

STRATEGICON GAMING CONVENTION · LOS ANGELES, CALIFORNIA

# GATEWAY



SIERRA  
MILLER

AUG 29 TO SEP 1

2014

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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. Since locating individuals at Gateway is sometimes difficult, look for someone wearing a purple Strategicon vest or visit the Registration Desk.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Tim Keennon
Dealer Room	John Paiva
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Shane Sauby
Industry Liaison & Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Mike James Frank Vassallo
Role-Playing Games	Jim Sandoval Robyn L. Nixon Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Kryssie Mackey
Seminars & Movie Room	Nick Chavez
Library	Eric Burgess
Open Gaming	Michael Fryer
Lots of Stuff	Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Renee Rose-Perry
Quartermaster	Ken Barnard
Guests	Victor Bugg

## Welcome

Strategicon welcomes you to Gateway 2014. 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, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), each with its own special information under the appropriate headings in the program.

## Common Rights of Event Officials

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

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

## Event Registration

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

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its

scheduled start time and be ready to play. 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

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

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

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

Sponsored events will give some type of game or game expansion

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

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

**2**

## **A Guide to Gateway 2014 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!



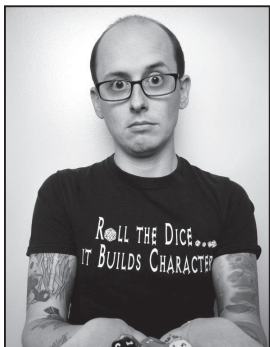
Never miss an event! Follow us on Twitter (@Strategicon) for updates & announcements during the con!

## Gateway 2014 Special Guests

### Seth Jaffee

A published game designer and developer, but is probably best known for his affiliation with Michael Mindes and Tasty Minstrel Games. Seth was a behind the scenes supporter of TMG from the beginning and is now an official member of the TMG team, discovering games, developing them, and helping to usher them through the production process.

Seth's first published title was Terra Prime, a somewhat obscure but solid euro style game. His best known title is Eminent Domain, the first big kickstarter success, and the first game to use the deckbuilding mechanism in a game that's not just about deck building. The first expansion to Eminent Domain (Eminent Domain: Escalation) just came out a couple of months ago, and a second one is in the works.



### Derak Morrell

A professional Game Designer since 2001. Starting at Sony Online Entertainment working on several of the EverQuest video game titles and later went to work on a collectible card game. Wanting to start his own business he earned a degree from CSULB and briefly worked in public accounting. Derak's board game company is Never Peak Games and earlier this year launched We Are Dead: Zombie Mall Massacre which is a hit for casual players. Up next is a card game based on the Dead@17 comic book and a micro game called Starcade. You can find updates at <http://www.neverpeakgames.com/>

### Laughing Moon Group

Todd VanHooser is the author of the Laughing Moon Chronicles and the designer of the RPG based on his fantasy fiction. In addition to being an author and game designer, he is also a high-school English teacher and hosts an annual convention that introduces high-schoolers to the pop-culture and gaming worlds. His Laughing Moon team is known in the southwest to run some of the most epic fantasy adventures found on the convention scene. A close-knit group of gamers, the Laughing Moon Crew encourages good old-fashioned role-playing while at the table, plenty of dice rolling, and usually a lot of laughs along the way. At Gateway the crew will be running Laughing Moon Crossroads. A new vision of the Laughing Moon RPG that puts a western spin on the game. Same world. Same races. New game.



# Friday

## Master Schedule of Events

\* = Play with the creator

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

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

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

**Fri, Aug 29**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Noon	4	<b>Space the Game V2 DEMO</b> Demo		B	B
	1	<b>King's Ransom Gaming 101</b> Demo		B	B
	2	<b>Liar's Dice</b> Small		E	B
	2	<b>Munchkin Qualifier #1</b> Sponsored		A	B
	1	<b>Poison</b> Event		A	B
	1	<b>Looney Bin</b> Event		A	B
	1	<b>The Scepter of Zavandor Gaming 101</b> Demo		B	B
	10	<b>Twilight Imperium 3rd Ed Expansions</b> Tournament		E	B
	1	<b>Exodus The Trading Card Game Demo</b>	La Jolla	A	C
	7	<b>YuGiOh Xbox360 Game Demo</b>	La Jolla	A	C
	2	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	C
	2	<b>Washington's War</b> Small	Los Angeles B	A	W
1 pm	2	<b>Camel Up</b> Event		A	B
	2	<b>LOTR Deck Building Game #1</b> Event		A	B
	4	<b>Eldritch Horror Expansions</b> Event		A	B
	2	<b>Tabloid Teasers</b> Event		A	B
	4	<b>Card Wars</b>	La Jolla	A	C
	3	<b>GMT's Fields of Despair: France 1914-1918</b> Event *	Los Angeles B	A	W
2 pm	6	<b>The Legacy of Constantine PLAYTEST</b> Demo		B	B
	1.5	<b>Ticket to Ride: Masters</b> Special		E	B
	2	<b>Guildhall</b> Event		A	B
	2	<b>No Thanks</b> Small		E	B
	4	<b>Mansions of Madness: The Laboratory #1</b> Event		A	B
	4	<b>The Scepter of Zavandor</b> Tournament		E	B
	3	<b>20th Century #1</b> Small		E	B
	1	<b>Yomi</b> Demo	La Jolla	A	C
	4	<b>Proelium Beta</b>	La Jolla	A	C
	3	<b>Yu-Gi-Oh! Lite Casual Tournament</b>	La Jolla	A	C
	2	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2)</b> *		A	R
	4	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e Secrets of Sokol Keep (levels 1-2)</b> *		A	R
	4	<b>Dungeons and Dragons 5th Edition</b> Every Story has a Beginning	Plaza B	A	R
	4	<b>Fate/Atomic Robo The Roleplaying Game</b> Star Trek	Plaza B	A	R
	4	<b>Golden Sky Stories</b> At the Fox's Shrine/Crying in the Night	Plaza C	A	R
	4	<b>GURPS</b> Supers Earth Alpha	Plaza D	A	R
	4	<b>GURPS</b> Welcome To Night Vale	Plaza D	A	R
	4	<b>GURPS 4th Bunnies and Burrows</b> Some Bunny Needs You	Plaza D	A	R
	4	<b>Itras By</b> Welcome to Night Vale..Boardgame Club	Plaza B	A	R
	10	<b>Pathfinder Society</b> PF AP 068: (Reign of Winter 2) The Shackled Hut	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 4-02: In Wrath s Shadow	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-21: The Merchant s Wake (1-5)	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-23: Cairn of Shadows	Los Angeles A	A	R
	4	<b>Powered by the Apocalypse</b> Urban Shadows - End Times	Plaza C	A	R
	4	<b>Protocol</b> Protocol Games	Plaza B	A	R
	4	<b>Renegade Jennys and Boilerplate Jacks:</b> The Glittering Trumpet of Kutaraja	Plaza C	A	R
	4	<b>Savage Worlds</b> The Labor of Yendor	Plaza B	A	R
	4	<b>Liberty or Death: The American Insurrection</b> Event *	Los Angeles B	A	W
3 pm	2	<b>C. C. Higgins Rail Pass</b> Small		E	B
	2	<b>Memoir '44</b> Small		E	B
	2	<b>Thurn &amp; Taxis #1</b> Tournament		E	B
	3	<b>Formula D</b> Event		A	B
	2	<b>Sequence</b> Event		A	B
	1	<b>Turn the Tide</b> Event		A	B
	4	<b>Knee Jerk! DEMO</b> Demo		B	B
	2	<b>Yomi</b>	La Jolla	A	C
	3	<b>Magic the Gathering Mini Master</b>	La Jolla	A	C
4 pm	1	<b>18xx Gaming 101</b> Demo		B	B

# Friday

**Fri, Aug 29**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	<b>Munchkin Quest</b> Sponsored		A	B
	1	<b>Risk Express</b> Event		A	B
	2	<b>Yahtzee Free for All #1</b> Small		E	B
	1	<b>Arctic Scavengers DEMO</b> Demo		B	B
	2	<b>Revolution! #1</b> Tournament		E	B
	2	<b>Saint Petersburg</b> Event		A	B
	1	<b>Settlers of Catan Gaming 101</b> Demo		B	B
	1	<b>Coup</b> Small		E	B
	2	<b>Pirates Pocketmodel "Pirate's Gold"</b>	La Jolla	A	C
	3	<b>Marvel Dice Masters: Avengers vs. X-Men</b>	La Jolla	A	C
	2	<b>Magic: The Gathering - Secret Alliances (Pauper)</b>	La Jolla	E	C
	5	<b>Uncharted Seas</b> Uncharted Seas		A	M
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	1	<b>Sails of Glory 101</b> Demo	Los Angeles B	A	W
5 pm	4	<b>18xx (short)</b> Small		E	B
	1	<b>Shogun (Wallenstein) Gaming 101</b> Demo		B	B
	1	<b>Corporations! DEMO</b> Demo		B	B
	2	<b>Rattus Cartus</b> Event		B	B
	1	<b>Sail to India</b> Event		A	B
	4	<b>Settlers of Catan</b> Big		E	B
	2	<b>Battlestar Galactica Gaming 101</b> Demo		B	B
	2	<b>Dungeon</b> Event		A	B
	3	<b>Terra Mystica Qualifier</b> Event		E	B
	2	<b>What 's your YuGiOh IQ?</b>	La Jolla	A	C
	4	<b>Dealer Room Opens</b> Dealer Room Opens		A	G
	5	<b>Battlefleet Gothic</b> Battlefleet Gothic Mega-Battle	International A	A	M
	7	<b>Artemis SBS - The Line in the Stardust</b>		B	S
	4	<b>Sails of Glory Tournament</b> Tournament	Los Angeles B	B	W
6 pm	4	<b>Shogun/Samurai Swords/Ikusa</b> Tournament		E	B
	2	<b>Munchkin Qualifier #2</b> Sponsored		A	B
	2	<b>Phase 10 #1</b> Small		E	B
	1	<b>Tokaido #1</b> Event		A	B
	1	<b>31 Minutes to Doomsday PLAYTEST</b> Demo		B	B
	2	<b>Sentinels of the Multiverse Expansions</b> Event		A	B
	1	<b>Star Trek Attack Wing Demo</b>	La Jolla	A	C
	3	<b>Exodus Pre-Release Booster Draft *</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	4	<b>40K 6th Edition</b> 40K Ironman Tournament	International A	A	M
	2	<b>40K Apocalypse</b> Intro to New 40K Apocalypse	International A	A	M
	6	<b>Flames of War</b> 3rd Battle for Frankograd	International A	A	M
	4	<b>Warhammer Fantasy 7th edition</b> Fantasy Ironman Tournament	International A	A	M
	4	<b>X-Wing Miniatures</b> X-wing Miniatures Demo/Open Play	International A	A	M
	2	<b>GURPS</b> GURPS 101 - Character Builder Session	Plaza A	A	R
7 pm	1	<b>Brass Gaming 101</b> Demo		B	B
	3	<b>Shogun (Wallenstein)</b> Small		E	B
	2	<b>7 Wonders Expansions</b> Small		E	B
	1	<b>Firewall</b> Event		A	B
	1	<b>Yahtzee</b> Event		A	B
	2	<b>Istanbul</b> Event		A	B
	5	<b>Battlestar Galactica</b> Event		A	B
	1	<b>Agricola Gaming 101</b> Demo		B	B
	3	<b>The Castles of Burgundy Qualifier</b> Event		E	B
	2	<b>Weis Schwarz</b>	La Jolla	A	C
	4	<b>Magic the Gathering Friday Night Magic</b>	La Jolla	A	C
	3	<b>Star Trek Attack Wing 100pt Faction Specific</b>	La Jolla	A	C
	3	<b>Yu-Gi-Oh! Win-A-Card pull</b>	La Jolla	A	C
	2	<b>Various</b> Meet & Greet *		A	G
	6	<b>Battletech - Mechwarrior</b> Battletech - Samba Saints part - 1	International A	A	M
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Shadow on the Moonsea (levels 1-2) *		A	R
	2	<b>Ca\$h 'n Gun\$ Live</b>	Carmel	B	S
	2	<b>Family Feud</b>	Newport C	A	S

## Friday

**Fri, Aug 29**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
8 pm	4	<b>Brass</b> Tournament		E	B
	3	<b>Power Grid World Tour: Brazil</b> Sponsored		E	B
	4	<b>Space Empires 4X #1</b> Small		E	B
	1	<b>The Award Goes To DEMO</b> Demo		B	B
	1	<b>Two Rooms and a Boom #1</b> Event		A	B
	2	<b>Werewolf #1</b> Event		A	B
	4	<b>Rampage</b> Event		A	B
	2	<b>Dwarves N A Cave PLAYTEST</b> Demo		B	B
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	2	<b>Flea Market</b> Flea Market		A	G
	4	<b>Long Live the King</b> Long Live the King	San Lorenzo D	A	L
	4	<b>Seekers Unlimited</b> Oh Dear! We Seem to Have Run Out of Time	San Lorenzo A	A	L
	4	<b>40K Apocalypse</b> Mega-Apocalypse Deployment	International A	A	M
	4	<b>Bad Attitudes</b> Super Action Team!	Plaza B	A	R
	4	<b>Fate Core</b> Hana Academy: Flowers of Fate	Plaza B	A	R
	4	<b>Free Mind</b> The Legacy of Oleander Falls	Plaza C	A	R
	4	<b>Gurps</b> Aspire 2025- The one	Plaza D	A	R
	4	<b>GURPS</b> WW2 Monster Squad	Plaza D	A	R
	4	<b>Laser Ponies</b> My Little Cthulhu - Friendship is Madness	Plaza D	A	R
	4	<b>Mage: The Awakening</b> The Suffering of Luminous	Plaza D	A	R
	4	<b>Mongoose Traveller</b> SUNDOWNER Double Header	Plaza D	A	R
	4	<b>Nights Black Agents</b> A Victim of the Art	Plaza D	A	R
	5	<b>Pathfinder Society</b> PFS 5-22: Scars of the Third Crusade	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-24: Assault on the Wound	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-99: The Paths We Choose	Los Angeles A	A	R
	4	<b>Princess: the Hopeful</b> Worth A Princess's Ransom	Plaza B	A	R
	4	<b>Project: Dark</b> Project: Dark	Plaza B	B	R
	4	<b>Renegade Jennys and Boilerplate Jacks:</b> I'm Off to As Souk al-Wardi *	Plaza C	A	R
4	<b>The Carcass</b> The Carcass	Plaza B	A	R	
9 pm	2	<b>Anti-Social: The Anti Pawn Placement Game DEMO</b> Demo		A	B
	2	<b>Glory to Rome</b> Small		E	B
	1	<b>Qwixx</b> Event		A	B
	4	<b>Race for the Galaxy 2 player</b> Big		E	B
	2	<b>Uno #1</b> Small		E	B
	2	<b>Bomb Squad DEMO</b> Demo		B	B
	2	<b>SchWag: Schrödinger's Wager</b> Event		A	B
	0	<b>Dealer Room Closes</b> Dealer Room Closes		A	G
10 pm	2	<b>Hogger Logger DEMO</b> Demo		B	B
	2	<b>Bruges #1</b> Event		A	B
	1	<b>Safranito</b> Event		A	B
	2	<b>Werewolf #2</b> Event		A	B
	2	<b>Cargo Noir</b> Event		B	B
	3	<b>Euphrat &amp; Tigris</b> Small		E	B
11 pm	2	<b>Monopoly Deal #1</b> Small		E	B
	2	<b>Poker: Omaha Hi/Lo</b> Event		A	B
	1	<b>Resistance</b> Event		B	B
	2	<b>Kanzume Goddess</b>	La Jolla	B	C

\* = Play with the creator

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

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

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

**Sat, Aug 30**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	5	<b>Advanced Werewolf!</b> Event		E	B
	2	<b>Werewolf #3</b> Event		A	B
	4	<b>Werewolf: Twilight Edition</b> Event		A	B
	4	<b>Zombicide</b> Event		A	B
2 am	2	<b>Werewolf #4</b> Event		A	B
4 am	3	<b>Werewolf #5</b> Event		A	B
8 am	5	<b>Pathfinder Society</b> PF Mod: We Be Goblins!	Los Angeles A	A	R



# Saturday

**Sat, Aug 30**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	5	<b>Pathfinder Society</b> PFS 1-29: The Devil We Know Part I: Shipyard Rats	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-36: Echoes of the Everwar Part I	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-02: The Wardstone Patrol	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-10: Where Mammoths Dare Not Tread	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-11: Library of the Lion (1-5)	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-12: Destiny of the Sands Part 1: A Bitter Bargain	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-EX: Ruins of Bonekeep Level I: The Silent Grave	Los Angeles A	A	R
9 am	3	<b>Kemet</b> Small		E	B
	1	<b>Be There Witches? PLAYTEST</b> Demo		A	B
	4	<b>Descent Journeys in the Dark 2nd Ed</b> Event		A	B
	8	<b>Twilight Imperium 3rd Ed</b> Big		E	B
	3	<b>Agricola Qualifier</b> Event		E	B
	2	<b>Ingenious</b> Small		E	B
	3	<b>The Castles of Burgundy Qualifier</b> Event		E	B
	4	<b>Highlander TCG Iron Man Sealed</b>	La Jolla	A	C
	1	<b>Star Trek Attack Wing Demo</b>	La Jolla	B	C
	3	<b>Shadowfist Demo</b>	La Jolla	A	C
	12	<b>40K Apocalypse</b> Mega-Apocalypse	International A	A	M
	4	<b>Cortex+</b> Firefly: Wedding Planners	Plaza B	A	R
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Secrets of Sokol Keep (levels 1-2) *		A	R
	4	<b>Dust Devils</b> Dead Man's Hand	Plaza B	A	R
	4	<b>Fiasco!</b> Hocus Focus: A Dresden Fiasco	Plaza B	A	R
	4	<b>Free Mind</b> Avatar Benders	Plaza D	A	R
	4	<b>Grimm</b> Grimm With a Chance of Meatballs	Plaza B	A	R
	4	<b>Gurps</b> Sanctuary- Conflict	Plaza D	A	R
	4	<b>Hero System 6th Edition</b> Infernus	San Lorenzo F	A	R
	4	<b>Laughing Moon Crossroads:</b> The Wolves of Cherry Creek *	Plaza A	A	R
	4	<b>Legend of the Five Rings</b> Meanwhile, Back in the Asai Valley	Plaza D	B	R
	4	<b>Pathfinder</b> Did you say "No orcs, or SNOW orcs?"	Plaza D	E	R
	4	<b>Project: Dark</b> Project: Dark	Plaza B	A	R
	4	<b>Savage Worlds</b> PHREQE SHOW Double Header	Plaza D	A	R
	4	<b>Shadowrun: Missions</b> CMP 2014-01 Boundless Mercy 1: Recon		A	R
	4	<b>The Queen's Cavaliers</b> Apprentices Ahoy!	Plaza D	A	R
	4	<b>The Quiet Year</b> A Quiet Year	Plaza B	A	R
	4	<b>The Sprawl</b> Ishikawa De-Extraction	Plaza B	A	R
	4	<b>The Sprawl (PbtA)</b> The Quine Experiment	San Lorenzo F	A	R
	4	<b>Urban Shadows</b> Stalking the City Fantastic	Plaza B	A	R
	4	<b>Vampire: The Masquerade 20th Anniversary Edition</b> Blood Feud	Plaza B	A	R
	12	<b>Axis &amp; Allies</b> Event	Los Angeles B	A	W
9:30 am	9	<b>Dealer Room Opens</b> Dealer Room Opens		A	G
10 am	5	<b>18xx (medium)</b> Small		E	B
	2	<b>Castellan #1</b> Sponsored		A	B
	4	<b>Kingdom Builder</b> Tournament		E	B
	2	<b>Munchkin Qualifier #3</b> Sponsored		A	B
	1	<b>Rumble Pie Gaming 101</b> Demo		A	B
	1	<b>Titan Gaming 101</b> Demo		B	B
	2	<b>Uno #2</b> Small		E	B
	1	<b>31 Minutes to Doomsday PLAYTEST</b> Demo		B	B
	4	<b>The World Cup Game</b> Event		B	B
	1	<b>Pokemon Workshop</b>	La Jolla	A	C
	1	<b>Exodus the Trading Card Game Demo *</b>	La Jolla	A	C
	1	<b>Heroscape</b>	La Jolla	A	C
	8	<b>YuGiOh Xbox360 Game Demo</b>	La Jolla	A	C
	2	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	C
	8	<b>Any game you'd like</b> Open gaming for Miniature's Widows	International A	A	M
	8	<b>Battletech</b> Battletech - Circle of Death	International A	A	M
	7	<b>DBA 2.2</b> DBA participation games	International A	A	M
	8	<b>Home Brew Rules</b> Lay Down Your Arms, You Damn Rebels!	International A	A	M
	4	<b>Leviathans</b> Leviathans Demo	International A	A	M
	6	<b>Pike and Shotte Rules in 28mm</b> Great Italian Wars-HMGS-PSW EVENT	International A	A	M
	10	<b>This is WAR!</b> This is WAR! Demo *	International A	A	M

**Saturday**

## Saturday

**Sat, Aug 30**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	10	<b>Various</b> Paint and Take	International A	A	M
	7	<b>Warhammer Fantasy 7th Edition</b> Warhammer Fantasy RTT	International A	A	M
	3	<b>Warmachine/Hordes</b> Warmachine/Hordes Demo	International A	A	M
	4	<b>X-Wing Miniatures</b> X-Wing Miniatures Demo and Open Play	International A	A	M
	4	<b>D&amp;D 5th Edition</b> D&D 5th Edition: Demo / Learn to Play	Plaza C	A	R
	2	<b>Game Design Panel/QA</b>	Carmel	A	S
	4	<b>Liberty or Death: The American Insurrection</b> Event *	Los Angeles B	A	W
	11	<b>Virgin Queen (Campaign Tournament)</b> Tournament	Los Angeles B	E	W
11 am	2	<b>Blue Moon City</b> Small		E	B
	1	<b>Cock &amp; Bull: The American Pub Game #1</b> Sponsored *		A	B
	2	<b>Nuclear War #1</b> Small *		E	B
	1	<b>Rumble Pie</b> Event		A	B
	10	<b>Titan</b> Tournament		E	B
	4	<b>SnapGammon DEMO</b> Demo		B	B
	2	<b>Breaking News PLAYTEST</b> Demo		A	B
	3	<b>Heroclix Tournament</b>	La Jolla	A	C
	3	<b>Pokemon</b>	La Jolla	A	C
	2	<b>Weis Schwarz</b>	La Jolla	A	C
	4	<b>Star Trek Attack Wing 1st Contact</b>	La Jolla	A	C
	2	<b>Covalent Crisis Roll Off!</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	6	<b>Flea Market</b> Flea Market		A	G
	8	<b>Gepanzerte Faust 15mm Armored Warfare</b> Defense of Nijmegen	International A	A	M
	2	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *</b>		A	R
Noon	2	<b>California Gold</b> Small		E	B
	4	<b>Space the Game V2 DEMO</b> Demo		B	B
	2	<b>King of Tokyo</b> Tournament		E	B
	2	<b>Phase 10 #2</b> Small		E	B
	2	<b>Dead Things (The Zombie Board Game) DEMO</b> Demo		B	B
	1	<b>Stone Age Gaming 101</b> Demo		B	B
	1	<b>Hanabi Race #1</b> Event		E	B
	2	<b>Meeples To The Mothership!</b> Sponsored *		A	B
	2	<b>Heroclix "Battle Royale"</b>	La Jolla	A	C
	3	<b>Exodus The Trading Card Game "Pre-Release" Tournament</b>	La Jolla	A	C
	1	<b>Magic: The Gathering - Theros Challenge</b> Trilogy	La Jolla	B	C
	4	<b>Anachronism The Card Game</b>	La Jolla	A	C
	2	<b>Yu-Gi-Oh! Lite Casual Tournament</b>	La Jolla	A	C
	6	<b>Blood Bowl</b> Blood Bowl Tournament	International A	A	M
	6	<b>Relic Knights</b> Relic Knights Tournament	International A	A	M
	4	<b>Songs of Blades and Heros</b> Songs of Blades and Heros Mini Multi Fight	International A	A	M
	6	<b>Warhammer 40K 6th Edition</b> 40K Team Tournament	International A	A	M
	2	<b>GURPS</b> GURPS 101 - Character Builder Session	Plaza A	A	R
	12	<b>Artemis SBS - The Line in the Stardust</b>		B	S
	2	<b>Double Dare</b>	Newport C	A	S
	2	<b>Laughing Moon: Branding And Expanding In The Self-Publishing World</b>	Carmel	A	S
	1	<b>Nintendo Wii</b> Super Smash Bros. Brawl #1		A	V
	1	<b>Battle Cry 101</b> Demo	Los Angeles B	A	W
1 pm	2	<b>Glory of the Three Kingdoms: Guandu DEMO</b> Demo		B	B
	2	<b>Manilla</b> Event		A	B
	4	<b>Space Empires 4X #2</b> Small		E	B
	3	<b>Colosseum</b> Event		A	B
	2	<b>Takenoko</b> Small		E	B
	2	<b>Be There Witches? PLAYTEST</b> Demo		B	B
	4	<b>Stone Age</b> Big		E	B
	3	<b>Ascension: Chronicle of the Godslayer</b>	La Jolla	A	C
	4	<b>Andromeda Fight League</b>	La Jolla	A	C
	5	<b>Shadowfist Final Brawl</b>	La Jolla	A	C
	4	<b>Battle Cry Tournament</b> Tournament	Los Angeles B	B	W
2 pm	4	<b>Hogger Logger DEMO</b> Demo		B	B
	2	<b>Monopoly Deal #2</b> Small		E	B
	3	<b>Spell Stealers DEMO</b> Demo		B	B
	5	<b>Merchant of Venus</b> Tournament		E	B

# Saturday

**Sat, Aug 30**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	<b>One Night Werewolf #1</b> Event		A	B
	4	<b>Zombicide</b> Event		A	B
	1	<b>Monster Derby #1</b> Small		E	B
	1	<b>Caverna: The Cave Farmers Gaming 101</b> Demo		B	B
	2	<b>My Little Pony CCG</b>	La Jolla	A	C
	4	<b>Highlander TCG Type 2 Standard Constructed</b>	La Jolla	A	C
	3	<b>Marvel Dice Masters: Avengers vs. X-Men #2</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	4	<b>Dying Kingdoms</b> Dying Kingdoms Tabletop Medley	San Lorenzo	A	L
	4	<b>Starship Valkyrie</b> Starship Valkyrie *		A	L
	4	<b>Bolt Action</b> Bolt Action World of Tanks	International A	A	M
	4	<b>Infinity</b> Infinity Demo	International A	A	M
	4	<b>Steve Jackson Games</b> OGRE	International A	A	M
	4	<b>AD&amp;D</b> A1 - Slave Pits of the Undercity (pt.1)	Plaza C	A	R
	4	<b>Atomic Robo: The RPG</b> Crimson Skies: The Rediscovered Country	Plaza D	A	R
	4	<b>Bad Attitudes</b> Super Action Team! Encore!	Plaza B	A	R
	5	<b>D&amp;D-3.5 / Pathfinder - Land of Grayhawk</b> Shadows of the Citadels - Evil ...	Plaza B	A	R
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Redbrand ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Shadow on the Moonsea (Levels 1-2)		A	R
	8	<b>D&amp;D 5th Edition</b> Mines of Madness	Plaza B	A	R
	4	<b>Dungeons and Dragons 5th Edition</b> Every Story has a Beginning	Plaza B	A	R
	4	<b>Dungeon World</b> GSHDWSES: The Greatest Scavenger Hunt ...	Plaza B	A	R
	4	<b>Dying Kingdoms</b> Dying Kingdoms Tabletop Medley		A	R
	4	<b>Fate Core</b> Pacific Rim: Return of the Kaiju	Plaza D	A	R
	4	<b>Fiasco!</b> Hocus Focus: A Dresden Fiasco	Plaza B	A	R
	4	<b>Free Mind</b> The Dawn Mirror Chronicles: Elydrian Legacy	Plaza D	A	R
	4	<b>GURPS</b> Defending Imagination	Plaza D	A	R
	4	<b>GURPS</b> GURPS: Gaslamp - The Great Depths	Plaza D	A	R
	4	<b>Laughing Moon Crossroads:</b> Shades of the Red Hill Mine *	Plaza A	A	R
	4	<b>Marvel Heroic Roleplaying</b> Guardians of the Galaxy	Plaza B	A	R
	4	<b>Paranoia</b> Both Sides Now	Plaza B	A	R
	5	<b>Pathfinder Society</b> PFS 1-30: The Devil We Know Part II: Cassomir's Locker	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-42: Echoes of the Everwar Part II: The Watcher ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 2-25: You Only Die Twice	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-15: Destiny of the Sands Part 2: Race to Seeker's ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-18: The Stranger Within	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-19: The Horn of Aroden	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-99: The Paths We Choose	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS Intro 1: First Steps Part I: In Service to Lore		A	R
	4	<b>Powered by the Apocalypse</b> Apocalypse World	Plaza D	A	R
	4	<b>Protocol</b> Protocol: Chemical Zoo	Plaza D	A	R
	4	<b>ShadowPunk - Fate Accelerated</b> Hot Potato Delivery Service	Plaza B	A	R
	4	<b>Shadowrun: Missions</b> CMP 2014-02 Boundless Mercy 2: Search		A	R
	3	<b>Spirit of 77 (AW Hack)</b> Cruise Ship of the Damned - **Encore Performance**	Plaza D	A	R
	4	<b>The Sprawl (PbtA)</b> The Quine Interface	Plaza D	A	R
	4	<b>Vampire: the Masquerade 20th An. Edition</b> The Best Laid Plans: Part I	Plaza D	A	R
	1	<b>Kickstarter Advice Panel</b>	Carmel	A	S
	1	<b>Xbox 360</b> Halo 3 FFA		A	V
	3	<b>Storm Over Dien Bien Phu</b> Small	Los Angeles B	A	W
3 pm	1	<b>108: One   Nothing   Everything DEMO</b> Demo *		B	B
	2	<b>Bull Moose</b> Small		E	B
	4	<b>Eminent Domain Legacy</b> Big *		E	B
	1	<b>Love Letter Gaming 101</b> Demo		B	B
	1	<b>Monkey King: Cavern of Gossamer DEMO</b> Demo		B	B
	3	<b>War of the Ring</b> Event		A	B
	4	<b>Caverna: The Cave Farmers</b> Small		E	B
	1	<b>Mondo</b> Event		A	B
	2	<b>Weis Schwarz</b>	La Jolla	A	C
	4	<b>Magic the Gathering Sealed Deck</b>	La Jolla	A	C
	3	<b>Yugioh! Win-A-Card</b> pull	La Jolla	A	C
	6	<b>Warmachine/Hordes</b> The Fortress Has Fallen	International A	A	M

