for hire" to extricate his daughter from the growing Holy Order of the Aloe Blossom cult, found along the Street of Gods. But things are rarely as they first appear in the City of Sevenscore Thousand Smokes.

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

GM: Michale Shupe

A Patron of Paragon has passed, leaving a storage unit of magical "stuff" to Paragon. An extra credit lab course that satisfies their Magery certificate is offered to accompany Harmony, the Angelic Administrative Manager, to the storage unit and sort through it all. Because, there's never any harm letting students mess with old magical artifacts, right? Part of the GURPS Tournament, Pregens Provided.

Paragon University - Small Time — Mon 9 am — GURPS

GM: Michale Shupe

A very lucky thief has managed to steal objects from Chase Hall. The person is not a student, and is not even believed to be paranormal. Along with a chaperone assigned you, this lab assignment in criminology involves you finding the culprit and recovering the object she stole. Pregens provided or bring your own Paragon Student.

Pathfinder Society Adventures — Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm — Pathfinder RPG

We are running a variety of adventures and offering multiple games every day of the convention. Guarantee your spot by pre-registering as space is limited! Pre-register at the URL or join us during the convention on the 2nd floor at Pathfinder HQ in Los Angeles Ballroom A!

Prime Directive — Sat 9 am — Star Trek Adventures

GM: Richard Warren

The Khrim have just entered their industrial revolution, but sensors have started picking up intermittent neutrino emissions consistent with a fusion reactor coming from their planet, Dervis 4. Someone is trying to manipulate the development of the Khrim. Can you find them and stop the intruders, without further corrupting the Khrim?

Project ASPIRE - Veils — Sat 2 pm — GURPS

GM: Michale Shupe

Project ASPIRE stands for Agency for Supernatural and Paranormal Investigation, Research and Exploration. Join us with one of the many pregen characters provided or bring your own. This Mission: The Veil that keeps the 'normals' from seeing the paranormal is just about lifted, only a mere fog in most people's minds remains. A visitor from an alternate world is exposed and needs our help. Part of the GURPS Tournament.

Project ASPIRE - Vigilant — Fri 8 pm — GURPS

GM: Michale Shupe

ASPIRE stands for Agency for Supernatural and Paranormal Research, Investigation and Exploration. Jump into this 18 year long campaign with one of the many pregens provided or bring your own character. This mission - find the cause of death of an ASPIRE informant, Elisa Lam, who was found in the water tank of the Cecil Hotel, drowned, under strange circumstances. Part of the GURPS Tournament.

Return of the Fallen — Sat 2 pm — Dungeon World

GM: Seth Halbeisen

Every town has a secret, and Castonshire's is a doozie. Now their secret has returned with a vengeance. The dead has risen, they just wont stay in the ground! Tourism is shot, and the farmers are furious! The call has gone out, Adventurers wanted! Generous Compensation! Night Work a must!

RPG Games on Demand — Sat 9 am, 2 pm — various

RPG Games on Demand (Late night session!) — Sat 10 pm — various

GM: Tomer Gurantz

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

RPG Games on Demand (KIDS ONLY session!) — Sun 2 pm — various

GM: Tomer Gurantz

Calling all kids who want to play kid-friendly RPGs and story games! GMs will pitch games at 2pm, and kids choose which games to play in. (Games run in the past include Hero Kids and Golden Sky Stories). Start time is 2pm and games are 2-4 hours long depending on the game and kids.

RPGs

Rusted Veins — Sat 9 am — Vampire the Masquerade - 5th Edition Playtest

GM: Louis Garcia

Vampire the Masquerade, one of the landmark games in the RPG hobby, is getting a new edition, 5th edition. With re-imagined rules and an update to the 21st century, this monumental game will be as relevant as ever. Join as we playtest an early version of this new edition and take some new rules for a test drive. Presented by the Dead Gamers Society

Sailors on the Starless Sea — Sun 2 pm — Dungeon Crawl Classics

GM: Thom Denick

Sailors on the Starless Sea is a level 0 DCC Adventure. Your village has been plagued by abductions, and you've had enough. You set out with a mob of like-minded villagers to discover the source of this evil at the ancient keep on the hill.

SFS #1-00: Claim to Salvation — Sat, Sun 2 pm — Starfinder RPG

Never played Starfinder before and just looking for a taste?

Try this debut adventure (characters provided). The Starfinder Society's First Seeker launches a desperate bid to search the false moon of Salvation's End. Will the mission reveal a discovery that can stabilize the Society? Pre-register at the link below or join us at the convention on the second floor at PFS HQ in Los Angeles Ballroom A!

SFS Quest 1-1: Into the Unknown — Sat, Sun 9 am, 2 pm — Starfinder RPG

GM: Starfinder Society

Want to give Starfinder RPG a try but only have about an hour? Try this debut adventure (characters provided, if needed). You are dispatched to discover how a recent arrival found items belonging to a lost Starfinder, leading you on a series of 1-hour quests beyond the Pact Worlds and into the stars. Pre-register at the URL or join us during the convention on the 2nd floor at Pathfinder HQ in Los Angeles Ballroom A!

Shadowrun: Anarchy — Sat 8 pm — Shadowrun: Anarchy

GM: Jingles

Shadowrun: Anarchy is a new way to get into the best cyberpunk/urban fantasy action around. Based upon the rule-light and easy-to-learn Cue System, Shadowrun: Anarchy is a narrative-focused game experience that has everything you need to quickly grab some gear, load up on spells, and get to throwing the dice.

Shadowrun - Humanitarian Aid — Fri 8 pm — Shadowrun 5th Edition

GM: Desmond Wooten

Horizon's community clinic was robbed, days before their scheduled outreach program. When 3,000 people are at risk of dying, even the good guys call you to go and hurt some bad guys. Pre-generated characters will be provided, though you are welcome to bring your own characters.

