

STRATEGICON

GATEWAY

LOS ANGELES 2018

JACOB ROMEO

Aug 30-Sep 2

Guest of Honor Vlaada Chvátil

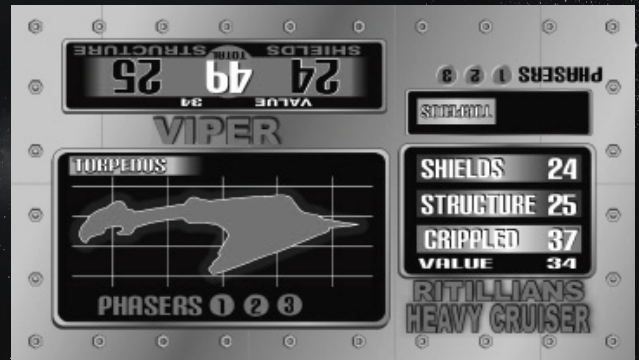


STARSHIP COMMAND

3RD EDITION

A fast-paced card game of starship combat
Blow your enemies to spacedust or board their ship
and take control of the battle

Starship Command is a game of ship-to-ship combat that uses cards to represent ships, damage from ships' weapons, and other possible ship actions. The objective of the game is to destroy or capture your enemies' ships while preserving your own fleet. In the basic game each player will have a random mixture of different ships from four or six different races, while in the campaign game a player or team command one race.



2 to 10 players, ages 10 and up

Playing time 45 to 90 Minutes with basic game,
up to 2 hours with expansion

Easy to learn — Never the same game twice

Both Starship Command and
Starship Command II in one box

Same Great Game – Great New Look

Available at your local game and
hobby shops from Alliance Distribution

Also on sale in the dealer room
at the Strategicon table

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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, you can also get information from 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 Dan O'Farrell
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 Shawn Hendrix Mei Dean Francis
Seminars & Movie Room	Nick Chavez
Library & Guests	Eric Burgess
Lots of Stuff	Michael Fryer Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Renee Rose-Perry
Quartermaster	Ken Barnard

Welcome

Strategicon welcomes you to Gateway 2013. 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

Medium - \$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.

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A Guide to Gateway 2013 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 for updates & announcements during the con!

Gateway 2013 Guest of Honor

Vlaada Chvátíl



One of the most innovative and varied board game designers of the modern age. His games range from longer, deeply strategic eurogames to clever real-time family games, and even party games. He is probably most famous for International Gamers Award winner *Through the Ages*, *Space Alert* (special *Spiel Des Jahres* winner for innovation), *Dungeon Lords*, *Mage Knight*, and the SDJ-recommended *Galaxy Trucker*. He is also one of the folks responsible for Czech Games Edition, a publisher that is responsible for many of the best and most popular games of recent years, including the hit from last year, *Tzolk'in*. Vlaada is excited to come play games with his Western US fans at Gateway 2013. Please join us for his Q&A session at 7 pm on Friday, August 30 in the theater upstairs.

VLADA-THON AT GATEWAY 2013

The Vlaada-thon is simple - all weekend long, play games designed by and do activities related to our Guest of Honor, Vlaada Chvátíl, and you will score points towards winning the Vlaada-thon!

Get points for playing any of Vlaada's games and more for winning, points for Tweeting with the hashtag #Gateway2013 with pictures of Vlaada, buying his games in the Dealer Room, and a nice bonus for coming to his Q&A on Friday night at 7pm.

Report all of these activities to the Boardgame Library and if you register at least two Vlaada-games/actions, you get a prize! Prizes are picked up in the Dealer Room and are first-come, first-served. Good while supplies last and one per registered attendee.

The top point scorers will win big dealer bucks and game prizes to be awarded on Sunday night with the Play to Win Events at the Library. Official rules at the Boardgame Library.

About the Artist

Jacob Romeo Lecuyer

I'm an illustrator and commercial art instructor. I teach topics to aspiring commercial artist such as character and object design, anatomy, color theory and digital painting. My work has appeared in *Spectrum: The Best in Contemporary Fantastic Art* and more recently in *Steam Punk: The Beginning*. I am currently working on 3 illustrated books and have just finished an E-book titled "Headsup!" featuring my take on popular characters from the world of popular fiction in books, games, and film. You can view more of my work and download a free copy of my new book at: Jacobromeo.com



And there's T-Shirts too!

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

All sizes from S to 4XL.

Both Men's and Women's shirts.

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

Fri, Aug 30

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
12 Noon	1	Imperial Gaming 101 Event		B	B
	8	Twilight Imperium 3rd Variant DEMO Demo		B	B
	4	Fluxx DEMO Demo		A	B
	1	Liar's Dice Small		E	B
	1.5	Food Fight		A	C
	6	Miniatures Table Top skirmish Game In Her Majesty's Name		A	M
	12	Living Forgotten Realms - D&D 4e EPIC4-3 Dark Hearts of Madness (lvl 26)		A	R
1 pm	2.75	Imperial Event		A	B
	3	Amun Re Small		E	B
	4	Fluxx the Board Game DEMO Demo		A	B
	4	Spare Parts DEMO Demo *		A	B
	2	20th Century Event		A	B
	8	Twilight Imperium Qualifier Event		E	B
2 pm	1	King's Ransom DEMO Demo *		B	B
	1	Poison Event		B	B
	1	Space Alert Gaming 101 Event	Santa Rosa	B	B
	1	Anomia Party Edition Event		B	B
	1	If Only I Had... DEMO Demo		B	B
	2	18xx Gaming 101 Event		A	B
	4	Railroad Tycoon Small		E	B
	3	Hawaii Tournament		E	B
	1	Mage Wars Gaming 101		A	C
	4	Carbon Skies Carbon Skies	200B	A	R
	4	Dungeon World The Lost Temple-City of Xtylos	200A	A	R
	4	Fate Core F4: Escape from the City of the Doomed	206A	A	R
	4	GURPS 4th GURPS: Dungeon Fantasy - Requiem	201A	A	R
	4	GURPS Aspire- The missing mage	205B	A	R
	4	Living Forgotten Realms - D&D 4e CORE5-3 Lost Refuge (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-7 Broken Light (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e MYRE4-1 Jungle Japes (lvl 1-10)		A	R
	5	Pathfinder 4_22: Halls of Dwarven Lore (Level 5-9)	110	A	R
	5	Pathfinder 51: The City of Strangers_Part I: The Shadow Gambit (Level 1-7)	110	A	R
	5	Pathfinder 5-02: The Wardstone Patrol (Level 3-7)	110	A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
3 pm	1	Journey Stones DEMO Demo		B	B
	2	Memoir '44 Event		A	B
	1	Turn the Tide Event		A	B
	4	Space Alert Small	Santa Rosa	E	B
	2	Dice Age DEMO Demo *		A	B
	2	20th Century Event		A	B
	2	Alhambra Tournament		E	B
	2	Pirates Pocketmodel "Are you the Werewolf?"		A	C
	5	Mage Wars		A	C
	3	Anima Tactics Demos		A	M
4 pm	4	Boss Monster DEMO Demo		A	B
	3	Letters From Whitechapel Event		B	B
	1	Yahtzee Free for All Small		E	B
	4	Settlers of America Trails to Rails Tournament		E	B
	1	Tzolk'in: The Mayan Calendar Gaming 101 Event		A	B
	2	The Spoils		A	C
	6	Mein Zombie Bubba's BBQ		A	M
5 pm	2	Ars Victor Sponsored		A	B
	1.5	Medici Small		A	B
	3	Priests of RA Small		A	B
	1	Love Letter Gaming 101 Event		B	B
	4	Little Red Riding Hood: Full Moon Rising DEMO Demo		A	B
	2	Santiago de Cuba Event		B	B

Friday

Fri, Aug 30

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	7	Another Stupid Block Game Event		A	B
	1	Lords of Waterdeep Gaming 101 Event		B	B
	3	Tzolk'in: The Mayan Calendar Tournament		E	B
	4	Dealers Room Opens! Dealers Room Opens!		A	G
	5	Monster Island Action RPG Godzilla Monster Island		A	M
6 pm	4	Fortress America Small		E	B
	1	Bang! Gaming 101 Event		B	B
	2	Love Letter Small		E	B
	2	Phase 10 Small		E	B
	1	Battlestar Galactica Gaming 101 Event		B	B
	4	Syrtris DEMO Demo		A	B
	3	Lords of Waterdeep Big		E	B
	2	Firewall *		A	C
	.1	Raffle Drawing	Dealer Room	A	G
	2	Bring your own Open Gaming		A	M
	6	Dreadball Dreadball Demos		A	M
	4	X-Wing Miniatures X-Wing Demo and Open Play		A	M
	1	PC Super Hexagon		A	V
	1	Xbox 360 Devil May Cry - Bloody Palace		A	V
	1	Xbox 360 Geometry Wars 2		A	V
	1	Xbox 360 Spelunky Gold Run		A	V
7 pm	5	Age of Empires III Tournament		E	B
	2	Ars Victor Sponsored		A	B
	2	Bang! Small		E	B
	1.5	Guildhall Event		A	B
	4	Battlestar Galactica Small		E	B
	2	DC Comics Deck Building Event		A	B
	4	Maria Tournament		A	B
	1	Troyes 101 Event		B	B
	6	Flames of War La battaglia di Bir al Franca		A	M
	4	Living Forgotten Realms - D&D 4e CORE5-8 The Dantalien Maneuver (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e PREQ5-1 Edge of Justice (lvl 1-10)		A	R
	2	Family Feud	103	A	S
	1	Q&A with Guest of Honor Vlaada Chvatil *	Seminar	A	S
8 pm	4	How to Build an Elder God DEMO Demo		A	B
	1	Race for the Galaxy Gaming 101 Event		B	B
	0.5	Two Rooms and a Boom Event		A	B
	4	Settlers of Catan Cities & Knights Tournament		E	B
	3	18xx Qualifier Event		E	B
	1	Long Shot Event		A	B
	3	Pantheon Kingdoms DEMO Demo *		B	B
	1	Terra Mystica 101 Event		B	B
	4	Troyes Small		B	B
	2	World of Warcraft TCG: Quests & Raids		A	C
	2	Flea Market Flea Market		A	G
	.1	Raffle Drawing	Dealer Room	A	G
	4	Battletech (and Mechwarrior) Battletech!		A	M
	4	AD&D Or die trying.....	200B	A	R
	4	Alternity - Dark Matter Exit 23	204A	B	R
	4	Fate Accelerated Edition Star Trek: To Boldly Go	205C	A	R
	4	GURPS Project ASPIRE: 2025	205B	A	R
	4	GURPS SPANC: Space Pirate Amazon Ninja Catgirls!	204B	A	R
	3	George's Children George's Children	202B	A	R
	4	Our Last Best Hope Our Last Best Hope	202A	B	R
	5	Pathfinder 01-32 Drow of the Darklands (7-11)	110	A	R
	5	Pathfinder 4_26: The Waking Rune (Level 7-11)	110	A	R
	5	Pathfinder 52: The City of Strangers_Part II: The Twofold Demise (Level 1-7)	110	A	R
	5	Pathfinder 5_03: The Hellknight's Feast (Level 5-9)	110	A	R
	4	Pathfinder TPK 2.0 - Die Hard	201A	A	R
	4	Shadowrun 5th Edition The Briefcase	206A	B	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
	4	Survivors: the Apocalypse Outbreak at the Con (PLAYTEST)	205A	A	R

Friday

Friday

Fri, Aug 30

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Tales from The Floating Vagabond Can't Afford to Miss!	201B	A	R
	3.5	The Adventurer's Arts The Lighthouse at the End of the World	203A	A	R
	4	The Queen's Cavaliers The Queen's Cavaliers: Royal Hunt	200A	A	R
	4	The Sprawl The Dark Zone	203B	A	R
	4	Wild Talents/O.R.E. Tongue-in-Cheek Superheroes	201C	A	R
	3	iO West's Nerd Comedy Showcase	Seminar	A	S
9 pm	2	Innovation Event		E	B
	4	Race for the Galaxy 2 Player Big		E	B
	2	King of Tokyo Small		E	B
	3	Werewolf Event		A	B
	4	Terra Mystica Small		E	B
	0	Dealer Room Closes Dealer Room Closes		A	G
10 pm	2	Uno Small		E	B
	1	The Resistance Event		A	B
	2	Quarriors! Small		E	B
	3	Euphrat & Tigris Small		E	B
	2	Ingenious Small		E	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

Sat, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	4	Dungeon Roll Delve-A-Thon Event		A	B
	4	Advanced Werewolf Event		E	B
	3	Werewolf vs Vampires Event		A	B
	4	S/Lay w/Me S/Lay w/Me x3	200A	A	R
	2	Midnight Movie #1	Seminar	A	S
2 am	4	Merchant of Venus 2nd Ed Event		A	B
3 am	3	Werewolf Event		A	B
8 am	5	Pathfinder 4_01: Rise of the Goblin Guild (Level 1-5)	110	A	R
	5	Pathfinder 4_20: Words of the Ancients (Level 7-11)	110	A	R
	5	Pathfinder 4_23: Rivalry's End (Level 3-7)	110	A	R
	5	Pathfinder 5_03: The Hellknight's Feast (Level 5-9)	110	A	R
	5	Pathfinder Module: We Be Goblins! (Level 1-2)	110	A	R
9 am	12	Advanced Civilization The Expansion Project DEMO Demo		B	B
	12	Axis and Allies Qualifier Event		E	B
	2	Finca Event		A	B
	8	Through the Ages Event		E	B
	1	Love Letter Gaming 101 Event		B	B
	1	Stones of Fate Event		A	B
	2	A Game of Thrones LCG		A	C
	8	Warhammer 40K 6th Edition Warhammer 40K Rogue Trader Tournament		A	M
	4	13th Age Crown of the Lich King: Prisoner of Roachdale/Sleeping Dragons		A	R
	4	Call of Cthulhu Into the ground	206A	A	R
	4	D&D Next Confrontation at Candlekeep		A	R
	4	Danger Patrol March of the Mutant Mars Monkeys	205A	A	R
	4	Doctor Who AiTaS Time War: Battle of Olympus	203B	A	R
	4	FATE Accelerated Edition Freeport - Under the Waves	205C	A	R
	4	Fate Accelerated IOU: Freshthing Orientation!	203A	A	R
	4	GURPS Equestria: MLP FIM	202A	A	R
	4	GURPS GURPS: Gaslamp	204 A&B	A	R
	4	GURPS 4th Ed The Warlord's Emissaries	201B	A	R
	4	GURPS Aspire- The missing mage	205B	A	R
	4	Hero System 6th Ed. Everybody Hates Talmart	200A	A	R
	4	Hero System 6th Edition Gods Among Us	201A	A	R
	4	Living Forgotten Realms - D&D 4e SPEC5-3 What Distant Skies (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e SPEC5-4 Sky's Favor (lvl 11-20)		A	R
	4	Shadowrun Missions CMP 2013-01 Dragon's Song 1 - Jailbreak Rock		A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R