## Saturday

**Sat, Aug 30**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1.5	<b>Supercharging Your Scenario (workshop) *</b>	Carmel	A	S
4 pm	2	<b>Love Letter</b> Tournament		E	B
	4	<b>Seasons</b> Small		E	B
	2	<b>Yahtzee Free for All #2</b> Small		E	B
	3	<b>Battlestations #1</b> Event *		B	B
	2	<b>Flash Point</b> Event		A	B
	1	<b>Hoppers: Chinese Zombies DEMO</b> Demo		A	B
	2	<b>Breaking News PLAYTEST</b> Demo		B	B
	1	<b>Kingsburg Gaming 101</b> Demo		B	B
	1	<b>Mage Wars 101</b>	La Jolla	A	C
	1	<b>Exodus the Trading Card game Demo *</b>	La Jolla	A	C
	2	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e</b> Defiance in Phlan (levels 1-2) *		A	R
	4	<b>Strategicon Football League</b>		B	S
	1	<b>PC</b> Iron Block Challenge		A	V
	1	<b>Wii U</b> Mario Kart 8		A	V
5 pm	4	<b>The King's Armory</b> Event *		A	B
	1	<b>Gold West DEMO</b> Demo		B	B
	2	<b>Little Red Riding Hood DEMO</b> Demo		A	B
	3	<b>Chaosmos #1</b> Small		E	B
	1	<b>A Study in Emerald Gaming 101</b> Demo		B	B
	4	<b>Kingsburg</b> Big		E	B
	3	<b>Suburbia</b> Small		E	B
	4	<b>Mage Wars</b>	La Jolla	A	C
	3	<b>Quarriors</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	8	<b>Circus Maximus</b> Circus Maximus	International A	A	M
	2	<b>I've Got A Secret</b>	Newport C	A	S
6 pm	2	<b>Castellan #2</b> Sponsored		A	B
	4	<b>Railroad Tycoon</b> Tournament		E	B
	1.5	<b>Last Chance</b> Small		E	B
	2	<b>Munchkin Qualifier #4</b> Sponsored		A	B
	3	<b>Blockade Runner</b> Event		A	B
	5	<b>Battlestar Galactica Expansions</b> Event		E	B
	5	<b>A Study in Emerald</b> Small		E	B
	2	<b>Pirates Pocketmodel "Dynamic Duo Tournament"</b>	La Jolla	A	C
	2	<b>Magic: The Gathering - Secret Alliances (Pauper)</b>	La Jolla	E	C
	2	<b>YuGiOh</b> Tournament	La Jolla	A	C
	6	<b>Battletech - Mechwarrior</b> Battletech - Samba Saints part - 2	International A	A	M
	2	<b>Warhammer Fantasy 7th Edition</b> Intro to Storm of Magic	International A	A	M
	2	<b>GURPS</b> GURPS 101 - Character Builder Session	Plaza A	A	R
	2	<b>League of Legends</b> League of Legends - Shadow Isles		B	V
	1	<b>PC</b> The Sims 4 Create-A-Sim *		A	V
6:30 pm	0	<b>Dealer Room Closes</b> Dealer Room Closes		A	G
7 pm	3	<b>Ticket to Ride: USA 1910</b> Tournament		E	B
	3	<b>Tide of Iron</b> Small		E	B
	2	<b>7 Blunders</b> Small		E	B
	1	<b>Rough: The Card Game Gaming 101</b> Demo		B	B
	2	<b>World Conquerors #1</b> Event		B	B
	1	<b>Be There Witches? PLAYTEST</b> Demo		B	B
	4	<b>Mansions of Madness: The Laboratory #2</b> Event		A	B
	2	<b>Rasputin</b> Sponsored *		A	B
	2	<b>What's your YuGiOh IQ?</b>	La Jolla	A	C
	3	<b>Battleaxe Historical Miniatures</b> Battleaxe Historical Miniatures: Medieval ...	International A	B	M
	4	<b>Infinity</b> Infinity Deathmatch Tournament	International A	A	M
	2	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e</b> Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e</b> Secrets of Sokol Keep (Level 1-2)		A	R
	4	<b>D&amp;D 5e ADVENTURERS LEAGUE! 5e</b> Shadow on the Moonsea (Level 1-2)		A	R
	2	<b>Ca\$h 'n Gun\$ Live</b>		B	S
	1	<b>Design 102: How To Pitch Your Game</b>	Carmel	A	S
8 pm	3	<b>Power Grid World Tour: Baden-Wurttemberg</b> Sponsored		E	B
	2	<b>Rough: The Card Game</b> Sponsored		A	B
	2	<b>The Adventurers</b> Small		E	B

## Saturday

**Sat, Aug 30**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	<b>Ra</b> Tournament		E	B
	1	<b>Donkey: It's a Kick!</b> Small		E	B
	3	<b>Sherlock Holmes Consulting Detective</b> Event		A	B
	2	<b>Werewolf #6</b> Event		A	B
	4	<b>Russian Railroads</b> Event		A	B
	4	<b>Boss Monster Tournament</b>	La Jolla	A	C
	4	<b>The King's Musketeers</b> The King's Musketeers *		A	L
	4	<b>Monster Island Action RPG</b> Godzilla Monster Island	International A	A	M
	4	<b>Warhammer 40K 6th Edition</b> 40K Ironman Tournament	International A	A	M
	4	<b>Warhammer Fantasy 7th Edition</b> Fantasy Ironman Tournament	International A	A	M
	4	<b>AD&amp;D</b> A1 - Slave Pits of the Undercity Part 2	Plaza C	A	R
	4	<b>A World of Ice and Fire</b> The King is Dead, Long Live... Me	Plaza D	A	R
	4	<b>Basic D&amp;D</b> D&D Module: B-1 The Caves of Chaos...Home Sweet Hell	Plaza B	A	R
	4	<b>Changeling: The Dreaming</b> Beltaine Tales	Plaza B	A	R
	4	<b>Death of Ulfstater</b> Death of Ulfstater	Plaza D	A	R
	4	<b>Fate Core</b> Hana Academy: Flowers of Fate	Plaza B	A	R
	4	<b>Fear the Living</b> Lutetia Has Fallen	Plaza B	A	R
	4	<b>Free Mind</b> Star Wars Exiles	Plaza B	A	R
	4	<b>Gurps</b> World of Zombies-Rescue mission	Plaza D	A	R
	4	<b>GURPS</b> Supers Earth Alpha	Plaza D	A	R
	4	<b>Mage: The Awakening</b> The Suffering of Luminous	Plaza D	A	R
	4	<b>Our Last Best Hope</b> Our Last Best Hope	Plaza D	A	R
	4	<b>Paranoia</b> Whitewash	Plaza B	A	R
	5	<b>Pathfinder Society</b> PFS 1-33: Assault on the Kingdom of the Impossible	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-41: The Devil We Know Part III: Crypt of Fools	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-45: Delirium's Tangle	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-08: The Confirmation	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-16: Destiny of the Sands Part 3: Sanctum of the ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-25: Vengeance at Sundered Crag	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 6-S2: Ruins of Bonekeep Level III: The Wakening Tomb	Los Angeles A	A	R
	3.5	<b>Spirit of 77 (AW Hack)</b> Women's Prison of the Apes	Plaza D	A	R
	4	<b>The Sprawl (PbtA)</b> The Quine Denouement	San Lorenzo F	A	R
	2	<b>Celebrity Sweepstakes</b>	Newport C	A	S
	2	<b>Happy Jacks RPG Podcast Live at Gateway 2014</b>	Santa Monica C	A	S
9 pm	3	<b>Tichu Qualifier</b> Event		E	B
	1	<b>Hanabi Race #2</b> Event		A	B
	1	<b>Stix &amp; Stones</b> Event		A	B
	2	<b>Darkest Night #1</b> Event *		A	B
	1	<b>Lifeboat</b> Small		E	B
	3	<b>Terra Mystica Qualifier</b> Event		E	B
	3	<b>Magic: The Gathering Keith Aldrich Pauper Highlander Tourney —</b>	La Jolla	A	C
	3	<b>Warhamer Fantasy Storm of Magic</b> Storm of Magic Deployment	International A	A	M
	2	<b>Dungeon Master Live!</b>	Carmel	A	S
10 pm	1	<b>Nexus Ops Gaming 101</b> Demo		B	B
	2	<b>Smah Up Expansions</b> Event		A	B
	2	<b>Palaces #1</b> Event		B	B
	2	<b>Poker: No Limit Hold'em</b> Event		A	B
	1	<b>Please Don't Steal the Art PLAYTEST</b> Demo		B	B
	4	<b>Tile Pile DEMO</b> Demo		B	B
	2	<b>Werewolf #7</b> Event		A	B
11 pm	4	<b>Nexus Ops</b> Tournament		E	B
	1	<b>Concept</b> Event		A	B
	2	<b>Remote Control</b>	Newport C	A	S

\* = Play with the creator

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

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

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

# Sunday

**Sun, Aug 31**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	3	<b>Werewolf #8</b> Event		A	B
	5	<b>Werewolf: Villages of Exiles</b> Event		E	B
	4	<b>Zombicide</b> Event		A	B
	1	<b>Magic: The Gathering - Horde</b>	La Jolla	E	C
3 am	3	<b>Werewolf #9</b> Event		A	B
8 am	10	<b>Pathfinder Society</b> PF Mod: The Midnight Mirror	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 0-02: The Hydra's Fang Incident	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-36: Echoes of the Everwar Part I: The Prisoner of ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 3-03: The Ghenett Manor Gauntlet	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-21: The Merchant's Wake (1-5)	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-24: Assault on the Wound	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-S2: Ruins of Bonekeep Level II: Maze of the Mind ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS Intro 1: First Steps Part I: In Service to Lore	Los Angeles A	A	R
9 am	5	<b>Power Grid</b> Big		E	B
	2	<b>Rivet Wars</b> Event		A	B
	2	<b>Munchkin Qualifier #5</b> Sponsored		A	B
	2	<b>Dream Factory</b> Small		E	B
	1	<b>31 Minutes to Doomsday PLAYTEST</b> Demo		B	B
	2	<b>Clay-O-Rama #1</b> Event		B	B
	8	<b>Eclipse</b> Small		E	B
	2	<b>Star Trek Attack Wing</b> Demo	La Jolla	A	C
	12	<b>Warhammer Fantasy Storm of War</b> Storm of War Mega-War	International A	A	M
	4	<b>Atomic Robo</b> Operation Turtle dove	Plaza B	A	R
	4	<b>A World of Ice and Fire</b> The King is Dead, Long Live... Me	Plaza D	A	R
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Secrets of Sokol Keep (Level 1-2)		A	R
	4	<b>Dungeon World</b> Into the depths	San Lorenzo F	A	R
	4	<b>Fate Core</b> Pacific Rim: Return of the Kaiju (Redux)	Plaza C	A	R
	4	<b>Golden Sky Stories</b> At the Fox's Shrine/Crying in the Night	Plaza B	A	R
	4	<b>Gurps</b> Aspire 2025- Armageddon	Plaza D	A	R
	4	<b>GURPS</b> Defending Imagination	Plaza D	A	R
	4	<b>Laughing Moon Crossroads:</b> The Guns of Godsteel *	Plaza A	A	R
	4	<b>Misspent Youth</b> Fight the Power	Plaza B	A	R
	4	<b>Pathfinder</b> Dark Elves hate the cold...right?	Plaza C	E	R
	6	<b>Protocol (Postworld Games)</b> Moonmen From Mars	Plaza B	A	R
	4	<b>Savage Worlds</b> City of the Stars	San Lorenzo F	A	R
	4	<b>Savage Worlds</b> The Labor of Yendor	Plaza D	A	R
	4	<b>Wandering Monsters High School</b> Homecoming is Here	Plaza B	A	R
9:30 am	9	<b>Dealer Room Opens</b> Dealer Room Opens		A	G
10 am	8	<b>Advanced Civilization The New World</b> Event		B	B
	4	<b>Clash of Culture</b> Event		A	B
	4	<b>Settlers of America: Trails to Rails</b> Tournament		E	B
	2	<b>King's Ransom</b> Small		E	B
	2	<b>Uno #3</b> Small		E	B
	3	<b>El Grande</b> Event		A	B
	6	<b>Terra Mystica Finals</b> Big		E	B
	1	<b>Pokemon Workshop #2</b>	La Jolla	A	C
	1	<b>Exodus the Trading Card Game Demo *</b>	La Jolla	A	C
	3	<b>Shadowfist Demos</b>	La Jolla	A	C
	8	<b>YuGiOh Xbox360 Game Demo</b>	La Jolla	A	C
	2	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	C
	8	<b>Any game you'd like</b> Open gaming for Miniature's Widows	International A	A	M
	6	<b>Bolt Action</b> Bolt Action Tournament: Comic Book WWII	International A	A	M
	8	<b>Mr. Lincoln's War</b> Wilderness War Tourney	International A	A	M
	10	<b>This is WAR!</b> This is WAR! Demo *	International A	A	M
	10	<b>Various</b> Paint and Take	International A	A	M
	7	<b>Warhammer 40K 6th Edition</b> Warhammer 40K RTT	International A	A	M
	3	<b>Artemis SBS - KIDS Sessions (15 and Under)</b>		B	S
	8	<b>Here I Stand (1532 Scenario)</b> Event	Los Angeles B	A	W
11 am	3	<b>Railways of the World</b> Small		E	B
	1	<b>1989: Dawn of Freedom Gaming 101</b> Demo		B	B
	1	<b>Cock &amp; Bull: The American Pub Game #2</b> Sponsored *		A	B

# Sunday

**Sun, Aug 31**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	<b>Lost Cities</b> Small		E	B
	2	<b>Munchkin Qualifier #6</b> Sponsored		A	B
	3	<b>Spell Stealers DEMO</b> Demo		B	B
	1	<b>In the Year of the Dragon Gaming 101</b> Demo		B	B
	1	<b>Clay-O-Rama #2</b> Event		A	B
	5	<b>Middle Earth Quest</b> Tournament		E	B
	3	<b>Pokemon #2</b>	La Jolla	A	C
	2	<b>Weis Schwarz</b>	La Jolla	A	C
	4	<b>Star Trek Attack Wing The Arena Episode</b>	La Jolla	A	C
	3	<b>Ascension: Chronicle of the Godslayer #2</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	6	<b>Flea Market</b> Flea Market		A	G
	6	<b>Signal Close Action</b> Signal Close Action	International A	A	M
	6	<b>X-Wing Miniatures</b> X-Wing Miniatures Tournament	International A	A	M
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
Noon	4	<b>Space the Game V2 DEMO</b> Demo		B	B
	4	<b>1989: Dawn of Freedom</b> Event		A	B
	4	<b>Andromeda Fight League</b> Event		A	B
	2	<b>Glory of the Three Kingdoms: Guandu DEMO</b> Demo		B	B
	2	<b>Phase 10 #3</b> Small		E	B
	2	<b>San Juan</b> Small		E	B
	4	<b>In the Year of the Dragon</b> Tournament		E	B
	1	<b>Talisman Gaming 101</b> Demo		B	B
	4	<b>Boss Monster</b>	La Jolla	A	C
	3	<b>Exodus The Trading Card Game "Pre-Release" Tournament</b>	La Jolla	A	C
	2	<b>Magic: The Gathering - Planechase (Pauper)</b>	La Jolla	E	C
	2	<b>Yu-Gi-Oh! Lite Casual Tournament</b>	La Jolla	A	C
	4	<b>Star Wars Minis "Shadows"</b>	La Jolla	A	C
	4	<b>Songs of Blades and Heros</b> Songs of Blades and Heros Mini fight	International A	A	M
	6	<b>Warhammer Fantasy 7th Edition</b> Fantasy Team Tournament	International A	A	M
	3	<b>Game Show Theater</b>	Newport C	A	S
	1	<b>Nintendo Wii</b> Super Smash Bros. Brawl #2		A	V
	1	<b>1775 Rebellion 101</b> Demo	Los Angeles B	A	W
1 pm	2	<b>World Conquerors #2</b> Event		A	B
	3	<b>Yspahan</b> Small		E	B
	2	<b>Castle Panic</b> Event		A	B
	4	<b>SnapGammon DEMO</b> Demo		B	B
	6	<b>Talisman</b> Small		E	B
	1	<b>Gem Rush (Rush Mode)</b> Event *		A	B
	6	<b>Shadowfist Tournament - Final Brawl</b>	La Jolla	A	C
	4	<b>1775 Rebelliion tournament</b> Tournament	Los Angeles B	B	W
2 pm	2	<b>Aquasphere DEMO</b> Demo		B	B
	2	<b>Monopoly Deal #3</b> Small		E	B
	1	<b>Monkey King: Cavern of Gossamer DEMO</b> Demo		B	B
	2	<b>One Night Werewolf #2</b> Event		A	B
	3	<b>Chaosmos #2</b> Small		E	B
	4	<b>Age of Empires III</b> Tournament		E	B
	3	<b>Agricola Finals</b> Big		E	B
	2	<b>My Little Pony CCG #2</b>	La Jolla	A	C
	3	<b>Marvel Dice Masters: Avengers vs. X-Men #3</b>	La Jolla	A	C
	2	<b>Yugioh! Win-A-Card pull</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	4	<b>Dying Kingdoms</b> In the Court of Dying Kingdoms		A	L
	4	<b>Infinity</b> Infinity Demo	International A	A	M
	2	<b>Various</b> Miniatures Painting Contest	International A	A	M
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE 5e Lost Mine of Phandelver: Cragmaw ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Goblin ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Shadow on the Moonsea (Level 1-2)		A	R
	4	<b>Fate Core</b> Hana Academy: Flowers of Fate	Plaza B	A	R
	4	<b>Free Mind</b> Percy Jackson and the Olympians	Plaza D	A	R
	4	<b>GURPS</b> GURPS tournament finals!	Plaza D	A	R

# Sunday

Sun, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	<b>GURPS</b> Welcome To Night Vale	Plaza D	A	R
	4	<b>GURPS 4th</b> Pariah, Missouri - supernatural western - GURPS	Plaza D	A	R
	4	<b>Laughing Moon Crossroads:</b> Hanged Man's Crossing *	Plaza A	A	R
	4	<b>Marvel Heroic Roleplaying</b> Guardians of the Galaxy	Plaza D	A	R
	4	<b>Microscope</b> Experimenting with Microscope	Plaza D	A	R
	4	<b>Moment of Truth (beta)</b> A Brief Trip to Hayville	Plaza C	A	R
	4	<b>Narrative Game System</b> Fairies Save the Magic Kingdom!	Plaza B	A	R
	5	<b>Pathfinder Society</b> PF Mod: Master of the Fallen Fortress	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PF Mod: Risen from the Sands	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-48: The Devil We Know Part IV: Rules of the Swift	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-53: Echoes of the Everwar Part IV: The Faithless ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-06: You Have What You Hold	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-25: Vengeance at Sundered Crag	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 6-S2: Ruins of Bonekeep Level III: The Wakening Tomb	Los Angeles A	A	R
	4	<b>Powered by the Apocalypse</b> Urban Shadows - End Times	Plaza B	A	R
	6	<b>Protocol (Postworld Games)</b> The \$6000 Movie	Plaza B	A	R
	4	<b>Shadowrun: Missions</b> CMP 2014-03 Boundless Mercy 3: Recover		A	R
	4	<b>Silver Seas / Asterisk World</b> The Plight of Plunder	Plaza D	A	R
	3.5	<b>Spirit of 77 (AW Hack)</b> Spirit of 77 - The "Seeeekrit Adventure"	Plaza D	A	R
	4	<b>The Carcass</b> The Carcass	Plaza D	A	R
	4	<b>Vampire: the Masquerade 20th An. Edition</b> The Best Laid Plans: Part II	Plaza B	A	R
	4	<b>Vampire the Requiem, Blood and Smoke update</b> "Hungry Like The Wolf"	Plaza B	A	R
	1	<b>Xbox 360</b> Sonic & All-Stars Racing Transformed		A	V
3 pm	1	<b>108: One   Nothing   Everything DEMO</b> Demo *		B	B
	4	<b>Imperial</b> Tournament		E	B
	1	<b>Dominion Gaming 101</b> Demo		B	B
	2	<b>Cinque Terre</b> Small		E	B
	6	<b>Arkham Horror Expansions</b> Event		A	B
	3	<b>Battlestations #2</b> Event *		A	B
	1	<b>Hoppers: Chinese Zombies DEMO</b> Demo		B	B
	2	<b>Darkest Night #2</b> Event *		A	B
	1	<b>Acquire Gaming 101</b> Demo		B	B
	1	<b>Blokus</b> Small		E	B
	4	<b>Magic the Gathering Sealed Deck #2</b>	La Jolla	A	C
	2	<b>Star Realms</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Grid Game Drawing!		A	G
	9	<b>Artemis SBS - The Line in the Stardust</b>		B	S
	2	<b>Hot Streak</b>	Newport C	A	S
	2	<b>Adventure!</b>	Carmel	A	S
4 pm	2	<b>Nuclear War #2</b> Small *		E	B
	2	<b>Yahtzee Free for All #3</b> Small		E	B
	3	<b>Galaxy Defenders</b> Event		A	B
	1	<b>Hanabi</b> Event		A	B
	2	<b>Little Red Riding Hood DEMO</b> Demo		B	B
	4	<b>Acquire David Woolcott Memorial</b> Tournament		E	B
	4	<b>The Castles of Burgundy Finals</b> Tournament		E	B
	1	<b>Exodus the Trading Card Game Demo</b> *	La Jolla	A	C
	2	<b>YuGiOh</b> Tournament	La Jolla	A	C
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	1	<b>XBOX360</b> Call of Duty Free for All *		A	V
5 pm	2	<b>Thurn &amp; Taxis #2</b> Small		E	B
	5	<b>Dominion Expansions</b> Event		A	B
	2	<b>Frontier Stations PLAYTEST</b> Demo *		B	B
	5	<b>Eldritch Horror</b> Event		A	B
	2	<b>Shadows Over Camelot</b> Event		A	B
	1	<b>Puerto Rico Gaming 101</b> Demo		B	B
	2	<b>20th Century #2</b> Event		A	B
	3	<b>Alhambra</b> Small		E	B
	4	<b>Star Wars Minis "The Clone Wars"</b>	La Jolla	A	C
	3	<b>Quarriors #2</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
	4	<b>Wings of War</b> Wings of War		A	M



# Sunday

**Sun, Aug 31**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	<b>Dungeon Master Live!</b>	Carmel	A	S
6 pm	1	<b>Empire Builder Potluck Gaming 101</b> Demo		B	B
	2	<b>Munchkin Finals</b> Sponsored		A	B
	2	<b>Revolution! #2</b> Sponsored		A	B
	4	<b>Mansions of Madness: The Yellow Sign</b> Event		A	B
	4	<b>Puerto Rico</b> Tournament		E	B
	1	<b>Santiago de Cuba</b> Event		A	B
	2	<b>Pirates Pocketmodel: Sink-N-Keep "Maleficent"</b>	La Jolla	A	C
	2	<b>YuGiOh Show- Enter the Shadow Realm Extravaganza!</b>	La Jolla	A	C
	6	<b>Warhammer Ancient Battles</b> Warhammer Ancient Battles HMGS-PSW Event	International A	A	M
	3	<b>X-Wing</b> Princess Leia's Escape	International A	A	M
6:30 pm	0	<b>Dealer Room Closes</b> Dealer Room Closes		A	G
7 pm	4	<b>Empire Builder Potluck</b> Tournament		E	B
	3	<b>Ginkgopolis</b> Event		E	B
	1.5	<b>Ticket to Ride: Masters Finals</b> Tournament		E	B
	2	<b>Airships</b> Small		E	B
	3	<b>Hunt: The Unknown Quarry PLAYTEST</b> Demo *		B	B
	2	<b>Atlantic Star</b> Event		A	B
	1	<b>Monster Derby #2</b> Small		E	B
	2	<b>World Of Warcraft- Let's go kill a Dragon</b>	La Jolla	A	C
	4	<b>Magic: The Gathering - Conspiracy (Draft)</b>	La Jolla	E	C
	4	<b>Infinity</b> Infinity Deathmatch Tournament	International A	A	M
	2	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Defiance in Phlan (levels 1-2) *		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE 5e Lost Mine of Phandelver: Cragmaw ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Redbrand ...		A	R
	4	<b>Shadowrun: Missions</b> CMP 2014-04 Boundless Mercy 4: Destroy		A	R
	2	<b>Ca\$h 'n Gun\$ Live</b>		B	S
	2	<b>Feedback Forum</b>	Carmel	A	S
	2	<b>The Weakest Link</b>	Newport C	A	S
8 pm	3	<b>Power Grid World Tour: Spain &amp; Portugal</b> Sponsored		E	B
	4	<b>Ticket to Ride: Europe</b> Tournament		E	B
	5	<b>Descent Journeys in the Dark 1st Ed</b> Event		A	B
	1	<b>Two Rooms and a Boom #2</b> Event		A	B
	2	<b>Werewolf #10</b> Event		A	B
	1	<b>Hunting Party</b> Event		B	B
	3	<b>Small World Invaded!</b> Small		E	B
	2	<b>Play 5</b> Event		A	B
	4	<b>Dresden Lives (Playtest)</b> Tough Choices		A	L
	4	<b>Modified TACForce</b> Battle of Baghdad 2003 "Thunder Run"	International A	A	M
	4	<b>Monster Island Action RPG</b> Godzilla Monster Island	International A	A	M
	1	<b>Warhammer 40K</b> 40K Arena of Death	International A	A	M
	1	<b>Warhammer Fantasy 7th Edition</b> Fantasy Arena of Death	International A	A	M
	4	<b>Dungeon World</b> The City of Dread	San Lorenzo F	A	R
	4	<b>Fate/Atomic Robo The RPG</b> The Middleman: The Catastrophic Crossover ...	Plaza B	A	R
	4	<b>Free Mind</b> Stargate Continuum	Plaza D	A	R
	4	<b>GURPS</b> Project ASPIRE - 2025	Plaza D	A	R
	4	<b>GURPS</b> WW2 Monster Squad	Plaza D	A	R
	4	<b>Heroe system, Champions 5.5</b> A walk in the park	Plaza B	A	R
	5	<b>Pathfinder Society</b> PF Mod: We Be Goblins!	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 1-39: The Citadel of Flame	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-16: Destiny of the Sands Part 3: Sanctum of the ...	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-22: Scars of the Third Crusade	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-23: Cairn of Shadows	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 6-S2: Ruins of Bonekeep Level III: The Wakening Tomb	Los Angeles A	A	R
	4	<b>Powered by the Apocalypse</b> Apocalypse World	Plaza B	A	R
	4	<b>Queen's Cavaliers</b> A Dark and Stormy Night	Plaza B	A	R
9 pm	1	<b>Desert Island</b> Event		B	B
	4	<b>Tichu Finals</b> Big		E	B
	1	<b>Cosmic Encounter</b> Event		A	B
	4	<b>Lords of Waterdeep</b> Big		E	B
	4	<b>Circle of Doom</b>	La Jolla	A	C
10 pm	2	<b>Block 2 Block</b> Sponsored		A	B

## Sunday

**Sun, Aug 31**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	<b>Palaces #2</b> Event		B	B
	2	<b>Poker: 7 Card Stud</b> Event		A	B
	2	<b>Cards Against Humanity</b> Event		A	B
	2	<b>Werewolf #11</b> Event		A	B
	5	<b>Dominant Species</b> Tournament		E	B
	1	<b>Magic: The Gathering - Live Draft (Draft)</b>	La Jolla	A	C
11 pm	4	<b>Zombicide</b> Event		A	B
	1	<b>Tanto Cuore</b>	La Jolla	A	C
	2	<b>Wheel of Fortune After Dark</b>	Newport C	A	S

\* = Play with the creator

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

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

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

**Mon, Sep 1**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	5	<b>Advanced Werewolf: Player's Choice</b> Event		E	B
	3	<b>Werewolf #12</b> Event		A	B
	2	<b>Artemis SBS - STAFF Sessions</b>		A	S
3 am	3	<b>Werewolf #13</b> Event		A	B
8 am	5	<b>Pathfinder Society</b> PFS 2-13: Murder on the Throaty Mermaid	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 3-02: Sewer Dragons of Absalom	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-19: The Horn of Aroden	Los Angeles A	A	R
9 am	3	<b>7 Wonders MEGA</b> Big		E	B
	1	<b>Concordia Gaming 101</b> Demo		B	B
	1	<b>31 Minutes to Doomsday PLAYTEST</b> Demo		B	B
	1	<b>Galaxy Trucker Gaming 101</b> Demo		B	B
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE 5e Lost Mine of Phandelver: Cragmaw ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Goblins ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Secrets of Sokol Keep (Level 1-2)		A	R
	4	<b>GURPS</b> World of Zombies-First military contact	Plaza D	A	R
	4	<b>L5R: Heroes of Rokugan</b> SoB07 Delicate Negotiations (Level 1-3)		A	R
	4	<b>Laughing Moon Crossroads:</b> Happy Trails	Plaza A	A	R
	4	<b>Werewolf the Apokolypse</b> Disaster in the Desert	Plaza B	A	R
9:30 am	5	<b>Dealer Room Opens</b> Dealer Room Opens		A	G
10 am	7	<b>18xx (open)</b> Small		E	B
	4	<b>Cartography DEMO</b> Demo		B	B
	3	<b>Power Grid World Tour: Quebec</b> Sponsored		E	B
	3	<b>Concordia</b> Tournament		E	B
	2	<b>LOTR Deck Building Game #2</b> Event		A	B
	2	<b>Spyrium</b> Event		A	B
	3	<b>Galaxy Trucker</b> Small		E	B
	5	<b>YuGiOh Xbox360 Game Demo</b>	La Jolla	A	C
	2	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	C
11 am	3	<b>Spell Stealers DEMO</b> Demo		B	B
	2	<b>Uno #4</b> Small		E	B
	2	<b>Tokaido #2</b> Event		A	B
	4	<b>Knee Jerk! DEMO</b> Demo		B	B
	4	<b>Attika</b> Tournament		E	B
	2	<b>Auction</b> Auction		A	G
Noon	2	<b>Yu-Gi-Oh! Lite Casual Tournament</b>	La Jolla	A	C
	0.1	<b>Dealer Room</b> Raffle Drawing!		A	G
1 pm	1	<b>Yahtzee</b> Event		A	B
	4	<b>Vegas Showdown</b> Event		A	B
2 pm	2	<b>Space Cadets: Team vs Team</b> Event		A	B
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE 5e Lost Mine of Phandelver: Cragmaw ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Redbrand ...		A	R
	4	<b>D&amp;D 5e</b> ADVENTURERS LEAGUE! 5e Shadow on the Moonsea (Level 1-2)		A	R
	4	<b>L5R: Heroes of Rokugan</b> SOB 06 Walk through the Mountains (Level 1-3)		A	R
	5	<b>Pathfinder Society</b> PFS 5-08: The Confirmation	Los Angeles A	A	R
	5	<b>Pathfinder Society</b> PFS 5-18: The Stranger Within	Los Angeles A	A	R

**Sun, Sep 1**

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
2:30 pm	0	<b>Dealer Room Closes</b> Dealer Room Closes		A	G
3 pm	2	<b>Category 5 Event</b>		A	B
	2	<b>Titanic: The Board Game Event</b>		A	B
	3	<b>Khan Quest PLAYTEST Demo</b>		A	B

\* = Play with the creator

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

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

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

**Special Events and Seminars**

Carmel, Newport C, Santa Monica C

**Adventure!** – Sun 3 pm

Join the Adventure as we go to post apocalyptic wastelands, interstellar earth colonies, or even through time itself in LA's only interactive sci-fi stage show. Featuring Michael T. Coleman (Super Street Fighter 4, School of Thrones), Bonnie Gordon (ABC's The Quest), Chris Rickabaugh (Street Fighter x Tekken), and Jennifer Chang (Twin Galaxies), amongst others... and starring YOU!

**Artemis SBS - KIDS Sessions (15 and Under)** – Sun 10 am

Kid's day (15 & under) - req. parent present to play. The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Gateway. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. PRIOR SELF TRAINING REQUIRED! 5 Slots, unless a child volunteers to be Captain. Training & Register at: [www.dxsol3.com](http://www.dxsol3.com)

**Artemis SBS - STAFF Sessions** – Mon Midnight

The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Gateway. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory. It's time for the convention staff to play. Dealer's choice. Go Nuts! Staff members show wp and fight for positions. No need to register. We go until the staff or I tap out.

**Artemis SBS - The Line in the Stardust** – Fri 5 pm, Sat Noon, Sun 3 pm

The coop, real-time spaceship bridge simulator, Artemis, returns to Gateway. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the HOUR LONG, NEW GAME MODE sessions! PRIOR SELF TRAINING REQUIRED! NOTE: No Children under 16.

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

In Ca\$h 'n Gun\$ LIVE, 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.

**Celebrity Sweepstakes** – Sat 8 pm

The Game Show Guys dust a rarity off from the archives, and debut it in prime time. "CELEBRITY SWEEPSTAKES" pits two contestants against each other in a trivia "horse-race", betting on whether our six celebrities can answer questions correctly.

**Design 102: How To Pitch Your Game** – Sat 7 pm

Join Frank Zazanis, Author of the upcoming book for small business owners "Pitch Slap your audience" for a talk about pitching your game to consumers and pitching your game to a publisher. Frank will teach his patented method S.L.A.P. to design and tighten your pitch to make it Clear, Memorable, and most importantly, Unique.

**Double Dare** – Sat Noon

We are bringing back everyone's favorite Nickelodeon game show, "DOUBLE DARE"! Two teams of two put their trivia minds to the test while encountering different hilarious Physical Challenges. One lucky team will encounter our new Obstacle Course for all the glory!