Short RPG Mixtape — Sun 9 am, 8 pm — Various

GM: Nicco Wargon

Interested in trying something new? Players be selecting 3-4 one page RPGs from a library of over 100. Each game can take between 30 minutes to two hours. Most are freely available on the internet if you want to run them at home afterwards.

Sideshow Tears of a Clown — Fri 2 pm — Werewolf 20th Anniversary edition

GM: Rodney Talbert

Your Family's have been associated with a Life in the Circus for many generations. That life has served and concealed your tribes well over the years. But Wintering Time is coming and your families have received an invitation to Uncle Bobo's Funeral. After discussions and rituals, it is decided you will attend. All things end even the Circus. (Friend of Happy Jacks)

SKT c. 12: Doom of the Desert (AL) — Sat 2 pm — D&D 5e

SKT Chapter 12: Doom of the Desert (levels 8-10) — Sat 2 pm — D&D 5e

GM: Matthew Gaffney / TBD

Play the climatic conclusion of Storm King's Thunder: fight a powerful dragon in her lair, with help from giants! You must bring an Adventures League legal character, levels 9-11, that has not previously played chapter 12 of Storm King's Thunder. This is an Adventurers League game.

Spirit of 77: "Punk Rock" Villains (playtest) — Fri 8 pm — Spirit of 77 (Powered by the Apocalypse)

GM: David Kizzia

Wait, isn't this "Jukebox Villains" one of the first So77 adventures? Yeah baby, but it's with a whole new CBGB twist. All levels of experience welcome, characters will be provided. Hey ho, let's GO!

Starfinder Society Adventures — Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm — Starfinder RPG

Experience the brand new space RPG: Starfinder! We are running a variety of adventures and offering multiple games every day of the convention. Guarantee your spot by pre-registering as space is limited! Pre-register at the URL or join us during the convention on the 2nd floor at Pathfinder HQ in Los Angeles Ballroom A!

Synthicide RPG demo — Fri, Sat, Sun 2 pm — Synthicide RPG

GM: Dustin DePenning

Civilization collapsed long ago in the wake of mutant warfare. Survivors toil beneath the bootheel of their privileged Synthetic overlords. The Tharnaxist Church, a corrupt machine cult, suffocates the Galaxy with their tyrannical dogma. Yet you and your friends make a name for yourselves as sharpers, lowly space criminals contracting with gangs and mega-corporations alike.

Teenage Witch Academy — Fri 2 pm — Homebrew

GM: Rob Hebert

It's your first day at Greymorrow Manor, a dilapidated estate in the magical city of Albienne's working-class West End. Here, you and your covenmates will learn about magic, practice your skills, and serve the needs- -magical and mundane- -of your new neighbors. This game includes both arts AND crafts but materials will be provided! (System is a much-simplified homebrew of Apocalypse Engine and Ars Magica 5th Edition)

Temple of the Sun Cabal — Sat 9 am — 13th Age Roleplaying Game

GM: Wade Rockett

The vampire Eleodra Malfador has information you need, but she's been captured by fanatical sun cultists! Getting to the cult's island temple won't be easy, though. Will you choose the Path of Battle, the Path of Cunning, or the (suspiciously named) Path of Welcome? Pregens provided, no experience necessary.

RPGs

The Big Picnic — Sat 9 am — Paragon U (GURPS, tournament)
GM: Ron Shaw

Paragon University a “special” school where the students are Vampires Werewolves Angelborn Demonborn Fae Technologically Enhanced and even Immortals. The time has come for the Labor day family picnic at a local state park. As a special precaution, a portable version of the non-violence aura emitter has been crafted to be brought along to ensure that flaring tempers and old rivalries do not spoil the festivities.

The Blackout Era — Retribution — Sun 9 am — GURPS

GM: James Freeman

It is time to keep our word to the victims of the attack on the pier, our Job is to recon the enemy and take them out if possible.

The Blackout Era — Safe Zone — Sun 8 pm — GURPS

GM: James Freeman

We have been tasked with getting the existing groups in the alliance to help with the defense of our territory and to assist us in expanding the safe zone.

The Dread Crypt of Skogenby — Sat 2 pm — Torchbearer

GM: Jesse Burneko

Horror stalks the ill-fated village of Skogenby. Just a few days past, some youths clearing a field managed to move a boulder only to reveal a rune-covered dolmen that framed a narrow tunnel. Jora dared to crawl through the passage and disappeared down the tunnel, only to return a short time later. But as she was crawling from the tunnel, she was abruptly pulled back into the crypt with a bloodcurdling scream.

The Happiest Apocalypse on Earth — Sun 9 am — PbtA

GM: Christopher Grey

World-famous Mouse Park is not what it appears to be. As you start your first day on the job you find evil surfacing throughout the theme park’s charade. HAOE is part Lovecraft part satire and takes place in America’s favorite theme park. There will be horror, gore, and probably animatronics. Lower your head and watch your step, and enjoy the ride!

The Island — Sat, Sun 2 pm — GURPS

GM: Vickichu The Friendly Neighborhood Stalker

You wake up on a strange island, with little to no memory of how you got there and who you were. Trying to leave this island have proven difficult because a mysterious fog surrounds the island, preventing you from seeing the feather reaches of the sea. Horrific creatures lurk in the shadows and when night falls, they hunt for flesh and blood. Will you survive on this island or will you parish as many did before...

The Mandrake Putrefaction — Fri 2 pm — The Sprawl: Touched Prime

GM: Hamish Cameron

When the magical rifts burst open, spilling spirits and ancient power into the neon and chrome sprawl and into the very fabric of humanity, the corporations seized the initiative. Can you seize it back? The Sprawl is an apocalypse-powered game of mission-based cyberpunk action. This is a playtest for Touched, a high magic setting for The Sprawl.