Saturday

Sat, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	The Regiment Mission Boston	202B	A	R
	4	Wild Talents Kimi's School of Witchcraft & Wizardry	201C	A	R
9:30 am	9	Dealers Room Opens! Dealers Room Opens!		A	G
10 am	1	Imperial 2030 Gaming 101 Event		B	B
	2	Love Letter Small		E	B
	3	Rasputin DEMO Sponsored *		B	B
	2	Uno Small		E	B
	5	Descent Journeys in the Dark 2nd Ed Event		A	B
	4	Dungeon Roll DEMO Demo		B	B
	1	Titan Gaming 101 Event		B	B
	0.5	Thieves! Demo *		A	B
	5	Merchants & Marauders Tournament		E	B
	1	Terra Mystica Gaming 101 Event		B	B
	11	Virgin Queen (Campaign Tournament) Tournament		E	B
	3	Alien Frontiers Small		E	B
	1	Pokemon Workshop		A	C
	1	Yugioh! Workshop		B	C
	2	Firewall		A	C
	6	Black Powder Napoleon on the Ropes		A	M
	6	Bolt Action Bolt Action 750 Point Late War (1944-1945)		A	M
	2	Bring your own Open Gaming		A	M
	3	Check Your 6! The Unlucky I		A	M
	6	Mein Zombie Bubba's BBQ		A	M
	6	Rezolution Rezolution Demo *		A	M
	4	Saga Saga- Dark Age Skirmish Game		A	M
	5	The Drum Barracks ACW Battle Manual Gettysburg the Second Day.		A	M
	2	This is War This is WAR! Demo *		A	M
	7	Various Paint and Take		A	M
	6	Warlands Warlands Demo *		A	M
	3	Warmachine/Hordes Warmachine/Hordes Demo		A	M
	2	Kid Friendly Movies #1	Seminar	A	S
11 am	2	Ars Victor Sponsored		A	B
	4	Imperial 2030 Small		E	B
	1	What the Food?! DEMO Demo		A	B
	1.25	61 Minutes to Doomsday PLAYTEST Demo		B	B
	1	Space Alert Gaming 101 Event	Santa Rosa	B	B
	1	Risk Express Event		A	B
	12	Titan Tournament		E	B
	1	Cock & Bull Sponsored *		A	B
	6	18xx Qualifier Event		E	B
	4	Terra Mystica Small		E	B
	1	Kingdom of Solomon Gaming 101 Event		B	B
	5	VTES Constructed Tournament - Jann Berger's "I" is for Indomitability		A	C
	3	Yugioh!		A	C
	1	Herodlix (Demo)		B	C
	6	Flea Market Flea Market		A	G
	.1	Raffle Drawing	Dealer Room	A	G
	4	Dreadball Dreadball Demo		A	M
	4	Mein Panzer 2 Stop the Breakout!		B	M
Noon	5	Fortress America Small		E	B
	1	Journey Stones DEMO Demo		B	B
	6	Twilight Struggle Small		A	B
	1	King's Ransom DEMO Demo		B	B
	2	Phase 10 Small		E	B
	4	Space Alert Small	Santa Rosa	E	B
	0.5	Thieves! Demo *		A	B
	3	Kingdom of Solomon Tournament		E	B
	4	Middle Earth Challenge Decks	Gateway	E	C
	2	Pokemon		A	C
	4	Magic: the Gathering- Star City Games Open Trial		A	C
	4	Herodlix Tournament		A	C
	1	Mage Wars Gaming 101		A	C

Saturday

Saturday

Sat, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	3	Playtesting Catastrophe!		A	C
	6	Anima Tactics Demos		A	M
	2	Bring your own Open Gaming		A	M
	2	This is War This is WAR! Demo *		A	M
	4	X-Wing Miniatures Raid on the X-92		A	M
	2.5	Artemis 2.0 - The Next Generation	Boardroom	A	S
	12	24-HOUR Game Show Marathon West	103	A	S
	2	Kid Friendly Movies #2	Seminar	A	S
1 pm	5	A Game of Thrones 2nd Ed Qualifier Event		E	B
	2	Ars Victor Sponsored		A	B
	2	Emu Ranchers Event		A	B
	1	Cock & Bull Sponsored *		A	B
	3	Western Town Small		E	B
	1	The Castles of Burgundy Gaming 101 Event		B	B
	3	Pantheon Kingdoms DEMO Demo *		B	B
	2	Skittykitts DEMO Sponsored		B	B
	8	Twilight Imperium Qualifier Event		E	B
	2	Axis & Allies Naval Miniatures Demo		B	C
	3	Highlander Sealed Ironman format		A	C
	5	Mage Wars #2		A	C
	4	Ascension: Chronicle of the Godslayer		A	C
2 pm	4	Twilight Struggle Small		E	B
	2	Tanto Cuore Event		A	B
	2	Defenders of the Realm Event		A	B
	2	Paperback DEMO Demo		B	B
	4	Scribe's Arena DEMO Demo		A	B
	4	Brass Tournament		E	B
	0.5	Thieves! Demo *		A	B
	3	Castles of Burgundy Small		E	B
	1.5	Viticulture Sponsored		E	B
	1	Kingdom Hearts "G.I. Joep"		A	C
	.1	Raffle Drawing	Dealer Room	A	G
	5	Starship Valkyrie 2.03 Starship Valkyrie *	Santa Maria	A	L
	2	Bring your own Open Gaming		A	M
	3	Check Your 6! Aluminum Overcast		A	M
	6	Lord of the Rings Strategy Battle Game Escape from Osgiliath		A	M
	2	This is War This is WAR! Demo *		A	M
	4	Apocalypse World Sword & Sorcery	204B	A	R
	4	D&D Next Confrontation at Candlekeep		A	R
	6	D&D-3.5 / Pathfinder - Land of Grayhawk The Lost Ruins of Old Demon Knight	205A	A	R
	3	Dying Memories Dying Memories	200B	A	R
	4	Fate Accelerated Return of the Iron League of EVIL!	203A	A	R
	4	Fiasco Heroes of Pinnacle City	202A	A	R
	4	GURPS Project ASPIRE: 2025	205B	A	R
	4	GURPS Horror The Undead Ones	206A	A	R
	4	Grimm Tricks and Treats	201A	A	R
	2	Hero Kids (Hero Forge Games) Hero Kids	RPG Atrium	A	R
	9	Living Forgotten Realms - D&D 4e ADCP5-2 The Best Defense (lvl 1-20)		A	R
	4	Monster of the Week In Over Their Heads	202B	A	R
	4	Old School Hack The Cave of Unspeakable Evil	203B	A	R
	5	Pathfinder 3-01: The Frostfur Captives (Level 1-5)	110	A	R
	5	Pathfinder 4_21: Way of the Kirin (Level 3-7)	110	A	R
	5	Pathfinder First Steps_Part I: In Service to Lore (Level 1)	110	A	R
	5	Pathfinder Module: We Be Goblins Too! (Level 2-4)	110	A	R
	5	Pathfinder Special: Bonekeep I (Level 3-7)	110	A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
	4	Star Wars: Edge of the Empire Star Wars: No Match For A Good Blaster	205C	A	R
	4	Tales from The Floating Vagabond Can't Afford to Miss!	201C	A	R
	3.5	The Adventurer's Arts The Lighthouse at the End of the World	204A	A	R
	4	Toon Munchkin The Dungeon on the Edge of the Borderlands of Elemntal Doom	200A	A	R
	1.5	Design Made Simple	Seminar	A	S
	2	PC Minecraft - Iron Block Challenge		A	V

Saturday

Sat, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.	
3 pm	1	Wii Super Smash Bros Brawl		A	V	
	2	Ars Victor Sponsored		A	B	
	3	Battlestations Event		A	B	
	2	For the Crown Event		A	B	
	2	Dice Age DEMO Demo *		A	B	
	2	King of Tokyo Small		E	B	
	1	Survive Escape from Atlantis! Event		B	B	
	1	Cock & Bull Sponsored *		A	B	
	4	Little Red Riding Hood: Full Moon Rising DEMO Demo		A	B	
	8	Eclipse Tournament		E	B	
	2	Axis & Allies Naval Miniatures #1		A	C	
	6	Malifaux 1.5 The Breach is Closed		A	M	
	3	Artemis 2.0 - The Next Generation	Boardroom	A	S	
	4 pm	3	Battles of Westeros Event		A	B
		1	Memoir '44 Overlord Gaming 101 Event		B	B
3		Corporations! DEMO Demo		B	B	
2		Zombicide Event		A	B	
2		Day Traders PLAYTEST Demo		A	B	
2		Frag Gold FTW! Sponsored		E	B	
4		Ticket to Ride Team Asia Tournament		E	B	
0.5		Thieves! Demo *		A	B	
1		Agricola Gaming 101 Event		B	B	
2		Bring your own Open Gaming		A	M	
2		This is War This is WAR! Demo *		A	M	
4		Warmachine/Hordes The Fortress Must Fall		A	M	
1		Campaign maps in the digital age - a new look at an old world. *	Seminar	A	S	
4		Strategicon Football League	Santa Cruz	A	S	
5 pm		1	Xbox 360 Blur		A	V
	2	Ars Victor Sponsored		A	B	
	2	Memoir '44 Overlord Event		E	B	
	2	Love Letter Small		E	B	
	2	Dice Age DEMO Demo		A	B	
	1	Cock & Bull Sponsored *		A	B	
	3	Replicant PLAYTEST Demo		B	B	
	2	Blokus Small		E	B	
	1.5	Chaosmos Event *		A	B	
	4	Agricola Qualifier Event		E	B	
	1	Kingsburg Gaming 101 Event		B	B	
	2	Quarriors		A	C	
	5	Magic Sealed Deck DCI Sanctioned Tournament		A	C	
	5	VTES Constructed Tournament - Jann Berger's "J" is for Jua Vema		A	C	
	4	Middle Earth CCG Constructed Decks	Gateway	E	C	
	.1	Raffle Drawing	Dealer Room	A	G	
6 pm	8	Circus Maximus Circus Maximus		A	M	
	4	Shogun/Wallenstein Small		E	B	
	4	World Conquerors Event		A	B	
	1.25	61 Minutes to Doomsday PLAYTEST Demo		B	B	
	1	Arkham Horror Gaming 101 Event		B	B	
	2	Yspahan Event		A	B	
	6	18xx Qualifier Event		E	B	
	0.5	Thieves! Demo *		A	B	
	3	Pantheon Kingdoms DEMO Demo *		B	B	
	2	Dominant Species Gaming 101 Event		A	B	
	4	Kingsburg Tournament		E	B	
	5	Battleground WWII Battle of Hube's Pocket		A	M	
	6	Battletech (and Mechwarrior) Battletech (part 2)		A	M	
	2	Bring your own Open Gaming		A	M	
	3	Check Your 6! Dogfight!		A	M	
2	This is War This is WAR! Demo *		A	M		
1	Super Nerd Trivia Game Show #1	Seminar	A	S		
3	PC League of Legends - Shadow Isles 3v3		A	V		
2	Xbox 360 Halo 4 Free-For-All		A	V		

Saturday

Sat, Aug 31

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
7 pm	2	Ars Victor Sponsored		A	B
	2	Revolution Sponsored		B	B
	4	Arkham Horror Event		A	B
	5	Battlestar Galactica Tournament		E	B
	3	Sherlock Holmes Consulting Detective Event		A	B
	1	Yahtzee Free for All Small		E	B
	3	Galaxy Trucker Tournament *		E	B
	1	Gem Rush Event *		A	B
	3	In Her Majesty's Name Bad Jack!		A	M
	4	D&D Next Confrontation at Candlekeep		A	R
	2.5	Artemis 2.0 - The Next Generation	Boardroom	A	S
8 pm	4	Tide of Iron Event		A	B
	1	Tichu Gaming 101 Event		B	B
	2	Darkest Night Event		A	B
	5	Settlers of America Trails to Rails Small		E	B
	1	Play 5 DEMO Demo *		A	B
	2	Lifeboat Event		A	B
	4	Dominant Species Tournament		E	B
	3	Pillars of the Earth Small		E	B
	4	Blood & Tears Houses of the Blooded LARP	Santa Maria	A	L
	6	40K Battlefleet Gothic		A	M
	4	Atomic Robo RPG The Flying She-Devils of the Pacific	201A	A	R
	4	Cortex Plus Fantasy Heroic Bad Publicity	206A	A	R
	4	Death of Ulfstater Death of Ulfstater	200A	A	R
	4	Dread Deep Space	201B	A	R
	4	Fate Core A Dark and Stormy Night	202A	A	R
	4	Fiasco Fiasco: Gangster London	203A	A	R
	4	GURPS Aspire- Humans are prey	205B	A	R
	4	Paranoia Paranoia - A Simple Job	200B	A	R
	5	Pathfinder Module: We Be Goblins! (Level 1-2)	110	A	R
	5	Pathfinder Special: Bonekeep II (Level 3-7)	110	A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
	4	Survivors: the Apocalypse Outbreak at the Con (PLAYTEST)	205A	A	R
	4	The Queen's Cavaliers The Queen's Cavaliers: Jewel of Ekalia	204A	A	R
	4	Tremulus Cthulhu Mythos	202B	A	R
	2	Dungeon Master	Seminar	A	S
	3	Happy Jack's RPG Podcast Gateway '13	105	A	S
	2	Xbox 360 Sonic & Sega Racing Transformed		A	V
9 pm	4	Andean Abyss Event		A	B
	1	Power Grid Gaming 101 Event		B	B
	4	Tichu Qualifier Event		E	B
	2	The Adventurers Small		E	B
	3	Werewolf Event		A	B
	4	Wealth of Nations Event		A	B
	1	Hunting Party Event *		A	B
	3	Magic: the Gathering Keith Aldrich Pauper Highlander Tourney		A	C
	2	Xbox 360 Super Street Fighter IV AE		A	V
10 pm	3	Nexus Ops Tournament		E	B
	3	Small World Invaded Small		E	B
	1	10 Days in the USA Event		B	B
	1	Monster Derby Event		A	B
	5	Artemis 2.0 - The Next Generation	Boardroom	A	S
	2	Xbox 360 Spelunky Permadeath		A	V
11 pm	1	Pressure Point Event		B	B
	1	Who Would Win? Event		A	B
	1.5	Scrabble Sponsored		A	B
	3	Pantheon Kingdoms DEMO Demo *		B	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