**Dungeon Master Live!** – Sat 9 pm, Sun 5 pm

Embark on the Ultimate Improv Adventure! Audience volunteers go on an epic journey in this hilarious stage show!

**Family Feud** – Fri 7 pm

The Game Show Guys from HGE are back again, and kicking off Gateway 2014 with "FAMILY FEUD"! Two teams of five get together to try to find the Number One Answer to surveys posed to 100 people.

**Feedback Forum** – Sun 7 pm

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

**Game Design Panel/QA** – Sat 10 am

Join Frank Zazanis (Designer of King's Ransom), Eric Seuthe, Jonathan King (designer of Firewall), and possibly a few more game designers for a Q and A session about game design, their process, and lessons learned on kickstarter, art direction, and much much more. You might win a free game...

**Game Show Theater** – Sun Noon

Take a break from the gaming action taking place in the Hilton and stop by Newport C for a delightful selection of game show rarities. Sit and watch for just a bit, or MSTie along with the Game Show Guys for some added fun!

**Happy Jacks RPG Podcast Live at Gateway 2014** – Sat 8 pm

Join the hosts of Happy Jacks RPG Podcast for a live show, where in we will talk about the day's games, lessons learned, etc.

**Hot Streak** – Sun 3 pm

Two teams of four try to identify a word or phrase, one person at a time, in this glorified game of "Telephone". Repeat a key word or phrase, and lose your turn.

**I've Got A Secret** – Sat 5 pm

Stop by Newport C to see the Game Show Guys perform the classic panel show, "I've Got A Secret". Play along from the audience as you try to guess our guests' secrets. We may be pulling you from the crowd to join our panel of inquisitors! Stick around after the show for a special event!

## Seminars and Special Events

### **Kickstarter Advice Panel** – Sat 2 pm

“Should you Kickstarter your game?” “If you did, would you be successful?” A seminar with host John Wrot! who has hosted several Advice Panels at GenCon on this very topic. Get advice from his experience, and that of industry moguls he has worked together with on improving Kickstarter, succeeding on Kickstarter, why, and how. Resource lists will be made available, along with a time for Q&A.

### **Laughing Moon: Branding And Expanding In The Self-Publishing World** – Sat Noon

Writing is only the beginning in the self-publishing world, and carving out a niche for your own works is easier said than done. Author Todd VanHooser has published and marketed everything from fantasy fiction, tabletop RPGs, comic books, and more. With his series, The Laughing Moon Chronicles, Todd has created not only a brand, but an expectation. Todd will be discussing many aspects of the self-publishing journey and how branding and expanding became an essential part of Laughing Moon's success.

### **Remote Control** – Sat 11 pm

LIVE! From the Carmel “Basement” is everyone's favorite game of TV Trivia, “REMOTE CONTROL”! Our cast of characters pilot three contestants through a sea of pop culture brain-sludge to see which one clearly has the most useless knowledge! Buckle up in your La-Z-Boys for this one!

## General Events

Pacific Ballroom, Carmel

### **Auction** – Mon 11 am

Time to clear/fill your closets again. You never know what will show up here, but it's guaranteed to be entertaining.

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

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

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

Our final installment of our thrice-a-year bazaar of the bizarre. Bring stuff to sell or find that long-lost treasure.

**Grid Game Drawing!** – Sun 3 pm

The drawing of ten (10) tickets for the Grid Game commences! 10 tickets will be drawn and awarded 25 Dealer Tokens each! Pick up your Grid Game form at the Convention Registration Booth and turn it in to the Dealer Room HQ Table for tickets!

## Open Gaming

Plaza Ballroom A and Plaza Ballroom A Foyer

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

## Board Games

International Ballroom, Plaza Ballroom A

**108: One | Nothing | Everything DEMO** – Sat, Sun 3 pm

New from the creator of Cock & Bull, 108 will make its debut at Gateway 2014. 108 is a number puzzle that is randomly created by 2-4 players. Once created, players compete to be the first to solve their piece of the puzzle.

**18xx Gaming 101** – Fri 4 pm

**18xx (medium)** – Sat 10 am

Any 18xx game taking five hours or less will be used.

**Strategicon Football League** – Sat 4 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 5th season of the SFL. Over 14 weeks teams will meet head-to-head as they compete in 4 divisions (2 conferences) before a 3 week post season. Beginners are welcome and there is no entry fee ... just have your convention badge. No keeper league using a standard QB, 2 RB, 2 WR, TE, K, X lineup & “basic (TD) scoring method”

**Supercharging Your Scenario (workshop)** – Sat 3 pm

How much edge-of-your-seat excitement can you weave into one adventure? Thriller writer Ken Hughes shows how to combine setting elements, enemies, suspense, clues, surprises, and role-playing into high-powered gaming for any system.

**The Weakest Link** – Sun 7 pm

Another Game Show Play-Along debut at Gateway! The eight people in our studio tonight don't know each other. But they'll have to work together to earn as much money as possible, as round by round they are voted off as...“THE WEAKEST LINK.”

**Wheel of Fortune After Dark** – Sun 11 pm

When the moon is full, and the kids are abed, it's time to get wild, and dirty your head. Spin the Wheel, Buy a Vowel, and Solve some of the most suggestive puzzles around when you play “Wheel After Dark”! NO ONE UNDER 17 YEARS OF AGE WILL BE ADMITTED!

**Meet & Greet** – Fri 7 pm

Come meet and greet our guests. Refreshments, fusion fudge, drinks, DJ, and gaming with the guests. VIP event.

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

Three tickets will be drawn for 15 Dealer Tokens each! On Monday 6 tickets for 25 Dealer Tokens per ticket! Come to the Strategicon Booth and claim your winnings! Don't forget to pick up your Grid Game form at Convention Registration for a chance to win more Dealer Tokens!

**18xx (open)** – Mon 10 am

Any 18xx game can be played.

**18xx (short)** – Fri 5 pm

Any 18xx game taking four hours or less can be played.

**1989: Dawn of Freedom** – Sun Noon

After a long twilight struggle, the fall of Communism in Eastern Europe might be at hand. Play as either a communist trying to maintain control of these nations or as a democrat trying to topple power.

## Board Games

**1989: Dawn of Freedom Gaming 101** – Sun 11 am

**20th Century** – Fri 2 pm, Sun 5 pm

You are 1 of 5 who own your own city. You try & build up to the best city around, with factories, trash deposit, and becoming the star mayor. By keeping your city clean from trash, by bringing in resources, and barter for better.

**31 Minutes to Doomsday PLAYTEST** – Fri 6 pm, Sat 10 am, Sun, Mon 9 am

The players are a team of spies sent to prevent the release of a doomsday device. They must work together to beat a series of challenges or the world will be destroyed. Can they pull it off or are we all doomed?

**7 Blunders** – Sat 7 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 then you think. Based on 7 Wonders. Must know base 7 Wonders.

**7 Wonders Expansions** – Fri 7 pm

No vanilla here! Let's play with both expansions! Promo leaders! The wonder pack! And dozens of fan-created boards! Build Westeros, the Tower of Babel, Springfield, Dominion, el Dorado, and more!

**7 Wonders MEGA** – Mon 9 am

Lasts three ages. In each age, players receive seven cards, choose one of those cards, then pass the remainder to an adjacent player, as in Fairy Tale or a Magic: the Gathering booster draft.

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

Build hotel chains and buy stock in them. Merge the hotel chains and sell the stock to make money. Whomever has the most money at the end wins!

**Acquire Gaming 101** – Sun 3 pm

**Advanced Civilization The New World** – Sun 10 am

Advanced Civilization on the New World Map

**Advanced Werewolf!** – Sat Midnight

Same game of Werewolf that you know and love, just played with people who have sat in a Werewolf circle a few hundred times. These games take several hours, but are worth every minute. Come get your deceive on.

**Advanced Werewolf: Player's Choice** – Mon Midnight

Players will generate a general idea of what type of game, what roles, what format, and what rules people want to play. And that's what we will play! So bring your ideas, special rules, and home game favorites to the table and we will see what kind of game we end up with.

**Age of Empires III** – Sun 2 pm

Allows you to revisit the age of exploration and discovery. You can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy, and, if necessary, declare war. This is a classic worker placement game.

**Agricola Finals** – Sun 2 pm

Winners and other qualifiers from Saturday. If 5 or fewer winners show up only final will be played.

**Agricola Gaming 101** – Fri 7 pm

**Agricola Qualifier** – Sat 9 am

Real-time simulation of medieval farming. More or less. Cards will be drafted using any and all decks you can find players willing to play.

**Airships** – Sun 7 pm

Usually dice games equalize (or negate) players' experience & strategies. Not so in Airships. Here, custom dice provide a unique set of probabilities for folks used to D6s. Theme is important too, for only a fully operational company can build a fleet of dirigibles or get the mighty Hindenburg off the ground!

**Alhambra** – Sun 5 pm

A sprawling fortress in Andalusia, Spain, converted into a series of palaces for the Emirs in the 1300s. The Christian rulers of the 1500s added to its fortifications & gardens. Players supervise the inclusion of Pavilions, Gardens, Towers, & more, ensuring they have the right currencies to pay the various foreign craftsmen.

**Andromeda Fight League** – Sun Noon

The game combines elements of a collectable card game with character cards and modifier cards, but is played on a changeable board, thus creating a tactical element. It is a 2 player game and each round lasts from 12-20 minutes.

**Anti-Social: The Anti Pawn Placement Game DEMO** – Fri 9 pm

In this game you do not want to place, or have your pawns placed, on the board. Each turn players may play up to two cards (Anti-Social Behavior), and must place a pawn on the board. Once the board is filled, the game is over. The player with the least number of pawns on the board wins.

**Aquasphere DEMO** – Sun 2 pm

A research facility stationed deep below the ocean's surface. Use your engineer to program bots, and have your scientist deploy them to expand the abilities of your team or gather knowledge points.

**Arctic Scavengers DEMO** – Fri 4 pm

You are the leader of a small tribe of survivors after an ice age in modern times. Resources, tools, medicine, and mercenaries are all in scarce supply. You and your tribe are pitted against other tribes in a fight for survival.

**Arkham Horror Expansions** – Sun 3 pm

The veil between reality and the outer dimensions is becoming thin and an ancient being from outside time and space is coming to consciousness. With the arrival of this powerful entity the sleepy town of Arkham finds itself besieged by rifts and unfathomable monstrous beings.

**A Study in Emerald** – Sat 6 pm

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

**A Study in Emerald Gaming 101** – Sat 5 pm

**Atlantic Star** – Sun 7 pm

In this game you will try to build 5 successful Ocean Cruise lines. You have a limited amount of cash and an even smaller selection of boats to choose from. In this game, choices are agonizing. You never get what you want.

**Attika** – Mon 11 am

There are two paths to victory in this game. Either be the first to connect two temples or to build out all the components of your city state.

**Battlestar Galactica** – Fri 7 pm

Play the crew of the Galactica as they fight the Cylons in search of Earth. Beware, at least 1 of your crewmates is not what they seem!

## Board Games

### **Battlestar Galactica Expansions** – Sat 6 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Each table will decide if they are using the Daybreak Expansion. This game is for experienced players players need to be familiar with the basic game at a minimum.

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

#### **Battlestations #1** – Sat 4 pm

Crew a starship through perilous space adventure in this cooperative boardgame/rpg hybrid. Are you a Hero? Game Designer Jeff Siadek will join your crew as guest ref Tom Acuna runs the mission.

#### **Battlestations #2** – Sun 3 pm

Crew a starship through perilous space adventure in this cooperative boardgame/rpg hybrid. Are you a Hero?

#### **Be There Witches? PLAYTEST** – Sat 9 am, 1 pm, 7 pm

In the 1692nd year of our lord, our small village of Wenham has become disturbed with reports and rumors of witchcraft posing a great danger to nearby Salem.

#### **Block 2 Block** – Sun 10 pm

Our game has many different strategies involved, and is fair game all around.

#### **Blockade Runner** – Sat 6 pm

Players take on the roles of entrepreneurs attempting to make the most money by shipping cargo in and out of the South during the American Civil War. Positioning is achieved by competing with each other for access to commodities, top market prices, and newly built ships.

#### **Blokus** – Sun 3 pm

This abstract strategy game is great for 4 players—each trying to place their set of different-shaped pieces onto the shared board. Players must balance their strategic priorities by giving equal attention to blocking other players' moves while obeying the tricky placement rules when making their own moves.

#### **Blue Moon City** – Sat 11 am

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city and, at the end, put the large Crystal of the Obelisk in the middle of the city back together. The player who first manages to add the required number of markers by paying crystals to the Obelisk wins the game.

#### **Bomb Squad DEMO** – Fri 9 pm

Join the Bomb Squad! Give your teammates intel to program a robot to navigate a building, rescue hostages, and diffuse bombs in real time. You can't see your hand, so you'll have to help your partners figure out which cards to play face down into the robot's registers. The game is turn based, but a timer counts down in real time... Every 10 minutes a bomb goes off unless you diffuse it first!

#### **Brass** – Fri 8 pm

Your goal is to build cotton mills, coal mines, iron works, canals, railways, ports, and shipyards, and to have them be used so that they score points. Your choices will be limited by the cards you draw, but not as much as by the plans you make. Lots of interesting detail in the historical Lancashire setting.

#### **Brass Gaming 101** – Fri 7 pm

#### **Breaking News PLAYTEST** – Sat 11 am, 4 pm

Take a news media empire founded by a Media Mogul, and build that empire thru generations. It features Media Resource Assets development and Asset Assignments through worker placement. The game is divided into three Generations: Print, Television and Digital Media with 3 turns each.

#### **Bruges #1** – Fri 10 pm

In Belgium during the 15th Century, the first stock market opens and Europe is looking at the wealthy and influential city of Bruges. Your objective will be to gather influence with the local merchants, bureaucrats, nobles, and other rulers, to gain prestige, reputation, and power.

#### **Bull Moose** – Sat 3 pm

A U. S. presidential election game based on the 1912 election. This is a 5 way race represented by a straightforward, card driven, geographically based game where the winners of each state are decided by lot. The winning of the election and victory condition criteria are loosely based on the popular vote and not on how the electoral college actually functions.

#### **California Gold** – Sat Noon

A Euro styled game where players represent Co-Ops like Sunkist. The object is to collect the most cards which represent orange groves in specific counties. Infrastructure is necessary to compete by placing Packing Houses, Nurseries, and Offices.

#### **Camel Up** – Fri 1 pm

A fun and deceptively simple racing game for 2-8 players. As camels race around the board, players earn points by placing bets on the winners and losers, sacrificing a turn to move the camels, or altering the race track to impact the winning camels. Easy to learn but lots of opportunities for strategizing. 45 min playing time.

#### **Cards Against Humanity** – Sun 10 pm

Apples to Apples for the adult crowd!

#### **Cargo Noir** – Fri 10 pm

Gangsters & Cartels meet Film Noir in this colorful game of bidding & set collection. Send out your ships, stack your chips, and beat your opponents to the best cargo.

#### **Cartography DEMO** – Mon 10 am

A territory claiming game with a twist. You design the map! Players become mapmakers in a game that takes creativity and foresight to claim territory on a map that changes with each turn.

#### **Castellan** – Sat 10 am, 6 pm

A card based castle building game. Build a completed courtyard to get the points and get the most to win!

#### **Castle Panic** – Sun 1 pm

The forest is filled with all sorts of Monsters and now they are marching out of the woods. Can you work with your friends to defend your Castle against the horde, or will the Monsters tear down your Walls and destroy the precious Castle Towers?

#### **Category 5** – Mon 3 pm

To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows. All cards are bad. Don't take cards! The winner is the player with the fewest points once someone reaches 74 points.

#### **Caverna: The Cave Farmers** – Sat 3 pm

This is a complete redesign of Agricola that substitutes the card decks from the former game with buildings while adding the ability to purchase weapons and send your farmers on quests to gain further resources.

#### **Caverna: The Cave Farmers Gaming 101** – Sat 2 pm

## Board Games

### **C. C. Higgins Rail Pass** – Fri 3 pm

A railroad board game that lets you relive the excitement of a railroad executive in the heyday of rail travel. Collect sets of rail passes as you travel the rails of historically and geographically authentic North American railroad companies of 1920. Score by color sets, Railroad type sets, and company affiliation sets. This is a skill based game with no luck at all.

### **Chaosmos** – Sat 5 pm, Sun 2 pm

Balance your hand of cards, spend your turn actions wisely, and cleverly use your unique alien powers to secure the most important artifact in the universe. Unique game system and a different spin on the space genre. An extremely thematic, medium weight strategy game, with a lot of player interaction and a unique narrative that unfolds as information gets concealed and revealed.

### **Cinque Terre** – Sun 3 pm

The Cinque Terre are five coastal villages in Italy between Genoa and Tuscany, well-known for their beauty, food, and agriculture. In this pick-up and delivery game, players will fulfill orders by transporting produce from inland farms to sell to the villages, in a mechanic similar to Ticket to Ride.

### **Clash of Culture** – Sun 10 am

Empire building game that focuses on 12 cultural categories (and 3 forms of government) with 4 advances per category. Cities grow with 5 distinct city pieces.

### **Clay-O-Rama #1** – Sun 9 am

Build your own gladiator out of play-doh and then battle it out in the arena! Stats are based on what you build and everyone gets a random superpower. This event will be for kid players only, adults can play in the later event.

### **Clay-O-Rama #2** – Sun 11 am

Build your own gladiator out of Play-Doh and battle it out in the arena to see who is truly the best. Anyone can play and we will include the truly destructive superpowers such as Drop, Poke, Toss and the Hand of Fate!

### **Cock & Bull: The American Pub Game #1** – Sat, Sun 11 am

A battle over territory and a race to the finish happen simultaneously in this fast paced two player dice game. Players can rocket ahead or fall behind repeatedly, not knowing if they will win or lose until the last second. This old school favorite is also popular with the kids! Cock & Bull creator, F. M. Smith, will be on hand for personal game demos in the dealer room when open Fri, Sat and Sun.

### **Colosseum** – Sat 1 pm

Each player is a Roman impresario producing great spectacles in his or her arena in the hopes of attracting the most spectators. Players earn wealth and glory for each event run, using it to create ever more ambitious events.

### **Concept** – Sat 11 pm

A large, green animal from long ago? Must be a dinosaur. Water, cube and cold weather? Has to be an ice cube. Players team up to place tokens on a board covered in icons, depicting everything from ancient samurai and snails to Leonardo DiCaprio. Points go to the player who can guess correctly by looking at the various symbols.

### **Concordia** – Mon 10 am

Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties and send colonists to the remote realms of the Empire develop your trade network and appease the ancient gods for their favor.

### **Concordia Gaming 101** – Mon 9 am

#### **Corporations! DEMO** – Fri 5 pm

A two to four player game about the most powerful entities known to man. Do you have the most power and prestige of all your friends? You'll have to underhandedly and surprisingly steal your friend's corporations, before they steal yours.

#### **Cosmic Encounter** – Sun 9 pm

Each player is the leader of an alien race. Players take turns trying to establish colonies with the goal of having five colonies on any planets outside their home system. The players must use force, cunning, and diplomacy to ensure their victory.

#### **Coup** – Fri 4 pm

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

#### **Darkest Night** – Sat 9 pm, Sun 3 pm

The kingdom has fallen. The war is just beginning. Take control of one of the land's last heroes as they hatch a plan to overthrow the evil necromancer who is even now consolidating his power.

#### **Dead Things (The Zombie Board Game) DEMO** – Sat Noon

A fast moving zombie game with rules that don't get in the way of a good time.

#### **Descent Journeys in the Dark 1st Ed** – Sun 8 pm

#### **Descent Journeys in the Dark 2nd Ed** – Sat 9 am

A semi-cooperative game where players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and who will control the dungeon's many traps, puzzles, and monsters.

#### **Desert Island** – Sun 9 pm

The Lifeboat sequel. You've made it to shore only to find yourselves marooned on a desert island. Score points for survival and that of your secret love and the death of your secret hate. (Yes, this is the other card game with the hats).

#### **Dominant Species** – Sun 10 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. Each player will assume the role of one of six major animal classes mammal, reptile, bird, amphibian, arachnid or insect.

#### **Dominion Expansions** – Sun 5 pm

Dominion with all expansions. Play continues until all possible cards have been played, players earning 1 point for each player they beat along the way. The top six participants play in the final round.

#### **Dominion Gaming 101** – Sun 3 pm

#### **Donkey: It's a Kick!** – Sat 8 pm

Fast paced game for ages 8 and up, for up to 8 players. The cards race by, the pucks will fly, your head will soon be spinning as you try to keep up with the action in this winner take all puck ruckus of a game by Cleveland Kids.

#### **Dream Factory** – Sun 9 am

Also known as Hollywood Blockbuster, this is Reiner Knizia's classic auction game about producing movies. Players are studio heads who bid for directors, actors, camera, effects, music, guest stars and agents to complete movie scripts.

## Board Games

### **Dungeon** – Fri 5 pm

Players explore a dungeon divided into levels of increasing difficulty, fighting monsters for valuable treasure. As players venture deeper into the dungeon, monsters become more difficult & the treasure more valuable. The winner is the first player to bring a certain amount of treasure back to the dungeon's entrance.

### **Dwarves N A Cave PLAYTEST** – Fri 8 pm

You are a dwarf mine boss and sending out your dwarf mine crews out to collect coal, metals and gems to meet the quotas that need to be filled. The game is a worker placement game that has you move your dwarf mine crews into mines or offices before rolling the extraction difficulty.

### **Eclipse** – Sun 9 am

Explore and conquer the galaxy in 9 turns. Each table will agree on all human or mixed races. Final round may use Rise of the Ancients expansion.

### **Eldritch Horror** – Sun 5 pm

Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must travel around the world, working against all odds to hold back the approaching horror. Foul monsters, brutal encounters, and obscure mysteries will take you to your limit and beyond.

### **Eldritch Horror Expansions** – Fri 1 pm

Across the globe, ancient evil is stirring. All the while, you and your fellow investigators must unravel the otherworldly mysteries scattered around the globe in order to push back the gathering mayhem that threatens to overwhelm humanity. The end draws near! Includes the Forsaken Lore expansion.

### **El Grande** – Sun 10 am

Players manage turn order by balancing caballero card values to choose actions and place on the board versus the number of available caballeros for use.

### **Eminent Domain Legacy** – Sat 3 pm

A space civ building game in which your abilities are based on your deck of Role cards, which changes as you choose Roles in the game. In this tournament, the choices you make in one game will carry through to the next round! You'll start the next game with more of the cards you have the most of and fewer of the cards you had the least of.

### **Empire Builder Potluck** – Sun 7 pm

Discover a modern North American classic. Celebrate one of our most vital and enduring passions: railroads. Use your initial investment to build track. Then pick up commodities where they are grown, mined, or manufactured and deliver them to a lucrative place of demand.

### **Empire Builder Potluck Gaming 101** – Sun 6 pm

### **Euphrat & Tigris** – Fri 10 pm

This is prolific game designer Reiner Knizia's highest rated title. Players collect victory points in four different colors by playing tiles of the same color. Players must defend their kingdoms against possible conflicts from their opponents or possibly choose to ignite conflict on their own.

### **Firewall** – Fri 7 pm

Hackers vie for control of the mainframe to prove just how elite they are. The best hacker wins! Roll dice! Hack the mainframe! Lock out your opponents!

### **Flash Point** – Sat 4 pm

Many fans of cooperative games agree: they would rather spend their time on fire fighting & rescue than curing a global epidemic. There is plenty of tension when the house is on fire! Now's your chance to suit up & brave the flames.

### **Formula D** – Fri 3 pm

Take the wheel of an F1 Car and race your fellow players on various courses (both real and fake) around the world. Players will roll the dice to determine their speed, but they'll have to keep in mind the wear their cars will face when taking tight turns and risking collisions.

### **Frontier Stations PLAYTEST** – Sun 5 pm

Work together to defend a ring of frontier space stations against a variety of growing dangers. Upgrade your systems wisely to maintain a steady flow of the vital resources you'll need to survive, and allocate them carefully to keep nearby threats in check.

### **Galaxy Defenders** – Sun 4 pm

A sci-fi cooperative, tactical battle game in which 1-5 players fight together against an oncoming alien menace. Each player takes control of one or more agents with unique powers.

### **Galaxy Trucker** – Mon 10 am

Race against the other players to build the best ship you can from limited parts, then see how your ship performs as it attempts to survive its cargo run amidst the dangers of space such as asteroid fields, pirates and slavers while trying to make the big bucks.

### **Galaxy Trucker Gaming 101** – Mon 9 am

### **Gem Rush (Rush Mode)** – Sun 1 pm

Grab a pick-axe and start digging in this light set collection/tile-laying game. Match your gems to a doorway to construct a new room, and use the special abilities of each room to collect more gems. This session will be played in Rush Mode (versus), claim your riches before the other players to win!

### **Ginkgopolis** – Sun 7 pm

2212: Ginkgo Biloba, the oldest and strongest tree in the world, has become the symbol of a new method for building cities in symbiosis with nature. Humans have exhausted the resources that the Earth offered them, and humanity must now develop cities that maintain a delicate balance between resource production and consumption.

### **Glory of the Three Kingdoms: Guandu DEMO** – Sat 1 pm, Sun Noon

A 30 min 2-4 player battle driven deck building game based on the epic ancient Chinese Three Kingdoms era. The goal of the game is to build your deck with units, tactics, items and win the game by defeating opponents or gain more victory points than others. Game will be played on the new and beautiful playmats.

### **Glory to Rome** – Fri 9 pm

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

### **Gold West DEMO** – Sat 5 pm

A delicate balance of resource management and area control. Build your mining empire while vying over the precious metals of the frontier! Carefully manage your supply tracks and refine the right resources at the right time to keep a step ahead of the competition. Can you lead the West into the Golden Age?

### **Guildhall** – Fri 2 pm

Progress! That's what these Dark Ages need, someone with a little get-up-and-go. You've been a serf in this one-pig town long enough, and it's time to shake things up. You've opened a guildhall for like-minded professionals from all over Europe to work together, build their trades, and get some economic stability. Now if only everybody else didn't have the same idea...



## Board Games

### **Hanabi** – Sun 4 pm

For teams of 3-5 players. Hanabi 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. Not a race, play slow or fast... you want to score as close to 30 points as possible.

### **Hanabi Race** – Sat Noon, 9 pm

For teams of 3-5 players. Hanabi 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. Race Rules: 15 minutes to score as close to 30 points as possible (multi-colors are their own firework). Communication between players will be penalized except asking other players what they know when giving a clue.

### **Hogger Logger DEMO** – Fri 10 pm, Sat 2 pm

An easy to learn guessing game with number cards, action cards, and lumber-jacking pigs. Guess whether the next number card is higher or lower and use your hand to help your odds or draw Action cards. There's only 1 guesser and you win by being right on the last of 4 cards. 20-40 minutes.

### **Hoppers: Chinese Zombies DEMO** – Sat 4 pm, Sun 3 pm

A 10 min 3-6 player dexterity party game. The game is played up to 5 rounds and each player has a secret identity. In the beginning of each round, a hero is chosen to adventure the woods. When the hero triumphs, he/she MAY place another player in trial and the game ends. If the game doesn't end in 5 rounds, the first hero runs the trial and end the game. Survivors may win the game.

### **Hunting Party** – Sun 8 pm

You are a hunter on safari in darkest Africa. Bag trophies, stay alive and accomplish your secret goal.

### **Hunt: The Unknown Quarry PLAYTEST** – Sun 7 pm

A powerful monster has been marauding the countryside, and that means a big payday for you if you can identify and slay it before your rival bounty-hunters. But one of these hunters is secretly the monster! Search for clues, scrounge equipment, keep your cards close to the vest, and hunt down the beast before the other hunters get him...or he gets you.

### **Imperial** – Sun 3 pm

This is a game of international investments. At the outbreak of WWI, nations build factories, armies, and fleets and raise money through taxation. Players are international investors who take control of the European governments through skillful investing.

### **Ingenious** – Sat 9 am

A classic abstract color-matching game

### **In the Year of the Dragon** – Sun Noon

Players take on the role of Chinese rulers around the year 1000. The game plays out in twelve rounds, with each round representing one month in a year that seems to go from bad to worse. Disease, drought, and attacks from the Mongols may claim lives, but make sure you have enough money to offer a tribute to the Emperor. Careful planning is the key to survival and victory.

### **In the Year of the Dragon Gaming 101** – Sun 11 am

### **Istanbul** – Fri 7 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. Everything must be well organized: wheelbarrows must be filled with goods at the warehouses, then swiftly transported by the assistants to various destinations. Your goal? Be the first merchant to collect five rubies.

### **Kemet** – Sat 9 am

Players deploy the troops of an Egyptian tribe and use the mystical powers of the gods of ancient Egypt to score points in glorious battles or through invasion of rich territories. A game is played to 8 or 10 victory points.

### **Khan Quest PLAYTEST** – Mon 3 pm

A strategy game inspired by the struggle of Temujin (Genghis Khan) to unite the wandering Mongolian tribes into a force to challenge the world! The game features elements of resource gathering, military strategy & role playing to acquire Charisma.

### **Kingdom Builder** – Sat 10 am

Players strategically placing settlements on the board trying to score the most points in the end. First round (and 2nd if needed) will use only the base game. Final round may include expansion components. Number of rounds depends on number of players paring down to a 3 or 4 player final.

### **King of Tokyo** – Sat Noon

BIG. DRAMATIC. EXCITING. FIERCE. This describes the Kaiju monsters running amok in King of Tokyo. It also describes the Strategicon KoT tournament! When the dice roll & the monsters start growing wings, breathing fire, throwing tanks or smashing buildings, even a 7-year-old can beat you silly! This tournament will incorporate a meta-game point system to keep things to two 45-minute rounds of play.

### **Kingsburg** – Sat 5 pm

Influence the King's advisers to gain resources to build your village. Survive 5 winter battles with the most victory points to win the game.

### **Kingsburg Gaming 101** – Sat 4 pm

### **King's Ransom** – Sun 10 am

A two-player strategy card game pitting royal rivals against each other. Using the basic mechanics of Chess, there's an additional layer of strategy due to each card entering play hidden from the opposing player's view.

### **King's Ransom Gaming 101** – Fri Noon

### **Knee Jerk! DEMO** – Fri 3 pm, Mon 11 am

Think fast - the first player to give their knee-jerk reaction wins the point! Players rapidly create endings to funny situations in this everyone-plays party game.

### **Last Chance** – Sat 6 pm

If you have been brain-burning & cube-pushing all weekend, Last Chance is the break you are looking for. This is a quick trip for up to 7 players, where you roll dice to win chips. A bit like Yahtzee, yes, but the real fun is when you are side-betting on your opponents: will they succeed or fail?

### **Liar's Dice** – Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! STRATEGICON STANDING RULE: Challenges that result in an exact bid will not result in the removal of a player's final die, unless half or more players already have a single die left.

### **Lifeboat** – Sat 9 pm

Adrift at sea with a few shady characters. Score points for treasures you bring back as well as your survival and that of your secret love. Score points for your hated enemy not surviving as much. (Yes, this is the card game with the hats).

### **Little Red Riding Hood DEMO** – Sat 5 pm, Sun 4 pm

A 30 min 6 to 10 player werewolf/mafia type card game. The game is played in turns and all identities are revealed, except the identity of the werewolf. In each turn, an event is drawn and all players may participate in the event accordingly. The goal of the humans is to find and kill the werewolf and the goal of the werewolf is to kill all the villagers OR all non-villagers.

## Board Games

### **Looney Bin** – Fri Noon

An uproarious deduction game with fast action - reaction card play that depicts the occurrences of an insane asylum. Be the first to cure all the patients in your ward by deducing which treatments they will respond to. Attempt to prevent your colleagues from curing their patients while you all experience the mayhem that is the Looney Bin.

### **Lords of Waterdeep** – Sun 9 pm

Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city.

### **Lost Cities** – Sun 11 am

Easy to learn two-player card game with archaeological exploration for the theme. Play 3 hands and add up your total score. This is a multi-round single elimination tournament.

### **LOTR Deck Building Game** – Fri 1 pm, Mon 10 am

Take the role of one of the iconic heroes from The Lord of the Rings. Each hero comes with a special power unique to that character. Start a basic ten-card deck. Power is the currency you will use to buy stronger cards to add to your deck.