The Problem with Gooles — Sun 9 am — Gooles & Goblins

GM: Ryan McMullan

The village of Rivenwood is a nice place to grow up. But it’s been facing some problems lately and only a small group of intrepid kids can save the day! Come play the Kickstarted RPG made just for kids.

The Requiem Chronicles: Dance of the Dead — Sat 2 pm —

Vampire the Requiem: Second Edition

GM: Louis Garcia

They 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 the 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 Skeletons — Sun 2 pm — The Skeletons

GM: michael cantin

Years fly by like dead leaves. Everything is darkness. Everything is silence. You stand vigilant before the sarcophagus without thought or breath-such is your compulsion. You do not remember your name and still you watch. The flesh has fallen off your bones and still you watch. And then one day there is light and motion and you weigh your bearded axe and raise your shield, lusting for the fray, eager to measure your skill against these tomb-robbing children so full of blood. You’ll never be alive again

The Three Rocketeers: Royal Reunion — Sat 9 am — Fate Core

GM: Chris Czerniak

The queens brother was lost when his ship was attacked and only four escape pods went out. He was never found and believed dead. Now a man claiming to be the brother has turned up on the war torn planet of Halifax. The queens niece and a group of Rocketeers head out to see if the man truly is the queens brother. Conspiracy and adventure in a space opera setting based off The Three Musketeers.

The TPK Tournament - Let’s Kill Strahd! — Fri 4 pm (2), Sat 9 am (2), 2 pm — D&D 5e

GM: Steven Gordon / Ryan Servis / Chris Grey

Have you the strength to defeat the Vampire Lord in his lair? Test your might against the classic Ravenloft villain in a devilishly-challenging 5th Edition tournament-style game. Prizes for all players, including dealer dollars to the winning party!

The Watchers in the Sky — Fri 8 pm — Cthulhu Dark

GM: Jesse Burneko

Strange birds watch a paranoid madman, and stare at you from the rooftops. When you dissect one, you find something monstrous inside that reflects a horror within yourself. Cthulhu Dark is about the things we fear, amplified until they are unbearable. It’s about horror, in which humans are powerless when confronted by alien horrors. You can’t beat them. You can’t fight them. You can only watch, run, hide and fear.

The Well of Souls — Sat 9 am — Fate Core

GM: JiB

You have great power, you’ve always believed it, if only you could harness the power within you, tantalizingly just out of reach. You’ve felt it flair when you were emotional or frightened or angry. Perhaps there is a way for you to free this part of you. You know that wizards are real. Nobody else believes you, but you know it’s true. Well of Magic is a modern Dresdenesque fantasy in Fate Core.

RPGs

Troll Hunters Wanted! A Dungeon Fantasy Adventure — Sat 2 pm, Sun 8 pm — GURPS

GM: Jessie Foster

The town of Corpse Hollow has a troll infestation. They also have the coin to pay mercenaries! You just happen to need some cash and have a knack for dealing with other peoples problems. This is a continuing Dungeon Fantasy adventure for experienced GURPS players with an emphasis on hack and slash over role-playing. Bring your 200 point DF character or one will be provided.

Unauthorized Human Trials — Sun 9 am — The Light RPG

GM: Mikal Saltveit

You awaken to the strong stench of antiseptic and the bright lights of an operating room. A sign on the wall reads "Remember to take your belongs and body parts with you when you leave." Now you remember, you signed up for this. Homebrewed system similar to Dread but with dice. Pregen characters will be provided. Friendly to new players.

Under the House of Usher — Sun 2 pm — Torchbearer

GM: Jesse Burneko

A holy knight and a band of mercenaries excavate a ruined manor in the hopes of retrieving an ancestral fortune. But shining light on the mysteries of the past can awaken the demons in the darkness. Torchbearer is a dungeon crawling rpg emphasizing the labor, resource management, and danger of delving into dark and forgotten ruins.

Vurt — Sat 2 pm, 8 pm — Cypher System

GM: Alexander Lepera

In the Manchester, England of the future, players square off in brutal gang fights, elude high-tech cops in pursuits through narrow streets, face insect-drone warfare, thought-stealing, genetic mutations, implant cybernetics, black market drugs, DNA-shifting mathemagick, Shadow-tech, and illegal dream feathers. Sci-Fi meets Fantasy in epic battles with mythological monsters and gods crossing over from the Vurt world.

Weekend on Death Island — Sat 2 pm — Fate Core

GM: Jason Tryon

A week away at Daytona with your besties that's what spring break is supposed to be. You weren't supposed to wake up on some deserted beach somewhere. The real question is, can you survive the hunters, the other contestants and the natural dangers in this most dangerous of games? Weekend at Death Island is a modern suspense thriller in Fate Core.

Wizarding World of Harry Potter: Aurors in the Highlands — Sat 9 am — Fate Accelerated

GM: William Huggins

It's a few months after the Battle of Hogwarts, many of the Death eaters are still at large. Your're team has been tasked with hunting them down and bringing them to justice. A letter from an old mentor has brought you to the tiny village of Plockton in the Scottish Highlands.

YLRA 1-4 Down in Flames (levels 5-10) — Fri 7 pm, Sat 2 pm, Mon 9 am — D&D 5e

When one of Ylraphon's finest disappears on a routine investigation, brave adventurers are needed to unearth his fate. But as both politics and earthquakes rattle the town, the flame of hope grows dim, and hidden dangers of Ylraphon's past resurface that may still spell doom for the future of the Moonsea. Written by Mike Olson

YLRA 1-5 The Shadows From the Stars (levels 11-16) — Sat, Sun 9 am — D&D 5e

The Cult of the Eternal Flame has just completed a daring raid on the Moonwater, Ylraphon's temple to Selune. A powerful artifact has been stolen, and the one man who can help lies trapped in a vision he cannot escape. Ylraphon's mightiest adventurers must travel the world of dreams and face Ylraphon's worst nightmares.