Sunday

Sun, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	4	Werewolf Villages of Exiles Event		A	B
	3	Werewolf vs Vampires Event		A	B
	4	Palladium's Dead Reign Resident Evil - The Ordeal at Mountain Valley	201A	A	R
	4	S/Lay w/Me S/Lay w/Me x3	200A	A	R
	12	24-HOUR Game Show Marathon West (cont.)	103	A	S
	2	Midnight Movie #2	Seminar	A	S
3 am	3	Werewolf Event		A	B
8 am	5	Pathfinder 2-15: Shades of Ice_Part I: Written in Blood (Level 1-5)	110	A	R
	5	Pathfinder 4_12: The Refuge of Time (Level 7-11)	110	A	R
	5	Pathfinder 4_22: Halls of Dwarven Lore (Level 5-9)	110	A	R
9 am	5	A Game of Thrones 2nd Ed Final Big		E	B
	2	Battle Cry Small		E	B
	5	Power Grid Big		E	B
	4	Descent Journeys in the Dark 2nd Ed Event		A	B
	1.5	Seasons Small		E	B
	3	Union Pacific Event		A	B
	8	Warhammer Fantasy 8th Edition Warhammer Fantasy Rogue Trader Tournament		A	M
	3	Warmachine/Hordes Warmachine/Hordes Demo		A	M
	4	AD&D Or die trying.....	200B	A	R
	4	Atomic Robo: The Roleplaying Game The Centurions of Science!	206A	A	R
	4	D&D Next Confrontation at Candlekeep		A	R
	4	FATE Accelerated Edition Smoldering Memorandum	201C	B	R
	4	GURPS Equestria: MLP FIM	202A	A	R
	4	GURPS Aspire- the campground	205B	A	R
	4	Hero System 6th Edition Zombie Mall 3: Aftermath	201A	A	R
	4	Living Forgotten Realms - D&D 4e CALL4-1 Plain of Stone Spiders (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-7 Broken Light (lvl 11-20)		A	R
	12	Living Forgotten Realms - D&D 4e EPIC5-1 The Plaguewrought Prism (lvl 27)		A	R
	4	Living Forgotten Realms - D&D 4e SPEC3-1 Roots of Corruption: Infestation		A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
	4	The Queen's Cavaliers Party Over	200A	A	R
	4	Vampire: the Masquerade (OWoD) Elysium 5	201B	A	R
9:30 am	9	Dealers Room Opens! Dealers Room Opens!		A	G
10 am	4	Axis and Allies 1941 Event		A	B
	1	Love Letter Gaming 101 Event		B	B
	1	Space Agents DEMO Demo		B	B
	2	Uno Small		E	B
	6	18xx Qualifier Event		E	B
	4	Settlers of Catan Tournament		E	B
	1	Mage Wars Gaming 101 Event		B	B
	5	Middle Earth Quest Event		B	B
	7	Twilight Imperium 3rd Variant DEMO Demo		B	B
	1	Pokemon Workshop #2		A	C
	3	Highlander Type 2-3 Constructed		A	C
	1	Yugioh! Workshop #2		B	C
	2	Bring your own Open Gaming		A	M
	7	DBA Ancients Rules DBA Demo		A	M
	4	Dreadball Dreadball Demo		A	M
	6	Flames of War Surrounded, 1250 point Late War tournament		A	M
	6	General Quarters III Battle of the Cruisers		A	M
	6	Mein Zombie Bubba's BBQ		A	M
	5	Monster Island Action RPG Godzilla Monster Island		A	M
	6	Pathfinder RPG Pathfinder Historical Miniatures: Grettir's Saga		B	M, R
	2	This is War This is WAR! Demo *		A	M
	7	Various Paint and Take		A	M
	1.5	Artemis 2.0 - KIDS Crews!	Boardroom	A	S
	2	Kid Friendly Movies #3	Seminar	A	S
11 am	2	Ars Victor Sponsored		A	B
	2	Love Letter Small		E	B
	2	Munchkin Apocalypse Sponsored		A	B
	1	What the Food?! DEMO Demo		A	B
	1	Space Alert Gaming 101 Event	Santa Rosa	B	B

Sunday

Sun, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1	Chicken Cha Cha Cha Small		A	B
	1	Cock & Bull Sponsored *		A	B
	2	Ticket to Ride Small		E	B
	5	Merchant of Venus Small		E	B
	4	Keep the Crown DEMO Demo		A	B
	5	Mage Wars Event		E	B
	1	Talisman 101 Event		A	B
	5	VTES Constructed Tournament - Jann Berger's "K" is for Kindred Spirits		A	C
	3	Yugioh! #2		A	C
	4	Ascension: Chronicle of the Godslayer #2		A	C
	6	Flea Market Flea Market		A	G
	.1	Raffle Drawing	Dealer Room	A	G
	5	Panzer Faust. A modified version of Crossfire Operation Sunflower		A	M
Noon	10	Axis and Allies Final Big		E	B
	6	Journey Stones DEMO Sponsored		E	B
	1	Small World Gaming 101 Event		B	B
	2	Phase 10 Small		E	B
	1.25	61 Minutes to Doomsday PLAYTEST Demo		A	B
	4	Space Alert Small	Santa Rosa	E	B
	6	Talisman Tournament		E	B
	2	Pokemon #2		A	C
	4	Star Wars Minis "Command of the Galaxy".		A	C
	2	Bring your own Open Gaming		A	M
	2	This is War This is WAR! Demo *		A	M
	5	X-Wing Miniatures X-Wing Tournament		A	M
	2	Artemis 2.0 - The Next Generation	Boardroom	A	S
	2	Kid Friendly Movies #4	Seminar	A	S
1 pm	4	Small World Big		E	B
	2	Dog Small		E	B
	2	Darkest Night Event		A	B
	1	Forbidden Island Event		A	B
	2	Paperback DEMO Demo		A	B
	1	Win, Place & Show Gaming 101 Event		B	B
	1	Cock & Bull Sponsored *		A	B
	2	Scrabble Event		A	B
	3	Pantheon Kingdoms DEMO Demo *		B	B
	8	Twilight Imperium Finals Big		E	B
	1	Herodix (Demo)#2		A	C
	2	Axis & Allies Naval Miniatures Demo		A	C
2 pm	4	Ars Victor FINALS Sponsored		A	B
	2	Dream Factory Small		E	B
	3	Leviathans Event		A	B
	2	Win, Place & Show Event		A	B
	2	Mean Streets PLAYTEST Demo		A	B
	3	Ticket to Ride Europe Tournament		E	B
	1.25	Chaosmos Event		A	B
	5	Frederick Tournament		A	B
	2	Herodix "Battle Royale"		A	C
	1	Herodix (Demo)#2		B	C
	2	A Game of Thrones LCG #2		A	C
	.1	Raffle Drawing	Dealer Room	A	G
	2	Bring your own Open Gaming		A	M
	6	Lord of the Rings Strategy Battle Game Escape from Osgiliath		A	M
	2	This is War This is WAR! Demo *		A	M
	4	13th Age Crown of the Lich King: Into the Necropolis Maze (lvl 2)		A	R
	4	Alternity - Dark Matter MIA LA	202B	A	R
	4	Apocalypse World Sword & Sorcery	204B	A	R
	4	D&D Next Confrontation at Candlekeep		A	R
	4	Dungeon World Hack Call me Brede	206A	A	R
	4	FATE Accelerated A Quick Errand	205C	A	R
	4	FATE Core Open Minds	201C	B	R
	4	Fate Core Fate of a Kingdom	202A	A	R

Sunday

Sun, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	GURPS GURPS: Gaslamp	203 A&B	A	R
	4	GURPS Project ASPIRE: 2025	205B	A	R
	4	Living Forgotten Realms - D&D 4e CALI4-2 Dragons Above, Desert Below		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-8 The Dantalien Maneuver (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e MYRE4-1 Jungle Japes (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e SPEC3-3 Dance of the Sun and Moon		A	R
	4	Paranoia Paranoia - Stealth Train	200B	A	R
	5	Pathfinder 2-17: Shades of Ice_Part II: Exiles of Winter (Level 1-5)	110	A	R
	5	Pathfinder 4_20: Words of the Ancients (Level 7-11)	110	A	R
	5	Pathfinder 4_24: The Price of Friendship (Level 5-9)	110	A	R
	5	Pathfinder 5_02: The Wardstone Patrol (Level 3-7)	110	A	R
	5	Pathfinder First Steps_Part I: In Service to Lore (Level 1)	110	A	R
	5	Pathfinder Module: We Be Goblins Too! (Level 2-4)	110	A	R
	5	Pathfinder Special: Bonekeep I (Level 3-7)	110	A	R
	4	Shadowrun Missions CMP 2013-01 Dragon's Song 1 - Jailbreak Rock		A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
	4	Survivors: the Apocalypse A Bleak Season (PLAYTEST)	204A	A	R
	3.5	The Adventurer's Arts The Lighthouse at the End of the World	201A	A	R
	4	The Queen's Cavaliers Love & War	205A	A	R
	4	The Witch The Witch	200A	A	R
	4	White Wolf Storytelling Extended Stay	201B	A	R
	1.5	Gaming's Top 40: A Walk Down Memory Card lane *	Seminar	A	S
3 pm	2	Downfall PLAYTEST Demo		A	B
	2	Monopoly Deal Small		E	B
	3	Battlestations Event		A	B
	6	Dominion Expansions Tournament		E	B
	2	Dice Age DEMO Sponsored		E	B
	1	Cock & Bull Sponsored *		A	B
	3	Kingdom Builder Tournament		E	B
	3	Ticket to Ride Nordic Countries Event		A	B
	2	Western Town Event		A	B
	1	Acquire Gaming 101 Event		B	B
	5	Stone Age Tournament		E	B
	2	Axis & Allies Naval Miniatures #2		A	C
	2.5	Artemis 2.0 - The Next Generation	Boardroom	A	S
4 pm	3	Myrmes Small		E	B
	3	Race for the Galaxy Elite Sponsored		E	B
	1	Swap Meet PLAYTEST Demo		B	B
	4	Dream Wakers: Embrace Your Fate DEMO Demo		B	B
	2	Frag Gold: FTW! Sponsored		E	B
	3	Acquire David Woolcott Memorial Tournament		E	B
	4	Agricola Finals Big		E	B
	1	Le Havre Gaming 101 Event		B	B
	2	Home Brew Pod Racing Solo Championship *		A	M
	2	This is War This is WAR! Demo *		A	M
	1.5	Writer's Workshop with Bracketology *	Seminar	B	S
5 pm	3	Shadows Over Camelot Event		A	B
	1	Yahtzee Free for All Small		E	B
	1	Cock & Bull Sponsored *		A	B
	4	Scribe's Arena DEMO Demo *		A	B
	3	Pantheon Kingdoms DEMO Demo *		B	B
	4	Puerto Rico Tournament		E	B
	2	Le Havre Event		A	B
	2	Pirates: Sink-N-Keep "World War Z"		A	C
	4	Star Wars Minis "Battle of Hoth"		A	C
	5	VTES Constructed Tournament - Jann Berger's "L" is for Lunatic Eruption		A	C
	.1	Raffle Drawing	Dealer Room	A	G
	5	Monster Island Action RPG Godzilla Monster Island		A	M
6 pm	2	Blue Moon City Event		A	B
	2	Campaign Trail Event		A	B
	4	Runewars Small		E	B
	5	Shogun/Samurai Swords/Ikusa Tournament		E	B

Sunday

13

Sunday

Sun, Sep 1

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1.25	61 Minutes to Doomsday PLAYTEST Demo		B	B
	6	18xx Final Big		E	B
	1	Dungeon Lords Gaming 101 Event		B	B
	1	Gem Rush Event		A	B
	2	This is War This is WAR! Demo *		A	M
	1	Super Nerd Trivia Game Show #2	Seminar	A	S
	2	PC Starcraft 2		A	V
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
7 pm	1	Medici Event		A	B
	2	Revolution Sponsored		B	B
	1.5	Dragon Poker PLAYTEST Demo		A	B
	3	For the Crown Event		A	B
	2	Thurn & Taxis Small		E	B
	2	Dungeon Lords Tournament		E	B
	3	Village Small		E	B
	3	Quarriors #2		A	C
	2	Home Brew Pod Racing Team Challenge *		A	M
	4	13th Age Crown of the Lich King: Vault in the City of Dead (lvl 2)		A	R
	4	D&D Next Confrontation at Candlekeep		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-3 Twisted Rune (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-9 Last Testament (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e SPEC4-1 Cerulean Dreams (lvl 1-10)		A	R
	2.5	Artemis 2.0 - The Next Generation	Boardroom	A	S
	2	Feedback Forum	Seminar	A	S
8 pm	3	Olympos Small		E	B
	5	Pax Britannica Event		E	B
	2	Rattus Tournament		E	B
	0.5	Two Rooms and a Boom Event		A	B
	4	Atomic Robo: The Roleplaying Game Science Team Super Five Vs. Biomega	201B	A	R
	4	GURPS GURPS tournament Finals	205B	A	R
	5	Pathfinder 01-32 Drow of the Darklands (7-11)	110	A	R
	5	Pathfinder 2-19: Shades of Ice_Part III: Keep of the Huscarl King (Level 1-5)	110	A	R
	5	Pathfinder 4_25: The Secrets Stones Keep (Level 5-9)	119	A	R
	5	Pathfinder 4_26: The Waking Rune (Level 7-11)	110	A	R
	5	Pathfinder 5_01: The Glass River Rescue (Level 1-5)	110	A	R
	5	Pathfinder Module: The Harrowing (lv 8 - 10) (2 slots)	110	A	R
	5	Pathfinder Special: Bonekeep II (Level 3-7)	110	A	R
	4	Savage Worlds Showdown at Akiyama Plaza	201C	A	R
	4	Shadowrun 5th Edition The Briefcase	202A	B	R
	4	Shadowrun Lite City Runner, Country Runner	206A	A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
	4	Survivors: the Apocalypse Outbreak at the Con (PLAYTEST)	205A	A	R
	4	The Queen's Cavaliers The Queen's Cavaliers: Rest for the Wicked	201A	A	R
	4	Tremulus Cihulhu Mythos	202B	A	R
	4	Tremulus Tremulus: The Day the Heavens Wept	200B	A	R
	4	Tunnels and Trolls 7-5ed Bats in Dabelfry!	200A	A	R
	2	The Game Show Machine	103	A	S
9 pm	1	7 Wonders Gaming 101 Event		B	B
	2	Love Letter Small		E	B
	4	Tichu Final Big		E	B
	1	Palaces Event		A	B
	3	Werewolf Event		A	B
	2	Ticket to Ride Big		E	B
	2	Improv w/ Split Decision	Seminar	A	S
10 pm	2	Secret Mystery PLAYTEST Demo		B	B
	2	Artemis 2.0 - The Next Generation	Boardroom	A	S
11 pm	3	Pantheon Kingdoms DEMO Demo		B	B
	3	Wheel After Dark	Seminar	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