### **Love Letter** – Sat 4 pm

A game of risk, deduction, and luck for 2 to 4 players. On your turn, you draw one card, and play one card, trying to expose others and knock them from the game. Powerful cards lead to early gains, but make you a target. Rely on weaker cards for too long, however, and your letter may be tossed in the fire!

### **Love Letter Gaming 101** – Sat 3 pm

### **Manilla** – Sat 1 pm

This is a race game with a whole lot of gambling. The three little boats are trying to make their way to Manilla. Each round you have the chance to back one boat or bet on the outcome of all three. There are three rounds in the game and the odds change with each round.

### **Mansions of Madness: The Laboratory** – Fri 2 pm, Sat 7 pm

The Laboratory challenges players to shut down Crawford Tillinghast's strange machine before the mad genius manages to merge our world with another dimension and all its horrors. Can you survive the terrors you'll encounter? Can you find the clues you need to deactivate Tillinghast's arcane device?

### **Mansions of Madness: The Yellow Sign** – Sun 6 pm

Julian Glen, a talented up-and-coming playwright, has penned a work that he claims will be his masterpiece. There's only one problem...it's turning its audience into mindless fanatics! As some of the few audience members to retain your sanity, you and the other investigators must now work together to find Glen and uncover his true plot.

### **Meeples To The Mothership!** – Sat Noon

Planet Hex is collapsing! Now you must rescue your meeples from the surface and get them back into the safety of the orbiting mothership before your opponents take all of the good window seats!

### **Memoir '44** – Fri 3 pm

Come recreate an epic battle of WWII. Players will control either the Americans, Germans, or possibly Russian units. Points are scored by destroying opponent units or by accomplishing objectives. The first person to score 6 points is the victor.

### **Merchant of Venus** – Sat 2 pm

Develop trading routes between random planets and be the first to acquire \$2000. Original version will be used.

### **Middle Earth Quest** – Sun 11 am

Takes place approximately ten years after Bilbo Baggins leaves the Shire, and several years before Frodo leaves Bag End on his journey leading to the destruction of the One Ring. Players will take control of characters such as a Gondorian Captain, a Rider from the Westfold, or numerous other character types

### **Mondo** – Sat 3 pm

Players compete against each other while also racing against the clock. Each player has a small world board with empty spaces on it, and all players simultaneously pick tiles depicting different animals and environments from the middle of the table and place them on their world board, trying to create complete areas of the same environment.

### **Monkey King: Cavern of Gossamer DEMO** – Sat 3 pm, Sun 2 pm

A 10 min mini strategy game for 2-4 players. Game is played in two teams: Monkey King and Centipede. Whichever team reaches the goal first will win the game.

### **Monopoly Deal** – Fri 11 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!

### **Monster Derby** – Sat 2 pm, Sun 7 pm

The wacky road rage road race where you pick the winners and then take turns moving monsters toward the finish.

### **Munchkin Finals** – Sun 6 pm

This is The Finals, You can play only if you won one of the qualifier rounds!

### **Munchkin Qualifier** – Fri Noon, 6 pm, Sat 10 am, 6 pm, Sun 9 am, 11 am

This is a Qualifier for the Munchkin Tournament, There are 6 qualifiers and the winner of each qualifier will be in the Final round of the tournament. You can play in more than 1 qualifier unless you have won one of them. The Finalists will be posted at the board game sign up table by 2pm on Sun.

### **Munchkin Quest** – Fri 4 pm

Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Now, Munchkin comes to the boardgame.

### **Nexus Ops** – Sat 11 pm

A light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time.

### **Nexus Ops Gaming 101** – Sat 10 pm

### **No Thanks** – Fri 2 pm

A card game designed to be as simple as it is engaging. The rules are simple.

### **Nuclear War** – Sat 11 am, Sun 4 pm

A fast, fun game that has had people blowing up their friends and making them glow for decades!

### **One Night Werewolf** – Sat, Sun 2 pm

No moderator, no elimination, ten-minute games. One Night Ultimate Werewolf is a fast game for 3-10 players in which everyone gets a role. In the course of a single morning, your village will decide who is a werewolf...because all it takes is lynching one werewolf to win!

### **Palaces** – Sat, Sun 10 pm

Deck-building bidding game where you build a palace of precious materials. Each card you win adds a room to your palace and a special ability to your arsenal.

### **Phase 10** – Fri 6 pm, Sat, Sun Noon

A rummy-type card game where players compete to be the first to finish completing all ten phases. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.

## Board Games

### **Play 5** – Sun 8 pm

A game that combines mechanics from scrabble and poker. Players create interlocking poker themed hands in a crossword fashion to attain the highest hand score to win the other player's chips.

### **Please Don't Steal the Art PLAYTEST** – Sat 10 pm

One player is an art thief. The other is a security guard. A cat-and-mouse microgame that takes five minutes to learn and play. Anyone who beats me gets a free copy of the prototype.

### **Poison** – Fri Noon

Reiner Knizia card game players compete trying to force other players to take cards in a game where you don't want to take the trick

### **Poker: 7 Card Stud** – Sun 10 pm

### **Poker: No Limit Hold'em** – Sat 10 pm

### **Poker: Omaha Hi/Lo** – Fri 11 pm

Deal 4 cards, use 2 of them with 3 on the board to make your best hand. Best high splits the pot with the best qualifying low hand (5 cards lower than "9", A-5 straight being "nut low").

### **Power Grid** – Sun 9 am

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. The USA Board will be used in the preliminary round and the final round will use the Germany Board.

### **Power Grid World Tour: Baden-Wurttemberg** – Sat 8 pm

### **Power Grid World Tour: Brazil** – Fri 8 pm

### **Power Grid World Tour: Quebec** – Mon 10 am

### **Power Grid World Tour: Spain & Portugal** – Sun 8 pm

In 2014 Strategicon will be presenting the Power Grid World Tour. Each convention will have four events, using both sides of two of the expansion maps. Players earn points for each game they play based on the number of players. Please make sure to bring the maps if you own them.

### **Puerto Rico** – Sun 6 pm

A German-style board game designed by Andreas Seyfarth. Players assume the roles of colonial governors on the island of Puerto Rico during the age of Caribbean ascendancy.

### **Puerto Rico Gaming 101** – Sun 5 pm

### **Qwixx** – Fri 9 pm

A fast and easy to learn press-your-luck dice game. Each turn dice are rolled and each player decides if they want to score any combination of the numbers rolled. 15-20 minutes playing time.

### **Ra** – Sat 8 pm

Reiner Knizia's Classic bidding game. Over three epochs you will bid to build your empire stronger than others. Your resources are limited. Choices are agonizing. Will your choice be the right one?

### **Race for the Galaxy 2 player** – Fri 9 pm

Default use the most expansions available with goals, unless agreed upon by both players. No takeovers. Double elimination.

### **Railroad Tycoon** – Sat 6 pm

Build your railroads in either the eastern or western maps.

### **Railways of the World** – Sun 11 am

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

### **Rampage** – Fri 8 pm

Remember the old school videogame? Come crush buildings full of meeples and eat the most to win!. You can also toss cars and try to knock over buildings by blowing on them. And whatever you can do to a building you can also do to the other monsters.

### **Rasputin** – Sat 7 pm

Infiltrate the Winter Palace, exterminate the guards and elude other players as everyone vies to kill history's most un-killable man - Grigori Yefimovich Rasputin!

### **Rattus Cartus** – Fri 5 pm

From the same creative team that brought you Rattus comes an entirely new game set in 14th century Europe. This time, instead of watching the Plague decimate your neighbors' populations, you will be trying to win influence, manage supplies, and dodge outbreaks.

### **Resistance** – Fri 11 pm

This is a party game of social deduction, logic and deception. Try to find out the evil members before they sabotage the mission. This is like werewolf but better.

### **Revolution!** – Fri 4 pm, Sun 6 pm

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!

### **Risk Express** – Fri 4 pm

Conquer the world in 20 minutes! This Reiner Knizia Dice game allows you to deploy your troops or just risk it all to invade Russia. Territory is taken by each player but is never safe until the entire continent is conquered.

### **Rivet Wars** – Sun 9 am

A miniatures boardgame that springs forth from the warped imagination of Ted Terranova - set on a world that never quite left World War I but with crazy technology like walking tanks, diesel powered armor, unicycled vehicles and armor plated cavalry!

### **Rough: The Card Game** – Sat 8 pm

Some games are tough, some are torture, some are easy, but this game is Rough. Players get five cards at the beginning of the game. Players play a card on their turn that forces one player, two players, or the whole group to perform a physical, or ridiculous task to stay in the game. The winner gets a copy of the game.

### **Rough: The Card Game Gaming 101** – Sat 7 pm

### **Rumble Pie** – Sat 11 am

Great for kids, families, and gamers who enjoy super fast, high action games like speed or Dutch Blitz. Players pair up into teams, and do battle against other teams using cards. There are no turns, and all the action happens at the speed of your hands and minds. The game is simple to learn and fast to play.

### **Rumble Pie Gaming 101** – Sat 10 am

### **Russian Railroads** – Sat 8 pm

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

### **Safranito** – Fri 10 pm

At an Indian spice booth, players toss coins on the spice board to bargain for the precious ingredients they need to make their exquisite meals.

### **Sail to India** – Fri 5 pm

Players are nobles who support explorers in their efforts to discover a route to India. Players must manage their resources to develop sales channels to India.

### **Saint Petersburg** – Fri 4 pm

Players compete to see who would have been the most efficient czar in 1703.

## Board Games

### **San Juan** – Sun Noon

Players who like Puerto Rico may enjoy San Juan, a simplified card version of the game. Players choose roles to build buildings, produce and sell goods, and other ways to draw cards. The cards are your buildings as well as what you spend to build them.

### **Santiago de Cuba** – Sun 6 pm

Players share a car, making stops at waterfront shops, looking for deals. Then a quick walk to any of the town's buildings allows them to grease the wheels of commerce in their favor.

### **SchWag: Schrödinger's Wager** – Fri 9 pm

It has come to our attention that our most recent experiment recreating Schrödinger's Cats has become somewhat of a sport. Researchers are wagering their hard earned cash on the state of the cats inside boxes. We at Stellaris Robotics would like to encourage this sort of behavior in the name of SCIENCE!

### **Seasons** – Sat 4 pm

The greatest sorcerers of the kingdom have gathered at the heart of the Argos forest, where the legendary tournament of the 12 seasons is taking place. At the end of the three year competition, the new archmage of the kingdom of Xidit will be chosen from among the competitors.

### **Sentinels of the Multiverse Expansions** – Fri 6 pm

Villains from across the multiverse threaten the safety of the innocent. And who will stand in their way? A team of heroes, all with impressive powers and abilities will stand between the world and the forces of evil. Will you help them? Includes access to all Sentinels expansions.

### **Sequence** – Fri 3 pm

Play a card from your hand, place a chip on a corresponding space on the game board. When you have five in a row, it's a SEQUENCE. Learn to block your opponents and remove their chips.

### **Settlers of America: Trails to Rails** – Sun 10 am

Uses the familiar Catan hex-tile grid to present a map of the United States. Players collect and trade resources in order to purchase, migrate and build settlements, forge railroads, and acquire locomotives. Railroads are used to distribute goods to the interconnected cities. As westward locations are settled, old sources of resources deplete.

### **Settlers of Catan** – Fri 5 pm

Come see if you can get someone to actually trade for your sheep in this classic game of expansion and trading.

### **Settlers of Catan Gaming 101** – Fri 4 pm

### **Shadows Over Camelot** – Sun 5 pm

Work together with your team mates to save Camelot! But beware, one amongst you is a traitor! In this card based game, every turn is your turn. Each decision your fellow knights make can be scrutinized for dark motives. Who will you trust?

### **Sherlock Holmes Consulting Detective** – Sat 8 pm

Are you as good as Sherlock Holmes? You are a member of the Baker Street Irregulars and you are tasked with solving a case Holmes doesn't have the time to solve. At the end of your investigation, you'll have to answer questions pertaining to the case and auxiliary information surrounding the case.

### **Shogun/Samurai Swords/Ikusa** – Fri 6 pm

The last game in the original Milton Bradley Gamemaster series. It focuses on the chaotic feudal society of Japan during the Middle Ages. Players play one of several factions that erupt into a civil war, trying to consolidate their strongholds and then defeat other armies for the right to be called Shogun.

### **Shogun (Wallenstein)** – Fri 7 pm

Japan during the Sengoku Period: each player is a Daimyo with all his troops. Each has the same 10 possible actions to develop his kingdom. The highest point total after the second year becomes shogun and wins the game.

### **Shogun (Wallenstein) Gaming 101** – Fri 5 pm

### **Smah Up Expansions** – Sat 10 pm

The "shufflebuilding" game of total awesomeness Smash Up starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents!

### **Small World Invaded!** – Sun 8 pm

What happens when the UNDERGROUND races invade Small World through the TUNNELS? Join other experienced Small World players in mixing together fan-made races & all of the expansions, for a battle royale on the REALMS modular board.

### **SnapGammon DEMO** – Sat 11 am, Sun 1 pm

Choose carefully when to play your special powers for maximum effect. Hit the other player's cows to send them to the Cow Pen. To win, be the first to get all of your cows on the train. SnapGammon is a humorous new version of Backgammon with Power Cards that can be used to alter the course of play.

### **Space Cadets: Team vs Team** – Mon 2 pm

Space Cadets is a fun and frantic cooperative game for 6-12 players who take on the roles of Bridge Officers of a Starship. Each officer must accomplish his specific task in order for the team to successfully complete the mission. The mission: Destroy the ship of the other team.

### **Space Empires 4X** – Fri 8 pm, Sat 1 pm

Build an empire and destroy your neighbors in this space 4x game. Upgrade your fleet with new technologies and terraform planets to colonize.

### **Space the Game V2 DEMO** – Fri, Sat, Sun Noon

A revolutionary new 3D gaming experience. It's played in a 3 dimensional playing field above the tabletop. Each player commands a set of ships to defeat the other players. The goal is to gain territorial superiority in the playing field.

### **Spell Stealers DEMO** – Sat 2 pm, Sun, Mon 11 am

A press-your-luck dice game, with stealing. Players assume the role of master thieves racing to retrieve an ancient spell hidden within an enchanted cavern.

### **Spyrium** – Mon 10 am

Set in an alternate world, an Industrial Revolution England set in a steampunk based universe. Players build factories, needing workers to manage the production of Spyrium, which is just like coal only prettier. Producing Spyrium in mines, then processing it in factories results in victory points.

### **Stix & Stones** – Sat 9 pm

A prehistoric picture-making race! Create like a caveman using only sticks and stones—no drawing skills required! Dare each other to make a picture with as few pieces as possible, then challenge the other players to guess what it is.

### **Stone Age** – Sat 1 pm

Players use up to ten tribe members each in three phases. First, players place their tribesmen in regions of the board that they think will benefit them, including the hunt, trading center, or quarry. Second, each player activates each of his/her tribe members in any order. Finally, they feed each of their tribe members.

### **Stone Age Gaming 101** – Sat Noon

## Board Games

### **Suburbia** – Sat 5 pm

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby towns. Your goal is to have your borough thrive and end up with a greater population than any of your opponents.

### **Tabloid Teasers** – Fri 1 pm

The moderator reads an incomplete headline aloud. All players including the moderator write down a word or words to complete the headline. After all the completed headlines have been read aloud, players secretly vote for the one they think is the real one. Each player who votes for the real headline moves ahead one space, however each player whose phony headline receives a vote moves ahead two spaces for each vote received.

### **Takenoko** – Sat 1 pm

Players will cultivate land plots, irrigate them, and grow one of the three species of bamboo (Green, Yellow, and Pink) with the help of the Imperial gardener. They will have to bear with the immoderate hunger of the panda for the juicy and tender bamboo. The player who manages to grow the most bamboo while feeding the delicate appetite of the panda will win the game.

### **Talisman** – Sun 1 pm

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

### **Talisman Gaming 101** – Sun Noon

### **Terra Mystica Finals** – Sun 10 am

This is a 2 Round Elimination for Terra Mystica. To play you must have qualified in a qualifier event from Friday or Saturday. Games will have either 4 or 5 players. Time limits will be enforced.

### **Terra Mystica Qualifier** – Fri 5 pm, Sat 9 pm

Qualifiers for the Finals on Sunday. This will be exactly 1 game with the winner from each table qualifying for Sunday's tournament. Seating and setup will be random. Scores will be retained for strength of schedule for tiebreakers on Sunday.

### **The Adventurers** – Sat 8 pm

Brave the temple for hidden treasure! But beware! The temple is trying to kill you. Walls close in, Boulders crush you and Lava swallows you alive! In this game your greatest foe is your own greed. The more treasure you carry, the slower your progress. Win a fortune but lose your life!

### **The Award Goes To DEMO** – Fri 8 pm

You want to be the most acclaimed of movie producers. The only way to do that is to collect accolades from your industry. To reach this goal, you are going to have to make some pretty good movies. If you can collect five awards for Best Picture, you will be inducted into the Producer's Hall of Fame.

### **The Castles of Burgundy Finals** – Sun 4 pm

This is a 2 Round Elimination for The Castles of Burgundy. To play you must have qualified in a qualifier event from Friday or Saturday. Time limits will be enforced.

### **The Castles of Burgundy Qualifier** – Fri 7 pm, Sat 9 pm

Qualifiers for the Finals on Sunday. This will be exactly 1 game with the winner from each table qualifying for Sunday's Finals. Seating and setup will be random. Scores will be retained for strength of schedule for tiebreakers on Sunday.

### **The King's Armory** – Sat 5 pm

The smashing hit The King's Armory the world's first full-on tower defense board game.

### **The Legacy of Constantine PLAYTEST** – Fri 2 pm

Players work semi-cooperatively to manage the Fourth Century Roman Empire against barbarians, Persians, rebels, heretics, and sometimes each other while vying for the highest score. Think Axis and Allies, blended with Diplomacy and the Roman Republic Game.

### **The Scepter of Zavandor** – Fri 2 pm

Players build production, improve knowledge levels, and bid on artifacts and sentinels.

### **The Scepter of Zavandor Gaming 101** – Fri Noon

### **The World Cup Game** – Sat 10 am

A football (soccer) game that is like no other soccer game. A truly great euro game that is more fun than the sporting event itself! It is not a quiz game and it is not a single match style soccer game, but it covers the complete 2002 tournament. Players control teams in the contest starting at the group rounds but they play to effect games all over the board.

### **Thurn & Taxis** – Fri 3 pm, Sun 5 pm

Build a network of postal routes across the old Austro-Hungarian empire. Players collect city cards to form connected chains. Collect victory points by concentrating in each area or by extending longer chains

### **Tichu Finals** – Sun 9 pm

This is the final round of the Tichu tournament. Players will be the qualifiers from the early round. No substitutions allowed. Players must play with the same partners with which they qualified.

### **Tichu Qualifier** – Sat 9 pm

A partnership game. Players may pick partners before the event. Unmatched players are welcome if there are other unmatched players. Matched partners will play other matched. For 16 or fewer participants, this will be modified Swiss, so everyone can play two games. Because this is a two night event for qualifiers, please be prepared to play both nights \*with the same partner\*.

### **Ticket to Ride: Europe** – Sun 8 pm

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

### **Ticket to Ride: Masters** – Fri 2 pm

A weekend long tournament to find the top T2R champion. Players will be required to play 5 different versions of the game against different players. Top 5 players will play T2R Markin on Sunday night for the finals. Scores will be normalized to 100 to balance out different version scores. Players will be able to schedule their own game times and versions throughout the weekend.

### **Ticket to Ride: Masters Finals** – Sun 7 pm

Finals for the Ticket to Ride Masters Tournament. Competition between the top 5 scoring players.

### **Ticket to Ride: USA 1910** – Sat 7 pm

A card expansion for Ticket to Ride There are 35 new 1910 Destination Tickets, a Globe Trotter Bonus card for completing the most tickets, and 4 Mystery Train Destination Tickets.

### **Tide of Iron** – Sat 7 pm

A game of World War II tactical conflict for two to four players. Tide of Iron is a scenario-based game, with the available forces, objectives, map, and victory conditions being set by each given scenario. It features loads of plastic figures, including soldiers, equipment, heavy weapons, and combat vehicles, cards, dice, cardboard markers, and modular game boards.

### **Tile Pile DEMO** – Sat 10 pm

## Board Games

### **Titan** – Sat 11 am

The tournament will have a 6-player final - played until there is only One left alive. Can you be that One? First round, when needed will be a 2-4 hour time-limited game, highest-point players from first-round heats to advance to the final.

### **Titan Gaming 101** – Sat 10 am

### **Titanic: The Board Game** – Mon 3 pm

The year is 1912, and you are on board the most luxurious ocean liner ever built. But will you survive?

### **Tokaido** – Fri 6 pm, Mon 11 am

Stroll thru Japan, see sights, eat, meet friends and relax in the hot baths. But don't relax too much because only the traveler who makes the most of his turns during this journey will win

### **Turn the Tide** – Fri 3 pm

With nerves of steel you play the card you think will be the highest. This is a blind bidding card game. Each turn you are bidding for two numbers. You must have the highest card to win the best of the two numbers. If you only win second place, you lose big and get the leftover card which is never a good thing. Five rounds are played so every player has a chance to play each hand.

### **Twilight Imperium 3rd Ed** – Sat 9 am

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

### **Twilight Imperium 3rd Ed Expansions** – Fri Noon

Join us for a once in a lifetime gaming experience. All expansions will be used for the game and a special map setup to accommodate 12 players will be used.

### **Two Rooms and a Boom** – Fri, Sun 8 pm

A social deduction/hidden role party game for 6+ players. The Blue Team has the President. The Red Team has the Bomber. Players are split between 2 Rooms and may be moved from room to room. If the Bomber is in the same room as the President at the end of the game, then the Red Team wins. Otherwise, the President is saved and the Blue Team wins. Deception encouraged.

### **Uno** – Fri 9 pm, Sat, Sun 10 am, Mon 11 am

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. Wild and special cards spice things up a bit.

### **Vegas Showdown** – Mon 1 pm

Build your own hotel/casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The player who builds the most famous hotel/casino wins the game.

### **War of the Ring** – Sat 3 pm

One player takes control of the Free Peoples (FP), the other player controls Shadow Armies (SA). Initially, the Free Peoples Nations are reluctant to take arms against Sauron, so they must be attacked by Sauron or persuaded by Gandalf or other Companions, before they start to fight properly.

**Werewolf** – Fri 8 pm, 10 pm, Sat Midnight, 2 am, 4 am, 8 pm, 10 pm, Sun Midnight, 3 am, 8 pm, 10 pm, Mon Midnight, 3 am  
Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves... can you & the village find them before they devour everyone? Fun to watch & play!

### **Werewolf: Twilight Edition** – Sat Midnight

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.

### **Werewolf: Villages of Exiles** – Sun Midnight

Two standard Werewolf games happening simultaneously. Two neighboring Villages, each with Werewolf problems, every day will exile someone to the other village until each has either eliminated all their werewolves or succumbed to their ferocity. Hidden rules, hidden powers, special roles, and surprise events await you.

### **World Conquerors** – Sat 7 pm, Sun 1 pm

Roll dice, play cards, and conquer the world with rulers from history under your command. Napoleon lets you move your generals and Stalin lets you assassinate. Fast play.

### **Yahtzee** – Fri 7 pm, Mon 1 pm

The original dice rolling game. Yahtzee!

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

A new twist on Yahtzee. Players try to roll dice to match cards that are face up on the board. If they match, they place their dice in their holder with their card in front of them. Each subsequent player can now try for any of the cards on the board, including the ones other players have taken, if they can beat their dice roll.

### **Yspahan** – Sun 1 pm

A quick game with multiple victory point options. The active player rolls dice which will determine the available actions for all of the players in each round, and then gets first choice of action. There are both area control and building development elements in choosing the path to victory.

### **Zombicide** – Sat Midnight, 2 pm, Sun Midnight, 11 pm

A collaborative game in which players take the role of a survivor, each with unique abilities, and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards.



## Collectibles

### Collectibles

#### La Jolla

##### **Anachronism The Card Game** – Sat Noon

GM: geoff colman

Triking Games and History Channels Anachronism Card Game returns to Strategicon. Culture Shock format. You may build your stable of 5 warriors from any culture, but all support cards for each warrior must match his culture. Virtual warriors and all virtual cards are legal for this event. You may print and play with warriors that were released during the commercial run of the game.

##### **Andromeda Fight League** – Sat 1 pm

GM: tony massaro

The game combines elements of a collectable card game with character cards and modifier cards, but is played on a changeable board, thus creating a tactical element. It is a 2 player game and each round lasts from 12-20 minutes. Each player drafts a 10 member team and plays with a lineup of five fighters. The object of the game is to position your fighters to conquer all opposing fighters.

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

GM: Brandon Weiss

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

##### **Boss Monster** – Sun Noon

##### **Boss Monster Tournament** – Sat 8 pm

GM: william salazar

Boss Monster, the retro-inspired dungeon-building card game from indie publisher Brotherwise Games, is now available in game stores across North America! Designed for 2-4 players, Boss Monster is packed with nostalgic references to 8-bit video games, dungeon-crawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a side-scrolling dungeon.

##### **Card Wars** – Fri 1 pm

GM: william salazar

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

##### **Circle of Doom** – Sun 9 pm

GM: Steven Lee

Bring Your Own booster Pack (BYOP). When you defeat another player, you choose one of that person's booster packs. When defeated, you keep all booster packs minus 1. God deck randomly generates global effects. Player's universe consists of the players to his/her right and left. Circle closes after each player is defeated as a state-based effect.

##### **Covalent Crisis Roll Off!** – Sat 11 am

GM: Gerrod Garcia

Come play Covalent Crisis with the creator! Covalent Crisis is a fast paced dice game. You have away on a mission of space exploration. you've crashed, you're out of water, your ship is damaged, and worse, infested by an alien fungus! It's up to you to gather 4 common elements to create essential compounds needed to make your necessary repairs! Race against the clock to survive!

##### **Exodus Pre-Release Booster Draft** – Fri 6 pm

GM: Jake Medina, Lexi Medina

Prize support includes cash/dealer dollars, ribbons, "Champion" playmats, sealed boosters, promo cards, oversized art cards, Limited Edition cards, signed/autographed cards, and more!

##### **Exodus the Trading Card Game Demo** – Fri Noon, Sat, Sun 10 am, 4 pm

GM: Jake Medina, Lexi Medina

Come try Exodus with the its creators. Game play is very simple Draw phase, Energy phase, Creature phase, and Attack phase. Throughout the game, players can also play Symmetry cards that slightly bend the rules of the four phases to give a temporary advantage. When a player loses 10 Life Points, they are out of the game. Demos take about 15 min and run all day.

##### **Exodus The Trading Card Game "Pre-Release" Tournament** – Sat, Sun Noon

GM: Jake Medina, Lexi Medina

Prize support includes cash/dealer dollars, ribbons, "Champion" playmats, sealed boosters, promo cards, oversized art cards, Limited Edition cards, signed/autographed cards, and more!

##### **Herodix "Battle Royale"** – Sat Noon

GM: Rich Pizann

300 pt. teams. 4 players per map. Battle Royale. Shock the turtle starts turn 4.

##### **Herodix Tournament** – Sat 11 am

GM: Rich Pizann

Tournament. Bring a 300 pt. team. Heroclix yugioh!, street fighter, lord of the rings, halo gears of war, pacific rim, and star trek (characters not ships) may be used in this tournament. Epic actions are not allowed. 3 rounds.

##### **Heroscape** – Sat 10 am

GM: Greg Wagstaff

Come learn a simple miniature game that has a many types of terrain. Armies range from fantasy, future, prehistoric, marvel and dungeons and dragons.

##### **Highlander TCG Iron Man Sealed** – Sat 9 am

GM: Geoff Colman

1 free deck given to each participant. Take your opponents head and take ALL his cards. Players will have 15 minutes between each round to rebuild their decks with their won cards. Limited to first 8 players.

##### **Highlander TCG Type 2 Standard Constructed** – Sat 2 pm

GM: Geoff Colman

Type 2 standard constructed format. Prize support in hand.

##### **Kanzume Goddess** – Fri 11 pm

GM: Michael Arsollon

You will be one of the Gods of mythology. Each God in the game has special powers. Win by eliminating your opponents or ascending to a higher level of divinity.

##### **Mage Wars** – Sat 5 pm

GM: AJ

A tactical combination card game and miniatures game, combining the best elements from each genre. Tournament Rules: Two 90 minute Swiss rounds. Win=3pts, Timed-Win=1pt. After 90 minutes the current game round will complete and the player with the most remaining life is awarded a Timed-Win.

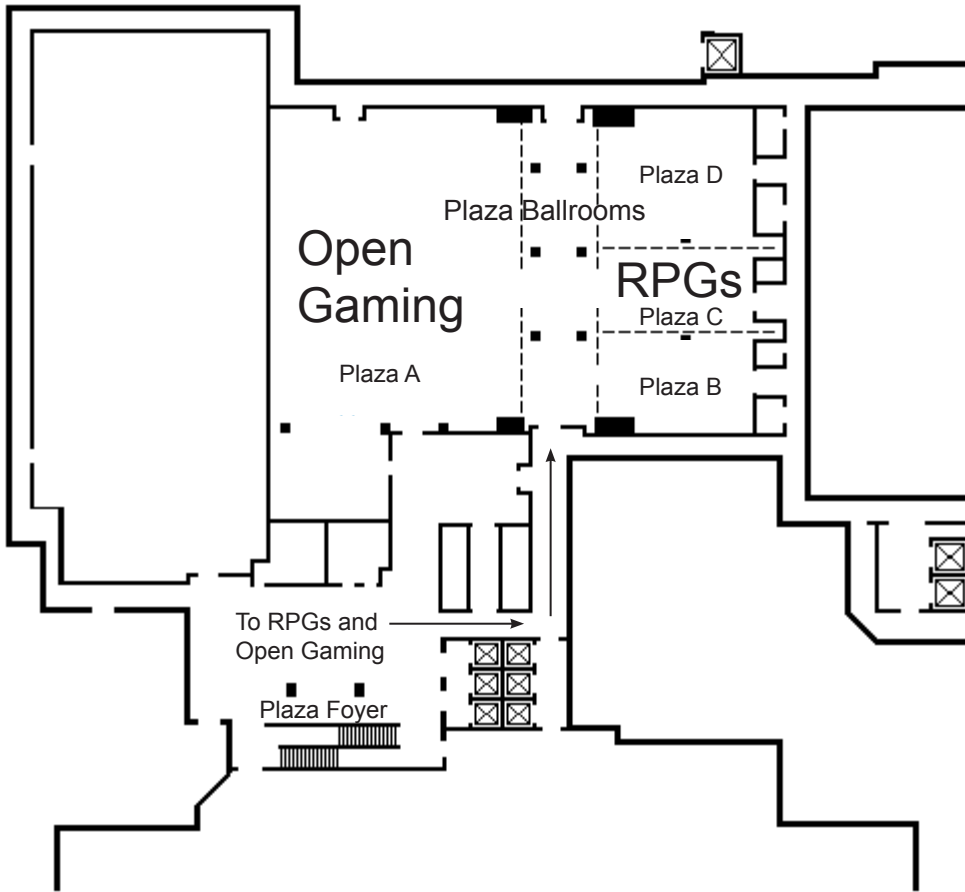
##### **Mage Wars 101** – Sat 4 pm

GM: AJ

A tactical combination card game and miniatures game, combining the best elements from each genre. Mages battle in an arena casting spells against their opponents.