YLRA 1-6 Out of the Frying Pan (11-16) — Sat, Sun 2 pm — D&D 5e

After a sinister plot has come to light that threatens to conflagrate the city of Ylraphon. A traitor from within the town, allied with fiery villains and aberrant monsters, will soon unleash destruction upon the Moonsea region. The clock is already ticking... will you extinguish the treacherous plot before it's too late? Written by Eric Montijo

YLRA 1-7 To Start a War (levels 11-16) — Fri 2 pm, Sun 9 am, 7 pm — D&D 5e

A momentous celebration suffers a deadly interruption, and the Mayor calls on you to exact retribution. Gather your allies and take the fight to the enemy, but remember that battle lines are being drawn within the city as well. Many are eager for their chance to seize power, and civil war is looking more likely every day. Written by Steven Gordon (2c Gaming)

YLRA 1-8 Breaking Point (levels 11-16) — Fri 7 pm, Sun 2 pm, Mon 9 am — D&D 5e

Tensions in Ylraphon are reaching a breaking point as political conflicts between the Mulmaster refugees and native residents threatens to spill over into an actual civil war. Can you and your team mend the breach? Or will Ylraphon fall forever? Written by Bill Kerney

YLRA 1-9 Titan Rising (levels 11-16) — Sat 9 am, Sun 7 pm, Mon 2 pm — D&D 5e

It was no meteor that barely missed the town, but the corpse of a dead god. And this god wants to be dead no more. Will you be able to stop the phoenix from rising? Written by Mickey Tan



T-Shirts!

Design 1



Design 2 (all year)



Gateway 2017 pin!

Your badge is lonely! It told us all about it. We did our best to comfort it, and your shirt is perfectly lovely, but what it really needs is a limited edition enamel Gateway pin. Perfect for your lapel or bag during the off-season! Just \$5 at the Strategicon table in the Dealer Room.

Two different Convention Shirts available in the Dealer Room for \$20.

All sizes from S to 4XL.

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

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

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

* Single: All single 25 mm 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 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

Rules

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

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

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

Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
Arcane Wonders	Monte Cook Games
Asmodee	Northstar Games
Blue Panther	Osprey Publishing
Cannon Fodder Games	Out of the Box Games
Columbia Games	One Small Step Games
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Dan Verssen Games	Pegasus Hobbies
Days of Wonder	Prawn Designs
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Looney Labs	Z-Man Games
Magic Meepile Games	Zombiesmith

Shopping

Dealer Room

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

Hours:

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

Individuals found selling wares at 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 2017 Dealer Room Vendors:

2CGaming	Crazy Bob's Dream Emporium
Arcknight	D20 Decor
Biplane Games	Duncan's Books and More
Bits & Pips	Existence Games
Capere	Fire & Dice
Cobblestone Games	Flying Buffalo

Game Matz	Party Penguins
Gamecraft Miniatures	Play 5
Gate Keeper Games	Playford Games
Hooks & Chains	Saber Legion
Imagining Games	Seths Games & Anime
Knapsack Games	Spellbinders
Loscon	Stonehouse Miniatures
Lucky Bag Films	Strategicon Market
Magic Meeple Games	Summon Entertainment
Merchant Green Leather Works	Super Dimension Convention
Monkeyfun Studios	The Board of Games
Mythica Metalworks	The Broken Token
Nerdy Knits	The War House
Ninja Star Games	Tiny Shiny Squid
Obscure Reference Games	Unrivaled

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, etc.

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 (should any disputes among sellers arise).
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes – no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

Buyer Guidelines

1. CAVEAT EMPTOR (“let the buyer beware”). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and

buyer. Standard terms are usually cash only and delivery on payment.

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
9. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.