Monday

Mon, Sep 2

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	4	Werewolf Talk Talk Event		E	B
	3	Werewolf vs Vampires Event		A	B
	2	Artemis 2.0 - STAFF ONLY	Boardroom	A	S
3 am	3	Werewolf Event		A	B
8 am	5	Pathfinder 4_24: The Price of Friendship (Level 5-9)	110	A	R
	5	Pathfinder 5_01: The Glass River Rescue (Level 1-5)	110	A	R
9 am	8	Advanced Civilization The New World DEMO Demo		B	B
	4	Battles of Westeros Event		A	B
	3	7 Wonders MEGA Special		E	B
	4	GURPS Monday Morning Madness!	200A	A	R
	4	GURPS 4th GURPS: Dungeon Fantasy - Requiem	201A	A	R
	4	Heroes of Rokugan - Legends of the Five Rings SoB09 Fire and Water		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-1 Plain of Stone Spiders (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-7 Broken Light (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e SPEC4-3 Conflict in Calimport (lvl 1-10)		A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
9:30 am	5	Dealers Room Opens! Dealers Room Opens!		A	G
10 am	1.5	Titanic Event		B	B
	2	On the Underground Event		A	B
	2	In the Year of the Dragon Event		A	B
	5	The Napoleonic Wars Event		A	B
	4	Battletech Jenner, Wasps and Stingers		A	M
11 am	2	Uno Event		E	B
	4	Attika Event		A	B
	1.5	Food Fight #2		A	C
	2	Axis & Allies Naval Miniatures #3		A	C
	2	Auction Auction		A	G
Noon	2	Vegas Showdown Event		A	B
	3	Pantheon Kingdoms DEMO Demo *		B	B
	.1	Raffle Drawing	Dealer Room	A	G
1 pm	1	Yspahan Event		B	B
	1	10 Days in Asia Event		B	B
2 pm	2	Category 5 Event		A	B
	2	Undermining Event		A	B
	1	Lost Temple Event		B	B
	4	Dungeon World Tower of the Ice Witch	200A	A	R
	4	GURPS Aspire- the WAR continues	205B	A	R
	4	Heroes of Rokugan - Legends of the Five Rings SoB14 Emperor's Favor		A	R
	4	Living Forgotten Realms - D&D 4e CALI4-2 Dragons Above, Desert Below		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-8 The Dantalien Maneuver (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e CORE5-9 Last Testament (lvl 11-20)		A	R
	4	Living Forgotten Realms - D&D 4e PREQ5-1 Edge of Justice (lvl 1-10)		A	R
	4	Living Forgotten Realms - D&D 4e SPEC4-5 Rising Darkness (lvl 1-10)		A	R
	5	Pathfinder 4_25: The Secrets Stones Keep (Level 5-9)	110	A	R
	5	Pathfinder Module: We Be Goblins Too! (Level 2-4)	110	A	R
	4	Short Order Heroes Short Order Heroes Demo *	Atrium	A	R
2:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
3 pm	1	Anomia Party Edition Event		B	B

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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

SPLIT DECISION has been performing improv comedy together as a group since 2010. They perform every Friday night at 10:30 PM at LA Connection in Sherman Oaks, and have even appeared at the Wizard World Comic Convention. Its members have appeared on stage, screen, television, and in web series. Visit our webpage at www.splitdecisionimprovcomedy.com

Seminars and Special Events

Special Events and Seminars

Seminar Room, 105, Santa Cruz

24-HOUR Game Show Marathon West – Sat Noon

Your favorite Game Show Guys are going crazy for Gateway, and it's all for charity. 24 hours. 24 games. A new game every hour from Noon to Noon, and you can be a part! The full line-up will be available on our website: homegameenterprizes.com. All donations go to benefit the American Cancer Society and Relay For Life.

24-HOUR Game Show Marathon West (cont.) – Sun Midnight

Your favorite Game Show Guys are going crazy for Gateway, and it's all for charity. 24 hours. 24 games. A new game every hour from Noon to Noon, and you can be a part! (This is a continuation of an event that started at NOON on Saturday, August 31) The full line-up will be available on our website: homegameenterprizes.com. All donations go to benefit the American Cancer Society and Relay For Life.

Artemis 2.0 - KIDS Crews! – Sun 10 am

Artemis 2.0 is here! New ships, look, enemy AI, and a new Z-axis! Six player crews work together to defend the sector from alien fleets in this real time, immersive, 30 min computer simulation. Players choose Helm, Weapons, Science, Engineering, or Comms, each controlled on their own computer terminals, or to be the Captain of the ship and lead the crew to victory.

Artemis 2.0 - STAFF Only – Mon Midnight

Artemis 2.0 is here! New ships, look, enemy AI, and a new Z-axis! Six player crews work together to defend the sector from alien fleets in this real time, immersive, 30 min computer simulation. Players choose Helm, Weapons, Science, Engineering, or Comms, each controlled on their own computer terminals, or to be the Captain of the ship and lead the crew to victory.

Artemis 2.0 - The Next Generation – Sat, Sun Noon, 3, 7, 10 pm

Artemis 2.0 is here! New ships, look, enemy AI, and a new Z-axis! Six player crews work together to defend the sector from alien fleets in this real time, immersive, 30 min computer simulation. Players choose Helm, Weapons, Science, Engineering, or Comms, each controlled on their own computer terminals, or to be the Captain of the ship and lead the crew to victory.

Campaign maps in the digital age - a new look at an old world.

– Sat 4 pm

Campaign maps in the digital age - a new look at an old world. Mapping the Flanaess, by Anna B Meyer Campaign Cartography and Map making in the new world of technology and computers. Seminar to explore making maps for games and campaigns, with examples presented by one of the pre-eminent map makers from

Design Made Simple – Sat 2 pm

Frank Zazanis is a Designer with General Nonsense Games, who pitched his first 5 games to a publisher and got a yes on not just 1 but all 5. They are in production. In This seminar Frank will show you his basic design process and how you can begin this journey in game design. You have a game inside of you, let Frank help you bring it to from your head to the table as a playable prototype. with Q&A

Dungeon Master – Sat 8 pm

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

Family Feud – Fri 7 pm

Get your family "ready for action"! The Home Game crew is back with "Family Feud". 100 people surveyed...top 6 answers on the board. Try and find the most popular answer!

Feedback Forum – Sun 7 pm

How are we doing? What are we doing? Find out! All questions you might have about the con answered and so much more! Free pizza is even involved.

Gaming's Top 40: A Walk Down Memory Card lane – Sun 2 pm

How many games do you need to know about to know everything about video games? Just 40. Join author Jeff Ryan (Super Mario: How Nintendo Conquered America) as he covers all of video games in an hour and a half! What games make the list, and why? From BP (Before Pong) to AS (after Skyrim), and all points in between! Be sure to root for your favorites, and bring your nominations for what the best game of 2013 should be!

Happy Jack's RPG Podcast Gateway '13 – Sat 8 pm

Join the hosts of Happy Jacks RPG Podcast for an evening of spirited discussion and revelry as we share our thoughts on the day's RPGs.

Improv w/ Split Decision – Sun 9 pm

Split Decision combines standard improv games with their own unique games, such as Mexican Melodrama, Rubik's Revenge, and Clue. In addition, they put their own spins on other standard games (like Hecklers). They perform every Friday night at 10:30 PM at LA Connection in Sherman Oaks, and have even appeared at the Wizard World Comic Convention.

iO West's Nerd Comedy Showcase – Fri 8 pm

Drunkards & Dragons, Doctor Who Live, & Comic Book Live for a block of comedy from some of Hollywood's finest improvisors!

Kid Friendly Movies – Sat, Sun 10 am, Noon

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

Midnight Movie – Sat, Sun Midnight

A selection of nonmainstream, low-budget genre films shown as late-night programming. Some cult favorites may be exhibited as well!

Q&A with Guest of Honor Vlaada Chvatil – Fri 7 pm

Come by the second story Seminar Room to hear Eric Burgess (from Boardgame Babylon) interview our Guest of Honor, Vlaada Chvatil. You'll learn about Vlaada, his games, his design process, and upcoming projects. Feel free to submit potential questions to Eric Burgess prior to the session (boardgamebabylon@gmail.com). Includes a raffle with prizes! More Information: www.boardgamebabylon.com

Strategicon Football League – Sat 4 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 4th 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"

Seminars and Special Events

Super Nerd Trivia Game Show – Sat, Sun 6 pm

We're cutting the geek from the meek on the hottest new trivia show sweeping LA. Spend half an hour with Benjamin Dunn as he hurls questions at our contestants for fabulous prizes*. Questions like name all four Ghostbusters, What does TARDIS stand for, and Complete that Meme! Who knows, your name could be draw and you can be part of the show!!! Make sure to follow us on twitter @SuperNerdTGS for all the hot nerdy updates. Keep checking back for new show updates. *Caution: prizes may not be fabulous.

The Game Show Machine – Sun 8 pm

Gateway 2013 is coming to a close, as is our tenure at the Sheraton. What better way to end both than with the beast known as...THE GAME SHOW MACHINE! Two teams of 5 will compete in a series of game show front games and bonus rounds from all over television history here and abroad. First team to \$5000 wins and goes on to the Ultimate Bonus Round!

General Events

Seminar Room, California Ballroom, Gateway Prefunction

Auction – Mon 11 am

Our thrice-a-year game sell-a-thon. Last chance of the year to grab that obscure game you've been looking for or to clear out your closet.

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

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

Come check out the dealers and what they have for sale!

Board Games

Grand Ballroom A-F, California Prefunction, 103

10 Days in Asia – Mon 1 pm

With the Out of the Box 10 DAYS IN ASIA your whole family can have an adventure on the world's biggest continent without ever leaving the kitchen table. Two to four players 10 years of age and up can discover all the most fascinating sights this great land has to offer. But you better move quickly, the first tourist to 10 tiles wins! Takes only 5 minutes to learn and 30 to play. Recommended for 2 to 4 players

10 Days in the USA – Sat 10 pm

There are 50 state tiles, 10 colored airplane tiles, and 6 car tiles. Players all flip tiles one at a time, examine them, and put them in the 10 "days" of their tile tray, in any order. Then in turn, they draw a tile from one of three face-up piles or a face-down pile. The new tile may replace one tile in their tray, with that tile (or the unused drawn tile) discarded onto any of the face-up piles.

18xx Gaming 101 – Fri 2 pm

18xx Qualifier – Fri 8 pm,

Any published 18xx title may be played with a 3 hour play time limit.

18xx Qualifier – Sat 11 am, 6 pm, Sun 10 am

Any published 18xx title may be played with a 6 hour play time limit.

18xx Final – Sun 6 pm

Top players in the four 18xx Qualifiers will play. Default: 1870

Wheel After Dark – Sun 11 pm

Spin the Wheel, buy a vowel, and solve the puzzle to win! "Wheel of Fortune" returns with an Adult twist! NO KIDS UNDER 17 WILL BE ADMITTED FOR THIS GAME!

Writer's Workshop with Bracketology – Sun 4 pm

What does the "tournament bracket" system have to do with plotting a story? Novelist Ken Hughes leads the group through planning a tale of their choice with this unique, easy-to-learn writing system. Ken is a Global E-book Award-nominated novelist, creator of the Unified Writing Theory blog, and a lifelong gamer. He is thrilled to talk with writers about different ways to sharpen their stories.

Flea Market – Fri 8 pm, Sat, Sun 11 am, 5 pm

Sell the unwanted stuff that's in your proverbial game closet at our bazaar of the bizarre. You never know what you'll find here.

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

Raffle Drawing in the Dealer Room! 3 tickets will be drawn for 15 Dealer Tokens each at the Strategicon Booth!

20th Century – Fri 1, 3 pm

Here with this, 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. You get a chance to have more awarded bars at the end of the 6th round, the one with the bigger better city, you win top city owner! Join us 4 great fun!

61 Minutes to Doomsday PLAYTEST – Sat 11 am, 6 pm Sun Noon, 6 pm

You are a group of spies brought together to stop the arch-villain from releasing his doomsday device. You have 61 minutes to reach the mainframe and shut it down or we are all dead.

Can you work together for king and country?

7 Wonders Gaming 101 – Sun 9 pm

7 Wonders MEGA – Mon 9 am

7 Wonders lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways. Expansions may be used in the final round

A Game of Thrones 2nd Ed Qualifier – Sat 1 pm

In the second edition of A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. A Game of Thrones is an epic board game in which it will take more than military might to win.

if all players agree.

Board Games

A Game of Thrones 2nd Ed Final – Sun 9 am
Final for Saturday's Qualifier

Acquire Gaming 101 – Sun 3 pm

Acquire David Woolcott Memorial – Sun 4 pm
Place tiles to create hotel chains. Buy stock in any hotel chain on the board. Merge chains to make more money. Whoever has the most money at the end wins!

Advanced Civilization The Expansion Project DEMO – Sat 9 am
A larger version of Advanced Civilization that expands the map northward and eastwards to accommodate up to 18 players. This version is set-up to run on the Advanced Civilization set of trading and calamity rules. A timer will be used to keep trading down to a reasonable time limit to keep the game from stagnating.

Advanced Civilization The New World DEMO – Mon 9 am
A variant of Advanced Civilization set in North and South America with a few new advances and Calamities based on some of the ones found in The Expansion Project.

Advanced Werewolf – Sat Midnight
Claim another player's role, convince a village to follow your gut feeling, or stare into someone's soul and call them a liar to their face! All in good fun, of course. This is not the game for wallflowers and shy people. Bring your A game.

Age of Empires III – Fri 7 pm
Revisit the age of exploration & discovery. Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you proceed through three ages, you launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy and declare war if necessary. Builders Expansion will be used.

Agricola Gaming 101 – Sat 4 pm

Agricola Qualifier – Sat 5 pm
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.

Agricola Finals – Sun 4 pm
Winners and other qualifiers from Saturday. If 5 or fewer winners show up only final will be played.

Alhambra – Fri 3 pm
The Alhambra! 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. This is a game of diversity, majorities, thrift, & timing.

Alien Frontiers – Sat 10 am
If you have skills to manage your resources, build a fleet, research alien life and settle colonies, an Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first! It won't be easy because the others will be doing the same.

Amun Re – Fri 1 pm
Everyone knows of the pyramids on the Nile - eternal monuments of a powerful and beautiful culture, that can still take our breath away. The pharaohs choose their sites, build their pyramids, and thank Amun Re and the other Gods for their bounty.

Andean Abyss – Sat 9 pm
Andean Abyss provides up to 4 players with contrasting roles and overlapping victory conditions for rich diplomatic interaction. Andean Abyss features unique mechanics relating events and operations that guarantee difficult player decisions with each card flip. Most of the game's 72 events are dual-use: players can choose either version of the event or from an array of operations and special faction activities. Every choice has implications for how the next card will be played.

Anomia Party Edition – Fri 2 pm, Mon 3 pm
Players flip cards in turn until the symbols on two players' cards match. Matching players then race to give an example of the category on their opponents' card. Sounds easy, right? Think again! Wild cards create unexpected matches, and face-offs can cascade to reveal new matches. Pay attention - it could be your turn at any time! Anomia: Party Edition adds 6 all-new decks.

Arkham Horror Gaming 101 – Sat 6 pm

Arkham Horror – Sat 7 pm
You step off the train and instantly you know something is amiss in the town of Arkham Mass. Something is stirring beyond space and time and if it isn't stopped here the entire world will perish! Work together with your fellow investigators, defeat horrible monsters, and close trans dimensional gates to stop an ancient horror from awakening. Base game and rules. Easy to learn and play.

Ars Victor – Fri 5, 7 pm, Sat 11 am, 1,3, 5, 7pm
The one-hour wargame! Build your own army and fight over a battlefield that's different every time. Watch the video tutorial and grab a game. Open play all weekend. Each match gets you closer to the \$500 Cash Prize Ars Victor FINALS @2pm Sunday.