# Gateway 2014 Maps

## HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL

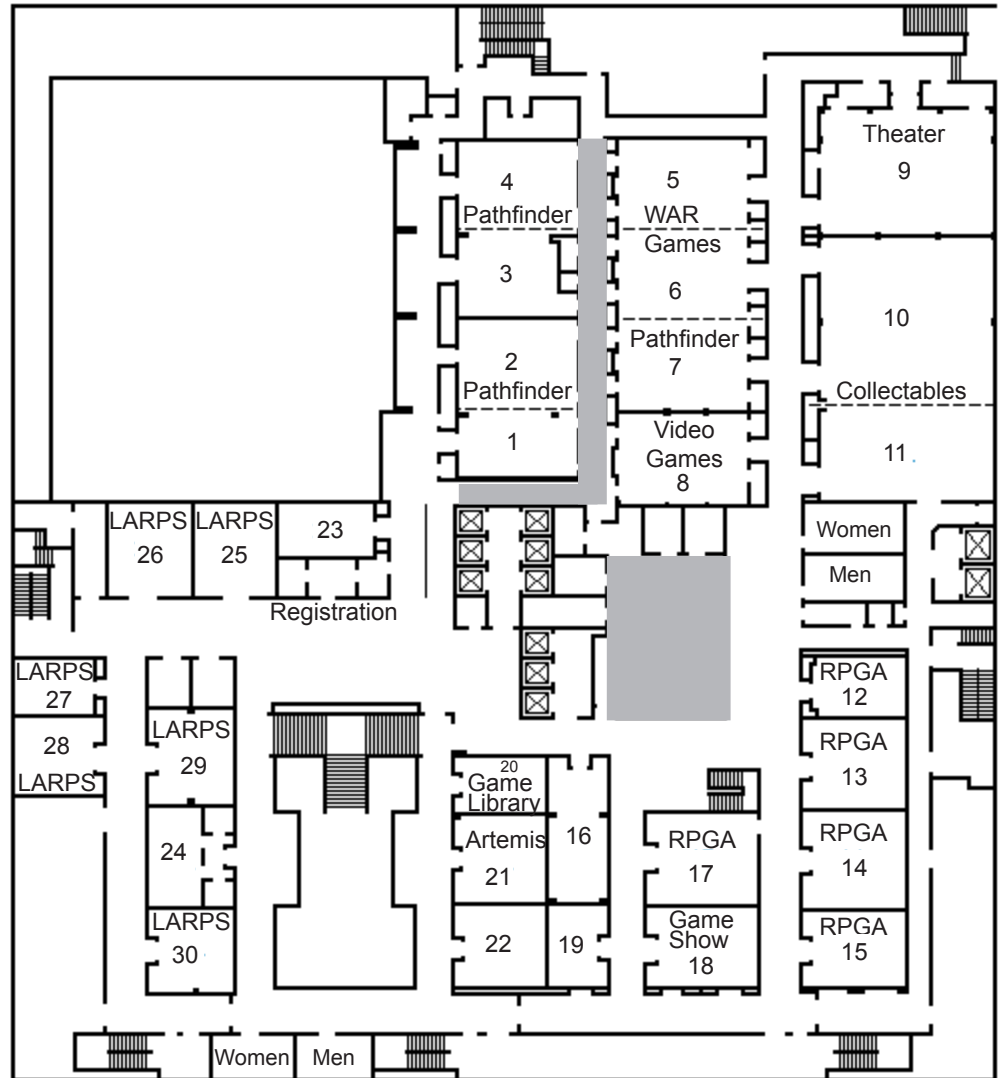


## HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL



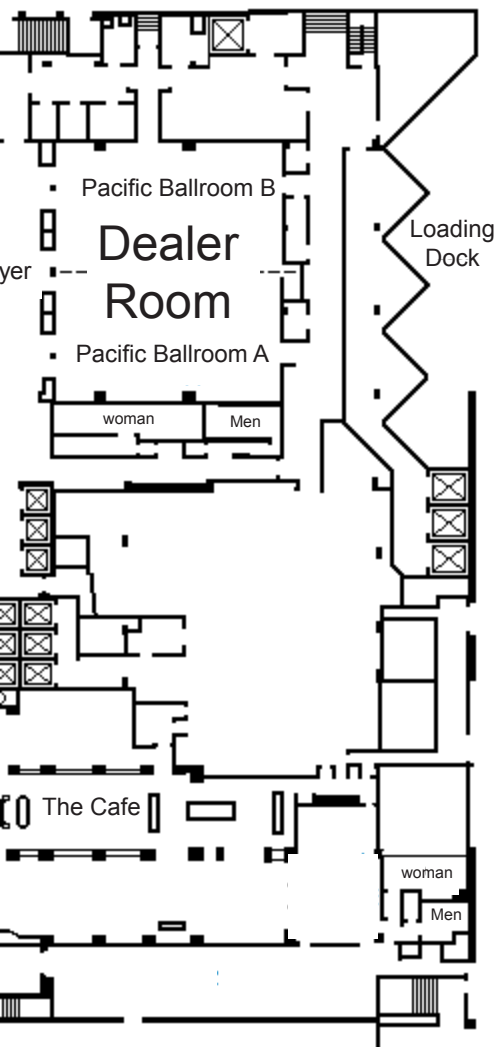


# HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- |                           |                         |                          |
|---------------------------|-------------------------|--------------------------|
| 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



## Collectibles

### **Magic: The Gathering - Conspiracy (Draft)** – Sun 7 pm

GM: Michael Arsollon

Conspiracy has special cards that influence the draft before the game even starts. Once drafting and deckbuilding is done, players will be separated into groups. Each group will play a game of multiplayer Magic. Win a prize for each opponent you eliminate! Winners from each group will compete in a final game for more prizes. Prize support includes packs from other sets. Materials fee is \$15.

### **Magic the Gathering Friday Night Magic** – Fri 7 pm

GM: Roger Murphy

Sealed deck. 2 Theros, 2 Born of the Gods, 2 Journey into Nyx. Swiss format. 3 rounds.

### **Magic: The Gathering - Horde** – Sun Midnight

GM: Michael Arsollon

Starts Midnight Saturday night (sunday midnight). A cooperative challenge: The Darksteel Reactor is overrun with a zombie infestation. You and your fellow planeswalkers must cooperate to eradicate the zombie menace before the reactor explodes! Allows decks from the Standard, Modern, and Legacy formats.

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

GM: Chuck Watson

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card. Swiss rounds. Prizes including the Golden Binky for the winner.

### **Magic: The Gathering - Live Draft (Draft)** – Sun 10 pm

GM: Michael Arsollon

Draft while you play! The GM will provide all cards used in this casual multiplayer event.

### **Magic the Gathering Mini Master** – Fri 3 pm

GM: Chuck Watson

Mini Master format. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for round 2, and for round 3 open a booster and rebuild your deck. 3 rounds. Prizes.

### **Magic: The Gathering - Planechase (Pauper)** – Sun Noon

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this multiplayer variant. The GM will provide a shared planar deck. This event is Pauper Constructed (only common cards).

### **Magic the Gathering Sealed Deck** – Sat, Sun 3 pm

GM: Roger Murphy

Sealed Deck, Swiss, 6 packs

### **Magic: The Gathering - Secret Alliances (Pauper)** – Fri 4 pm, Sat 6 pm

GM: Michael Arsollon

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

### **Magic: The Gathering - Theros ChallengeTrilogy** – Sat Noon

GM: Michael Arsollon

A cooperative challenge: Face The Hydra, Battle The Horde, and Defeat A God! You and your fellow planeswalkers will take on these Theros storyline battles. This event allows decks from the Standard, Modern, and Legacy formats.

### **Marvel Dice Masters: Avengers vs. X-Men** – Fri 4 pm, Sat, Sun 2 pm

GM: Rich Pizzann

A collectible dice-building tabletop game designed by Quarriors! creators Michael Elliott and Eric M. Lang. In this game, each player fields one of the superhero teams, with each hero being represented by custom-tooled dice

### **My Little Pony CCG** – Sat, Sun 2 pm

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. As you progress through the game, you compete against another player to solve problems with your friends, which will help you win points. The object of the game is to be the first player to score 15 points

### **Pirates Pocketmodel "Dynamic Duo Tournament"** – Sat 6 pm

Teams of 2 players. 30 point fleet per player. 3 rounds.

### **Pirates Pocketmodel "Pirate's Gold"** – Fri 4 pm

GM: Melissa Weiss

This pirates draft will be welcome to all players, experienced or new. Each player will be given one free pack and gets to take the ships home. Standard game: whomever has the most treasure wins! Each ship gets either a free captain or helmsman.

### **Pirates Pocketmodel: Sink-N-Keep "Maleficent"** – Sun 6 pm

GM: Victor Bugg

Special Format. Teams of players vs players vs the GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

### **Pokemon** – Sat, Sun 11 am

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

### **Pokemon Workshop** – Sat, Sun 10 am

GM: Chuck Watson

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

### **Proelium Beta** – Fri 2 pm

GM: Gerrod Garcia

Experience a unique fast paced system in a collectible card game free of resource cards, every card in your deck performs a function toward your ultimate victory! And what scientist hasn't experienced random results when experimenting in the lab? Proelium includes a six sided dice system to add an element of surprise to every game! (Results may vary)

### **Quarriors** – Sat, Sun 5 pm

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. Players roll their dice to attempt to summon Creatures, cast Spells, and harness the magical power of Quiddity to capture Quarry from the Wilds to add to their repertoire and into their dice bag.

### **Shadowfist Demo** – Sat 9 am, Sun 10 am

GM: Robert Woros

Shadowfist is the mile-a-minute, sword-clashing, butt-kicking, Uzi-spraying, boat-exploding, car-chasing, monster-crunching, Hong Kong cinematic action card game that is so epic it would take fourteen John Woos to film and a cast the likes of Jackie Chan, Jet Li, Chow Yun Fat and Michelle Yeoh. And that's just in the first five minutes!

### **Shadowfist Final Brawl** – Sat 1 pm

GM: Robert Woros

Shadowfist is the mile-a-minute, sword-clashing, butt-kicking, Uzi-spraying, boat-exploding, car-chasing, monster-crunching, Hong Kong cinematic action card game that is so epic it would take fourteen John Woos to film and a cast the likes of Jackie Chan, Jet Li, Chow Yun Fat and Michelle Yeoh. And that's just in the first five minutes!

### **Shadowfist Tournament - Final Brawl** – Sun 1 pm

GM: Robert Woros

Shadowfist is the mile-a-minute, sword-clashing, butt-kicking, Uzi-spraying, boat-exploding, car-chasing, monster-crunching, Hong Kong cinematic action card game that is so epic it would take fourteen John Woos to film and a cast the likes of Jackie Chan, Jet Li, Chow Yun Fat and Michelle Yeoh

## Collectibles

### **Star Realms** – Sun 3 pm

GM: Michael Arsellon

Star Realms is a game of outer space combat that combines the fun of a deck-building game with the interactivity of Trading Card Game style combat. Participation priority will be given to players who bring their own cards to this event. Additional participation space for players who do not bring their own cards will be subject to card availability.

### **Star Trek Attack Wing 100pt Faction Specific** – Fri 7 pm

GM: Ghost

Star Trek Attack Wing Event will test your skills against other players using only resources from your chosen faction cross-classing will not be allowed. Players are required to have their own copy of the game. Players will be using their own damage cards. Admirals Orders will not be used for this event.

### **Star Trek Attack Wing 1st Contact** – Sat 11 am

GM: Ghost

Players are required to have their own copy of the game & be able to construct a fleet of up to 100 points. Players will be using their own damage deck cards. Admirals Orders will not be used for this event. Borg faction may not cross class.

### **Star Trek Attack Wing Demo** – Fri 6 pm, Sat, Sun 9 am

GM: Ghost

A tactical space combat miniatures game, featuring pre-painted ships from the Star Trek Universe uses the core rule set of FFGs' FlightPath game system with a Star Trek twist. Join us & learn how to play. Everything is provided. All ages are welcome!

### **Star Trek Attack Wing The Arena Episode** – Sun 11 am

GM: Ghost

Players are required to have their own copy of the game & be able to construct a fleet of up to 100 points. Players will be using their own damage deck cards. Admirals Orders will not be used for this event. Borg faction may not cross class.

### **Star Wars Minis "Shadows"** – Sun Noon

GM: Mel Campbell

Star Wars Miniatures sealed booster draft, new set release tournament for virtual set #8, "Shadows". All participants will receive the brand new 45 card set and the 9 card mini set "Undying", for their participation. Participants will make a 150pt team, faction rules do not apply, from 2 randomized boosters, that each will receive. The tournament will consist of 3-4 swiss rounds.

### **Star Wars Minis "The Clone Wars"** – Sun 5 pm

GM: Mel Campbell

We will recreate the beginning of the Clone Wars on Geonosis, in which we will be focusing on the "Grunt" fighters for the Republic, Clone troopers, and larger vehicles, such as the AT-TE's and ISP Speeders. For the Separatists, battle droids, Hailfire droids, AAT's, Spider droids, Commerce Guild Homing Spider Droids, Corporate Alliance Tank Droids, and the Huge Crab Droids. All minis supplied.

### **Tanto Cuore** – Sun 11 pm

GM: Michael Arsellon

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

### **Weis Schwarz** – Fri 7 pm, Sat 11 am, 3 pm, Sun 11 am

GM: Frank Perkins

Come play the most awesome collectable card system with your favorite Anime Magica Modoka, Fate/Zero and Introducing Sword art online.

### **What's your YuGiOh IQ?** – Fri 5 pm, Sat 7 pm

GM: Marcus Walker

Test your Yu-Gi-Oh! IQ with questions from the popular TV series and the trading card game. We will have prizes for our contestants and a new twist where our audience will now have the opportunity to participate in the show.

### **World Of Warcraft- Let's go kill a Dragon** – Sun 7 pm

Come play a warcraft raid with world of warcraft the ccg. Yes I have decks. You just need to bring yourself for a great time. Something may be served.

### **Yomi** – Fri 3 pm

### **Yomi Demo** – Fri 2 pm

GM: AJ Harris

A card game that simulates a fighting game. It tests your ability to predict how your opponents will act and your ability to judge the relative value of cards from one situation to the next. There are 10 characters to choose from, each with their own deck, abilities, and style.

### **Yu-Gi-Oh! Demo** – Fri Noon, Sat, Sun, Mon 10 am

GM: Marcus Walker

Come all and learn how to play Yu-Gi-Oh! based off the popular anime TV series, also participants will receive an exclusive demo pack so they can always have access to this awesome card game.

### **Yu-Gi-Oh! Lite Casual Tournament** – Fri 2 pm, Sat, Sun, Mon Noon

GM: Marcus Walker

Yu-Gi-Oh! tournament for all levels of play. Play with a demo deck or bring your own from home! There will be a first, second and third place prize to our winners.

### **YuGiOh Show- Enter the Shadow Realm Extravaganza!** – Sun 6 pm

GM: Marcus Walker

Test your Yu-Gi-Oh! IQ with questions from the popular TV series and the trading card game. Prizes for our contestants and a new twist where our audience will now have the opportunity to participate in the show. This a reverse of our original show where you send other contestants to the shadow realm!

### **YuGiOh Tournament** – Sat 6 pm, Sun 4 pm

GM: Marcus Walker

Yu-Gi-Oh! tournament for all levels of play. Play with a demo deck or bring your own from home! There will be a first, second and third place prize to our winners.

### **Yu-Gi-Oh! Win-A-Card pull** – Fri 7 pm

GM: Marcus Walker

Tournament for a free pull in the box of mystery! 1st place wins the free pull. 1st, 2nd and 3rd place will win exclusive prizes for this event. \*pulls from the box of mystery are random and could get a card ranging from \$1-\$100 in price. Ex. Draccosack, Big Eye, Exciton Knight.

### **Yugioh! Win-A-Card pull** – Sat 3 pm, Sun 2 pm

GM: Marcus Walker

Come all and learn how to play Yu-Gi-Oh! Participants will receive an exclusive demo pack so they can always have access to this awesome card game. \*pulls from the box of mystery are random and could get a card ranging from \$1-\$100 in price. Ex. Draccosack, Big Eye, Exciton Knight.

### **YuGiOh Xbox360 Game Demo** – Fri Noon, Sat, Sun, Mon 10 am

GM: Marcus Walker

Xbox360 Demo for Yu-Gi-Oh! Millennium Duels and Yu-Gi-Oh!5D's Decade Duels Plus.

## LARPs

### LARPs

#### San Lorenzo

##### **Dying Kingdoms Tabletop Medley** – Sat 2 pm – Dying Kingdoms

GM: Joel Thurston & Max Peters

This is a mix of 5-8 tabletop games set in the world of Dying Kingdoms. This can be a prequel to the Saturday LARP game or a stand-alone event. These are a smaller scale game with more focus on personal stories and plot. It is also a great way to check out world of Dying Kingdoms.

##### **In the Court of Dying Kingdoms** – Sun 2 pm – Dying Kingdoms

GM: Joel Thurston & Max Peters

The clans of Culberon have been on the brink of civil war for months with no king to keep the peace. The Kerr and Stewart clans have already come to blows in a handful of border skirmishes but every indication points to all out civil war as major and minor clans alike seem destined to take sides. Thanks to the insistence of several of the most respected Druids in Culberon, the heads of the clans have grudgingly agreed to make one last stab at averting a bloody war. A King's Moot is to be held in unbroken and unburned Bealfurst, the largest and most prosperous city in all of Innes, the only place in all of Culberon still considered neutral territory. Will include optional light boffer combat.

##### **Long Live the King** – Fri 8 pm – Long Live the King

GM: Matt Chapman

Diabolical treachery and scheming combine the best of strategic games with the pomp and circumstance of the most elaborate live-action games. A young queen, a haughty archbishop, a wily ambassador, and others, vie to place themselves in positions to rule the kingdom when the king finally keels over. Several minor roles allow the game to be as large and elaborate as needed.

##### **Oh Dear! We Seem to Have Run Out of Time (Charity LARP)** – Fri

8 pm – Seekers Unlimited

GM: Seekers Unlimited

Join Seekers Unlimited for a LARP to benefit charity! (Suggested donation is \$10/player) Once upon a time in the future, mankind has finally mastered the art of time travel. A new era of peace, love, harmony and glory to mankind has... unfortunately not arrived, as the world is about to end. A meeting in the Royal Society of Time Travelling Ladies And Gentlemen will discern which members are behind the paradox that has doomed the universe. The twist is that, of course, ALL of the time-travellers are responsible for some paradox or another. Seekers Unlimited is a 501(c)(3) public charity organization dedicated to fostering education by developing and producing live action role-playing programs for classrooms.

##### **Starship Valkyrie** – Sat 2 pm – Starship Valkyrie

GM: Christian Brown

A cooperative sci-fi adventure. It has role-playing, board game and card game elements. Each participant plays the part of an officer, pilot, scientist or engineer on the Earth Republic Ship Valkyrie. All experience levels welcome. You will be taught everything you need to know in order to participate.

##### **The King's Musketeers** – Sat 8 pm – The King's Musketeers

GM: Ryan McMullan

All for one and One for all! The Kings Musketeers were made of minor nobility hoping to get noticed by the king for valor and panache. But committing to the all-for-one credo isn't always easy. Explore loyalty and adventure in this small 6 player freeform LARP with optional boffer combat.

##### **Tough Choices** – Sun 8 pm – Dresden Lives (Playtest)

GM: Ben Lakner

When a report of zombie attacks makes the mainstream media, you know there are only a couple explanations: hoax, media exaggeration, or literal zombies. It's up to the supernaturally-inclined to discover the truth amidst missing persons reports, zombie panic, and something far more insidious going on. No prior knowledge of the Dresden Files is necessary to play. Characters provided. NPCs needed.

## Computer and Video Games

### Marina

##### **Call of Duty Free for All** – Sun 4 pm

Free for All tournament with a twist: you don't know which Call of Duty the tournament will be in! Come prepared to dominate your enemy on any map with any gun. Tournament will be highest total kill count.

##### **Halo 3 FFA** – Sat 2 pm

Free for all back in the old Halo 3 days was pretty fun. So let's bring it back.

##### **Iron Block Challenge** – Sat 4 pm

Individuals race to complete a humble start in the shortest time possible. Your house must have: interior space of 5x5, a door, a light source, and iron block at the center (hence 5x5). The player to construct their home on the overworld (surface) first wins! Average of four players per round, 20min limit per round. PREV SCORES: 8m53s, 9m23s, 12m44s

##### **League of Legends - Shadow Isles** – Sat 6 pm

Teams of three compete on the Shadow Isles (Twisted Treeline) in this draft mode single elimination tournament. Please arrive 30 minutes early. NEW! All teams will be randomized, please be sure to write your name badge number on sign up sheet!

##### **Mario Kart 8** – Sat 4 pm

For the first time in HD, Nintendo's Mario Kart franchise comes to the Wii U console, introducing new racing circuit designs and antigravity karts that will have players driving upside down.

##### **Sonic & All-Stars Racing Transformed** – Sun 2 pm

SEGA's got a lot of characters to its name, so why not have them all race in cars, boats and planes? It's like SEGA-flavored Mario Kart.

##### **Super Smash Bros. Brawl** – Sat, Sun Noon

Choose your favorite Nintendo character and throw down with your friends!

##### **The Sims 4 Create-A-Sim** – Sat 6 pm

The Sims 4 launches just one day after Gateway ends, but you can come check it out ahead of time! Come make a Sim and check out the new design mode! Due to the personal nature of Sim creation, this is NOT going to be a tournament, just an Event, so come and check it out!

## Miniatures

### Miniatures

#### International Ballroom

##### **3rd Battle for Frankograd** – Fri 6 pm – Flames of War

GM: Keith Alexander

The beautiful city of Frankograd on the river Frank on the bay of Frank, jewel of the Frankonian Socialist Republic has become the battlefield for a third time. Who will end with this 8th wonder of the world. Multi-player Flames of War game, each player will command a small company (~1200 points) of either Soviet or German troops.

##### **40K Arena of Death** – Sun 8 pm – Warhammer 40K

GM: SoCal Crusaders

Bring your favorite Special Character or most tooled out killing HQ you can build! Battle Royale style! Prizes to be awarded! Tournament winnings will be based of player count.

##### **40K Ironman Tournament** – Fri 6 pm, Sat 8 pm

Warhammer 40K 6th Edition

GM: SoCal Crusaders

40K Army, 1,000 points, NO ALLIES (etc.), at the end of each game, any models that were damaged/wounded retain that damage/wounds for the next game. Any models slain/removed will remain as so for following games. IT IS THE IRON MAN! Prizes according to player count.

##### **40K Team Tournament** – Sat Noon

Warhammer 40K 6th Edition

GM: SoCal Crusaders

40K team tourney is 2 players, each with 800 pts. (NO ALLIES). 3 games, prize support according to attendance.

##### **Battlefleet Gothic Mega-Battle** – Fri 5 pm – Battlefleet Gothic

GM: SoCal Crusaders

YES! Old BFG will be played! Bring your entire fleet(s) for a story line space battle that will affect the next day's Apocalypse event!

##### **Battle of Baghdad 2003 "Thunder Run"** – Sun 8 pm

Modified TACForce

GM: Allen Rockwell

In April 2003 members of USMC 1st Marine and US Army 3rd Infantry made "Thunder Runs" into Baghdad to clear a path. On the 7 April, US Forces triumphantly entered Saddam's Baghdad Parade Grounds. In this alternate reality, the Iraqi Republican Guard is waiting for the US forces and all hell breaks loose. Using modified TACFORCE rules, no knowledge of rules required. All materials provided.

##### **Battleaxe Historical Miniatures: Medieval Madness** – Sat 7 pm

Battleaxe Historical Miniatures

GM: Ilan Mitchell-Smith

\_Battleaxe\_ recreates large medieval, ancient, and fantasy battles with a system that is easier, faster and more interactive than the current large-battle games (Warhammer Fantasy/Ancient Battles, Clash of Empires, etc.). In this game, 11th-century Norman knights confront the Anglo-Saxon shield wall.

##### **Battletech - Circle of Death** – Sat 10 am – Battletech

GM: Mario Acuña

Brutal Mech vs Mech mega battle. Each MechWarrior will have two randomly assigned targets. The MechWarrior with the most legal kills wins. All other kills result in DQ. 10,000pts. All Materials will be Provided. Great for Beginners.

##### **Battletech - Samba Saints part - 1** – Fri 7 pm

##### **Battletech - Samba Saints part - 2** – Sat 6 pm

Battletech - Mechwarrior

GM: Andy Salazar

Come join our merc. unit the Samba Saints as they continue the adventures in the year 3050 as they try to navigate through political landmines and not get their 'mech blow up! We will be playing a mixture of role-playing Mechwarrior and in-mech hex battles! Come and join the fun. May play one or both parts.

##### **Blood Bowl Tournament** – Sat Noon – Blood Bowl

GM: SoCal Crusaders

Bring your favorite team(s) to enter our first So Cal Crusaders Blood Bowl Tournament! Cheer & jeer as the football field becomes a bloody mess! Prize support will be based off player attendance.

##### **Bolt Action Tournament: Comic Book WWII** – Sun 10 am

Bolt Action

GM: Ilan Mitchell-Smith

This is a Bolt Action tournament, & all armies drawn from normal lists are allowed (1,100 pts). The theme for this game is "Comic Book WWII," so armies might include super heroes and villains, zombies, & any other comic/scifi/AE elements. We are asking that all entering armies be completely painted, but loaner armies will be available. More info: <https://sites.google.com/site/strategicongaming/>

##### **Bolt Action World of Tanks** – Sat 2 pm – Bolt Action

GM: Donald Tseng and Alex Wafa

Enjoy the armored mayhem. After a player and tank draft, two teams will go at each other to try to annihilate each other or capture their respective bases. Feel free to bring your own 28mm tanks, but they will be put into a pool and potentially drafted by other players including the opposing team.

##### **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!

##### **DBA participation games** – Sat 10 am – DBA 2.2

GM: Andrew Gledhill and Paul Synned

Fast play ancient and medieval war-games rules that are accessible to beginners as well as more experienced players. All welcome. All armies and terrain provided. Each game takes less than an hour. Just turn up and play.

##### **Defense of Nijmegen** – Sat 11 am

Gepanzerte Faust 15mm Armored Warfare

GM: Dan Munson

On Sept 20th 1944, US paratroops and Irish air troops made an attempt to seize the bridge over the Dutch Waal river at Nijmegen to open a way to Arnhem. Supported by British armor, the allies attacked a German ersatz defense force of RR guards, Fallschirmjagers, and SS troops, supported by powerful Jagdpanzers and obsolete armor. Can the allies win the day?

##### **Fantasy Arena of Death** – Sun 8 pm

Warhammer Fantasy 7th Edition

GM: SoCal Crusaders

Bring your most killy Special Character or best tooled out Character in a Battle Royale fight to the death! Last model standing wins! Tournament winnings will be based of player count.

## Miniatures

### **Fantasy Ironman Tournament** – Fri 6 pm, Sat 8 pm

Warhammer Fantasy 7th edition

GM: SoCal Crusaders

Fantasy Army, 1,000 points, NO SPECIAL CHARACTERS, at the end of each game, models wounded retain those wounds for the next games and any models slain remain slain as well. IT IS THE IRON MAN! Prizes according to player count.

### **Fantasy Team Tournament** – Sun Noon

Warhammer Fantasy 7th Edition

GM: SoCal Crusaders

Fantasy Team Tourney, two players with 1,000 pts each, NO SPECIAL CHARACTERS. 3 games, prizes will be based off of attendance.

### **Godzilla Monster Island** – Sat, Sun 8 pm

Monster Island Action RPG

GM: Nathan Nanning

Come battle as a giant Kaiju! In Godzilla Monster Island, take the role as one of many monsters trying to defeat other Kaiju and destroy Tokyo in this action miniature RPG. Beginners welcome! All Materials provided!

### **Great Italian Wars** – Sat 10 am – Pike and Shotte Rules in 28mm

GM: Adam Hammer

Early 16th century renaissance battle between the French and Spanish armies. The winner get the spoils of Italy. Fun and fast paced rules.

### **Infinity Deathmatch Tournament** – Sat, Sun 7 pm – Infinity

GM: Sean Tracy

Infinity Deathmatch Tournament. 50pt lists. Players may bring their own armies or may choose from the demo armies on hand. Inexperienced and new players welcome.

### **Infinity Demo** – Sat, Sun 2 pm – Infinity

GM: Sean Tracy

Infinity is a game with 28mm high metal miniatures that simulates combat and special operations in a science fiction environment with Manga aesthetics. Infinity miniatures are characterized by the high quality and detail of their modeling, the dynamism of their postures and their futuristic aesthetics.

### **Intro to New 40K Apocalypse** – Fri 6 pm – 40K Apocalypse

GM: SoCal Crusaders

We'll be updating everyone on the current format of the New Apocalypse rules, from the changes in Formations to Destroyer weapons, Strategic Assets, Finest Hours, etc. Also we shall review how the SoCal Crusaders have a few modified house rules to help keep the game smooth.

### **Intro to Storm of Magic** – Sat 6 pm

Warhammer Fantasy 7th Edition

GM: SoCal Crusaders

We will be covering all the Rules for Storm of Magic Arcane Fulcrums, Monsters & Magic Allowance, Mythic Artifacts, Scrolls of Binding, Cataclysmic Spells, along with WD articles and extra rules from Monstrous Arcanum!

### **Lay Down Your Arms, You Damn Rebels!** – Sat 10 am

Home Brew Rules

GM: Robert Boyens Jesse Boyens

It is April, 1775 and the redcoats are returning to Boston following the raid on Concord. Colonial militia turns out in droves to punish the redcoats. Can you as the British get your column to Lexington without being annihilated? Can you as the militia commander stop the column and perhaps win the revolution at this first battle?

### **Leviathans Demo** – Sat 10 am – Leviathans

GM: Jacob McDonald

Leviathans simulates combat between warships that have taken to the air in an alternate history 1910. The king leviathans, the battleships, are the largest vessels. Maneuvering in support are the smaller ships of light cruisers, destroyers, and others ships. Will you captain your fleet for king and country, expanding your nation's power and becoming legend? Or will you fall from the sky, forgotten?

### **Mega-Apocalypse** – Sat 9 am – 40K Apocalypse

GM: SoCal Crusaders

Deployment on Friday night. Game starts at 9am sharply, 5 Turns, scheduled breaks at end of Turns 1 & 2.

### **Mega-Apocalypse Deployment** – Fri 8 pm – 40K Apocalypse

GM: SoCal Crusaders

Continuing our storyline of the Triton Campaign, the dark forces of Chaos are fighting desperately to retain control of the outer planet Ziggur! Come join the fun! Maximum of 10,000 points per player, only current Formations are allowed but we will allow older data sheets upon request and our approval. This is the Deployment night.

### **Miniatures Painting Contest** – Sun 2 pm – Various

GM: Victor Bugg

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

### **OGRE** – Sat 2 pm – Steve Jackson Games

GM: Charles P. Scott

Ogre and its sequel, G.E.V., are tactical ground combat games set in the late 21st century. In 2085 A.D., armored warfare is faster and deadlier than ever. Hovercraft, tanks and infantry slug it out with tactical nukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

### **Open gaming for Miniature's Widows** – Sat, Sun 10 am

Any game you'd like

GM: Jenelle Rodriguez

Open gaming for mother's with young children, or no children, no one is judging. Especially hosted for the miniature's games widows, but any gamer widow is welcomed.

### **Paint and Take** – Sat, Sun 10 am – Various

GM: Gerald Miller

Do you have some time between events? Then come join us in the International Ballroom at the Miniature Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, only patience and a desire to have some fun. All materials provided! Hours 10am till 8pm Saturday and Sunday.

### **Princess Leia's Escape** – Sun 6 pm – X-Wing

GM: Frank Vassallo

Will princess Leia escape in the Tantive IV? Will the brave imperial pilots manage to cripple the ship before it reaches hyperspace? Come find out, play as either the honorable imperial pilots trying to capture the vile rebel or as the cunning rebels escorting her.

### **Relic Knights Tournament** – Sat Noon – Relic Knights

GM: Play it Painted!

Relic Knights 50pt tournament. 3 Rounds, first player to 8pts, or 80 minutes per round. Randomly determined strategies. This event has a maximum of 12 players.

## Miniatures

### **Signal Close Action** – Sun 11 am – Signal Close Action

GM: Robert Boyens

1/2400 Napoleonic French merchantmen guarded by warships make a run to get supplies to Spain when they see that the blockading British squadron has been blown off station. What looked like an easy cruise has become quite dicey, as the British squadron has reformed and is closing fast.

### **Songs of Blades and Heros Mini Fight** – Sun Noon

Songs of Blades and Heros

GM: Tom Glauser

6-player mini-tourney. PvP for 3 rounds, 3 separate scenarios. Bring your own warband or use one of ours. 300 pts, all SoBH standard rulesets, each warband must include a leader figure. New / Inexperienced players welcome. This is for fun, not for blood...