3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

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

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

Hilton Hotel Rules

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

GameX 2017 Winners

Board Games	1st Place	2nd Place	3rd Place
1846	Bill Gallagher	Jean Clare Sarmiento	Jonathan Flagg
7 Blunders	Nick Chavez	Bill Gallagher	Stephen Bowen
7 Wonders MEGA	John Clair	Thomas Wallace	Yan Yan
Acquire: David Woolcott Memorial	Lisa Burolo	Naveen Gunalan	Cheryl Aday
Advanced Civilization	Mark Stoxen	Martin Deolden	Matthew Weber
Age of Empires III	Jonathan Sun	Avery Callenback	Brenton Gaines
Agricola National Qualifier	Lumin Sperling	Mike Munson	Gilbert Quinonez
Alien Frontiers	Michael Marshall	Bill Persaud	Jenn Van Persaud
Anachrony	Jaye R	Gabriel Resneck	Grace Li
Arcadia Quest: Pets	Jonathan Zev	Diana Leyva	Ryan Higa
Ashes: Rise of the Phoenixborn	Manuel Perez	Erik Orrell	Kevin Barber
Attika	Thu Nguyen	Roderick Lee	Kole Wenger
Automobiles	Sean Winder	Robin Winder	Alex Haley
Battleborn Legacy	Matthew Bernhardt		Savannah Farr
Battleborn Legacy	Nigel Baker		Steven Estrella
Blood Rage	Dan Pineda	Erik Haas	Jenn Van Persaud
Blue Moon City	Dwight Stone	Michael Swinson	Christine Marciniak
Builders of Blankenburg	Reema Rijhwani	Naveen Gunalan	Robin Fox
Bull Moose	Rick Lepore	Patrick Saul	Nathan Demoura
Camel Up #1	Heather Spowart	Ryan Higa	Nathan Hurtado
Camel Up #2	Tom Lebaron	Rick Lepore	Vincent Weibert, Ben Lesel
Carcassonne	Darrell Stark	Karen Star	Richard Dekany
Carson City	Brandon Muller	Mark Parsons	David Parayre
Castles of Burgundy	Thomas Wallace	Todd Van Der Pluym	Frank Chimienti
Catan National Qualifier Finals	Emily Millegan	Burak Ozgur	David Mines
Caverna: The Cave Farmers	Mark Nadeski	Bill Gallagher	
Cock & Bull: It's all about the Monkey!	Peter Proxee	Michelle Paradis-Sorensen	
Codenames	Zachary Pitts, Heather Mason	Nancy Sprute, Kyle Greenwood	Steven Estrella, Michelle Estrella
Colony	Jingles	Susan Fintland	Rachel Pieper Decker
Concordia	Bruce Schlickbernd	Todd Van Der Pluym	Marisa Kantor
Concordia Advanced	Todd Van Der Pluym	Kim Thompson	Paul Michalski
Container	Michael Swinson	Gilbert Quinonez	Karen Star
Cottage Garden	Darrell Stark	Mara Kenyon	Michael Swinson
Coup	Gregory Bailey	Diana Nelsen	Nathan Demoura
Cry Havoc	Andres Fresquez	Steffan Muntsinger	Patrick Ho, Jeffrey Ho
Dixit	Chris Venuti	Kathy Alkire	Amie Kaczmariski
Dixit	Christopher Sprute	Nancy Sprute	Margaret Johnson
Dixit	Mason Stewart	Amie Kaczmariski	Ethan Stewart
Doom 2nd Ed	Allen Eckhouse, Vince Fryer, Peter Little		
Dream Factory	Michael Swinson	Andre Chautard	Tracy Ashizawa
Dream Home	Kim Chen	Andrew Kami	Anna Mokrai
Eclipse	Jose Vasquez	Alfonso Weilbach	Joshua Beller
El Capitan	John Clair	Jonner Purinton	Ron Haas
Epic Roll	Madeline Barnicle	Paul Slavich	Kevin Barber
Eternal Kings	Jack Munson		
Euphrat & Tigris	Roderick Lee	Jordan Ackerman	Gilbert Quinonez
Exploding Kittens	Kathy Alkire	Ivan Yospe	Nathan Yospe
Fireball Island	Iok Wong	Connor Macmillan	Jason De Moura
Firefly	Will Pasquin	Daryl Kimoto	Jessica Callenback
Forbidden Stars	Christopher Buckley		
Franchise King	Chris Sachs	Kevin Barber	Reema Rijhwani
Game of Thrones 2nd Edition	Peter Kitinski	Jared Lesueur	Joseph Nunn
Ghost Blitz	Jeremy Estrella	Ben Curiel	Keira Estrella, Nathanael Bergquist
Glory to Rome	Eric Luce	Drew Conley	Jenn Van Persaud
Great Western Trail	Nathan Morelli	Sean Growley	Manu Juneja
Guildhall Fantasy	Brett Holbrook	Andre Arifin	Steven Hoover
Hollywood Blvd	Tri Fritz	Patrick Stevens	Ron Haas
Imhotep	Susan Fintland	Jamie Bussio	Rasheed Long
In the Year of the Dragon	Michael Swinson	Darrell Stark	David Mines
Incan gold	Hayden Hemstreet	Anakin Ramirez	Sue Dekany