Ars Victor FINALS – Sun 2 pm
Single-elimination finals for the big cash prize! Every game you play over the weekend helps qualify you for the finals. Stop by Ars Victor HQ in the Grand Ballroom for more details.

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.

Axis and Allies 1941 – Sun 10 am
This simplified version of Axis and Allies can be played in two hours, so it is a great gateway game into the A&A game system. If you have ever wanted to play Axis and Allies, but didn't want to spend a long time playing, this game is for you.

Axis and Allies Qualifier – Sat 9 am
Although teams may, by mutual agreement, play other editions of Axis and Allies, the default system will be the second edition of Europe 1940 or Pacific 1940. The first two rounds will be played on Saturday, the final will be played on Sunday at Noon. A valid badge for each day is required, and a player must play in the preliminary rounds on Saturday in order to play in the final game on Sunday.

Axis and Allies Final – Sun Noon
Final for Saturday's Qualifier

Bang! Gaming 101 – Fri 6 pm
Gaming 101 events are for new players to learn how to play the game from experienced gamers. Come learn the rules and mechanics and play a couple of turns before you play in the tournament.

Bang! – Fri 7 pm
Exciting and fast paced card game of a wild west shoot out. Think O.K. Corral meets High Noon! It's the town Sheriff and Deputies against a band of Outlaws and a mysterious Renegade. Multiple battles and Tournament scoring system. Wild and crazy!

Board Games

Battle Cry – Sun 9 am

A low complexity game of a variety of civil war battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield.

Battles of Westeros – Sat 4 pm, Mon 9 am

Set in the world of Game of Thrones, house Stark and house Lannister are at it again. players will control 2-3 characters from the series - each with their own unique abilities. each side will strive to accomplish the scenario objective or simply prevent their opponent from doing so.

Battlestar Galactica Gaming 101 – Fri 6 pm

Battlestar Galactica – Fri 7 pm

Relive the adventures of the crew of the Galactica as they battle Cylons, try to conserve resources, and determine who among them are treacherous hidden Cylons!

Battlestar Galactica – Sat 7 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. This game is for experienced players players need to be familiar with the basic game at a minimum. Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival.

Battlestations – Sat, Sun 3pm

Be part of a crew of a spaceship. Turn the ship, scan an enemy ship, fire a missile, or pump an engine.

Blokus – Sat 5 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. Blokus is a fun personal challenge and a tense competition at the same time.

Blue Moon City – Sun 6 pm

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.

Boss Monster DEMO – Fri 4 pm

The goal of Boss Monster is to attract and destroy adventurers more quickly than your opponents. As a Boss, you will build your dungeon one Room at a time. Each room has a treasure value to lure in Heroes, and a damage value to destroy them. The Heroes aren't too much of a threat, but you run the risk of Wounds if you build a dungeon that's all attraction and no bite.

Brass – Sat 2 pm

In Brass the players represent industrialists in northern England during the hey-day of the industrial revolution. Each player needs to build an economic engine that surpasses the other by the time railways are established and the foreign markets have been saturated with English cotton.

Campaign Trail – Sun 6 pm

Campaign Trail is a strategy board game in which players pit their campaign skills against one another as they vie for the Presidency of the United States. Engage in grass roots campaigning, advertise, sling mud at opponents, fundraise, debate, and so much more!

Castles of Burgundy – Sat 2 pm

Players are in charge of developing their own principdom in Burgundy. Dice control a player's action, but there are multiple options for each face of the die leading to multiple victory paths. Players can use worker influence to change the dice results so they are not completely luck dependent.

Category 5 – Mon 2 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. Game is played until the round in which one or more players reach or exceed 74 points.

Chaosmos – Sat 5pm, Sun 2 pm

Chaosmos is an interstellar treasure hunt in which covert operatives from rival planets are engaged in a secret war of epic confrontation and intrigue. This is a sandbox-style "open world" game of deduction and deception. Your mission is to locate the greatest and most singular object in the universe-- The Ovoid-- and control it at the EXACT moment when space-time itself collapses.

Chicken Cha Cha Cha – Sun 11 am

A memory game for two to four children

Cock & Bull – Sat 11 am, 1, 3, 5pm, Sun 1, 3, 5pm

A Fast-Paced two-player dice game that features two avenues toward victory: Be the first player to capture the coat-of-arms using 6 two-sided chips, or move your peg from start to finish before the arms are captured. No two games are the same and you never know who is going to win until the last second. With a deliberate balance between strategy and uncertainty, the focus is on fun above all else.

Corporations! DEMO – Sat 4 pm

A two to four player game about the most powerful entities known to man. Corporations! Do you have the most power?

Darkest Night – Sat 8 pm, Sun 1 pm

The kingdom has fallen the war is just beginning. Control of one of the last heroes in the land as they plot to retake the kingdom from an evil necromancer in this cooperative fantasy game. Wield unique powers, battle undead, elude the necromancer, and search for the holy relics that can defeat him once and for all. The recent expansion (With an Inner Light) will be available.

Day Traders PLAYTEST – Sat 4 pm

What if Dominion and the 18xx series had a kid? It might be this game. Using deck building and stock manipulation, you are vying for the position of head consultant for a prestigious brokerage firm. Make the most money in a single day of trade at the New York Stock Exchange to win.

DC Comics Deck Building – Fri 7 pm

Batman! Superman! Wonder Woman! Aquaman! The Flash! Green Lantern! Cyborg! The Justice League of America is ready for action - are you? Fight the never-ending battle for truth, justice, and peace in the DC Comics Deck-Building Game! Craft your hero deck into a well-oiled machine to take on the most vile villains in the DC Universe in your quest for Victory (Points)!

Defenders of the Realm – Sat 2 pm

Our Liege is in desperate hour! From what grievous cause have these accursed races arisen? Orcs, Dragons, Demons and the Dead make haste towards Monarch City. The King and Countryside of Monarch City is in need of valiant Heroes! Will you answer the King's call?

Board Games

Descent Journeys in the Dark 2nd Ed – Sat 10 am, Sun 9 am
Players will control one of several heroes and form a party. Their goal? To defeat the evil plan of the overlord - whatever it may be.

Dice Age DEMO – Fri 3 pm, Sat 3, 5 pm, Sun 3pm
Dice Age is now wildly fun, with over 40 different dice unleashed! This fast paced CDG has more than one twist. The object is simple: lose your tokens and keep your dice. Not as easy as it sounds. Zoltaryon, the renowned prophet, will be there to guide you and introduce you to building your Legion of dice.

Dog – Sun 1 pm
Dog is a partnership Parcheesi variant in which players use cards to move around the board. Partners trade one card before each turn and there are five special cards to add to the strategy. Participants may choose their partnerships before assigning games, but unmatched players are also free to sign up.

Dominant Species Gaming 101 – Sat 6 pm

Dominant Species – Sat 8 pm
Dominant Species is 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. Each begins the game more or less in a state of natural balance in relation to one another.

Dominion Expansions – Sun 3 pm
All expansions included tournament.

Downfall PLAYTEST – Sun 3 pm
Downfall puts each player at the lead of a different tribe of survivors, battling against the elements, the nuclear fallout, and the limited and dwindling resources of a ravaged world. The game is an advanced prototype and this is a playtest.

Dragon Poker PLAYTEST – Sun 7 pm
Dragon Poker combines elements of deck building and poker in a fantasy world, with dragons, demons and champions. This is a prototype and will be a playtest for general mechanics and card balancing.

Dream Factory – Sun 2 pm
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. There are bonus points for first films completed, the best films, best directors, and even worst film.

Dream Wakers: Embrace Your Fate DEMO – Sun 4 pm
Dream Wakers: Embrace Your Fate is a deck-building war game based in the fantasy setting of the Dream Wakers world. Players use their decks to deploy troops, captains, and generals, build forts and capitols and launch campaigns in an effort to earn victory points. Players earn additional points when they fulfill their Objective Cards by meeting different objectives throughout the game.

Dungeon Lords Gaming 101 – Sun 6 pm

Dungeon Lords – Sun 7 pm
You've always been the hero, the one who has to go to the dungeon and defeat the monsters then face a dark lord at the end of it all. But what about the dark lord who built it? Do you know how difficult it is to tunnel through solid earth, buy traps, hire monsters and workers, and deal with the bureaucracy? In this game build a dungeon, defend it, and then score it. Highest score wins.

Dungeon Roll Delve-A-Thon – Sat Midnight
All you Dungeon Rollers, I know you are as excited about your game as I am, so come help us be the best Delving Con in the country. Think of it as cooperative solo as we work together to beat other conventions (even the "high and mighty" GenCon!) by scoring in-game and social achievements. Anyone who just wants to know what the excitement is all about, feel free to stop by and try a quick delve!

Dungeon Roll DEMO – Sat 10 am
Families and kids come check out the hot new Kickstarter success: Dungeon Roll. Fun and fast game that challenges you in the classic hero's quest to defeat monsters and loot the dungeon! Quick to learn and play with tactical depth growing as you do. Demos will be held continuously so stop by when you can. Non kids are welcome as well, but priority will be given to children and their families.

Eclipse – Sat 3 pm
The galaxy has been a peaceful place for many years. Nevertheless, tension and discord are growing. A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies and build spaceships to wage war with. There are many potential paths to victory, so plan your strategy carefully.

Emu Ranchers – Sat 1 pm
Times are hard on your emu ranch. Not only do you have to replace a ranch hand after the unfortunate "incident" in the emu pen, but your neighbor just decided to get into the emu ranching business, too. In this adaptation of the classic Decktet game, you must round up your mob of emus (that's a herd!) and beat out your opponent before he can get a toehold in your business.

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. They must defend their kingdoms against conflicts from their opponents or take the initiative and ignite conflict on their own.

Finca – Sat 9 am
A set collection game with a unique method of tile collection. You are a plantation owner shipping little wooden fruits to the villages on your island. You use your workers to determine which fruits you will harvest.

Fluxx DEMO – Fri Noon
The card game with ever changing rules! It starts out simple, with just the Basic Rule card: draw one card and play one card during each player's turn. But New Rule cards quickly make things chaotic. Even the object of the game will often change as you play, as players swap out one Goal card for another. Can you get the Rocket to the Moon before someone changes the goal to Death by Chocolate?

Fluxx the Board Game DEMO – Fri 1 pm
The board game that is all about change: changing rules, changing goals and now changing tiles. Occupy the right tile spaces to claim the current goal and reveal the next goal... getting you one step closer to victory! Each game takes 15-30 mins.

For the Crown – Sat 3 pm, Sun 7 pm
A deck-building Chess variant. Starting with only a king, build your economy to purchase cards, sacrifice cards to train pieces, and maneuver on the chessboard to capture the enemy sovereign. The Shock & Awe expansion will be available.

Board Games

Forbidden Island – Sun 1 pm

Dare to discover Forbidden Island! A team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath your every step!! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss!!

Fortress America – Fri 6 pm, Sat Noon

This is the reprint by Fantasy Flight of the same game published in the 1980s. America is defending against 3 invaders from the East, West, and South. Can America hold out?

Frag Gold FTW! – Sat 4 pm, Sun 4pm

A computer game without a computer. It's a "first-person shooter" on a tabletop up to six can play. Move your fighter and frag your foes draw cards for weapons, armor, and gadgets move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

Gaming 101

18xx – Fri 2 pm

7 Wonders – Sun 9 pm

Acquire – Sun 3 pm

Agricola – Sat 4 pm

Arkham Horror – Sat 6 pm

Battlestar Galactica – Fri 6 pm

Dominant Species – Sat 6 pm

Dungeon Lords – Sun 6 pm

Imperial – Fri Noon

Imperial 2030 – Sat 10 am

Kingdom of Solomon – Sat 11 am

Kingsburg – Sat 5 pm

Le Havre – Sun 4 pm

Lords of Waterdeep – Fri 5 pm

Love Letter – Fri 5pm, Sat 9 am, Sun 10 am

Mage Wars – Sun 10 am

Memoir '44 Overlord – Sat 4 pm

Power Grid – Sat 9 pm

Race for the Galaxy – Fri 8 pm

Small World – Sun Noon

Space Alert – Fri 2pm, Sat 11 am, Sun 11 am

Talisman – Sun 11 am

Terra Mystica 101 – Fri 8 pm, Sat 10am

Tichu – Sat 8 pm

Titan – Sat 10 am

Troyes 101 – Fri 7 pm

Win, Place & Show – Sun 1 pm

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

Galaxy Trucker – Sat 7 pm

Come play Galaxy Trucker, designed by our Guest of Honor Vlaada Chvatil. The final will be played with special ships Vlaada will be bringing for the event.

Gem Rush – Sun 6 pm

Grab your pick and dig out a magical gem mine in this quick and easy-to-learn game. Use gems to build new rooms use special abilities of rooms to collect more gems. This session will be played in Crisis Mode (cooperative).

Gem Rush – Sat 7 pm

Grab your pick and dig out a magical gem mine in this quick and easy-to-learn game. Use gems to build new rooms use special abilities of rooms to collect more gems. This session will be played in Rush Mode (race against other players).

Guildhall – Fri 7 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.

Hawaii – Fri 2 pm

Don't expect to lie around the sun, lazily sipping cocktails and passively watching hula dancers, because the tactical game Hawaii is not a paradise for idlers, but rather for bold, active strategists. Restlessly, they'll move their pieces on the game board, facing constant challenges in terms of making their beautiful villages on this beautiful island as profitable as possible.

How to Build an Elder God DEMO – Fri 8 pm

Building An Elder God is a casual card game of Lovecraftian construction for 2-5 players ages 10 and up. The rules are easy to learn and a typical game takes from 15-30 minutes, depending on the number of players. Build a Cthulhu-esque tentacled monstrosity to completion before the other players, using damage cards to blast your opponents' creatures to slow down their progress so that you can win!

Hunting Party – Sat 9 pm

You are on Safari in Darkest Africa. You gain points for bagging trophies and accomplishing your secret goal. You lose points for dying.

If Only I Had... DEMO – Fri 2 pm

If Only I Had (IOIH) is a hilarious party game for 4 to 12 players where one player each round plays the victim of a crazy situation and the other players play cards to "help" the victim out of it.

Imperial Gaming 101 – Fri Noon

Imperial – Fri 1 pm

Europe is in the age of imperialism. Six great nations build factories, troops and fleets to expand their power, collecting taxes to pay interest to their investors. Players are investors, angling for influence and control of the great imperial powers, but ultimately looking to milk them for profit.

Imperial 2030 Gaming 101 – Sat 10 am

Imperial 2030 – Sat 11 am

In Imperial 2030, six great powers (USA, Europe, Russia, China, India, and Brazil) build factories, armies and fleets to expand their power. Nations collect taxes to pay off their investors. Players are those investors, angling for influence and control, but ultimately looking for profit.

In the Year of the Dragon – Mon 10 am

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.

Ingenious – Fri 10 pm

Ingenious is the abstract placement game from internationally-renowned game designer Reiner Knizia. Players place colored tiles on the hexagonal board, scoring points, blocking opponents' tile placement, and trying to protect themselves from being blocked by their opponents.