### **Songs of Blades and Heros Mini Multi Fight** – Sat Noon

Songs of Blades and Heros

GM: Tom Glauser

6-player mini-tourney. Multi-fight brawl. 3 on 3 action for 2 longer battles. Bring your own warband or use one of ours. 300 pts, all SoBH standard rulesets, each warband must include a leader figure. New / Inexperienced players welcome. This is for fun, not for blood...

### **Storm of Magic Deployment** – Sat 9 pm

Warhammer Fantasy Storm of Magic

GM: SoCal Crusaders

Teams will be situated according to Armies and points. Maximum of 16,000 points (plus 4,000 Monsters & Magic). We will be providing extra monsters for Scrolls of Bindings for newer players! We will also introduce Legendary Battles with SoCal Crusaders rules for "Legendary Units & Characters". Deployment starts.

### **Storm of War Mega-War** – Sun 9 am

Warhammer Fantasy Storm of War

GM: SoCal Crusaders

First Turn will start sharply at 9am, as the Forces of Light attempt to push back the Forces of Destruction from their realm!

### **The Fortress Has Fallen** – Sat 3 pm – Warmachine/Hordes

GM: Colin Dimok, Claude LeCesne

After many failed attempts at taking Castle Frank, the Trolls have finally driven a hole in its mighty walls and poured in like a blue tide. Its everyone for themselves. Flee while you can, Trolls don't take prisoners... Bring a 15 point list (or borrow one of ours) and flee the carnage. Large multi-player game where the players will fight the GMs.

### **This is WAR! Demo** – Sat, Sun 10 am – This is WAR!

GM: David Dunn

A fast paced, futuristic/scifi 15mm miniatures d6 game system, using the vehicles and universe created by DLD Productions. All materials provided. Check out our upcoming Kickstarter. Prizes Awarded!

### **Uncharted Seas** – Fri 4 pm – Uncharted Seas

GM: Mark Wells

Come play Spartan Games fantasy based game of high seas action! Beginners welcome, all materials provided!

### **Warhammer 40K RTT** – Sun 10 am

Warhammer 40K 6th Edition

GM: SoCal Crusaders

Old school Rogue Trader Tournament, 1,750 pts (NO ALLIES, etc.). 3 games, prize support will be according to attendance.

### **Warhammer Ancient Battles** – Sun 6 pm

Warhammer Ancient Battles

GM: Adam Hammer

Romans, Barbarians, Hoplites, Vikings, and any other possible ancient army will slug it out in this 28mm demo style event. Bring a 2800 point and a 1400 point for possible match-ups. A few loaner armies will be available.

### **Warhammer Fantasy RTT** – Sat 10 am

Warhammer Fantasy 7th Edition

GM: SoCal Crusaders

Running an old style Rogue Trader Tournament! 2,250pts, NO SPECIAL CHARACTERS! Prize support according to attendance.

### **Warmachine/Hordes Demo** – Sat 10 am – Warmachine/Hordes

GM: Frank Vassallo

Ever wanted to learn Warmachine or Hordes, here's your chance.

### **Wilderness War Tourney** – Sun 10 am – Mr. Lincoln's War

GM: Stephen Phenow

Since this is the 150th anniversary of the Battle of the Wilderness, Mr. Lincoln's War has decided to hold a Wilderness War Tourney for the Labor Day con. Armies are 300 pts per side, any basing style may be used as long as both sides have the same basing. Players will have pre set battleboards and fight the battles in wilderness conditions. Game style will be ten turns, double elimination. Finalists will be seeded lowest vrs highest. Player with the highest individual score in victory points will be dec

### **Wings of War** – Sun 5 pm – Wings of War

GM: Mark Wells

Come join us for the card driven mechanics of Fantasy Flight's WW1 and 2 dogfighting game. All materials provided, beginners welcome.

### **X-Wing Miniatures Demo and Open Play** – Sat 10 am

X-Wing Miniatures

GM: James Forest

Star Wars: X-Wing Game is a tactical ship-to-ship combat game in which players take control of Rebel and Imperial fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and pre-painted miniatures. Select your ships and crew, plan your maneuvers, and complete your mission. Practice space will also be available

### **X-wing Miniatures Demo/Open Play** – Fri 6 pm

X-Wing Miniatures

GM: James Forest

Star Wars: X-Wing Game is a tactical ship-to-ship combat game in which players take control of Rebel and Imperial fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and pre-painted miniatures. Select your ships and crew, plan your maneuvers, and complete your mission. Practice space will also be available.

### **X-Wing Miniatures Tournament** – Sun 11 am

X-Wing Miniatures

GM: James Forest

Join us and battle for the fate of the galaxy! 100 point fleets, using FFG's latest tournament rules and prizes. Minimum of 4 rounds Join us for open play on Friday night to try out your fleet.

## War Games

### War Games

#### Plaza Ballroom A

**1775 Rebellion 101** – Sun 12:00

**1775 Rebellion Tournament** – Sun 13:00

The American Revolution has begun! In 1775-Rebellion players 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. Multi-player, fast and easy to learn. Bring a copy of the game if you have one!"

**Axis & Allies** – Sat 09:00

The default games are Europe 1940 2nd ed or Pacific 1940. Players can play other versions of Axis and Allies by mutual agreement. Final game will be on Sunday. Unless both teams agree to play a different version, the final will be Global 1940.

**Battle Cry 101** – Sat 12:00

**Battle Cry Tournament** – Sat 13:00

A low complexity game of a variety of civil war battles. Modular terrain through the use of hexagonal tiles allows for the setup of several famous civil war battle fields and a plethora of plastic civil war miniatures are used to represent the various forces during the conflict (infantry, cavalry, artillery and leaders). 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.

**GMT's Fields of Despair: France 1914-1918** – Fri 13:00

Celebrate the 100th anniversary of the start of the Great War. Come get a first look at GMT's Fields of Despair - A fast playing strategic level block war game currently on the P500. Official demo on Friday with the designer and an exclusive copy available for play all weekend.

**Here I Stand (1532 Scenario)** – Sun 10:00

Charles S. Roberts winning Here I Stand: Wars of the Reformation 1517-1555 is the first game in over 25 years to cover the political and religious conflicts of early 16th Century Europe. It is the first card-driven game to prominently feature secret deal-making and integrate religion, politics, economics and diplomacy in a card-driven design. Some familiarity with the rules is required for play.

### Roleplaying

#### Los Angeles, Plaza Ballroom B, C, and D, Newport

**A1 - Slave Pits of the Undercity Part 1** – Sat 2 pm – AD&D

**A1 - Slave Pits of the Undercity Part 2** – Sat 8 pm – AD&D

GM: Angelo Chiriaco

AN ADVENTURE FOR CHARACTERS LEVELS 4-7 It is time to put a stop to the marauders! For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids. Two part adventure. Please make arrangements for both sessions. We will take a break for food and drink. Pregens provided.

**A Brief Trip to Hayville** – Sun 2 pm – Moment of Truth (beta)

GM: Stuart Venable

John Turner was king of the kooks -- cryptozoologist, monster hunter and paranormal investigator. He traveled the country living out his own personal X-Files. Then one day, John disappeared. His wife, after finally gaining access to his blog, put out the word that John was missing. Four of John's most loyal readers and Facebook likers step forward to unravel the mystery.

**Liberty or Death: The American Insurrection** – Fri 14:00, Sat 10:00

Applies the COIN system to the American Revolution from 1775 to 1782 and is under development at GMT. Four players representing the Patriot, British, Indian and French work together and independently toward a series of asymmetric victory conditions in this playtest with the designer.

**Sails of Glory 101** – Fri 16:00

**Sails of Glory Tournament** – Fri 17:00

A game that recreates naval combat in the Age of Sails (1650-1815). Based on the game system used in Wings of Glory, Sails of Glory using miniatures, cards and board game mechanisms, with a special deck of maneuver cards to recreate the different movement capabilities of each vessel."

**Storm Over Dien Bien Phu** – Sat 14:00

Area movement game redefined in Storm Over Stalingrad. Game features the use of cards to augment play. Simulates the climactic moment when isolated French Forces (including Legionnaires and Elite Paratroopers) faced the unrelenting pressure of Chinese-backed Viet Minh forces. Single elimination format 3 hour rounds - join anytime all rounds must be finished by 3PM Sunday

**Virgin Queen (Campaign Tournament)** – Sat 10:00

A card-driven wargame on the military, political and religious conflicts within Europe during 1559-1598. This will be the full 7 turn 1559 scenario. Looking for a full 6 player game, with a minimum of 3 players. If more than 6 players are signed up, there will be multiple games. Note we are scheduled for 11 hours, this being an entire Saturday tournament, with scheduled breaks. Winner will receive \$50 dealer dollars (in each game). All other participants will receive \$10 dealer dollars.

**Washington's War** – Fri 12:00

Revamp of the very first Card Driven Game (CDG) - We The People. Pits the forces of world power (England) against its rebellious American colonists as they fight for their independence. Single elimination format BPA tournament special rules in use. 90 minute rounds - join anytime all rounds must be finished by 2PM Sunday.

**A Dark and Stormy Night** – Sun 8 pm – Queen's Cavaliers

GM: Ira Taborn

Hoping to enter the world of airship trading, you have found this trip to be a utter failure. The Count of Touriel, center of the Gallinean airship industry, is still mourning his wife and only daughter and wasn't at the seasonal Touriel Summer Festival. Now heading back to the airship port, you know that only an act of the Goddess can savage this trip. Shame this is real life and not fiction.

**ADVENTURERS LEAGUE! 5e Defiance in Phlan (level 1-2)** – Fri 2 pm, 4 pm, 7 pm, Sat, Sun 9 am, 11 am, 2 pm, 4 pm, 7 pm – D&D 5e

The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. With no significant authority to stop the cult, other power groups in the Realms – the Harpers, Order of the Gauntlet, Emerald Enclave, Lords' Alliance, and even the Zhentarim – must now unite to stop the cult from fulfilling its dark purpose in the city. Join the fight by participating in any one of five different missions.



## RPGs

**ADVENTURERS LEAGUE 5e Lost Mine of Phandelver: Cragmaw Castle (level 3-4)** – Sun 2 pm, 7 pm Mon 9 am, 2 pm – D&D 5e  
**ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Goblin Arrows (Level 1)** – Sun 2 pm, Mon 9 am – D&D 5e  
**ADVENTURERS LEAGUE! 5e Lost Mine of Phandelver: Redbrand Menace (Level 2)** – Sat 2 pm, Sun 7 pm, Mon 2 pm – D&D 5e  
Rumor has it that legendary treasures can be found in the Lost Mines of Phandelver. Nothing comes easy however, as bandit activity in the area is on the rise, and travelers and merchants are subject to frequent raids and harassment. Search out the Wave Echo Cave, and attempt to recover the cache of magic items forged within!

**ADVENTURERS LEAGUE! 5e Secrets of Sokol Keep (Level 1-4)** – Fri 2 pm, Sat 9 am, 7 pm, Sun, Mon 9 am – D&D 5e  
Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now, that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep!

**ADVENTURERS LEAGUE! 5e Shadow on the Moonsea (Level 1-4)** – Fri 7 pm, Sat 2 pm, 7 pm, Sun, Mon 2 pm – D&D 5e  
Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat!

**Apocalypse World** – Sat 2 pm, Sun 8 pm – Powered by the Apocalypse  
GM: Brian Poe

The world is over. Food is scarce and the lamentation of the fools that grovel in the dirt can be heard over the roar of engines and the gunfire whizzing over your head. But this apocalypse isn't the end. This apocalypse is the beginning of a story. This is your story. This is your Apocalypse World.

**Apprentices Ahoy!** – Sat 9 am – The Queen's Cavaliers  
GM: Rachel Tolliver

What happens when you are on a trip with your Mentor and they suddenly disappear? Will a bunch of inexperienced kids be able to find out what happened and keep your transport afloat? The Queen's Cavaliers is a baroque, clockpunk, fantasy roleplaying game. This is a family friendly adventure open to all ages.

**A Quiet Year** – Sat 9 am – The Quiet Year  
GM: William Carson

The Quiet Year is a map game. You define the struggles of a post-apocalyptic community, and attempt to build something good within their quiet year. Every decision and every action is set against a backdrop of dwindling time and rising concern. Build a community, RP a little and have fun with markers!

**Aspire 2025- Armageddon** – Sun 9 am – GURPS  
GM: James Freeman

When a thief steals an artifact from the fey it starts a fey/human war, We need to find a way to stop the war before it is too late. Pregens provided. Part of the GURPS tournament

**Aspire 2025- The one** – Fri 8 pm – GURPS  
GM: James Freeman

When crimes are committed by the same person in several states at the same time, Can you find out who is behind the crimes? Pregens provided. Part of the GURPS tournament.

**At the Fox's Shrine/Crying in the Night** – Fri 2 pm, Sun 9 am – Golden Sky Stories - Heart Warming Role-Playing  
GM: Ira Taborn

Golden Sky Stories is a heartwarming, non-violent role-playing game that's fun for all ages. Taking place in a small rural Japanese town, the players take on the role of henge animals with the ability to temporarily take human form. They don't fight epic battles or unearth treasures though Golden Sky Stories adventures are all about helping others and becoming friends.

**Avatar Benders** – Sat 9 am – Free Mind  
GM: Keyon Thomas

The game takes place in the world of Avatar: The Last Air Bender and The Legend of Korra. Humans are divided into four nations: the Water Tribes, the Earth Kingdom, the Fire Nation, and the Air Nomads. Each nation has a distinct society, wherein people known as "benders" have the ability to manipulate and control the element of their nation. This game will take place after The Legend of Korra.

**A Victim of the Art** – Fri 8 pm – Nights Black Agents  
GM: William Carson

Phenom-X the hit paranormal investigation show has caught wind of a hot new story in Kansas. A serial killer is on the loose murdering random people and ritually collecting their spines.. and then dropping their bodies from hundreds of feet in the air. You and your team need to get down to Kansas and find the truth before the Government bares the truth, again.

**A walk in the park** – Sun 8 pm – Heroe system, Champions 5.5  
GM: Gary Gandara

A group of Heroes attempt to stop a reality changing event. Pregenerated characters available.

**Beltaine Tales** – Sat 8 pm – Changeling: The Dreaming  
GM: Louis Garcia

High King David is hosting a Beltaine celebration, and he has called all willing changelings to Tara-Nar to celebrate. Amidst this day of revelry and romance, the Unseelie Court hands ruling power to the Seelie Court, yet the Shadow Court still lurks, intent on subverting the whole affair. Presented by the Dead Gamers Society

**Blood Feud** – Sat 9 am – Vampire: The Masquerade 20th Anniversary Edition  
GM: Louis Garcia

The peace in the city has be upended, vampires of the Sabbat are on the offensive, the cities Camarilla leadership is racked with infighting and is powerless to address the Sabbat. A perfect opportunity for a new and enterprising coterie to advance in the world. This game of intrigue and violence is presented by the Dead Gamers Society

**Both Sides Now** – Sat 2 pm – Paranoia  
GM: Ed Murphy

You have sucesfully loaded CPU offical :viral ../ patch v1.0093111. Do not restart you're PDC. Code implimented and virtual patriion alocaton running above expected threshold quoota. Incoming message: [REDACTED DUE TO INSUFFICIENT SECURITY CLEARANCE] imminent briefing in GSN Sector, Subsector 21, Corridor FF, Room 3405.

**City of the Stars** – Sun 9 am – Savage Worlds  
GM: Jason JiB Tryon

As members of her majesty's Royal Ether Navy you ply the ether between the worlds maintaining the security of the shipping lanes and enforcing her majesty's rule and the might of the British Space Empire. "The sun always shines on the British Empire," is a common enough saying, but there are threats to the security of the empire and someone must stand to defend her. Will that be you?

## RPGs

**CMP 2014-01 Boundless Mercy 1: Recon** — Sat 9 am — Shadowrun: Missions

It's been said that Mercy is boundless. However, Mercy was recently released from years of fear and is filled with wrath, which will lead to vengeance. Can your team navigate the mysteries of the Sixth World to discover truth? A Shadowrun Missions Living Campaign adventure.

**CMP 2014-02 Boundless Mercy 2: Search** — Sat 2 pm — Shadowrun: Missions

Your employer needs to find a person that does not want to be found, but time is of the essence. A Shadowrun Missions Living Campaign adventure. Shadowrun 5th Edition character needed.

**CMP 2014-03 Boundless Mercy 3: Recover** — Sun 2 pm — Shadowrun: Missions

You've been sent to Montreal to find your target, but have few to no clues. Locals want you to recover some items for information that will help. A Shadowrun Missions Living Campaign adventure.

**CMP 2014-04 Boundless Mercy 4: Destroy** — Sun 7 pm — Shadowrun: Missions

A powerful mage is holed up in a compound in Montreal and you've been hired to take him out. What could be easier? A Shadowrun Missions Living Campaign adventure. Shadowrun 5th Edition character needed.

**Crimson Skies: The Rediscovered Country** — Sat 2 pm — Atomic Robo: The Roleplaying Game

GM: Mike Olson

Dateline: 1938, in a shattered dieselpunk America that never was, rent asunder by various alt-history events that are totally plausible, trust me. As tensions mount in Europe, the Nation of Hollywood and the Empire State take the first tentative steps toward reunification to ensure their mutual survival. Can peace be at hand? Or are sinister forces poised to strike? Did you see Star Trek VI?

**Cruise Ship of the Damned - \*\*Encore Performance\*\*** — Sat 2 pm — Spirit of 77 (AW Hack)

GM: David Kizzia

Didn't get a chance to play Spirit of 77 at Gamex? Never fear, the Spirit of 77 Guys are providing an encore performance of the debut one-shot adventure from the grooviest RPG based in the weird world of 1970's! Set a course for adventure, your mind on trying to survive the horrible carnage that takes place aboard the Cruise Ship of the Damned! No experience necessary, characters will be provided!

**D&D 5th Edition: Demo / Learn to Play** — Sat 10 am — D&D 5th Edition

GM: Ben Siepser

GAME ON DEMAND Learn to play the newest edition of Dungeons and Dragons. Play a short adventure and learn how to play the new 5th Edition Of Dungeons and Dragons. No prior experience is needed, premade characters will be available for the players as well as all needed materials. This will be a great way to learn to play if you would like to join the Mines of Madness event.

**D&D Module: B-1 The Caves of Chaos...Home Sweet Hell** — Sat 8 pm — Basic D&D

GM: Dimitri Del Castillo

The odor of carcasses and moldering armor fills you with fond remembrance. Like when the Owlbear mauled the kobold's lair then and passed out 10' pit, that was a hoot. Or when the Minotaur's labyrinth needed gnoll skulls for wall sconces what a howl. Or the time the evil priest came over to borrow a cup of sugar. If only those nice adventurer's would visit again. Bring your inner monster and beer.

**Dark Elves hate the cold...right?** — Sun 9 am — Pathfinder GM: Tyler

The Heroes of Tryggheim must track down an entirely new ancient foe!

**Dead Man's Hand** — Sat 9 am — Dust Devils

GM: Keenan Kibrick

1853: Sevier Lake, Utah. A new town is starting to burst forth on this arid plane. Everyone came here for a reason to escape a past and start a new future. The west is a wild place, and everyone in town is part of it. Be a part of this old west, and see if you can make yourself the future you want.

**Death of Ulfstater** — Sat 8 pm — Death of Ulfstater

GM: jim pinto

Death of Ulfstater is a story roleplaying game about the death of a Viking King and the actions of his vassals during the traditional week-long mourning. Players take on the roles of the vassals, using the week of mourning to promote their agendas and sully the reputations of the other vassals in a final effort to prove they are the most worthy of sitting on the throne.

**Defending Imagination** — Sat 2 pm, Sun 9 am — GURPS

GM: Michale Shupe

What will you do when Imagination itself is threatened? People from all over fictional creation are coming together to fight off the end of everything imaginative. A massive amount of characters will be available as pre-gens, but ANY GURPS character of 300 points or less will be let in as there will be equalizing factors for all characters in game.

**Did you say "No orcs, or SNOW orcs?"** — Sat 9 am — Pathfinder

GM: Tyler

Return to Tryggheim, to protect it from an ancient foe, long thought dead.

**Disaster in the Desert** — Mon 9 am — Werewolf the Apokolypse

GM: Gary Gandara

Early in the war, the Worm is found in Egypt. Can our heroes drive it away before it affects the war? Set in early WW2

**Dying Kingdoms Tabletop Medley** — Sat 2 pm — Dying Kingdoms

GM: Joel Thurston & Max Peters

This is a mix of 5-8 tabletop games set in the world of Dying Kingdoms. This can be a prequel to the Sunday LARP game or a stand-alone event. These are a smaller scale game with more focus on personal stories and plot. It is also a great way to check out world of Dying Kingdoms.

**Every Story has a Beginning** — Fri, Sat 2 pm — Dungeons and Dragons 5th Edition

GM: Dang Nguyen

Try out the new D&D 5th edition! I'll be running a starter adventure with pre-made characters to give everyone a feel for the new system. If you've never played D&D then here's your chance to try it!

**Experimenting with Microscope** — Sun 2 pm — Microscope

GM: Keenan Kibrick

Microscope is the game of viewing an entire epoch of time under the lens of a microscope. It's about shaping the future, shaping the past and constantly adding to a created world. Anything can happen when viewed under the lens of a microscope and we will explore an epoch of time through it's darkest nights and brightest days.

## RPGs

**Fairies Save the Magic Kingdom!** – Sun 2 pm – Narrative Game System

GM: Caoimhe Snow

A simple day at the beach with your fellow fairies turns dark as you uncover an alliance of villains dedicated to overthrowing the Magic Kingdom! This family-friendly game uses the easy-to-learn Narrative Game System by Ventureland Games to tell an exciting tale of pixie dust and heroism. Clap your hands if you believe in fairies!

**Fight the Power** – Sun 9 am – Misspent Youth

GM: Keenan Kibrick

The authority controls the world, they oppress and keep everyone uniform, in line, controlled, and obeying. Conformity is the law, and breaking it is out right rebellion. Can a small group of misfits tear down the authorities oppressive hold on the world? Or will they conform to the overpowering world of oppression

**Firefly: Wedding Planners** – Sat 9 am – Cortex+

GM: Chris Czerniak

Templeton Steele, a powerful weapons designer is to marry the lovely Liliana Fairchild. On account of these two getting hitched, the crew are hired to transport Lilly to a fancy ship, The Rim's Dream. Easy enough, right? Unite the happy couple and you'll get paid? Only thing is, this Princess ain't happy about the wedding. The more you find out, the worse this job gets and the less you get paid.

**Grimm With a Chance of Meatballs** – Sat 9 am – Grimm

GM: Maire Bourke

It's just a third grade field trip. What could possibly go wrong?

**GSHDWSES: The Greatest Scavenger Hunt Dungeon World Has Ever Seen!** – Sat 2 pm – Dungeon World

GM: Mike Cantin

The archwizards of the High Arcane Council have a once in a millenium event which results in untold riches and knowledge for those who win: "GSHDWSES: The Greatest Scavenger Hunt Dungeon World Has Ever Seen!" Previous items have included a Beholder wearing an eye patch and the tome of Sarlac the unseemly. It should be fun, right? Who cares if most teams never make it back alive.

**Guardians of the Galaxy** – Sat, Sun 2 pm – Marvel Heroic Roleplaying

GM: Denys Mordred

Play Starlord, Gamora, Rocket, Drax or Groot just after the events of the latest Marvel movie as the Guardians find themselves smack dab in the middle of another epic spacefaring adventure. But this time, it's personal. Really. We'll be using the official characters from the fast, fun and easy-to-learn Marvel Heroic RPG.

**GURPS 101 - Character Builder Session** – Fri 6 pm, Sat Noon, 6 pm – GURPS

GM: Michale Shupe

Want to join one of the many ongoing GURPS campaigns at con, but don't have time to make a character? Or, just want to learn how to make a GURPS character? Here's that time, nestled between game slots for ease of access.

**GURPS: Gaslamp - The Great Depths** – Sat 2 pm – GURPS

GM: David and Julie Scott

The Oddfellows take to the high seas when Nemo unleashes a terrifying new weapon on the brave sailors of the Royal fleet. Can the Oddfellows intervene before he devastates London? Part of the GURPS Tournament

**GURPS tournament finals!** – Sun 2 pm – GURPS

GM: David Scott

By invitation only. To qualify, play in any 2 GURPS games on Fri, Sat, Sun (last time slot to play in for qualifying is Sun at 9am -1 pm) Players will be scored on knowledge of the game, roleplaying, etc. List of finalists will be posted at the Roleplaying sign up table by Sunday at 1:30 at the latest. Game scenario to be announced at the time of the finals game.

**Hana Academy: Flowers of Fate** – Fri, Sat 8 pm, Sun 2 pm – Fate Core

GM: Jesse Butler

Welcome to Hana Academy! This is a game about relationships and finding yourself in an anime inspired magical high school setting. You will be playing one of the Gifted, someone apart from the bulk of the student body that will be able to engage with the supernatural elements of the setting. A game about getting in trouble, growing up, and magical flowers.

**Hanged Man's Crossing** – Sun 2 pm – Laughing Moon

Crossroads: A Fantasy & Western Adventure set in the world of Laughing Moon

GM: Todd VanHooser

Time is running out as the adventuring party must race to a forbidden crossroads in an effort to awaken the fabled Hanged Man before the sickle moon rises. Talismans of the ancient world point to hidden truths long kept buried in the forgotten past. Not everyone wants the secrets known however, and agents of the Federation have made dark alliances to ensure that dead men tell no tales.

**Happy Trails** – Mon 9 am – Laughing Moon Crossroads: A Fantasy & Western Adventure set in the world of Laughing Moon

GM: Todd VanHooser

With the last remaining clues now in hand, the adventuring party returns to Cherry Creek. Hot on their trail is an outlaw gang of the undead that seems to have evaded not only the Federation lawmen, but the long arm of death as well. Magic, bullets, and curses fly in an epic struggle of literal life and death.

**Hocus Focus: A Dresden Fiasco** – Sat 9 am, 2 pm – Fiasco!

GM: Mike Leader

Hocus Focus is a Dresden Files themed playset for Fiasco – with a twist. You play the monsters – and your schemes are under investigation by Harry Dresden. Explore the Dresden-inflected fun when bad things done by bad people go very, very badly indeed!

**Homecoming is Here** – Sun 9 am – Wandering Monsters High School

GM: Rachel Tolliver

You made it! You are finally Seniors at the WMHS. It is Homecoming and all anyone can talk about is who is going with who. But you have been contacted by a mysterious someone for unknown reasons, maybe the senior prank? Wandering Monsters High School is a humorous fantasy roleplaying game where you take the roles of monsters going to school. This is a family friendly game for all ages.

**Hot Potato Delivery Service** – Sat 2 pm – ShadowPunk - Fate Accelerated

GM: Seth Halbeisen

Hey, everything needs to get from here to there. Products need to get to markets. Simple business math. So, we deliver. No questions asked. Private, discrete and professional, well... Right up to the point the explosions start. Then all bets are off. But just like the post office of old, "Neither rain or snow..." or high caliber rounds will stop our delivery. We know, we shot them.

## RPGs

**“Hungry Like The Wolf” A New Wave Requiem Game** — Sun 2 pm — Vampire the Requiem, Blood and Smoke update  
GM: Mike Cantin

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

**I’m Off to As Souk al-Wardi** — Fri 8 pm — Renegade Jennys and Boilerplate Jacks: Steampunk Roleplaying in the World Atlantis Broke

GM: Josh Roby

As Souk al-Wardi, the legendary Pink Market: the best place on earth to unload Atlantean artifacts, procure an expert opinion on the dark arts of archeology, or spark a jihad against Timbuktu. You and your crew of picaros may have come for your own reasons, but the events at As Souk al-Wardi will do their best to entrap you in their machinations. What’s the worst that could happen?

**Infernus** — Sat 9 am — Hero System 6th Edition

GM: Jason JiB Tryon

Outsiders, outcasts and criminals, that’s what they call you, the ones who hold the power. You call yourselves rebels and freedom fighters. You stand against the tyranny that holds you and the rest of the world in servitude. Their time is coming to an end. Your time is now, and you have an opportunity to strike a blow that could mean the difference in the long war for freedom.

**Into the depths** — Sun 9 am — Dungeon World

GM: Wes Otis

Come together with me to fight evil with swords and spells. This is a sound enhanced rpg.

**Ishikawa De-Extraction** — Sat 9 am — The Sprawl

GM: Rob Sanderson

Take take take, that’s all we ever do. We extract people from corps, information from servers, and creds from our employers. Well chummers, it’s time to give a little back. A scientist, Dr Ishikawa, wants to be de-extracted. Re-implanted. Put back. Yeah, I know... that’s not going to go well, but he’s paying to get there, not what for happens after.

**Lutetia Has Fallen** — Sat 8 pm — Fear the Living

GM: Caoimhe Snow

“The world of The Queen’s Cavaliers is gone, consumed by the hungry dead. This is the story of what happens next.” Fear the Living is a new RPG by John Thomas Jessop where you play the survivor of a zombie apocalypse. This game uses the setting of The Queen’s Cavaliers but is run using the FTL rules. Will your cavalier survive the fall of Gallinea?

**Meanwhile, Back in the Asai Valley** — Sat 9 am — Legend of the Five Rings

GM: Stuart Venable

Players will be members of the Inukai family, sent by their daimyo on a mission to placate a powerful and distrustful Crab ally. This game is an offshoot of a Happy Jacks Actual Play podcast and breaks with standard L5R canon. Check [angryfolk.com/rpg](http://angryfolk.com/rpg) for details.

**Mines of Madness** — Sat 2 pm — D&D 5th Edition

GM: Ben Sieser

You and your fellow adventurers will be questing for grand treasure in this dangerous and hilarious module written by Scott Kurtz (PvP online) & Chris Perkins (Wizards of the Coast). Pre made characters will be available for participants, however you may bring your own 3rd level D&D 5th Edition character. New players are allowed but I would suggest you arrive with some familiarity of D&D.

**Moonmen From Mars** — Sun 9 am — Protocol (Postworld Games)  
GM: Mike Leader

Imagine all of those really bad science fiction movies from the 1930s all the way to the 1980s. Then imagine them mashed together. The Moonmen from Mars have invaded EarthCapital space. The President has issued a decree for all able-bodied people to grab their rocket packs and laser-rods and fight. Can you blow up the Moonmen base on Mars in time to save the Earth from the Ultimate Decay Factor?

**My Little Cthulhu - Friendship is Madness** — Fri 8 pm — Laser Ponies

GM: Kimi

My Little Cthulhu: Friendship is Madness - Kimi returns to the world of laser ponies, but with a Lovecraftian twist.

**Operation Turtledove** — Sun 9 am — Atomic Robo

GM: Seth Halbeisen

Just another perfect weekend, blow to hell. Some sci-fi assthat just tweeted when he was supposed to twitch, and now it’s an international incident. 15 minutes later NATO had approval papers at the stations desk. One hour later and a helicopter ride and we’re airborne. The briefing’s full of line item deletions and finger pointing. Some guy named “Lynch” looks in the corner, and the tech budget bomb went off. Halo jump? Seriously?

**Our Last Best Hope** — Sat 8 pm — Our Last Best Hope

GM: Brian Poe

Our Last Best Hope is tabletop roleplaying game that will take you and your friends through a classic disaster movie, like Sunshine, Deep Impact, The Core, or Armageddon, where your characters are the stars. Each game is unique, as your group confronts a new Crisis with a new set of characters and a new plan to save the Earth. Regardless of the Crisis, you, and your crew, are our last best hope.

**Pacific Rim: Return of the Kaiju** — Sat 2 pm — Fate Core

GM: Patrick

**\*\*NOTE\*\*** This game assumes you have seen Pacific Rim and will contain plot SPOILERS! Read no further! The Kaiju are back, and with their return, the beleaguered Jaeger pilots have been called to once again do battle on the front lines. All is not lost however, as a new Jaeger prototype is about to enter the fray. This game borrows the “Camelot Trigger” Armor rules from Fate Worlds Volume 2.

**Pacific Rim: Return of the Kaiju (Redux)** — Sun 9 am — Fate Core

GM: Patrick

Repeat session from Saturday, by popular demand. **\*\*NOTE\*\*** This game assumes you have seen Pacific Rim and will contain plot SPOILERS! The Kaiju are back, and with their return, the beleaguered Jaeger pilots have been called to once again do battle on the front lines. All is not lost however, as a new Jaeger prototype is about to enter the fray. This game uses the “Camelot Trigger” Armor rules.