Ingenious	Kim Thompson	Susan Fintland	Holly Poer
Istanbul	Brian Dickson	Jonner Purinton	Brandon Muller
Kanban: Automotive Revolution	Lars Kristiansson	Monique Macasaet	Bill Harris
Killer Bunnies	Amie Kaczmarski	Kathy Alkire	
King of Tokyo	David Parayre	John Clair	Evan Craft
Kingdom Builder	Christopher Buckley	Jessica Callenback	Brian Dickson
Kingsburg	Karen Star	Eric Downing	Scott Kelly
Liar's Dice	Vincent Fryer	Robert Neff	Kyle Greenwood
Lords of Waterdeep	Kyle Greenwood	Danya Freidin	Thomas Wallace
Love Letter #1	Nathaniel Taylor	Rhonda Blue	Emma Gaer
Love Letter #2	Elias Baranowski	Cameo Baranowski	Jack Munson
Love Letter #3	Rebekah Yospe	Cameo Baranowski	Heather Mason
Magic Realm	Thomas Diendorf	Eric Gerber	Annamarie Farquhar
Manila	Jack Munson		Edward Williams
March Madness	Erez Kabaker	George Nickols	Rick Lepore
Merchant of Venus	Roderick Lee	Jonathan Flagg	Martin Bowers
Metropolys	David Mines	Michael Swinson	Dwight Stone
MicroNations		Lauren Friedman	Howard Hinman
Mission Red Planet 2d Ed	Scott Kelly	Steffan Muntsinger	Amie Kaczmarski
Modern Art	Curtis Adams	Roderick Lee	Jon Cassie
Monopoly Deal #1	Kyle Greenwood	Ruth Blue	Dennis Baranowski
Monopoly Deal #2	Vincent Fryer	Darrell Stark	Tom Lebaron
Monopoly Deal #3	Eric Downing	Vincent Fryer	Christopher Sprute
Mystic Vale	Allen Eckhouse	Nancy Sprute	Martin Bowers
Nexus Ops	Darrell Stark	Andres Fresquez	Erik Haas
No Thanks!	John Oh	Eric Downing	Toni Johnson
Outpost	Todd Van Der Pluym	Jonathan Flagg	Jingles
Perpetual Motion Machine	Leanda Casas	Jaye R	Nigel Baker
Phase 10 #1	Krysta Fryer	Michelle Paradis-Sorensen	David Parayre
Phase 10 #2	Matt Hyra	Heather Fins	Paul Slavich
Phase 10 #3	Dennis Baranowski	Matt Hyra	Michelle Olson
Pirates Cove	Luke Watson	Michael Watson	Dennis Baranowski
Power Grid	Michelle Mills	Christopher Buckley	Randall Bart
Power Grid World Tour: Gamex	Lisa Burola	Sarah Mendez	Brian Simmons
Power Grid: The Card Game	Garrett Kinsel	Cheryl Aday	Roderick Lee
Project Mars	Kathy Alkire	Bradley Clarke	
Puerto Rico	Avery Callenback	Jeannette Albright	Michael Swinson
Ra	John Clair	Garrett Kinsel	Sod-Erdene Gadal
Red Dragon Inn	Ruthany Hour	Brook Saltveit	Ben Doroin
Roll Through the Ages: The Bronze Age	Mike Munson	Eric Downing	Michael Swinson
Runewars	Marisa Kantor	Michael Marshall	Marty Watrous
Sagrada	Dave Intner	Mark Parsons	
San Juan 2nd Ed	Eric Downing	Hector Reyes	Jonathan Flagg
Scepter of Zavandor	Todd Van Der Pluym	Jonathan Flagg	Kyle Greenwood
Scythe	Dwight Stone	Gregory Bailey	Danya Freidin
		Madeline Barnicle, Chris	
		Davis, Russell Berman, Dean	
		Taylor	
Seven Dragons	Lauren Davis	Jenn Van Persaud	Christopher Buckley
		Matt Cohen	Allen Eckhouse
Skull	Lisa Burola	Cole Luebbers	Connor Ryken
Small World	Ben Lesel	Darrell Stark	Mara Kenyon
Smash Up	John Clair	Lisa Burola	Jesse Warren
Spartacus	Paul Luebbers	Christopher Sprute	Jeremy Estrella
Splendor MEGA	Andre Chautard	Sean Devereaux	Michael Soto
Stone Age	Bruce Schlickbernd	William Merritt	Daniel Cramer
Sushi Go!	Steven Estrella	Ruth Blue	
Talisman Cataclysm	Solomon Chang	Thomas Diendorf	Diana (Merlin) Juneja
Terraforming Mars	Lars Kristiansson	Toni Johnson	Lisa Burola
The Looney Bin	Matthew Bretado	Gilbert Quinonez	Todd Van Der Pluym
The Lord of the Ice Garden	Manu Juneja	Bill Persaud	Roderick Lee, Tim Oates
The Oracle of Delphi	Dan Pineda	Kyle Greenwood	Jay Spowart
Thurn and Taxis	Darrell Stark	Yan Yan	Gilbert Quinonez
Tichu Finals	Jenn Van Persaud, Bill		
	Persaud		
Ticket to Ride	Darrell Stark		
Ticket to Ride Switzerland	Pearl Brinkley		

Ticket to Ride: Europe	Kyle Greenwood	Stephen Bowen	Bradley P. Thomas
Ticket to Ride: India	Gilbert Quinonez	Madeline Barnicle	Stephen Bowen
Ticket to Ride: Pennsylvania	Jeff Watson	Alan Potts	Drewkitty ~..~
Ticket to Ride: USA 1910	Thu Nguyen	Rick Lepore	Tomer Gurantz
Tiny Epic Galaxies	Josh Kaufman	Cheryl Gaul	Dylan Venuti
Titan	Eric Downing	Gavin Kinsel	Tom Corbett
Trick-Taking: The Trick-Taking Game	Aj Of House Aj	Paul Slavich, David Parayre	Rich Pizann
Turn the Tide	Nathan Demoura	Ivan Demoura	Bradley P. Thomas
Twilight Imperium 3rd Ed	Joshua Beller	Cory Ryken	
Unemployed Clowns	Darrell Stark	Eric Downing	David Parayre
Uno #1	Lisa Burola	Cameo Baranowski	Ray Gaer
Uno #2	Ray Gaer	Christopher Sprute	Cameo Baranowski
Uno #3	Mary Taylor	Eric Downing	Michelle Paradis-Sorensen
Uno #4	Dennis Baranowski	Jaye R	Ben Curiel
Viticulture	Jenn Van Persaud	Bill Persaud	Mara Kenyon
Wits & Wagers	Michael Swinson	Mark Parsons	Darrell Stark
Wizard	Michelle Paradis-Sorensen	Matt Cohen	Rhonda Blue
Yahtzee Free for All #1	Vincent Fryer	Jessica Myrick	Michelle Paradis-Sorensen
Yahtzee Free for All #2	Lea Vicerál	Heather Fins	Jaye R
Yahtzee Free for All #3	Jenn Van Persaud	Dennis Baranowski	Susan Finland
Yokohama	Chris Buskirk	David Mines	Eric Elder
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
"One More Roll!" Dice Games	Edward Trovato	Yoni Cohen	
Ascension: Chronicle of the Godslayer #1	Sara Bell	Josh Maxman	Matt Cohen
Ascension: Chronicle of the Godslayer #2	Alan Wilcox	Matt Cohen	Micheal Hetman
Bill & Ted's Excellent Board Game	Jon Reilly	Thomas Amundsen	
Chez Geek - Spring Break!	Don Wechsler	Nick Butler	Elliot Bely
Dice Masters Grab Bag #2	Dave Intner	Vincent Rossetti	Frankie Aguayo
Double Feature	Mason Stewart	Ethan Stewart	Andrew Mendez
Friday Night DRAFT: Amonkhet	Patrick Dickson	Isaac Intner	Phillip Jarrell
Highlander Type 1	Victor Bugg	Geoff Colman	
Highlander Type 2 Constructed	Geoff Colman	David Wakefield	Victor Bugg
Kitty Paw, Doggy Go, and Shiba Inu House	Melody Curtis	Elsa Peanut Butter	Chris Curtis
Kitty Paw, Doggy Go, and Shiba Inu House	Tanya Aldrich	Potato Pi3	
Lanterns and Lotus - Players' Choice	Alex Packard	Steve Packard	Joel Cohick
Magic: The Gathering - Keith Aldrich	Michael Arsollon	Don Wechsler	Melissa Weiss
Pauper Highlander Tourney	Clifford Bennett	Frank Zazanis	Michael Arsollon
Magic: The Gathering - Pauper Tourney	Isaac Intner	Ryan Higa	Brian Williams
Magic: the Gathering DRAFT Amonkhet	Ryan Higa	Danny Del Pilar	Nick Bayuga
Magic: the Gathering Sealed Amonkhet		George Caceres	Vincent Fryer
Magic: the Gathering Sealed Amonkhet	Oliver Caceres	Aaron Thomas	
Magic: the Gathering Sealed Amonkhet	Micheal Hetman	Takeshi Kuno	Danny Del Pilar
Middle-Earth CCG - Hero Arda	Gene Berry	Richard Fairbanks	Daniel Johnson
Munchkin	Alan Krone		
Munchkin - Be a Hero!	Zack Tscharanyan	Daniel Felts	Taylor Tscharanyan
Munchkin - Be a Hero!	Ryan Stevens	Sadie Garcia	Michael Jenks
Munchkin - Players' Choice	David Chimienti	Allen Eckhouse	Daryl Kimoto
Munchkin - Players' Choice	Nick Butler	Don Wechsler	Elliot Bely
Munchkin - Players' Choice	David Chimienti	Vito Chimienti	Frank Chimienti
Munchkin - Players' Choice	Brand Bogard	Juliette Barksdale	Sarah Barksdale
Munchkin - Players' Choice	Anthony Barrett	Dennis Wilkins	Jackson Barrett
Munchkin - Players' Choice	Tommy Svolos		
Munchkin - Players' Choice	Tommy Svolos	Donovan Shakespeare	Desiree Flores
Munchkin - Players' Choice	Doug Ecks		
Munchkin - Players' Choice	Raul Morales	Adrian Konikow	Darlene Smith
Munchkin - Players' Choice	Elliot Bely	David Chimienti	Nynnie Fording, Adam Torres
Munchkin Tournament	Andrew Mendez	Victor Rea	
Munchkin Treasure Hunt!	Keith Aldrich		
OGRE 6th Edition	Erik Peterson	Naila Kim	
Pokemon #1	Matthew Lee	Breck Lebaron, Eowyn	
Pokemon #2	Matthew Lee	Bradley, Jacob Winder	
Red Dragon Inn	David Heinle	Rich Pizann	Robert Heinle