Board Games

Innovation – Fri 9 pm

Each player builds a civilization based on various technologies ideas and cultural advancements all represented by cards. Each of these cards has a unique power which will allow further advancement point scoring or even attacking other civilizations. To win you must score achievements which you can attain by amassing points or by meeting certain criteria with the innovations you have built.

Journey Stones DEMO – Fri 3pm, Sat Noon

Journey Stones is a 2 player strategy game with two pieces and unlimited possibility.

Journey Stones – Sun Noon

A Journey Stones Tournament with a \$100 prize to first place

Keep the Crown DEMO – Sun 11 am

Take turns putting pieces on the board trying to earn points and attain the crown. The board slowly fills up, and when it does, the player with the crown wins! Should you play for a set of diamonds? Or use a Wizard for a better set? Or maybe play a Thief to mix up the board and your opponent's game?! Various strategies abound, but only one player keeps the crown to claim victory! 45min per game

King of Tokyo – Fri 9 pm, Sat 3pm

A monstrous dice game! Please bring a copy of the game if you want a guaranteed seat.

King's Ransom DEMO – Fri 2 pm, Sat Noon

King's Ransom, by designer Frank Zazanis, is a quick two-player card game that uses the core mechanics of chess while forcing players in to a tightly confined space, encouraging conflict. Played in around 20 minutes or less.

Kingdom Builder – Sun 3 pm

In Kingdom Builder, the players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.

Kingdom of Solomon Gaming 101 – Sat 11 am

Kingdom of Solomon – Sat Noon

Set in Palestine, the 40-year reign of Solomon formed both the climax and the denouement of Israel's Golden Age. It was known for its ambitious building program (of which the famed Temple was the apex a wonder of the ancient world.) Players take the roles of governors appointed by the king to help him advance the nation's wealth and esteem. Gather wisely, take decisive action, and build to win!

Kingsburg Gaming 101 – Sat 5 pm

Kingsburg – Sat 6 pm

Influence the King's advisers to gain resources to buy buildings to earn victory points.

Le Havre Gaming 101 – Sun 4 pm

Le Havre – Sun 5 pm

A board game by designer Uwe Rosenberg about the development of a charming small town. The gameplay takes place in the harbor of Le Havre, where players take goods from the wharves. These goods are used to feed the players' community, construct buildings & ships, or processed into finished goods. The game is played for a set number of rounds, with the winner having the greatest wealth.

Letters From Whitechapel – Fri 4 pm

Letters From Whitechapel is a bluffing and deduction game based on the infamous Jack the Ripper murders that occurred in the seedy Whitechapel district of London in 1888. One player is Jack the Ripper, and his goal is to take five victims without being caught. The other players are police detectives who must cooperate to locate and arrest Jack the Ripper before the end of the game.

Leviathans – Sun 2 pm

In an alternate universe take control of either the British or French air fleet. Each ship in either fleet is subtly different from the others. maneuver your ships into position and attack the enemy with your weapons. As your ship takes damage weapons and engines are destroyed. With each weapon or engine loss the performance of the ship is degraded. Will you be the first to break the enemy's keel?

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: Challenge that results in an exact bid will not result in the removal of a players final die.

Lifeboat – Sat 8 pm

You are on a lifeboat with someone you hate and someone you love. Luckily someone loves you (unless you love yourself). Unluckily someone hates you (unless you hate yourself). Anyway, good luck saving your love and killing the one that you hate.

Little Red Riding Hood: Full Moon Rising DEMO – Fri 5 pm, Sat 3 pm

This is a 6 to 10 player mafia/werewolf game. The game does not require a host. It is a player turn base game, not played in day/night rounds. Each villager has a unique profession such as trader, thief, medicine man, etc. When human player dies, player becomes a spirit and continue to play for human or werewolf team. Finally, in a 9-10 player game, grandma may turn into werewolf during the game.

Long Shot – Fri 8 pm

Long Shot is a family-friendly horse racing board game, up to 8 players bet, buy horses, and strategize as the race unfolds. Long Shot includes over 100 unique cards allowing players to combine strategies and resources for maximum control of the race. Will you buy a horse or two in the hopes of winning some of the purse, or will you bet it all on the long shot?

Lords of Waterdeep Gaming 101 – Fri 5 pm

Lords of Waterdeep – Fri 6 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. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

Lost Temple – Mon 2 pm

Players are explorers looking for a mysterious lost temple. To find it, they must cross the jungle and get help from the indigenous people. The first player to reach the temple on the last space of the track wins the game. Lost Temple uses a character selection rule similar to designer Bruno Faidutti's previous game Citadels.

Love Letter Gaming 101 – Fri 5pm, Sat 9 am, Sun 10 am

Love Letter – Fri 6pm, Sat 10 am, 5 pm, Sun 11am, 9pm

You are either a suitor or matchmaker competing for the love of the Princess. Deduction and bluffing are essential in this game, and sometimes even a little luck. The last player standing or the player with the highest card at the end of a round wins her affection. But don't fret, there's always tomorrow and the Princess is fickle with her affections

Mage Wars Gaming 101 – Sun 10 am

Board Games

Mage Wars – Sun 11 am

Please bring a constructed Mage. Decklists are required. Swiss Tournament. 90 minute time limit per round. Cards from Base set, Spell Tomes, Forcemaster vs Warlord, and Kumanjaro are legal. Please visit Arcane Wonders website for current FAQ. Bring your Spellbook, tokens, dice, and a board (just in case)

Mean Streets PLAYTEST – Sun 2 pm

It's the Roaring 20s! Your job...deliver liquor and tommy guns before the competition does. Navigate crazy, winding one-way streets to deliver your "packages". Bribe the roadworks department to change the direction of traffic or payoff the cops to look the other way.

Medici – Fri 5 pm, Sun 7 pm

You are 6 who own a ship, you try & build up the best ship by bidding on commodities. Each turn the current player turns up 1 to 3 cards for all players to bid on, with the highest bid taking all. The object is to accrue the most points during 3 rounds & the round ends when each player's ship is full. After each round, points are awarded to each player having the most of a given commodity!!!

Memoir '44 – Fri 3 pm

Memoir '44 is a two player game where a battle from WWII is recreated. This game will feature the breakthrough expansion

Memoir '44 Overlord Gaming 101 – Sat 4 pm

Memoir '44 Overlord – Sat 5 pm

Memoir '44 Overlord offers players a unique way to replay historical WWII battles on a grand scale, with up to four players to a side. This style of play combines multiple boards into a single, oversized battlefield. Players can experience the frustrations associated with a military-style WWII chain of command, and yet enjoy the challenges of coordination and cooperation needed to gain victory.

Merchant of Venus – Sun 11 am

Merchant of Venus is the classic Avalon Hill space trading game recently reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes. Initial round is to \$2000 with a final round to \$3000. If there are six players, they can choose to have a single round to \$3000 or two 3-player preliminaries. This is the classic game even if using an FFG copy.

Merchant of Venus 2nd Ed – Sat 2 am

Undated version of original game with new variations

Merchants & Marauders – Sat 10 am

A game of seeking your fortune through trade, rumor hunting, missions, and plundering. Will you be a merchant or a pirate? New players welcome please arrive 30 minutes early.

Middle Earth Quest – Sun 10 am

Players take on the roles of the heroes from the Lord of the Rings in this game of good vs evil. New players welcome. New players should arrive 30 minutes early.

Monopoly Deal – Sun 3 pm

A fast paced card game of buying properties and making loads of money. Easy to play, fun for all!

Monster Derby – Sat 10 pm

A race game where each player moves a certain monster (with different terrain for different legs of the races). Each monster has variable abilities, depending upon the terrain. They also have the ability to disrupt their fellow racers.

Munchkin Apocalypse – Sun 11 am

In Munchkin Apocalypse, every possible natural (and unnatural) disaster has happened . . . or will happen during the game. You are a rugged survivor in a world full of people - and things - that want to kill you and take your stuff. So do it to them first!

Myrmes – Sun 4 pm

You control an ant colony of worker ants, soldier ants, nurse ants and larvae. Part of your colony is underground, but you also must compete with other colonies to harvest food, earth and stone from the garden above. Myrmes is a medium-weight strategy game that has the best elements of area control, worker placement and resource management. An Essen 2012 release.

Nexus Ops – Sat 10 pm

Nexus Ops is a light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles are compensated with Energize cards. Players can also obtain Energize cards by controlling the Monolith, a raised structure in the center of the grid.

Olympos – Sun 8 pm

Timing is everything in this game. Players must spend their time units efficiently to march across Greece and Atlantis, grabbing territory and technologies while building wonders. Created by Philippe Keyaerts (the designer of Small World).

On the Underground – Mon 10 am

The goal of the game is to build the most successful Underground lines and in doing so gain the most points. You can gain points by connecting your lines to various destinations on the board, and by having the passenger use your lines to travel from station to station.

Palaces – Sun 9 pm

Build your palace in this deck building game!

Pantheon Kingdoms DEMO – Fri 8, Sat 1, 6, 11pm, Sun 1, 5, 11 pm, Mon Noon

Take the roles of the Gods in this strategy game that spans the course of centuries of civilization and warfare. Completed demo version of a WIP actively seeking feedback from players. Teachers and coaches available.

Paperback DEMO – Sat 2 pm, Sun 1 pm

The novel deckbuilding game. Score words in order to buy better letters with cool abilities and higher point values, or victory points that act as wild cards. Find the word that makes the best use of your letters, and you'll be churning out the novels in no time.

Pax Britannica – Sun 8 pm

Pax Britannica is, as the start of the rules say, "a multi-player game that re-creates the dynamics of the colonial era, from 1880 to the outbreak of the Great War." In practice, Pax is a fairly complex board game (or fairly simple war game) that really is a cleverly disguised diplomatic game. In terms of sheer diplomacy, I rate Pax up there with only, well, Diplomacy.

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

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

Pillars of the Earth – Sat 8 pm

Players attempt to contribute the most to building a Cathedral in this worker placement game based on the best sellin novel by Ken Follett

Play 5 DEMO – Sat 8 pm

Players create interlocking poker themed hands in a crossword fashion to attain the highest hand score to win the other player's chips. The hand scores are achieved by adding the face values on the tiles and strategizing to take advantage of the bonus squares on the board, that multiply the tile or hand values.

Board Games

Poison – Fri 2 pm

Players choose a potion card from their hand to add to one of three colored cauldrons, being careful not to let the pot go over a total value of 13. The player who causes the cauldron to go over 13 must take all of the cards within it, trying to avoid taking a potion mixed with poison. Be the player with either the most or none of any potion and you're safe

Power Grid Gaming 101 – Sat 9 pm

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. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

Pressure Point – Sat 11 pm

Can you keep your cool under pressure? You're given a category and must blurt out answers that fit in under 10 seconds! Everyone else wagers on how many you can spit out. Beat the clock and their guesses to win Pressure points!

Priests of RA – Fri 5 pm

The priests of Ra seek to extend their power and fame by directing farmers, warriors, merchants, and scribes. This game is a rework of Ra, with most of the same rules but completely different scoring tiles that come up for auction, some of which are two-sided, requiring players to choose which side they will make available for themselves... and for their opponents.

Puerto Rico – Sun 5 pm

Puerto Rico is 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. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings. Puerto Rico is one of the highest rated games on BoardGameGeek.

Quarriors! – Fri 10 pm

Frequently called 'Dominion with Dice', this 2011 hit requires players to leverage their lucky rolls for better dice AND make good choices about which 'queatures to quapture' and when to 'quast their spells'. An insane amount of Q's and custom dice makes for a fun light-strategy romp that is different every time you play!

Race for the Galaxy Gaming 101 – Fri 8 pm

Race for the Galaxy 2 Player – Fri 9 pm

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

Race for the Galaxy Elite – Sun 4 pm

This will be a Race for the Galaxy Tournament using all available expansions. It is for experienced players only and the winner will carry bragging rights until the next con. Three rounds of play are guaranteed per participant: 2 rounds of random-draw play to seed the 8-player single-elimination tournament. \$25 will be awarded to the victor!

railroad Tycoon – Fri 2 pm

Revisit the early days of the Age of Steam as you begin with a locomotive (the venerable John Bull, the first locomotive to run in North America) and a vision (your Tycoon "mission" card). From there, build your budding railroad network into a vast empire. Connect New York to Chicago, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway!

Rasputin DEMO – Sat 10 am

Currently on Kickstarter, Rasputin pits you against other players in a race to kill history's most unkillable man Grigori Yefemovich Rasputin. This is a 2 round tournament and a complete copy of the game will be awarded on the spot to the winner! Being a new game, first round players will be limited to the "Basic Deck" listed in the rulebook, but anything goes for round 2!

Rattus – Sun 8 pm

14th century Europe in the throes of the Black Plague. In this surprisingly light strategy game players try to increase their populations & cause trouble for their opponents. An aloof King, a secretive Witch, a purging Monk, an aggressive Knight, a nomadic Merchant, & a fecund Peasant help players avoid the mysterious effects of ever-present rats & survive the "ratocaust." Great for new players!

Replicant PLAYTEST – Sat 5 pm

Players become passengers on a small spaceship. Some are Human, others are Replicants. Each has secret goals, and they plot against one each other to accomplish them. This is a highly interactive game. No players are eliminated an any number of players can win.

Revolution – Sat 7 pm, Sun 7 pm

Secretly bid against your opponents to gain the support of the people, win territory and gather more Gold, Blackmail, and Force for the next round of bidding! Knowing where to push for support – and where to back away and let your opponents fight – is the key to victory. It's a game of bluff, counter-bluff, and surprise.

Risk Express – Sat 11 am

In 2006, Hasbro released a dice version of all of their brand name games. Of all the titles, this is one of the best in the series. Also, the game was designed by Reiner Knizia. In this game you roll dice to conquer various parts of the globe. The fun comes when more than one player is after the same region.

Runewars – Sun 6 pm

Take control of one of 4 races - elves, humans, orcs or the undead. using the forces and heroes you control be the first to control 6 dragon runes.

Santiago de Cuba – Fri 5 pm

In SdC, 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. When they reach the docks, players must get their own goods aboard ship before it sails. The unique rondel-within-rondel mechanism provides replayability, while the all-together-now movement adds fun tension.

Scrabble – Sat 11 pm, Sun 1 pm

The Classic Crossword game.

Scribe's Arena DEMO – Sat 2 pm, Sun 5 pm

A 2-4 player tabletop word-solving game based in a fantasy world. Players try to solve their opponent's words using powerful god powers, ally abilities, and spell cards!

Seasons – Sun 9 am

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. Take your place, wizard! Equip your ancestral magical items, summon your most faithful familiars to your side and be ready to face the challenge!

Secret Mystery PLAYTEST – Sun 10 pm

Who knows what it will be? Come and find out!

Board Games

Settlers of America Trails to Rails – Fri 4 pm, Sat 8 pm

Settlers of America: Trails to Rails utilizes 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.

Settlers of Catan – Sun 10 am

Players roll dice to obtain resources, which they use to build settlements or trade to other players each trying to be the 1st to score 10 points.

Settlers of Catan Cities & Knights – Fri 8 pm

Settlers of Catan with the Cities & Knights expansion.