**Pariah, Missouri - supernatural western - GURPS** — Sun 2 pm — GURPS 4th

GM: Andy Salazar

Pariah is a riverboat boomtown in 1857, four years before the American Civil War. It is also a nexus for folk-magic and the supernatural. This adventure will be the re-telling of the critically-acclaimed graphic novel Pariah, Missouri book one and will be using the GURPS 4th edition. go to [www.pariahmissouri.com](http://www.pariahmissouri.com) for more info on the book and setting. It will be a role-playing HEAVY game!

## RPGs

**Percy Jackson and the Olympians** — Sun 2 pm — Free Mind  
GM: Keyon Thomas

This game takes place in the Rick Riordan novels: Percy Jackson and the Olympians, Heroes of Olympus, and The Kane Chronicles. Ancient Gods still walk the earth, influencing and often participating in our day to day lives. The Olympians, continue to rule from Mount Olympus and the Egyptian gods maintain the House of Life, struggling to find balance between Ma'at and Chaos.

**PF AP 068: (Reign of Winter 2) The Shackled Hut** — Fri 2 pm — Pathfinder Society

The winter portal has closed, but the heroes now find themselves trapped in the frozen land of Irrisen with an urgent quest to find Baba Yaga! In order to track down the missing Queen of Witches, the heroes must brave the monster-infested capital city of Whitethrone, where Baba Yaga's Dancing Hut has been captured and put on display. Will possession of the miraculous artifact lead them

**PF Mod: Master of the Fallen Fortress** — Sun 2 pm — Pathfinder Society

The ruined siege castles outside Absalom have long beckoned adventurers looking to make a name for themselves. Now an earthquake has cracked open one of these fabled ruins, and its lost mysteries and fantastic treasures lie exposed for the first time in centuries. But the tower's empty halls once more echo with living footfalls, and a new master has claimed the Fallen Fortress as his own.

**PF Mod: Risen from the Sands** — Sun 2 pm — Pathfinder Society

The deserts of Osirion land of pharaohs and ancient tombs hide not just untold wonders, but also unspeakable dangers. When the vast sand dunes part to reveal the ancient pyramid of the legendary Pharaoh of Sphinxes, glory seekers from across many nations race toward it, each fighting to be the first to claim its wonders.

**PF Mod: The Midnight Mirror** — Sun 8 am — Pathfinder Society

The sleepy town of Karpad in shadow-haunted Nidal has long been overseen by the Boroï family, and until a few weeks ago, the citizens under Baron Stepan Boroï's rule have lived uneventful lives of relative peace. Recently, however, the outbreak of a virulent and fatal disease and a number of mysterious disappearances have left the people of Karpad paranoid and fearful.

**PF Mod: We Be Goblins!** — Sat 8 am — Pathfinder Society

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head).

**PF Mod: We Be Goblins!** — Sun 8 pm — Pathfinder Society

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads leader, His Mighty Girthness Chief, has called for the greatest heroes

**PFS 0-02: The Hydra's Fang Incident** — Sun 8 am — Pathfinder Society

After an Andoren village is razed by the Hydra's Fang, a renegade Chelish slaver-ship, outrage threatens the stability of both nations. You and your fellow Pathfinders are sent to capture the Fang before the Inner Sea is pitched into political frenzy.

**PFS 1-29: The Devil We Know Part I: Shipyard Rats** — Sat 8 am — Pathfinder Society

When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir?

**PFS 1-30: The Devil We Know Part II: Cassomir's Locker** — Sat 2 pm — Pathfinder Society

The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After clearing Cassomir's dank sewers and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port?

**PFS 1-33: Assault on the Kingdom of the Impossible** — Sat 8 pm — Pathfinder Society

The Society sends you to the fabled Kingdom of the Impossible, the island of Jalmeray, to stop an Aspis Consortium black market relics dealer who is organizing the local bandits and violently robbing Jalmeray and Society caravans laden with relics, artifacts, and magical mysteries. When a venture-captain is murdered by the Consortium agent, it's up to the PCs to find him and do whatever it takes.

**PFS 1-36: Echoes of the Everwar Part I: The Prisoner of Skull Hill** — Sat, Sun 8 am — Pathfinder Society

A Chelish outpost deep inside the anarchic orc-controlled Hold of Belkzen has gone silent after strange fires were seen burning in the skies above. You have been sent north to investigate the disappearance and find a lost tomb long rumored to exist beneath the outpost's timber tower.

**PFS 1-39: The Citadel of Flame** — Sun 8 pm — Pathfinder Society

Once the home to a cult preaching self-sacrifice by immolation in order to achieve paradise, the Citadel of Flame in Qadira's Meraz Desert was presumably wiped out decades ago after Sarenrae dervishes led a crusade to end its morbid message. An enormous sandstorm swallowed both the citadel and the army attacking it, burying both beneath hundreds of feet of sand.

**PFS 1-41: The Devil We Know Part III: Crypt of Fools** — Sat 8 pm — Pathfinder Society

Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances. With clues gathered there, you must explore Old Cassomir and find secret locations that lead you to the source of the spree: the long lost Crypt of Fools.

**PFS 1-42: Echoes of the Everwar Part II: The Watcher of Ages** — Sat 2 pm — Pathfinder Society

Hundreds of years ago a once mighty fortress in Cheliox sank into the earth and was forever destroyed. You are sent there to catalog the ruins, known as the Collapsed Halls, and to find the rumored hidden tomb of an Osiriani concubine.

**PFS 1-45: Delirium's Tangle** — Sat 8 pm — Pathfinder Society

The Society owes Grandmaster Torch a favor and he's calling it in. It seems he misplaced Nuar Spiritskin, the famous minotaur prince of Absalom, and Torch needs you to find the prince before the city discovers that the minotaur is missing.

## RPGs

**PFS 1-48: The Devil We Know Part IV: Rules of the Swift** – Sun 2 pm – Pathfinder Society

In the conclusion of the Devil We Know campaign arc, you are called once more to Cassomir, where a mass abduction of the residents of Swift Prison has the entire town in a panic. Venture-Captain Themis once more partners you with an Aspis agent to see what link the Swift Prison event has to the earlier kidnapping of a Pathfinder agent.

**PFS 1-53: Echoes of the Everwar Part IV: The Faithless Dead** – Sun 2 pm – Pathfinder Society

The famous concubines of Sothis, recently returned to Osirion by the Pathfinder Society, are stolen from the Pathfinder Lodge in that nation's capital and it's up to you to find them and return them before their combined power can be used to awaken an ancient evil.

**PFS 2-13: Murder on the Throaty Mermaid** – Mon 8 am – Pathfinder Society

While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Society's relationship with the isolationist elves who call the citadel home.

**PFS 2-25: You Only Die Twice** – Sat 2 pm – Pathfinder Society  
The Pathfinder Society sends you into the undead-ruled nation of Geb for an undercover mission, not disguised as undead, but temporarily transformed into a shambling, zombie version of yourself. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones?

**PFS 3-02: Sewer Dragons of Absalom** – Mon 8 am – Pathfinder Society

Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.

**PFS 3-03: The Ghenett Manor Gauntlet** – Sun 8 am – Pathfinder Society

When the Pathfinder Society failed to obtain a valuable artifact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his well-guarded manors throughout the world. You are sent to Ghenett Manor in Katapesh with the hopes of surviving long enough to return with the prize assuming it's there at all.

**PFS 4-02: In Wrath's Shadow** – Fri 2 pm – Pathfinder Society  
In the ruins of Xin-Bakrakhan seat of power of the Runelord of Wrath the Pathfinder Society stands on the verge of a great discovery, but first the brave agents exploring the ruins must survive ages-old dangers and contemporary threats to return with the knowledge and wealth they've unearthed.

**PFS 5-02: The Wardstone Patrol** – Sat 8 am – Pathfinder Society

All-out war has erupted on the long-contested border between the crusader nation of Mendev and the demon-infested Worldwound. With the magical defenses that once held the demons at bay failing, defense of the region now falls to small patrols of mobile soldiers to resupply, reinforce, and communicate between the border's many fortresses and outposts.

**PFS 5-06: You Have What You Hold** – Sun 2 pm – Pathfinder Society

As an act of retribution, an enemy of the society begins hiring river pirates to waylay Pathfinder boats bound for the crusader nation of Mendev. Unless the Pathfinders can track down the party responsible and put an end to their piracy, the raids may spell the doom of the society's ambitions to the north.

**PFS 5-08: The Confirmation** – Sat 8 pm, Mon 2 pm – Pathfinder Society

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder.

**PFS 5-10: Where Mammoths Dare Not Tread** – Sat 8 am – Pathfinder Society

Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. What it might gain in ease of use, the society lacks in an established basecamp, so the PCs must travel to the Realm of the Mammoth Lords.

**PFS 5-11: Library of the Lion (1-5)** – Sat 8 am – Pathfinder Society

Few societies have so vaunted a tradition of leading crusades as Taldor, yet the constant revisions to its history by scheming factions leaves the truth obscured by countless acts of political modifications. Even the lauded Kitharodian Academy's texts are riddled with these changes. But now a secretive ally approaches the Pathfinder Society with information about a hidden archive....

**PFS 5-12: Destiny of the Sands Part 1: A Bitter Bargain** – Sat 8 am – Pathfinder Society

"Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage's investigation of his ancient order however the lead dried up that was until a familiar information broker contacted Amenopheus offering an exchange of services.

**PFS 5-15: Destiny of the Sands Part 2: Race to Seeker's Folly** – Sat 2 pm – Pathfinder Society

"The Pathfinder Society has discovered the location of a powerful Osirian artifact secreted beneath the sands, but they are not the only ones who seek its power. The Pathfinders must endure the scalding Osirian desert, brave its inhabitants, and watch for hidden dangers if they are to survive. Can the PCs reach the ruins before their rivals claim the prize?

**PFS 5-16: Destiny of the Sands Part 3: Sanctum of the Sages** – Sat, Sun 8 pm – Pathfinder Society

Uncovering the secrets of a Jeweled Sage reveals that the others are in grave danger, and the PCs set off after notorious jewel thieves before the criminals can disappear with another priceless treasure.

**PFS 5-18: The Stranger Within** – Sat, Mon 2 pm – Pathfinder Society

Guaril Karela, a close ally of the Pathfinder Society and the leader of the Sczarni faction, made dangerous enemies during his bid for territory and influence, and several of the rivals that he once thought defeated have returned with every intention of ending Guaril's little empire and his life.

**PFS 5-19: The Horn of Aroden** – Sat 2 pm, Mon 8 am – Pathfinder Society

For months Taldor faction leader Lady Gloriana Morilla has mustered a small army to aid the Mendevian Crusade however, without a powerful, unifying icon to rally around, progress is slow. When her agents learned of a dormant relic that might be awakened, she petitioned the Society for its aid in recovering this so-called Horn of Aroden.

## RPGs

**PFS 5-21: The Merchant's Wake (1-5)** – Fri 2 pm, Sun 8 am – Pathfinder Society

A powerful Qadiran trade prince has died, and faction leader Aaqir al Hakam rushes to his homeland to attend his mentor's funeral. As an act of support, the Pathfinder Society sends the PCs as representatives to the event however the death of such a influential merchant and politician has created a considerable power vacuum, and ambitious acquaintances across the Inner Sea are in attendance.

**PFS 5-22: Scars of the Third Crusade** – Fri, Sun 8 pm – Pathfinder Society

The fiery inquisitions that raged through Mendev during the Third Mendevian Crusade may have been damped but never truly extinguished. Fanatics have reignited the witch-hunts in eastern Mendev, and in doing so they have captured and accused allies of the Society. Unless the PCs intercede and put a stop to this mob justice, their allies' deaths will spark a new wave of internecine executions.

**PFS 5-23: Cairn of Shadows** – Fri 2 pm, Sun 8 pm – Pathfinder Society

The innumerable cairns and burial mounds of Barrowmoor in northern Nidal contain untold treasures and terrors, and the local taboos and Nidalese theocracy are typically enough to keep any but the boldest from exploring the site however, when the Blakros family informs the Pathfinder Society that their shared enemy is in pursuit of a dangerous artifact.

**PFS 5-24: Assault on the Wound** – Fri 8 pm, Sun 8 am – Pathfinder Society

The Society embarks on its expedition to the lost Sky Citadel Jormurdun with a small army of allies in tow, but they are not the only ones seeking the dwarven fortress. Two of the Society's nemeses have rallied the fiends of Frostmire to crush the Pathfinders, hoping to buy the villains enough time to secure Jormurdun first. The Society's forces will need bold leadership.

**PFS 5-25: Vengeance at Sundered Crag** – Sat 8 pm, Sun 2 pm – Pathfinder Society

Two foes of the Pathfinder Society race toward the dwarven Sky Citadel Jormurdun, aiming to snatch away the Pathfinders' prize. The Society dispatches its best agents to intercept the duo. Can the PCs prevent their enemies from ruining the expedition and put an end to the threat posed by these villains?

**PFS 5-99: The Paths We Choose** – Fri 8 pm, Sat 2 pm – Pathfinder Society

The failure of Mendev's wardstones set in motion not only a new crusade, but also catalyzed a change in the Society's various factions.

**PFS 5-EX: Ruins of Bonekeep Level I: The Silent Grave** – Sat 8 am – Pathfinder Society

An enemy of the Pathfinder Society recently found a hidden dungeon in a centuries-old siege fortress, but despite his best efforts to convert it into his base of operations, he failed. When a pair of Pathfinders encounter disaster while scouting out the entrance, the party must explore the first level of the dungeon.

**PFS 5-S2: Ruins of Bonekeep Level II: Maze of the Mind Slave** – Sun 8 am – Pathfinder Society

This Pathfinder Society Special is only available for conventions of 50 tables or more. A group of Pathfinders recently delved into the ruins of Bonekeep, a siege fortress destroyed centuries ago. There they discovered not only terrifying threats but also extraordinary treasures. Warded by the magic of a senior Pathfinder, the party must explore as much as they can before the spell dissipates

**PFS 6-S2: Ruins of Bonekeep Level III: The Wakening Tomb** – Sat 8 pm, Sun 2 pm, 8 pm – Pathfinder Society

This scenario was only available after Gen Con 2014 and only with express written permission of Paizo

**PFS Intro 1: First Steps Part I: In Service to Lore** – Sat 2 pm, Sun 8 am – Pathfinder Society

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

**PHREQE SHOW Double Header** – Sat 9 am – Savage Worlds GM: Stork and CADave

The paranormal investigators of the PHREQE SHOW have been tasked to find a Private eye gone missing on the case of a priceless artifact. NOTE: This game will share many elements with "Happy Jacks-PHREQE SHOW Double Header" IF YOU SIGN UP FOR ONE SKIP THE OTHER! Stork and CADave are trying out running a similar plot in 2 game systems!

**Project ASPIRE - 2025** – Sun 8 pm – GURPS

GM: Michale Shupe

Start with X-Files, load up with a heavy dose of Men In Black, and add a twist of Post-Apocalypse and you have ASPIRE, one of the longest-running continuing (but joinable at any time) campaigns in Strategicon history. Many pregens provided but playing one gets you experience toward a personally created character if you choose later.

**Project: Dark** – Fri 8 pm, Sat 9 am – Project: Dark

GM: Brian Poe

Project: Dark is a roleplaying game which brings stealth action adventure to the tabletop. Players will use their own deck of playing cards to simulate their actions in a dangerous and unpredictable world. You only have a small window of opportunity. The sun is down. It's finally dark. This is a beta kit of the upcoming game by Will Hindmarch. Rules will be taught and characters provided.

**Protocol: Chemical Zoo** – Sat 2 pm – Protocol

GM: jim pinto

As a new social order violently dawns, it threatens to shatter the old hierarchy, as each animal struggles to establish agendas of control and tolerance in an ever-changing political landscape. Will the society hold together? Will the violent ways be put down with more violence? Who will arise as the new lords of the animal kingdom?

**Protocol Games** – Fri 2 pm – Protocol

GM: jim pinto

Protocol is a GMless story roleplaying game system the focuses on drama. This game slot allows players to choose from any of the over 30 different stories using the Protocol system. Choose from fantasy adventurers on an unending quest, a biker gang with internal strife, Vietnamese children dealing with wish-fulfillment, a depression-era carnival with an abusive boss, or any of over 20 others.

**Sanctuary- Conflict** – Sat 9 am – GURPS

GM: James Freeman

You have met some new friends and a new enemy, what else is out there? Your superiors want you to try and locate the tribe you had a run in with and see if there can be a peaceful resolution. Pregens provided. Part of the GURPS tournament.

**Shades of the Red Hill Mine** – Sat 2 pm – Laughing Moon  
Crossroads: A Fantasy & Western Adventure set in the world of Laughing Moon

GM: Todd VanHooser

The Red Hill Mine was abandoned decades ago. History claims the miners died in a tragic collapse of the narrow tunnels, but local legend makes other claims. Few tears were shed, as the victims were mostly dark elves and dwarves—no human casualties, thank the powers above. Regardless, the graves of those long-dead miners have recently been dug up, and Federation agents seem intent on diverting all interest away. Meanwhile, something stirs deep in the mine that could threaten everyone living in the shadows.

**Shadows of the Citadels - Evil within the Brotherhood** – Sat 2 pm – D&D-3.5 / Pathfinder - Land of Grayhawk(8th-10th lev.)

GM: Mark Davis

Monks of the order are being killed in “The Great Kingdom”. Order of the Scarlet Brotherhood have been seen in the area, its been of concern a sect called “The Circle of Eight” are to blame for this! You who are brave enough, travel to Pitchfield & find an elven cleric of Monowoods to guide you to the source. Retrieve the wizard, Grandest of treasures & terrible dooms, awaits all who temp fate.

**SOB 06 Walk through the Mountains (Level 1-3)** – Mon 2 pm – L5R: Heroes of Rokugan

The hearts of men are easily swayed into performing dark deeds, when what once was filled with honor is now fueled by vengeance and despair.

**SoB 07 Delicate Negotiations (Level 1-3)** – Mon 9 am – L5R:

Heroes of Rokugan

When influential courtiers meet, all others are simply stones on a go board.

**Some Bunny Needs You** – Fri 2 pm – GURPS 4th Bunnies and Burrows

GM: Warren Mook Wilson

An unfamiliar rabbit is in a most dire situation and needs your help! Can you survive the perilous journey and reach him in time? All PCs are rabbits in the vein of Watership Down - they can speak with one another, have their own society, and even use (very) rudimentary tools. Game assumes adult players, but children as (im)mature as the average con-goer are welcome. No GURPS experience needed.

**Spirit of 77 - The “Seeeekrit Adventure”** – Sun 2 pm – Spirit of 77 (AW Hack)

GM: David Kizzia

What are the Spirit of 77 Guys up to now? Why it’s a debut adventure that will be revealed just before game play. Character creation will take place just before game-time, all experience levels welcome (even if you’ve never played an RPG in your life.) Big laughs, thrills and groovy music guaranteed, come on over and try out the Spirit of 77!

**Stalking the City Fantastic** – Sat 9 am – Urban Shadows

GM: Denys Mordred

This summer’s Kickstarter hit is here - Urban Fantasy in the tradition of Dresden Files and the Magician’s Trilogy. Come play mages, vampires, fae, werewolves or immortals, representing various factions in Los Angeles, survive terrifying threats and determine the fate of those who have placed their trust in you. This is an easy-to-learn, fun rpg where being a supernatural creature is the least of your problems.

**Stargate Continuum** – Sun 8 pm – Free Mind

GM: Keyon Thomas

The Destiny may never return home. Atlantis has re-launched for a new expedition. Stargate Command continues to be the beacon for the remainder of the galaxy. Stargate Continuum is the story of what happens after the events of the three Stargate television shows. Explore the galaxy as a member of the SGC and make your mark.

**Star Trek** – Fri 2 pm – Fate/Atomic Robo The Roleplaying Game

GM: Morgan Ellis

Space: the final frontier. These are the voyages of the starship Potemkin. Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no one has gone before. Play classic Star Trek using the new Fate Atomic Robo The Roleplaying Game rules. Bold Action and Logical Science In Space!

**Star Wars Exiles** – Sat 8 pm – Free Mind

GM: Keyon Thomas

In 3681 BBY, a reconstituted Sith Empire, the survivors of the Old Sith Empire that lost the Great Hyperspace War over a thousand years earlier, return to the larger galaxy under the leadership of an immortal Sith Emperor and invade the Galactic Republic, sparking the Great Galactic War. Exiles takes place after the events of the MMORPG Star Wars: The Old Republic, and takes its events as cannon.

**SUNDOWNER Double Header** – Fri 8 pm – Mongoose Traveller

GM: CADave and Stork

The crew of the Sundowner has been hired to find some missing research. A creepy adventure just in time for the Fall. Will also include a bit of the Traveller character creation! NOTE: This game will share many elements with “Happy Jacks-PHREQE SHOW Double Header” IF YOU SIGN UP FOR ONE SKIP THE OTHER! Stork and CADave are trying out running a similar plot in 2 game systems!

**Super Action Team!** – Fri 8 pm – Bad Attitudes

GM: Jim Waters

It’s 1985. Russians have taken over a small American town. Are you action hero enough to take it back? Bad Attitudes is role playing game based on 1980’s Action Movies.

**Super Action Team! Encore!** – Sat 2 pm – Bad Attitudes

GM: Jim Waters

It’s 1985. Russians have taken over a small American town. Are you action hero enough to take it back? Bad Attitudes is role playing game based on 1980’s Action Movies.

**Supers Earth Alpha** – Fri 2 pm, Sat 8 pm – GURPS

GM: Vern Avaritt

Supers fight supervillains: There will be a number of scenarios and I will provide prepens for you.

**The \$6000 Movie** – Sun 2 pm – Protocol (Postworld Games)

GM: Mike Leader

This is about a dreadful B-movie that has languished for years before finally being released. Full of badly damaged film, missing scenes, and writing atrocities that should be illegal, this movie plays out like a glitter-stained collage of jigsaw pieces full of almost nonsensical characters drawn from a peyote-addled screenwriter. Will it be a success?



**The Best Laid Plans: Part I** – Sat 2 pm – Vampire: the

Masquerade 20th Anniversary Edition

GM: Kurt Hanna - Happy Jacks Listener

Vampires are a scheming, plotting, political lot, meticulously constructing their plans over years. And then some mortal has to come along and screw everything up. By a miraculous chain of accidents, Gavriolo Princip actually managed to shoot Archduke Franz Ferdinand, and a carefully constructed balance of power came crumbling down. Part 2 on Sunday do not need to sign up for both parts.

**The Best Laid Plans: Part II** – Sun 2 pm – Vampire: the

Masquerade 20th Anniversary Edition

GM: Kurt Hanna - Happy Jacks Listener

Vampires are a scheming, plotting, political lot, meticulously constructing their plans over years. And then some mortal has to come along and screw everything up. By a miraculous chain of accidents, Gavriolo Princip actually managed to shoot Archduke Franz Ferdinand, and a carefully constructed balance of power came crumbling down. Part 2 of two-part game do not need to sign up for both parts.

**The Carcass** – Fri 8 pm – The Carcass

GM: jim pinto

The Carcass is a roleplaying story game where players take on the roles of the last members of a dying post-apocalyptic tribe. The tribal leader is dead, the community in tatters, and the future a mystery. What will become of you in this barren wasteland? The Carcass is played over the course of three to eight hours (or more). Each player takes on the role of a character vital to the tribe, who believes himself or herself most capable of leading the tribe and surviving the hard conditions.

**The Carcass** – Sun 2 pm – The Carcass

GM: jim pinto

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**The City of Dread** – Sun 8 pm – Dungeon World

GM: Wes Otis

Come fight evil in the city of dread. This is a sound enhanced rpg game.

**The Dawn Mirror Chronicles: Elydrian Legacy** – Sat 2 pm – Free Mind

GM: Keyon Thomas

Elydria, is a land where magic is more than just myth, rather its a physical substance. It is the lifeblood of the world. It can be crafted into tools, weapons, and engines for vehicles. And it has started to disappear. Based on the novel series by A.R. Meyerling, The Dawn Mirror Chronicles: Elydrian Legacies is a game filled with epic combat, deception, betrayal, and suspense.

**The Glittering Trumpet of Kutaraja** – Fri 2 pm – Renegade

Jennys and Boilerplate Jacks: Steampunk Roleplaying in the World Atlantis Broke

GM: Josh Roby

Dutch airships blockade Kutaraja, the capital of the Sultanate of Aceh. At court, the vizier tries to hold things together while a scheming ambassador and nationalist revolutionaries prepare to exploit the looming invasion. And someone here had your crewmate assassinated. Now you and your crew arrive, determined to settle your own score in this escalating warzone. Surely nothing will go wrong.

**The Guns of Godsteel** – Sun 9 am – Laughing Moon Crossroads:

A Fantasy & Western Adventure set in the world of Laughing Moon

GM: Todd VanHooser

Ancient powers that had long slept in the Red Hill Mine have awakened and an unnatural darkness has settled over the region. Creatures of myth now stalk the land, and the adventuring party is sent on a desperate mission to find the one legendary gunslinger capable of putting an end to the nightmare—the fact that he’s been dead for twenty years is only one problem they’ll have to overcome.

**The King is Dead, Long Live... Me** – Sat 8 pm, Sun 9 am – A

World of Ice and Fire (Apocalypse World Hack)

GM: Holly Campbell

The Targaryen King Daeron III is dead, leaving no clear heir. Who will gain the crown? The daughter? The nephew? The bastard son? You? Or will you be the power behind the new ruler? No in-depth knowledge of canon required because we’ll probably ignore it.

**The Labor of Yendor** – Fri 2 pm, Sun 9 am – Savage Worlds

GM: Tomer Gurantz

High in the mountain passes, an intrepid group of adventurers seeks the entrance to a deep dungeon. Fight, sneak, and (insert verb here) your way to the bottom level, and retrieve the famed jewel: the Labor of Yendor. Oh ya, beware Kestrals, Ur-viles, and of course, the Jabberwock. A Legos miniature dungeon crawl, inspired by an ASCII dungeon crawl

**The Legacy of Oleander Falls** – Fri 8 pm – Free Mind

GM: Keyon Thomas

Oleander Falls is a city ran by the mob and corporations. The Oleander Falls you are about to enter, is a world of crime, deception, corruption, and the desperation of a city trying to keep its reputation while also spiraling out of control. Whether you choose to fight against crime, or fight for it, the choice is yours. But you need to watch your step regardless. You’re in Oleander Falls, now.

**The Middleman: The Catastrophic Crossover Consolidation** – Sun

8 pm – Fate/Atomic Robo The Roleplaying Game

GM: Morgan Ellis

When Timelines get all kablooeey. When Universes collide. There’s only one man to call. One man is charged by The Organization Too Secret To Know with defending the world against “threats infra-, extra-, and juxtaterrestrial”, The Middleman. But when the Multiverse is tangled into such a gosh-dinger of a Gordian knot O2STK might just need to call on the Middlemen. A dag-diggity of a chance to play The Middleman using Fate and Atomic Robo the Roleplaying game.

**The Plight of Plunder** – Sun 2 pm – Silver Seas / Asterisk World

GM: Rob Sanderson

A pirate’s life is full of adventure, especially when the loot you just pillaged is of special interest to every ship on the sea, and beyond. Capturing that merchant ship seemed so great at the time, but now you have to make it to port and find some schmuck to take the heat off you. Wait, is that /another/ black sail on the horizon bearing down on you... time to run out the long nines... again!

**The Quine Denouement** – Sat 8 pm – The Sprawl (PbtA)

GM: Hamish Cameron

“There’s a couple of ways this could go down, noob. Either you deliver the package as contracted, or any sorry fucker who cares about you can pick your genetic material out of the dust of this godforsaken place” “I like the third option.” “There is no -CLICK- - Fuck! All teams, engage!”

## RPGs

### **The Quine Experiment** – Sat 9 am – The Sprawl (PbtA)

GM: Hamish Cameron

The wind whips the cold black sea into a frenzy around the legs of the oil platform. No lights, at least not without vision enhancement. Thermo shows movement. Weak glows from bundled figures with far too much firepower. The hacker's feed is a blinding contrast a shining white pillar of light with vertical lettering. Quine Virtual Machines: powering your world. T-3 minutes.

### **The Quine Interface** – Sat 2 pm – The Sprawl (PbtA)

GM: Hamish Cameron

When the Sprawl's largest arcology goes dark and deploys lethal automated defence systems against everyone within a 1000 meter radius, everyone wants to know what's going on. Most of all the owners. Back in the old days they had a saying: "Make em pay when the sun shines." Yeah. Quine's over a barrel it's time to get paid.

### **The Suffering of Luminous** – Fri, Sat 8 pm – Mage: The Awakening

GM: Steven Rodriguez

A great time has come to the awakened community. Mages have been placed into various levels of the sleeper community, and are guiding them into an era of understanding and enlightenment. Through great efforts most of mankind's most obvious enemies have retreated to the shadows. Just as every bright light casts a shadow, there are those who would revel in the old ways. Mages are dying, but not before corrupting large swaths of sleepers, something must be influencing them in the background.

### **The Wolves of Cherry Creek** – Sat 9 am – Laughing Moon

Crossroads: A Fantasy & Western Adventure set in the world of Laughing Moon

GM: Todd VanHooser

Creek is a small establishment that lies just west of the border between the New Republic and the Federation. No cherry trees grow in this region, however. The name came about after a massive gun fight between settlers and soldiers of the Federation. The result was so bloody the streams ran red, or so say the survivors. Once again Federation lawmen have arrived in unwanted territory and the adventuring party is called on to keep the peace. But what's drawn the Federation back to a simple one-saloon town?

### **Urban Shadows - End Times** – Fri, Sun 2 pm – Powered by the Apocalypse

GM: Brian Poe

You know what's real. You know how dangerous and scary the world can be. Everyone goes about every day oblivious to the veiled reality and horror of everyday life. Things are changing... I'll see you there... Urban Shadows is an urban fantasy roleplaying game where you'll play characters struggling to survive in a dark urban environment drowning in supernatural politics.

### **Welcome To Night Vale** – Fri, Sun 2 pm – GURPS

GM: Michale Shupe

Become an intern for the radio station of the small desert town of Night Vale, featuring local weather, news, announcements from the Sheriff's Secret Police, mysterious lights in the night sky, dark hooded figures with unknowable powers, and cultural events. (Pregens provided but any 150pt/75 disad modern day relatively "normal" human will be considered if you want to play your own)

### **Welcome to Night Vale..Boardgame Club** – Fri 2 pm – Itras By

GM: William Carson

It is time for the monthly Night Vale Boardgame Club meetup at Night Vale Community College. The Club has long been a stepping stone for those seeking elected office or the power to summon beings from the stars. So if you thirst for power over your fellow man or want to have fun with your neighbors, join us! All hail the Glow Cloud! (<http://commonplacebooks.com/>)

### **Whitewash** – Sat 8 pm – Paranoia

GM: Ed Murphy

Greetings, citizen. This is The Computer. You are ordered to Briefing Room AB in Sector OID. There, you will be briefed for your next mission. This mission will not be dangerous. At all. You will enjoy it. Happiness is mandatory. Thank you for your cooperation.

### **Women's Prison of the Apes** – Sat 8 pm – Spirit of 77 (AW Hack)

GM: David Kizzia

What's the hardest thing about breaking into prison? ALL THE DAMN STINKING APES! Spirit of 77 brings you another thrilling mash-up of thrills, chills and 70's pop culture and galore with Women's Prison of the Apes. This adventure includes character creation, suitable for future use. Come by and try the grooviest RPG you'll ever play!

### **World of Zombies-First military contact** – Mon 9 am – GURPS

GM: James Freeman

First contact with the US military after the zombies first arrived. Will they be our salvation or something else? Pregens provided. Part of the GURPS tournament.

### **World of Zombies-Rescue mission** – Sat 8 pm – GURPS

GM: James Freeman

You have secured your base after 2 months of work, you have plenty of supplies. As you prepare to rest after the long winter working in the snow. You get a call from survivors at one of your safe houses and they don't have much time left if you don't hurry. Pregens provided. Part of the GURPS tournament.

### **Worth A Princess's Ransom** – Fri 8 pm – Princess: the Hopeful

GM: Maire Bourke

Could a visiting princess hold the key to defeating the forces of darkness? Or is she just one more pawn that must be protected?