Revolution!	Adrian Konikow		
Revolution!	Andrew Mendez		
Smash Up Munchkin	Qi Cai	Bradford Obie	David Panzer
Star Wars Destiny Booster Draft	Patrick Sewell	Noah Mindess	Jimmy Crowell
Star Wars Destiny BOOSTER DRAFT	Bruce Tompkinson	Preda Jittanoon	Alexander Nobles
Star Wars Destiny Constructed	Matthew Cataldo	Theresa Ginn	Kyle Ginn
Star Wars Destiny Constructed	Frank Yuan	Gary Manzano	Josh Everman
Star Wars Destiny Constructed	Alexander Nobles	Noah Mindess	Daniel Johnson
Star Wars Minis Sealed Booster Draft			
Virtual Set 12 & 13	Andre Bashay	James Vrabranzuela	Kyle Trujillo
Star Wars Minis: The Battle of Hoth	Kyle Trujillo	James Vrabranzuela	Andre Bashay
Sunday Night DRAFT: Amonkhet	Takeshi Kuno	Micheal Hetman	Patrick Dickson
Yu-Gi-Oh! Lite Tournament	Leo Vanillager	Chubbs Le Werewolf	Kris Lee
Yu-Gi-Oh! Tournament	Alan Flower	Marcus Walker	
LARPs	1st Place	2nd Place	3rd Place
Starship Valkyrie: KapStar LARP Tournament	Robert Moon	Tara Leederman	James Clawson
Miniatures	1st Place	2nd Place	3rd Place
Battletech tournament (3025 Era)	Mike Revier	Greg Mazourek	
Blood Bowl: N00ber Bowl II	Dennis Bolin	Manuel Perez	Chris Lovell
Circus Maximus	Charlie Roselius	Eric Delgado	Grace Li
Imperial Assault Skirmish Tournament	Mike Vas	Alexander Nobles	Zack Tucharayan
Into the Wasteland		Jeremy Willis	Tom Lalonde
Lion/Dragon Rampant Blood Bath	Matt Ragland	David Brown	William Stilwell
Mr. Lincoln's War ACW Tournament	Tony Kenealy	Mark Nicholson	
Secure the Landings - Bolt Action 2 Game	Matt Ragland	Tom Gilliland	Ian Mitchell-Smith
Thug Life Tournament	Eric Martinez	..<New>.. Scooter	Kody Batchelor
X-Wing Kids Tournament	Isaiah	Milo	Patrick Ward
X-Wing: 100 point tournament	Jay Klmnop	Tom Lebaron	Michael Deegan
Painting Contest	1st Place	2nd Place	3rd Place
Best in Show	Josh Simon		
Fantasy Large	Josh Simon	Jesse Boyens	Zack Tucharayan
Fantasy Single	Joshua Howdeshell	Brenda Ho	Zack Tucharayan, Noah Karrer
Fantasy Unit	Jeff Huerta	Josh Simon	
Historical Large	Paul Szymborski		
Historical Single	Jesse Boyens		
Historical Unit	Andrew Gledhill		
Open	Zack Tucharayan	Robert Patino	
Sci Fi Large	Joshua Howdeshell	Zack Tucharayan	Priscilla Perez
Sci Fi Single	Priscilla Perez	Brenda Ho	Paul Villar
Sci Fi Unit	Tom Lebaron		
Strategikids	Anakin Ramirez	Breck Lebaron	Kai Bunyak
Party Games	1st Place	2nd Place	3rd Place
Ultimate Werewolf	Werewolves		
Ultimate Werewolf	Village		
The Genius: The Game of Games	Jenn Van Persaud	Jordan Ackerman	Vu Pham
RPGs	1st Place	2nd Place	3rd Place
D&D Total Party Kill Tournament	Matthew Larralde	Grant Scholler	Ethan Hurd
GURPS Final	Gary Gandara	Kris Freeman	Vickichu
Pinnacle/Palladium - RIFTS tournament	Michael Annan		Chris Nguyen
Video Games	1st Place	2nd Place	3rd Place
Injustice 2 #2	Jason Duvall	Andrew Yao	Cris Hurtado
Mario Kart 8	Jason Bailey	Jeremy Estrella	Luke Johnson
Mario Kart Team Racing	Team Yani	Willie & Perrin	
Overwatch 2v2	Jason Baily, Nathan Yospe	Theia Sexton, Travis Albright	Greson Baptist, Johnny Sung
Super Smash Bros 1v1	Ryan Caven	Isaac Veal	Marcus Walker
War Games	1st Place	2nd Place	3rd Place
1775 Rebellion Tournament	Chris Ramirez	Mark Stoxen	
Axis and Allies	Tim Towery, Dale Conklin	Dearl Albright	
Battle Cry Tournament	Anakin Ramirez	Max Krochman	
Friedrich	Christopher Mills	Bradley Clarke	
Sails of Glory Tournament	Narek Der-Sahakian	Grace Li	
Sails of Glory, Frigates	Andy Nicholas	Mark Luta	
Virgin Queen (Campaign Tournament) #1	Andy Nicholas	Marshall Neal, Matt Elstein, Harold Buchanan	