Shadows Over Camelot – Sun 5 pm

In this game every turn is your turn. Work together to bring about the saving of Camelot. On each turn, players choose a good action and an evil action. The group is encouraged to be involved in all of these decisions. But beware. One in your group is a traitor and is working to unravel all of your progress.

Sherlock Holmes Consulting Detective – Sat 7 pm

You are a member of the Baker Street Irregulars who investigates various crimes. In this classic deductive game players will follow leads, look at the newspaper to find clues, and interview people. When players are ready to solve the crime they will answer the important questions about the case and about what they may have discovered. Are you a better detective than Sherlock Holmes?

Shogun/Samurai Swords/Ikusa – Sun 6 pm

Wage war to seize control of Tokugawa Japan in this classic boardgame from the Milton Bradley GameMaster series. If you like Risk and Axis & Allies, you'll like this dynamic and colorful game.

Shogun/Wallenstein – Sat 6 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. Each round, the players decide which of the actions are to be played out and in which of their provinces. Owning provinces & improvements means points at the end of a "year". The highest point total after the second year becomes shogun and wins the game.

Skittykitts DEMO – Sat 1 pm

Easy to learn, hard to put down. Take control of The Princess, The Wizard, The Bat, or The Fool and get sucked into the world of Skittykitts! Be endlessly surprised, the deck of cards is small, but no two games are ever the same. You'll need a bit of luck and a lot of creative strategy to come out on top. This event is for new players and includes a training round. Winners will receive a prize!

Small World Gaming 101 – Sun Noon

Small World – Sun 1 pm

Pick what you think is the best race/power combo and dominate your opponents in this light-hearted but tactical game of area control. But don't forget to put your race in decline and grab a new one when they just don't cut it anymore!

Small World Invaded – Sat 10 pm

What happens when the UNDERGROUND races invade Small World through the TUNNELS? Will they be CURSED? Will the original inhabitants of Small World BE NOT AFRAID? Will their LEADERS emerge? Will the GRAND DAMES turn the tide or join the interlopers? 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.

Space Agents DEMO – Sun 10 am

It's a race into space as patriotic players spy, cheat, and steal to put their tiny nations on the map. Learn their secrets, build your rocket, and get your sats to Mars!

Space Alert Gaming 101 – Fri 2pm, Sat 11 am, Sun 11 am

Space Alert – Fri 3pm, Sat Noon, Sun Noon

It's a cooperative team survival game. Players become crew members of a small spaceship scanning dangerous sectors of galaxy. The missions last just 10 real-time minutes (hyperspace jump, sector scan, hyperspace jump back) and the only task the players have is to protect their ship. Several ships will compete in the same mission to see which crew can pull off the best score!

Spare Parts DEMO – Fri 1 pm

Take on the role of a mad scientist recombining the building blocks of life into unusual undead creations. Be the first mad scientist to create an army of creatures large enough for world domination, and make sure your competition doesn't get there first!

Stone Age – Sun 3 pm

Players use up to ten tribe members each in three phases. In the first phase, players place their workers in regions of the board that they think will benefit them. In the second phase, the starting player activates each of their staffed areas in whatever sequence they chooses, followed in turn by the other players. Afterwards, players feed their population. The expansion will NOT be used.

Stones of Fate – Sat 9 am

Stones of Fate is an easy-to-learn, fast-paced area control game. You and 1-3 friends take control of five fate stones and compete to win cards in a nine-card, face-down spread. On your turn you may place one of your fate stones next to a card in the spread, or you may peek at one of the cards and return it face-down to the spread, or you may flip over one card to determine its winner.

Survive Escape from Atlantis! – Sat 3 pm

An island made up of 40 hex-tiles is slowly sinking into the ocean (as the tiles are removed from the board). Each player controls ten people (valued from 1 to 6) that they try and move towards the safety of the surrounding islands before the main island finally blows up. Players can either swim or use boats to travel but must avoid sea serpents, whales and sharks on their way to safety.

Swap Meet PLAYTEST – Sun 4 pm

Swap meet shoppers, take your marks. Get set. Go! Be the first player to swap all your unwanted items for the items on your shopping list. But beware other swappers may snatch the items you most need. Out-swap the competition and become the swap meet king (or queen) in this fun and fast-paced card game!

Syrtis DEMO – Fri 6 pm

In a land of mists and mysteriously shifting landscapes, emirs and generals struggle to consolidate territory before quicksands envelop them completely.

Talisman 101 – Sun 11 am

Talisman – Sun Noon

Fourth Edition Revised Rules. The Prophetess reduction in powers may be used. For the final round, The City and Highland Expansion as well as Blood Moon may be used (agreement of the table). Bring your own games. We do have enough library games. If we do not have enough games, you may be denied entry. Some library games do not have all the pieces.

Board Games

Tanto Cuore – Sat 2 pm

Tanto Cuore is a deck building card game. The players take the roles of “masters of the house”, employ a lot of cute maids, and are served by them while slowly filling out their house. But take care. The maids can become sick, or get bad habits!

Terra Mystica Gaming 101 – Fri 8 pm, Sat 10am

Terra Mystica – Fri 9 pm, Sat 11 am

In the land of Terra Mystica dwell 14 different peoples in seven landscapes, and each group is bound to its own home environment, so to develop and grow, they must terraform neighboring landscapes into their home environments in competition with the other groups.

The Adventurers – Sat 9 pm

Your greed is your only enemy! If you just run you will survive. But there is treasure to be found! In this game you play an adventurer trying to escape a temple. You have only two choices: run or look for treasure. But the more treasure you collect, the slower you go. Avoid the lava, the moving walls and the giant boulder and make it out alive.

The Castles of Burgundy Gaming 101 – Sat 1 pm

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

The Resistance – Fri 10 pm

The Resistance is a game of social deduction. Players are either Resistance Operatives or Imperial Spies. For 3 to 5 rounds, they must depend on each other to carry out missions against the Empire. (Or if they are spies, to sabotage the Resistance). Players must try to deduce the other players' identities and gain their trust. The first team to complete (or sabotage) 3 out of 5 missions, wins.

Thieves! – Sat 10, Noon, 2, 4, 6 pm

The goal of Thieves! is to get the most valuable treasures while avoiding being wounded. The other thieves are going to attempt to foil your quest for treasure, so you'd better be the best lying stabby sneaky bastard at the table. This adventure themed 3-4 player card game is all about bluffing, stabbing, and sneaking your way to victory. Demos are in the Foyer in front of the Dealer Room.

Through the Ages – Sat 9 am

Through the Ages is an exciting game of strategy and resource management. Players guide their civilizations up from Antiquity, through the Middle Ages, and into Modern Times. What will your civilization be like? Will it be warlike? Technologically advanced? Religious? Artistic? Your Civilization's culture is yours to shape and you can do it differently every time you play the game. Guest of Honor Vlaada Chvátil will be on-hand!

Thurn & Taxis – Sun 7 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 Gaming 101 – Sat 8 pm

Tichu Qualifier – Sat 9 pm

Tichu is 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. Because this is a two night event, please be prepared to play both nights *with the same partner*. If there are 16 or fewer participants, this will be modified Swiss, so everyone can play two games.

Tichu Final – Sun 9 pm

Final for Saturday's Qualifier No substitutions allowed.

Ticket to Ride – Sun 11 am, 9 pm

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

Ticket to Ride Europe – Sun 2 pm

From the craggy hillsides of Edinburgh to the sunlit docks of Constantinople, from the dusty alleys of Pamplona to a windswept station in Berlin, Ticket to Ride Europe takes you on an exciting train adventure through the great cities of turn-of-the-century Europe.

Ticket to Ride Nordic Countries – Sun 3 pm

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

Ticket to Ride Team Asia – Sat 4 pm

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

Tide of Iron – Sat 8 pm

Tide of Iron brings you back to the battlefield of WWII. Using a pretern inked set of units consisting of soldiers, elite soldiers, machinegunners, trucks, half-tracks and tanks players will take the side of either the Germans or the Americans and attempt to achieve their mission objective.

Titan Gaming 101 – Sat 10 am

Titan – Sat 11 am

Titan will have a 6-Player final - played until there is only one Titan left alive! Can *you* be The One? First round, when needed, will be a 3-4 hour time-limited game, highest point players from first-round heats to advance to the final.

Titanic – Mon 10 am

The year is 1912. Welcome aboard the R.M.S. Titanic. Gossip with other passengers, receive telegrams and collect all five pieces of your personal property to advance from Second Class to the First Class section of the ship. But watch out, you might get put back into steerage or, worse yet, never make it to your lifeboat on time! For 2 to 6 players. Special Prize for winner!

Troyes 101 – Fri 7 pm

Troyes – Fri 8 pm

Troyes is a strategy game where you use your influence to recruit and supervise individuals from three prominent areas of the town of Troyes: military (red dice), clergy (white) and civil (yellow). Your dice (workers) will construct the cathedral, combat misfortune and bustle about the city performing various tasks to win you prestige and influence.

Turn the Tide – Fri 3 pm

There's a high tide coming to the sheep herding island. Collect low numbers to keep your sheep dry. Each player has a hand with numbers varying between 1 and 60. The highest number gets first pick. But don't worry about what you have been dealt. Once the round is over, you pass your hand to the right to let your neighbor try your hand on the next round. You play as many rounds as there are players.

Twilight Imperium 3rd Variant DEMO – Fri Noon, Sun 10 am

Twilight Imperium is a large space epic 4x strategy game. I use a wrap-around 3D style layout and a few variants that add to the experience. If you love epic games and would love to play a fun long game of Twilight Imperium then this game is for you. I like to set-up for 6 players but can accommodate up to 8.

Board Games

Twilight Imperium Qualifier – Fri 1 pm, Sat 1pm

Vie for control of the galaxy and lead your race to a new Golden Age! This is a TI tournament using TI3 and both Shattered Empire and Shards of the Throne. Fri and Sat are qualifiers. You do not need to play both days, only 1 of those days. The top 4 players from both Fri and Sat will continue forward and play in a final game on Sunday.

Twilight Imperium Finals – Sun 1 pm

Final for Friday and Saturday Qualifiers

Twilight Struggle – Sat Noon, 2 pm

Twilight Struggle is a two-player game simulating the forty-five year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States... Players move units and exert influence in attempts to gain allies and control for their superpower.

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

This is a Resistance/Werewolf like game where two teams of players are randomly distributed between two rooms. The Blue Team has a President. The Red Team has a Bomber. At the end of each of five rounds, some players will be swapped into opposing rooms. If the Bomber is in the same room as the President at the end of the game, then the Red Team wins otherwise the Blue Team wins.

Tzolk'in: The Mayan Calendar Gaming 101 – Fri 4 pm

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

Tzolk'in: The Mayan Calendar – Fri 5 pm

Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots. The game ends after one full revolution of the central Tzolk'in gear. There are many paths to victory. Pleasing the gods by placing crystal skulls in deep caves or building many temples are just two of those many paths.

Undermining – Mon 2 pm

One of Z-Man Games 2011 Essen releases, from Canadian designer Matt Tolman. Undermining poses the age-old question: "Shall I benefit my own position, block my opponents...or gather Alien Technology?" With only a limited, diminishing number of points up for grabs, players must decide when to stop scooping up cosmic resources & pimping their UMVs (Universal Mining Vehicles), to save their scores

Union Pacific – Sun 9 am

Union Pacific is a train-themed stock market game. On each turn, players must choose between expanding a company to increase its value and adding a share of stock to their hand, or playing stock onto the table from their hand to increase their ownership of one or two companies. There are four semi-random scoring events, in which the first and second place shareholder in each company are paid dividends. Only stock that has been previously played onto the table is considered during the scoring rounds.

Uno – Fri 10 pm, Sat 10 am, Sun 10 am, Mon 11 am

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.

Vegas Showdown – Mon Noon

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. The game was Games Magazine's "Game of the Year" for 2007, now back in print.

Village – Sun 7 pm

Village is a game full of tactical challenges. A smart and unique new action mechanism is responsible for keeping turns short and yet still tactically rich and full of difficult decisions. Also unique is the way this game deals with the delicate subject of death as a natural and perpetual part of life in the village, thoughts of death will keep you focused on smart time-management.

Viticulture – Sat 2 pm

Old-world Tuscany awaits your winemaking skill and strategic cunning. You'll plant vines, harvest grapes, age wines, and fill merchant orders to create the greatest winery in Italy! Viticulture plays 2-6 players in 60-90 minutes. The game is designed by Jamey Stegmaier and Alan Stone, and successfully funded on Kickstarter in 2012. This is a PLAY-TO-WIN event sponsored by Stonemaier Games!

Wealth of Nations – Sat 9 pm

In Wealth of Nations, you take on the role of a national leader. Your goal is to take your nation from humble beginnings to the status of a world economic superpower. You achieve this by building Industries, which allows you to produce Commodities. There are six types of Industry tiles: Farms, Generators, Academies, Mines, Factories, and Banks. Each Industry is capable of producing a certain type of Commodity: Food, Energy, Labor, Ore, Capital, and Money.

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

Werewolf requires observation, some deduction, and a lot of bald-faced lying or bluffing(if that helps you sleep at night). By night, werewolves kill off villagers. By day, angry villagers kill suspected werewolves!! (But oops, sometimes they kill off "the innocent"). Who will prevail: The werewolves - The villagers? Only time will tell~ While fun to watch, Werewolf is even more fun to play!!!

Werewolf Talk Talk Talk – Mon Midnight

Sick of players saying "Let's just kill someone already!?" Tired of people saying "Day 1 doesn't matter?" Do you understand that the length of a Werewolf game is measured in information, not time? Then this is the game for you! Come talk to your heart's content and get the Werewolf experience you love.

Werewolf Villages of Exiles – Sun Midnight

Two Villages with different role sets each exile a living member to the other village to start each day. Villagers need both villages to win and wolves need both to succumb. Held at the top of the escalator on the 3rd floor.

Werewolf vs Vampires – Mon Midnight

Werewolf requires observation, some deduction, and a lot of bald-faced lying or bluffing(if that helps you sleep at night). By night, werewolves kill off villagers - By day, angry villagers kill suspected werewolves!! (But oops, sometimes they kill off "the innocent"). Who will prevail: The werewolves - The villagers? Only time will tell~ While fun to watch, Werewolf is even more fun to play!!!

Board Games

Werewolf vs Vampires – Sun Midnight

By night, werewolves kill villagers! By day, angry villagers kill suspected werewolves!! But this variant of play, it starts with one vampire, either they kill or turn players, the game has more in threat. Werewolf requires observation, some deduction, or bald-faced lying. Who will prevail: the werewolves - the villagers? Only time will tell~ While fun to watch, Werewolf is even more fun to play!

Werewolf vs Vampires – Sat Midnight

By night, werewolves kill villagers! By day, angry villagers kill suspected werewolves!! But this variant of play, it starts with one vampire, either they kill or turn players, the game has more in threat. Werewolf requires observation, some deduction, or bald-faced lying. Who will prevail: the werewolves - the villagers? Only time will tell~ While fun to watch, Werewolf is even more fun to play!