### **WW2 Monster Squad** – Fri, Sun 8 pm – GURPS

GM: Vern Avaritt

A squad of, specialized American, Soldiers hunt Nazi monsters, Sorcerers, Vampires, Demons, Super Soldiers, Supervillains, and whatever else I want to throw at you. There will be several scenarios and I will provide pregens for you.

## About the Cover Artist



My name is Sierra Miller; as a 17 year old I am extremely happy to be welcome as this convention's guest artist. Growing up, art had always had a priority in my life, whether I realized it or not. I have lived with my grandparents since a young age. As a child I was terrible at expressing myself verbally in any way other than through anger back then, thus the only way I found to get all these emotions off of my back was through art.

Art followed me through elementary school, where we had art classes each week, and into high school, where I bonded with my art teacher and learned new things. Now, art IS my college experience, at The Art Institute of California, OC. Art has become more than just therapeutic to me over the years, it's become a passion that I wish to explore and improve, and use to benefit myself and others.



Meet the artist for a free sketch!

# ZAPPCON

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**OCTOBER 18-19**  
**VALDEZ HALL | FRESNO, CALIFORNIA**

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## Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 13 game categories:

Area Control / Influence	Auction / Bidding
Card	Collectible
Co-Operative	Deck / Pool Building
Dice Rolling	Family / Party
Rail / Route Building	
Resource / Hand Management	Traditional Card
Tile Placement	Worker Placement
Variable Player Powers	

The points earned will be based on the following grid:

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

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

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

For 2013 the winners are:

Jack Butler: Eric Downing  
 Area Control / Influence: Eric Downing  
 Auction / Bidding: Bruce Schlickbernd  
 Card Games: Lana Berman  
 Collectible Games: Michael Hetman  
 Co-Operative Play: Benjamin Leach  
 Deck / Pool Building: Renee Hammer  
 Dice Rolling: Holly Smith & Lana Berman  
 Family / Party: Mats Ecklund  
 Rail / Route Building: Todd Van Der Pluym  
 Resource / Hand Management: James Thomas & Matt Schwartz  
 Tile Placement: Eric Downing  
 Traditional Card: Dan O'Farrell & Winton Lemoine  
 Variable Player Powers: Bruce Schlickbernd  
 Worker Placement: Eric Downing

Strategicon Congratulates these fine gamers!



**STRATEGICON PRESENTS**

# Orcon 2015

February 13 - 16, 2015  
at the

## **Hilton Los Angeles Airport**

5711 West Century Boulevard  
Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$109 per night

Hope to see you there

Registration is \$50 before February 6  
or \$60 at the door.

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

## **STRATEGICON SCHEDULE**

<b>Convention</b>	<b>Dates</b>	<b>Location</b>
Orcon 2015	Feb 13-16	Hilton Los Angeles Airport
Gamex 2015	May 22-25	Hilton Los Angeles Airport
Gateway 2015	Sep 4-7	Hilton Los Angeles Airport
Orcon 2016	Feb 12-15	Hilton Los Angeles Airport
Gamex 2016	May 27-30	Hilton Los Angeles Airport
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orcon 2017	Feb 17-20	Hilton Los Angeles Airport
Gamex 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport



## Miniatures Painting Contest

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

### Categories

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

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

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

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

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

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

### Rules

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

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

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

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

### Our sponsors include:

Aberrant Games	ManaWerx
AEG	Mayday Games
Ape Games	Mayfair Games
Arcane Wonders	Minion Games
Asmodee	Northstar Games
Blue Panther	Osprey Publishing
Cannon Fodder Games	Out of the Box Games
Cold War Miniatures	One Small Step Games
Columbia Games	Paizo Publishing
Cryptozoic	Pegasus Hobbies
Days of Wonder	Privateer Press
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Fantasy Flight Games	Reaper Paints & Miniatures
Galaxy Press	Rio Grande Games
Gamecraft Miniatures	Sierra Madre Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Impact Miniatures	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
Inferno Games	Wizkids
LITKO Game Accessories	Zenoscope
Looney Labs	Z-Man Games

### Shopping

#### Dealer Room

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

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

Individuals found selling wares at 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 2014 Dealer Room Vendors:

Arcknight Games	Modest Games
Backpack Traders	Never Peak Games
Blocks Project LLC	Old Man Magic
Blue Panther LLC	Play 5
Calico Games	Quad Nine Art
Cardboard Arcade	Raiding Parties
Clear Horizon Miniatures	Seth's Games and Anime

Cleveland Kids  
Cock and Bull  
Dapper Devil  
Decision Games  
Fantization Miniatures  
Flying Buffalo  
Gamecraft Miniatures  
GMT Games  
Hogger Logger  
Hooks and Chains Adornments  
Laughing Moon  
Mirrorbox Games

Squirmey Beast  
Strategicon Marketing  
The Broken Token  
The Monstore  
Thou Shalt Game  
Victory Point Games  
Wargamma  
Warehouse  
Weekend Warrior  
Will Fincher  
Worlds War One

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.

## The Grid Game!

Upon receiving your badge at Registration, you will receive a Grid Game! participation sheet. 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, and so on and so forth. After they are able to present their information to you, they will stamp their assigned Grid for you. You do not need to have your grid sheet completely stamped. When you turn in your sheet at the Dealer Room HQ Booth, you will receive special raffle tickets according to how many stamps you did receive. There will be a drawing of 10 tickets on Sunday at 4 pm. 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 painted figures, artwork, games, etc. at this convention, you must buy either a Flea Market or Exhibitor table.

## Convention Seller Rules

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

## Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.

## Product Policy

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

## Notice from the State of California

If you do not have a seller's permit and are not an occasional seller you MAY NOT sell at this event. A temporary seller's permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.  
Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute an activity requiring the holding of a seller's permit. Occasional sellers are typically people who clear out their own garage and who sell those items.

## Game Auction

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

## Auction Registration Rules

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

## A Note About Lots

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

## Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

## Auction Buyer rules

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

## Convention Rules

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

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

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

## Convention Policy: Bonding

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

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

## Hilton Hotel Rules

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



## GameX 2014 Winners

Boardgame	1st Place	2nd Place	3rd Place
<b>18Xx #1</b>	Todd Van Der Pluym	Joe Gray	Bill Gallagher
<b>18Xx #3</b>	Jonathan Flagg	Todd Van Der Pluym	Joe Gray
<b>18Xx #4</b>	Joe Gray	Richard Heller	Erick Vallejos
<b>18Xx #5</b>	Todd Van Der Pluym	Joe Gray	
<b>7 Wonders Mega</b>	Zoe Van Fleet	Brian Symington	Steven Lee
<b>A Game Of Thrones 2Nd Ed</b>	Zhani Cohen	Richard Jankowski	Robin Fox
<b>A Study In Emerald</b>	Natalie Lambert	Marianne Gorczyca	David Mikkelson
<b>Acquire David Woolcott Memorial</b>	Lisa Buroła	Ben Jones	Sudro Brown li
<b>Agricola Finals</b>	Thomas Wallace	Joshua Nave	Kyle Greenwood
<b>Airships</b>	Renee Rose-Perry	Peter Meuter	Bradley Thomas
<b>Alien Frontiers</b>	Karen Haugland	Peter Sciretta	Roderick Lee
<b>Amazonas</b>	Walter Wichowski	Michael Arsollon	David Mines
<b>Attika</b>	Eric Downing	Darrell Stark	Ben Adams
<b>Battlesta Galactica</b>	Al Carpenter, Jeremy Langdon, David Scharf	David Scharf	
<b>Battlestations #1</b>	Caleb Robinson, Mark Robinson, Alex Baker, Jeff Sieder, Marty Watrous		
<b>Battlestations #2</b>	Michael Trupkin, John Perry, Alex Georges, Steven Rodriguez, Mario Acuna, Mark Christianscher		
<b>Blue Moon City</b>	Richard Matney	Darrell Stark	Peter An
<b>Bull Moose</b>	Fred Eyrich	Randall Bart	Robin Fox
<b>C. C. Higgins Rail Pass</b>		Trevor Bender	Sabrina Huyett
<b>California Gold</b>	Heather Greife, Matthew Bivens	David Ashworth, David Siskin	Chris Jenkins, Jeff Schwartz
<b>Castellan #2</b>	Alasdair Burton	David Ashworth	Brian Rush
<b>Castellan #3</b>	Nathan Demoura	Jason Demoura	Martin Padilla
<b>Category 5</b>	Jaye R	Darrell Stark	Lisa Buroła
<b>Caverna: The Cave Farmers</b>	John Clair	Jamie Bussio	Chris Johnson
<b>Chaosmos</b>	Connor Vassallo	Sam Vest	
<b>Concordia</b>	David Mines	Richard Heller	Todd Hatfield
<b>Cribbage</b>	Ray Gaer	Kimberly Shaver	Rick Lepore
<b>Cyclades</b>	Todd Hatfield	Nathan Demoura	Brian Rush
<b>Descent Journeys In The Dark 2Nd Ed</b>	Lindsay Johnson, Edward Tu, Mike Sesma, Keith Hammons, Tonas Dunaj, Jer Langdon, Marty Watrous, Alek Ornaf, Kimberly Mumford		
<b>Di Renjie</b>	Norv Brooks		
<b>Dixit</b>	Ben Ritter	Michelle Mills	Nathan Demoura
<b>Dominant Species</b>	Chad Kaplan	Brett Holbrook	John Clair
<b>Dominion</b>	Bruce Schlickbernd	Renee Hammer	Isaac Intner
<b>Donkey: It's A Kick!</b>	Alex Georges	Nikki Bryant	
<b>Dread Curse</b>	Jon Daneshgar	Michael Arsollon	Patrick Thompson
<b>Dream Factory</b>	Robert Patino	Darrell Stark	Rick Lepore
<b>Eclipse Finals</b>	Brad Parker	Joshua Beller	Eric Penick
<b>Eclipse Qualifier</b>	Joshua Beller	Matthew Weber	
<b>Empire Builder International Pot Luck</b>	Winton Lemoine	Paul Bonday	Jonathan Flagg
<b>Euphrat &amp; Tigris</b>	Darrell Stark	Ben Jones	Renee Rose-Perry

<b>Family Business</b>	Robert Moody	Bonnie Lee	Daniel Rush
<b>Firefly: The Game</b>	Greg Hultgren	Kimberly Gearhart	Chad Kaplan
<b>Flowerfall #1</b>	Brian Kumanchik	Cynthia Kumanchik	
<b>Flowerfall #2</b>	Richard Rodrigues	Heather Culler	Kimberly Shaver
<b>Flowerfall #3</b>	Bill Persaud	Jody Lam	Thong Phan
<b>Fluxx Players' Choice</b>	Aidan Rooney	Zhani Cohen	Robin Fox
<b>Formula D</b>	Matt Hyra	Andreas Pluchar	
<b>Fortress America</b>	Keith Jenkins	Darrell Stark	Marty Watrous
<b>Glory To Rome</b>	Robert Moody	Rick Lepore	John Oh
<b>Granada</b>	Jaye R	Jessamine Campbell	Brian Rush
<b>Hearts</b>	Rick Lepore	Jeff Crews	Kelsey Gaines
<b>Imperial</b>	Kyle Greenwood	Tom Finkle	Steven Buell
<b>Imperial 2030 #2</b>	Joshua Nave	Kyle Greenwood	Steven Buell
<b>Incan Gold</b>	Josiah Miljas	Larry Miljas	Tim Connolly
<b>Ingenious</b>	Darrell Stark	Jake Stringer	G Builta
<b>Karesansui: The Rock Garden</b>	Chris Rollins	Joe Lazaro	Jon Daneshgar
<b>King Of Tokyo #1</b>	Johnnie Lieske	Vincent Weibert	John Spence
<b>King Of Tokyo #2</b>	Chris Jenkins	Parker Sherman	Matthew Sarradet
<b>King's Ransom</b>	Jon Daneshgar	Joe Lazaro	Mark Mapes
<b>Kingdom Builder</b>	Tall Paul	Winton Lemoine	Sabrina Huyett
<b>Kingdom Of Solomon</b>	Darrell Stark	Minna Leigh	Touradj Mansouri
<b>Kingsburg</b>	Eric Downing, Rami Silverman	Joe Maes	
<b>Last Chance</b>	Rick Lepore	Matthew Sarradet	Robert Moody
<b>Liar's Dice</b>	Lisa Burolo	Robert Neff	Alex Georges
<b>Lifeboat #1</b>	Brian Rush	Richard Rodrigues	Stephen Stewart
<b>Lifeboat #2</b>	Rick Baptist	Richard Rodrigues	Rodrigo Torres
<b>Lifeboats</b>	Andrew Ma	Gabriel Wintner	Lester Dizon
<b>Lords Of Waterdeep</b>	John Clair	Winton Lemoine	Jonathan Flagg
<b>Love Letter #1</b>	Jenny Crews	Samantha Rains	Meridith Armstrong
<b>Love Letter #2</b>	Shea Jones	Erick Vallejos	Mark Hom
<b>Love Letter #3</b>	Elisa Vomocil	Meridith Armstrong	Jon Daneshgar
<b>Manila</b>	John Perry	Derak Morrell	Jason Demoura
<b>March Madness</b>	Rick Lepore	Stephen Stewart	
<b>Merchant Of Venus</b>	Robert Woodson	Dale Conklin	Roderick Lee
<b>Monopoly Deal #1</b>	Brandon Muller	Matt Wilkerson	Lea Vical
<b>Monopoly Deal #2</b>	Lea Vical	Eric Barron	Manuel Labis
<b>Monopoly Deal #3</b>	Bradley Thomas	Heather Greife	Jamie Bussio
<b>Monster Derby #1</b>	Holly	Daniel Rush	Sean Growley
<b>Monster Derby #2</b>	Darrell Stark	Walter Wichowski	Mario Campanile
<b>Mr. Card Game #1</b>	Martin Padilla	Dean Taylor	Alex Haley
<b>Mr. Card Game #2</b>	Allison Takahashi	Megan Takahashi	Yoshi Takahashi
<b>Munchkin #1</b>	Lindsay Johnson		
<b>Munchkin #2</b>	Bella Guo		
<b>Nexus Ops</b>	Darrell Stark	Kyle Greenwood	Robert Patino
<b>Ninjato</b>	Nicholas Scharpf	Michael Mckee	Jim Le
<b>No Thanks</b>	Shaun Bernard	G Builta	Eric Downing
<b>Nuclear War</b>	Brian Simmons		Bruce Schlickbernd
<b>Olympus</b>	John Perry	Ryan Davis	David Ashworth
<b>Paperback #1</b>	Daniel Ihlenfeldt	Bree Zimmerman	Jenny Chou

<b>Paperback #2</b>	Michael Rooney	Jim Le	Tamala Takahashi
<b>Perpetual Motion Machine</b>	Jaye R	Peter An	Peter Meuter
<b>Phase 10 #1</b>	Mary Taylor	Krysta Fryer	Bob Lamarre
<b>Phase 10 #2</b>	Clifford Bennett	David Ashworth	Daniel Rush
<b>Phase 10 #3</b>	Shaun Bernard	Lisa Burola	Nathaniel Taylor
<b>Pillars Of The Earth</b>	Darrell Stark	Mike Hanson	Eric Downing
<b>Pizza Theory</b>	Megan Takahashi	Buskirk	
<b>Poker: 7 Card Stud</b>	Vincent Fryer	Jeff Becker	Samantha Burkes
<b>Poker: No Limit Hold'em</b>	Solomon Chang	George Caceres	Winton Lemoine
<b>Poker: Omaha 8</b>	Jenn Van Persaud	Jeff Becker	Scott Samarel
<b>Power Grid</b>	Robert Neff	Todd Van Der Pluym	Bootsie Brenner
<b>Power Grid World Tour: Benelux</b>	Robert Neff	Kyle Greenwood	Randall Bart
<b>Power Struggle</b>	Ben Jones	Alex Haley	Stephen Stewart
<b>Puerto Rico</b>	Ryan Gan	Ozgun Tumer	Nat Chesy
<b>Quest For Middle Earth</b>	Alfonso Weilbach	Mike Sesma	Andrew Leigh
<b>Qwirkle</b>	Joman Diec	Lisa Burola	Alysia Chang
<b>Race For The Galaxy 2 Player</b>	David Zevin	Jeff Becker	Elisa Vomocil
<b>Rasputin</b>	Eric Downing	Peter An	
<b>Relic</b>	Eugene Tanke	Michael Mckee	Dennis Gleeton
<b>Revolution #1</b>	Andreas Pluchar	Samantha Burkes	
<b>Revolution #2</b>	Todd Hatfield	Eric Downing	Nathan Demoura
<b>Ricochet Robots</b>	Lumin Sperling, Roderick Lee		
<b>Risk Express</b>	Daniel Rush	Jon Daneshgar	Bradley Thomas
<b>Saint Petersburg</b>	Todd Van Der Pluym	Martin Bowers	Erick Vallejos
<b>Seasons</b>	Mike Sesma	Nat Chesy	Shea Jones
<b>Settlers Of Catan Cwc Finals</b>	Chris Buskirk	Hamish Dean	Buskirk
<b>Seven Sisters #1</b>	Shea Jones	Thomas Acuna	Jon Daneshgar
<b>Shadows Over Camelot</b>	Natalie Lambert	Andrew Leigh	Patrick Thompson
<b>Skip Bo</b>	Jaye R	Christopher Lee	Lauren Racah
<b>Small World Invaded</b>	Vincent Weibert	Jenn Van Persaud	Richard Rodrigues
<b>Space Cadets: Team Vs Team #1</b>	Patricia Liu, Brian Douglass, Brett Holbrook, Vincent Fryer	Keith Hammons, Robin Fox, Rex Lorenzo, Dan Carpiuc, Brandi Hammons	
<b>Star Trek Catan</b>	Heather Greife	Andrea Onukwubiri	Chris Jenkins
<b>Star Trek Deck Building Game: Tos</b>	Renee Hammer	Dave Gerson	Albert Park
<b>Star Trek: Fleet Captains</b>	John Liddy	Jim Foster	
<b>Stone Age</b>	George Caceres	Walter Wichowski	Stephen Stewart
<b>Suburbia</b>	Rodrigo Torres	Tyler Hanson	Natalie Lambert
<b>T'zolk'in: The Mayan Calendar</b>	Bruce Schlickbernd	Thomas Wallace	Zhani Cohen
<b>Takenoko</b>	Nathan Demoura	Joe Lazaro	Brian Rush
<b>Talisman</b>	Leonard Lopez	Bruce Ballard	David Darnell
<b>Terra Mystica Finals</b>	Thomas Wallace	David Zevin	Chris Johnson
<b>The Adventurers</b>	Robert Neff	Ivan Demoura	Daniel Rush
<b>The Castles Of Burgundy Finals</b>	Patricia Liu	Jonathan Flagg	Sean Growley
<b>The Resistance #1</b>	Brian Rush	Patrick Thompson	Jenny Chou
<b>The Scepter Of Zavador</b>	Todd Van Der Pluym	Alex Georges	Scott Samarel
<b>Thurn &amp; Taxis</b>	Scott Samarel	John Clair	Darrell Stark
<b>Tichu Finals</b>	Jenn Van Persaud, Bill Persaud	Jeff Becker	Elisa Vomocil
<b>Ticket To Ride National Championship Finals</b>	Jaye R	Buskirk	
<b>Tide Of Iron</b>	Keith Jenkins	Edward Tu	

<b>Titan</b>	Eric Downing	Alasdair Burton	Robert Woodson
<b>Titanic: The Board Game</b>	Dang Nguyen	Samantha Burkes	Kyle Greenwood
<b>To Court The King</b>	Jaye R	Samantha Ihlenfeldt	Richard Potthoff
<b>Tokaido</b>	Marvin Fajardo	Lea Vical	Brandon Muller
<b>Turn The Tide</b>	John Perry	Ivan Demoura	Robert Neff
<b>Twilight Imperium 3Rd Ed Expansions #1</b>	Paul Luebbers	Ben Jones	Martin Bowers
<b>Two Rooms And A Boom #1</b>	Blue Team	Red Team	Grey Team
<b>Two Rooms And A Boom Advanced #1</b>	Blue Team	Red Team	
<b>Two Rooms And A Boom Advanced #2</b>	Richard Jankowski	Rebecca Scott	
<b>Uno #1</b>	Sallan Griffin	Mary Taylor	Laura Fitzgerald
<b>Uno #2</b>	Lewis Day	Mary Taylor	Naseem Zubi
<b>Uno #3</b>	Mary Taylor	Naseem Zubi	Samantha Jones
<b>Uno #4</b>	Jaye R	Samantha Jones	Mary Taylor
<b>Vampire: Dark Influences</b>	Dean Taylor	Jack Sokol	Kimberly Mumford
<b>War On Terror</b>	Rodrigo Torres	Ken Cho	Lisa Buroala
<b>Werewolf #1</b>	Rik Panero	Jake Z	Davis Gee
<b>Werewolf #2</b>	Ian Foutz		
<b>Werewolf #3</b>	Joseph Meeks	Benton Redmann	
<b>Werewolf #7</b>	Romel Benito		
<b>Werewolf #8</b>	Sallan Griffin		
<b>Yahtzee Free For All #1</b>	Vincent Fryer	Martin Padilla	Eric Downing
<b>Yahtzee Free For All #2</b>	Lea Vical	Deanna Conn	Vincent Fryer
<b>Yahtzee Free For All #3</b>	Mary Taylor	Pearl Brinkley	Diane Haley
<b>Yspahan</b>	Renee Hammer	Patrick Dickson	Rick Lepore
<b>Zombies!!!</b>	Parker Sherman	Vincent Weibert	David Ashworth
<b>Collectibles</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Android: Netrunner</b>	Alek Ornaf	Matt Gray	Johnnie Lieske
<b>Android: Netrunner</b>	Shaun Ito	Alek Ornaf	Jackson Sauthoff
<b>Android: Netrunner</b>	Alek Ornaf	Shaun Ito	Liz Baker
<b>Ascension: Chronicle Of The Godslayer</b>	Diane Grotjohn	Angharad Caceres	Melissa Weiss
<b>Ascension: Chronicle Of The Godslayer #2</b>	Maria Rodriguez	Ozgun Tumer	Angharad Caceres
<b>Bring Your Own Pack (Byop) Circle Of Doom</b>	Michael Arsollon	Ed Zeamba	Matthew Fox
<b>Exodus The Trading Card Game- Sealed Deck Tournament</b>	Chuck Watson	Jon Brown	Elizabeth Ritchie
<b>Highlander Tcg Regional Type 1</b>	Geoff Colman	Jeff Smorey	Victor Bugg
<b>Highlander Tcg Type 2 Regional</b>	Jeff Smorey	Jeffrey Carter	John Paiva
<b>Mage Wars</b>	Lester Dizon	Alan Wilcox	Evan Barda
<b>Mage Wars Free For All</b>	Eli Miljas	Josiah Miljas	Alan Wilcox
<b>Magic: The Gathering - Secret Alliances (Pauper Format)</b>	Bella Guo	Isaac Intner	Matthew Fox
<b>Magic: The Gathering - The Horde</b>	Steven Lee	Max Loze	Matthew Fox
<b>Magic: The Gathering Friday Night Magic</b>	Isaac Intner	Steven Lee	Joe McCleskey
<b>Magic: The Gathering Keith Aldrich Pauper Highlander Tourney</b>	Michael Arsollon	Greg Wagstaff	David
<b>Magic: The Gathering Mini-Master Tournament</b>	Vincent Fryer	Skyler Caceres	Oliver Caceres
<b>Magic: The Gathering Sealed Deck Tournament #1</b>	Isaac Intner	Matthew Fox	Steven Lee
<b>Magic: The Gathering Sealed Deck Tournament #2</b>	Isaac Intner		Matthew Fox
<b>Marvel Dice Masters: Avengers Vs. X-Men</b>	Matthew Robinson	Johnnie Lieske	Justin Leyva
<b>Mecg Constructed Deck</b>	Larry Page	Gene Berry	Michael Canlas

<b>Mecq: Arda</b>	Beren Canlas	Augustus Saunders	
<b>My Little Pony Ccg #1</b>	Alex Georges	Crystal Cellian	Tabby Caceres
<b>My Little Pony Ccg #2</b>	Kyle Ginn	Alex Georges	Theresa Ginn
<b>Pirates Pocketmodel "Dynamic Duo Tournament"</b>	Oliver Caceres	Bradán Farr	Caitlynn Farr
<b>Pirates Pocketmodel: Sink-N-Keep "Godzilla"</b>	Thomas Farr, Michael Arsollon	Bradán Farr, Oliver Caceres	Skyler & Salvador Caceres
<b>Pokemon #2</b>	Charlotte	Cameron Takahashi	
<b>Puzzle Strike</b>	Dean Taylor	Aj Harris	Patrick Thompson
<b>Quarriors</b>	Dean Taylor	Daeja Crowell	
<b>Rune Age: Rune War</b>	David Moskowitz	Adam Hanson	Dennis Bernardo
<b>Shadowfist Beginner - Final Brawl - Prizes!</b>	Ryn Watkins	Robert Woros	Patrick Roach
<b>Shadowfist Beginner - Final Brawl - Prizes!</b>	Robert Woros	Patrick Roach	Ryan Watkins
<b>Star Trek Attack Wing: "100Pt Faction Specific"</b>	Fred Eyrich	Malcolm Hee	Nick Chavez
<b>Star Trek Attack Wing: "The Last Battle Of Deep Space 9"</b>	Fred Eyrich	Joey Vigil	Nick Chavez
<b>Star Trek Attack Wing: "The Tholian Web Episode"</b>	Nick Chavez	Frank Yuan	Braden Boe
<b>Star Wars Minis "Escape From The Death Star"</b>	Andre Bashay	Kyle Trujillo	Mel Campbell
<b>Star Wars Minis "Sealed Booster Draft Battle Royal"</b>	Andre Bashay	Kyle Trujillo	Melaine Campbell
<b>Tanto Cuore</b>	Michael Arsollon	Chuck Watson	Dean Taylor
<b>Vtes Constructed Tournament - Jann Berger's "Q" Is For Quickness</b>	John Mcglynn	Preston Poulter	
<b>Vtes Constructed Tournament - Jann Berger's "S" Is For Sideslip</b>	Brandon Haas	Fred Scott	
<b>Vtes Constructed Tournament - Southwest Regional Championship- Jann Berger's "R" Is For Rampage</b>	John Mcglynn	Aaron Clark	
<b>What's Your Yugioh Iq?</b>	Kevin Kollman	Alex Tearse-Doyle	
<b>Wizards Of C*ckblock</b>	Greg Wagstaff	Al Carpenter	Brandon Weiss
<b>Worlds War One</b>	Austin Diver	Matthew Perez	Marcus Walker
<b>Yugioh Tournament</b>	Jeremiah Alinea		
<b>Yugioh Tournament</b>	Bailey Saathoff	Kevin Kollman	
<b>Yugioh Tournament</b>	Manman Crowell	Cedric Snow	Brad Saathoff
<b>Yugioh Tournament</b>	Ben Fienstone	Marcus Jackson	
<b>Yugioh Tournament</b>	Ben Fienstone	Bailey Saathoff	Jennifer Blaauw
<b>Yugioh Tournament</b>	Ben Fienstone	Bailey Saathoff	Kevin Kollman
<b>Yugioh Tournament Enter The Shadow Realm Extravaganza!</b>	Ben Fienstone	Caitlynn Farr	Bradán Farr
<b>Computer Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Call Of Duty: Free For All</b>	Malaclypse	Kris Freeman	Calvin Sheen
<b>Cod Bo Zombies Co Op</b>	Cain Eshbach	Robert Steigerwald	Melvin Guerrero
<b>Hearthstone Base Duels #1</b>	Reza Lackey	Joman Diec	
<b>Iron Block Challenge</b>	Vincent Fryer	Jake Z	Jake Stringer
<b>League Of Legends - Shadow Isles</b>	Malaclypse, Nat Chesy, Jacob Hill		
<b>Mario Kart Wii</b>	Alaric Burgess	Aj Harris	Hayden Decker
<b>Super Smash Bros. 2</b>	Sam Udvardi	Archer Emnich	Alex Callenback
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>40K Ironman Tournament</b>	Raul Guzman		
<b>40K Rogue Trader Tournament</b>	Mario Acuna		
<b>40K Team Tournament</b>	Raul Guzman, Matt Williams	Ian Foreman, Brandon Parker	
<b>Battletech - Circle Of Death</b>	Eric Aune	David Selby	Andrew Kissner

<b>Bolt Action Tournament</b>	Ilan Mitchell-Smith	Chris Mazourek	Frank Vassallo
<b>Circus Maximus</b>	Belle Ippolito	Elijah Suarez	Ken Barnard
<b>DzC Tournament 1250 Points</b>	Chris Mazourek	Greg Mazourek	Zachary Hill
<b>Hmgs-Psw Presents Warhammer Ancient Battles Open Tournament</b>	Mark Nickolson	Larry Stehle	
<b>Super Dungeon Explore Arena Tourney</b>	Phill Howard	Lester Dizon	Jason Hickle
<b>This Is War! Demo</b>	Keith Jenkins	E Haley	
<b>This Is War! Demo</b>	Jason Saintjohn	Klaus Scharpf	
<b>X-Wing Epic Giveaway Tournament</b>	Malcolm Hee	Dan Driscoll	Nick Chavez
<b>Painting Contest</b>	<b>1st Place</b>		
<b>Best Of Show</b>	Nick Morrow		
<b>Fantasy Large</b>	Kaitlyn Pickett		
<b>Fantasy Single</b>	Kaitlyn Pickett		
<b>Historical Single</b>	Jesse Boyens		
<b>Historical Unit</b>	Mark A. Nickolson		
<b>Sci Fi Large</b>	Blake Leigh		
<b>Sci Fi Single</b>	Nick Morrow		
<b>Sci Fi Unit</b>	Frank Vassallo		
<b>Strategikids</b>	Sullivan W.		
<b>Game Shows</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Super Press Your Luck</b>	Stad St. Fleur	Chris Ngoon	Samantha Ihlenfeldt
<b>Wheel Of Fortune After Dark</b>	Jason Saintjohn	Chris Ngoon	Shawna Leader
<b>Cards Against Humanity</b>	Lauren Racah	Melissa Weiss	
<b>War Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Axis &amp; Allies</b>	Dale Conklin, Tim Towery	Tim Towery	
<b>Battle Cry – Gettysburg -Tournament</b>	Bruce Ballard	Maximilian Krochman	
<b>Command And Colors: Napoleonic</b>	Eugene Massimo		
<b>Frederick</b>	Chuck Collins	Eugene Massimo	Terry Newton
<b>Maria</b>	Terry Newton	Joe McCleskey	
<b>Sails Of Glory- Tournament</b>	Terry Newton	Rita Green	Don Collins
<b>Virgin Queen (Campaign Tournament)</b>	Matt Elstein	Matt Eagleson	Kurt Keckley
<b>Memoir '44 Overlord</b>			

## A Word (or two) from the Con Man

*Purple haze all in my brain  
lately things don't seem the same.*

After nearly a half century of having a physical home down here in Southern California it's no longer the case that I do.

Well, except for three weekends a year.

After doing this for 34 years I guess I can rightfully call these cons home. Man, you are one loud set of visitors.

Of course, I'm not the only one that thinks of these cons as "home," which is why so many of us are so passionate about them. In laws, maybe? Roommates in any case I guess.

So every time I have trouble getting enthused (I quit getting "psyched" when i was about 17) about working on getting the con ready I remember how much this place is and has always been home to me. My poor kids....

**60**

## We keep getting larger

As I write this with over a day still to go until preregistration closes we're well above any Gateway we've ever put on in terms of pre reg's. We're above every Orcccon except this year's and we might just beat that.

We've sold out the hotel the last three (including this) shows and that's with an increased room commitment over prior years.

Bigger is not always better. But with proper planning it can be. We've got ideas to further enhance the convention experience, some of which we just simply couldn't do when we were smaller because we didn't have the resources

So welcome home. I'm just thankful someone here does the dishes.

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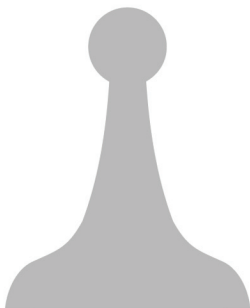


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