Hotel Food Policy

No outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.



A Word (or two) from the Con Man

We made it

Gateway is always the toughest con to put together every year. This is for a variety of reasons, but two in particular: It comes at the end of convention season so everyone is burnt out and it usually has the least amount of time between cons. That said, it's the only con that's never had a downturn under our ownership, and the odds are that trend will continue this show.

But this one was really tough

The reason we've been able to pull this off is in no small part due to the work that Tim Keennon did as Events Coordinator. When my back gave out just before 2016 Tim took over many of my duties for that year, and it's fair to say we could not have put on the con, much less pull it off as well as we did without Tim's efforts.

Sadly, as you can see by the tribute to the right, Tim didn't make it to this show. I cannot express enough the gratitude we all feel for the job he did for this con and for myself personally as a friend. His advice was invaluable and he will be sorely missed.

Tim even ended up contributing to this conbook that was put together over six weeks after his passing — an event he entered right after Gamex exposed a bug in the code I use to generate the schedule and event descriptions from our database that has been there for 11 years. I could just hear him saying "Gotcha!" when I found it.

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Dream On!

In another piece of irony we finally accomplished Tim's pipe dream of having every event in the schedule have a room listed for it. I'm not sure how that happened, but it is what it is.

There will be a room crunch next con

Next year we have a revised set of room agreements with the Hilton that gives us a larger room block, but the price has gone up. However, next Orcon we will not be able to get additional rooms beyond what we already have due to the NBA All-Star game returning to L.A. that same weekend. We expect the block to go live in late October, and it will now require a convention badge to book through the web site. So book early, because once the rooms are gone we will not be able to get more and the going rate will be extravagant.

We have ourselves a winner!

Lumin Sperling was our Agricola National Qualifier champion this past Gamex. Apparently he's pretty good as he's now the U.S. Champion and will be heading to Germany to participate in the World Championship. Congratulations Lumin!

And in the end...

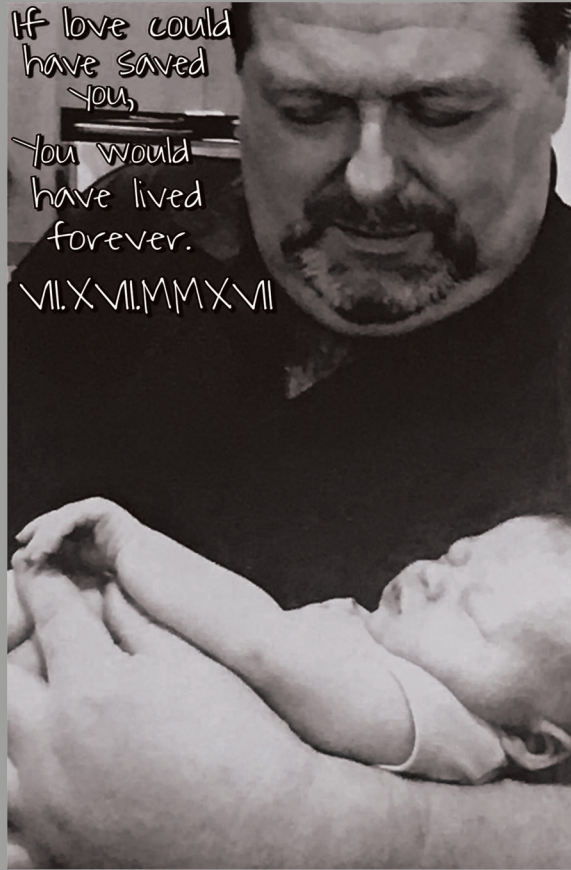
We set a record for pre reg's for Gateway this show, so it's going to be a big con. Have a great con everyone — glad you could be here.

TIM KEENNON

IV.XXX.MCMLX - VII.XVII.MMXVII

In loving memory of our
master of time and space.

If love could
have saved
you,
you would
have lived
forever.
VII.XVII.MMXVII



Tu frater nulla oblivione delebitur
(You will not be forgotten, brother.)

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