Western Town – Sat 1 pm, Sun 3pm

In Western Town, each player is a Marshal of an expanding town in the Old West of the U.S. in the early 1860s. Each Marshal wants to develop the most prosperous town, one that President Lincoln himself would be proud to visit.

What the Food?! DEMO – Sat 11 am, Sun 11 am

“What the Food?!” is a quick and easy to learn card game for 3-8 players capturing the experience of a classic cafeteria food fight! Grab food, throw funny combos at your opponents and duck to avoid “humiliation” points! Play as one of 10 classmates caught in the crossfire, each with their own style! Gain new actions mid-fight and keep an eye out for random school events creating instant chaos!

Who Would Win? – Sat 11 pm

Compare random people and argue who would win in a ridiculous competition. Who would win, Mark Twain or Micheal Jackson at skydiving?

Collectibles

Gateway Ballroom

A Game of Thrones LCG – Sat 9 am, Sun 2 pm

GM: Geoff Colman
Casual meetup for FFG’s Game of Thrones Joust (1v1) format. Beginners welcome, demos available.

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

Axis & Allies Naval Miniatures – Sat, Sun 3 pm

GM: Emerald Ivy
Fast-paced and action-packed, this exciting, collectable miniatures game will let players recreate historical battles or go head-to-head in competitive warfare that rages across massive 30x40 battle maps. Build a fleet from ships we provide or bring your own fleet to battle with.

Axis & Allies Naval Miniatures Demo – Sat, Sun 1 pm

GM: Emerald Ivy
Come demo this fast-paced and action-packed collectable miniatures game that will let you recreate historical battles or go head-to-head in competitive warfare that rages across massive battle maps

Win, Place & Show Gaming 101 – Sun 1 pm

Win, Place & Show – Sun 2 pm

Best horse racing game ever! A 3M Classic, original game. a day at the track. You buy your horses, ride your horses and bet the entire field. Person with the most money at the end of the day wins! Come test you skill at the “Sport of Kings”

World Conquerors – Sat 6 pm

You compete with the other players and use the world’s most famous generals and rulers to conquer the world!

Yahtzee Free for All – Fri 4pm, Sat 7pm, Sun 5 pm

Yahtzee Free for All is 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 – Mon 1 pm

For over a century Isfahan was the capital of Persia & one of the largest cities in the world. Famous for its Islamic architecture, it was strategically located at the intersection of ancient roads—making it an ideal center for trade. Over the course of 3 weeks (a mere 21 moves) players vie to supply souqs (small specialized markets) in the city’s 4 districts or remove goods to waiting caravans.

Yspahan – Sat 6 pm

Yspahan is 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 4 pm

Zombicide is 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! Unfortunately for you, there are a LOT more zombies than you have bullets. The more zombies you kill, the more skilled you get the more skilled you get, the more zombies appear.

Dragon Dice “Build-Your-own Army” Tournament – Sat, Sun Noon

GM: Clifford Broadway
Game demos before event! Players may bring any pre-constructed army of 36 health, 50% magic limit, standard tournament rules. Prizes

Dragon Dice Demo – Sat, Sun 11 am

GM: Nicole Roberts, Matt Musgrove
Come experience a friendly demo of Dragon Dice – a fast-rolling game now enjoying a grassroots revival lifting it from cult status back to prominence. Players use colorful dice to represent armies of different fantasy races which battle over essential terrain.

Firewall – Fri 6 pm, Sat 10 am

GM: Jonathan King
Try to outsmart your fellow hackers, placing firewalls, and using spikes to hinder your competition. Gain control of ports by playing packets on them. When you’re opponent tries to block you with their firewall you can always use a backdoor to get in or a spike to take it down.

Collectibles

Food Fight – Fri Noon, Mon 11 am

GM: Jon Brown

In Food Fight, your favorite foods have gone to war. Draft glorious food warriors into your army and march them onto battlefields from Watermelonloo to Spaghettis-burg! Battle morning, noon, and night across three meals. Food mascots lord over the mealtime chaos, searching for a new champion – but who will reign supreme? The most cunning, the most savage, the most delicious?!

Herodix "Battle Royale" – Sun 2 pm

GM: Rich Pizor

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

Herodix (Demo) – Sat 11 am, Sun 1 pm

GM: Rich Pizor

HeroClix is a collectible miniatures game that uses the Clix system that centers around the world of superhero comic books, especially the Marvel and DC Comics universes. Players construct teams of comic book heroes, villains, or characters from various video games and movies such as Street Fighter, Lord of the Rings, and Halo and engage in a turn-by-turn battle on grid maps based on various storyline locations. Demo is 15 min.

Herodix Tournament – Sat Noon

GM: Rich Pizor

Tournament. Bring a 300 pt. team. 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.

Highlander Sealed Ironman format – Sat 1 pm

GM: Geoff Colman

Sealed. Ironman Format.

Highlander Type 2-3 Constructed – Sun 10:00 am

GM: Geoff Colman

Kingdom Hearts "G.I. Joep" – Sat 2 pm

Joep is back and ready to take on all-comers in a battle Royale. Prizes and snacks for everyone.

Mage Wars Gaming 101 – Fri 2 pm, Sat Noon

GM: AJ Harris

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

Mage Wars – Fri 3 pm, Sat 1 pm

GM: AJ Harris

Bring a constructed Mage-swiss format-decklists are required. Swiss Tournament. 90 minute time limit per round. Cards from Base set, Spell Tomes, Forcemaster vs Warlord, and Kumanjaro are legal. Bring you Spellbook, tokens, dice, and a board.

Magic Sealed Deck DCI Sanctioned Tournament – Sat 5 pm

GM: Curtis Lusk

Sealed - 6 booster packs - Swiss - Cut to Top 4 or 8 dependent on players. 1st place = From the Vault Twenty. Additional prizes dependent on number of players. Registration starts at 4:30 pm.

Magic the Gathering Standard Constructed Tournament – Sun 3 pm

GM: Steven Wood

Standard Constructed Swiss Tournament. DCI. Prizes.

Magic: the Gathering 2014 Draft Tournament – Sun 11 am

GM: Steven Wood

Swiss, 3 packs 2014. Prizes.

Magic: the Gathering 8-Man Booster Draft Tourney – Sat, Sun 11 am

GM: Curtis Lusk / Steven Wood

All day 8-man Standard Constructed Swiss Tournament. As soon as we have 8 a tourney starts. Tourneys start and run all day from 11am until 10pm.

Magic: the Gathering Friday Night Magic – Fri 7 pm

GM: Greg Wagstaff

Swiss. 3 packs of 2014. Prizes.

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

GM: Greg Wagstaff

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 Mini-Master Tournament – Sun 7 pm

GM: Greg Wagstaff

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 Workshop – Fri 6 pm

GM: Steven Wood

Come meet other players, trade cards, give or get help with deck building, and discuss all things magic: the gathering.

Magic: the Gathering- Star City Games Open Trial – Sat Noon

GM: Curtis Lusk

Standard Constructed..Swiss..Top 8 Cut. Decklist Required. Prizes: 1st= StarCityGames.com Free Open Series Entry Voucher, Exclusive Playmat, Free entry to Paladins Game Castle Star City Super IQ 1k tournament on September 7th, One Month of Star City Game Premium, 8 Booster Packs. 2nd= Free entry to Paladins Game Castle Star City Super IQ 1k tournament on September 7th, 6 booster packs, Exclusive Playmat. 3rd & 4th= 4 booster packs, Exclusive playmat, One Month of Star City Game Premium. 5th thru 8th= 3 boosters. Entry fee of \$10. Additional prizes based on number of participants. Registration starts at 11 am.

Middle Earth CCG Constructed Decks – Sat 5 pm

GM: Ben Canlas

First CCG based on Tolkien's Lord of the Rings and Hobbit. Be a Wizard gathering resources to fight Sauron or be a Ringwraith that serves Sauron in his bid to rule Middle Earth. Bring your Constructed decks or you may be provided a challenge deck.

Middle Earth Challenge Decks – Sat Noon

GM: Ben Canlas

First CCG based on Tolkien's Lord of the Rings and Hobbit. Be a Wizard gathering resources to fight Sauron or be a Ringwraith that serves Sauron in his bid to rule Middle Earth. You are encourage to bring your own Challenge Deck (preconstructed decks) or you will be provided one.

Pirates Pocketmodel "Are you the Werewolf?" – Fri 3 pm

GM: Jon Brown

40 pt fleets. +5 pts if all ships and crew are from the same faction.

Pirates: Sink-N-Keep "World War Z" – Sun 5 pm

GM: Victor Bugg

Special Format. 4 teams of 2 players vs the other teams and vs the GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

Collectibles

Playtesting Catastrophe! – Sat Noon

GM: Zachary Burch

Catastrophe! is a card based building game where every player is attempting to build a way to survive a planet-wide Catastrophe that will wipe out all life on Earth! The first to complete their schematic will survive. Stop on by and help the creator iron out the wrinkles in this fun game!

Pokemon – Sat, Sun Noon

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.

Quarriors – Sat 5 pm, Sun 7 pm

GM: John Borders

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. At the start of the game, Creature and Spell dice are dealt at random to form "the Wilds" in the center of the table. As play progresses, 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. Controlling bag composition is key to victory

Star Trek: Attack Wing – Sat 10 am, Sun Noon, Mon 11 am

GM: Emerald Ivy

Star Trek: Attack Wing is a tactical space combat HeroClix miniatures game, featuring pre-painted ships from the Star Trek Universe. Star Trek: Attack Wing is a standalone game which uses the core rule set of FFGs' FlightPath game system with a Star Trek twist

Star Wars Minis "Battle of Hoth" – Sun 5 pm

GM: Mel Campbell

We will be recreating the the great "Battle of Hoth", which was arguably on the best action battle sequences in Star Wars history, not to mention movie history. For this battle, it will be a 1000pt vs 1000pts. The Imperials will be commanding 2 AT-AT's, 4 AT-ST's and many snowtroopers. The Rebels will be defending the Hoth Base and commanding several Snowspeeders and Hoth Troopers and Rebel heroes. The armies will be already be pre-set and all minis will be provided. Definately will be an amazing battle tha

Star Wars Minis "Command of the Galaxy" – Sun 12 pm

GM: Mel Campbell

Star Wars Miniatures sealed booster draft,new set release tournament for virtual set #6 "Command of the Galaxy". All participants will receive the brand new 60 card set and the 10 card micro set "Vehicles of War" 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.

The Spoils – Fri 4 pm

GM: Michael Hetman

Spoils is a collectible card game set in a dystopian steampunk/goth/victorian era environment. Decadent Mau(cats), obsessive industrial cultists, pillaging pirates and disease ridden sarcophyles populate a world full of violence, cartoon violence and graphic violence. Not recommended for those under 13.

VTES Constructed Tournament - Jann Berger's "I" is for Indomitability – Sat 11 am

GM: Robert Goudie

Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round.

VTES Constructed Tournament - Jann Berger's "J" is for Jua Vema

– Sat 5 pm

GM: Mike Courtois

Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round.

VTES Constructed Tournament - Jann Berger's "K" is for Kindred Spirits – Sun 11 am

GM: Robert Goudie

Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round.

VTES Constructed Tournament - Jann Berger's "L" is for Lunatic Eruption – Sun 5 pm

GM: Mike Courtois

Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round.

World of Warcraft TCG: Quests & Raids – Fri 8 pm

Come join others and raid the ice castle, Molten core, Onyxia's lair, or others. Or run a Lair and take on the challengers.

Yugioh! – Sat , Sun 11 am

standard block- standard tourney rules.

Yugioh! Workshop – Sat, Sun 10 am

GM: Sal Ortiz

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

Computer and Video Games

105, 112

Blur – Sat 4 pm

Sometimes we get a little street racing in our kart racing. Blur takes the street racing vehicles and controls and mashes power ups into them resulting in some pretty crazy racing fun.

Devil May Cry - Bloody Palace – Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Fight wave after wave of evil things as Dante in the new Devil May Cry's Bloody Palace mode. Your score is recorded at fifteen minutes or upon death.

Geometry Wars 2 – Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Hey it's back again, play Geometry Wars 2 and score as well as you can in Deadline mode. Three minutes to kick butt.

Halo 4 Free-For-All – Sat 6 pm

Master Chief's back but while he's off saving the world, you have to spend your time proving you're the best spartan out there! It's Halo time yo.

League of Legends - Shadow Isles 3v3 – Sat 6 pm

Teams of three compete in the Shadow Isles to determine who is the best. Many have become familiar with the challenges and benefits of the new map. How ready is your team? Do they have what it takes to survive the dark horrors that await?

Video Games

Minecraft - Iron Block Challenge – Sat 2 pm

Groups of four will race each other to complete a shelter with an interior of 5x5 blocks, lit and with a door. The first player to complete this shelter on the overworld with an iron block at the center will win the round! Previous records have been as short as eight minutes!

Sonic & Sega Racing Transformed – Sat 8 pm

Gotta go faster faster, fasterfasterfaster!! That's how the song goes and that's just about how the game goes. Play as Sonic or many, many other SEGA super-stars in this kart racing extravaganza.

Spelunky Gold Run – Fri 6 pm

This is an ongoing tournament which runs from Friday at 6pm to Sunday at midnight Spelunky is a fantastic way to get rich! Dive deep into the mines, jungles and other secret bits of the world and collect the most money you can before you die.

Spelunky Permadeath – Sat 10 pm

Sure there's tons of money and goodies to collect in Spelunky, but isn't it enough just to make it to the end? Yes, but you probably won't. But hey, at least you can get as far as possible!

LARPs

Santa Maria, Santa Monica

Houses of the Blooded LARP – Sat 8 pm – Blood & Tears

GM: Josh Roby

The Ven of Shanri are good at everything except restraint. Romances and swords will fly when they gather.

Miniatures

Century Prefunction, Gateway Prefunction, California Prefunction, Santa Catalina , San Clemente

Aluminum Overcast – Sat 2 pm – Check Your 6!

GM: Steven Reid/Michael Meeks

Those big, silver B-29s are reducing Japan's cities to ashes and ruins. It's up to you to stop them by any way you can - even if it means ramming your fighter into one of the aluminum behemoths in this game of WW II air combat over Japan. Watch out for the escorting Mustangs though! Everything provided, no experience required.

Anima Tactics Demos – Fri 3 pm, Sat Noon – Anima Tactics

GM: Mark Nicholson

Roleplaying game *Anima Fantasy* comes to skirmish gaming with *Anima Tactics*. Stop by anytime during the timeframe to get a demo!

Bad Jack! – Sat 7 pm – In Her Majesty's Name

GM: Miniatures and Strategies Union

A mysterious killer is loose on the streets of a wild west town. With a premium price on his head, your adventuring company seeks to collect the bounty, but there are other groups willing to kill you for the amount of gold offered! This Victorian Science Fiction miniatures game (*In Her Majesty's Name*) will play up to 6 players as they vie to capture or kill Bad Jack.

Battle of Hube's Pocket – Sat 6 pm – Battleground WWII

GM: Richard Hewitt

The battle of Kamenets-Podolsky Pocket. The 1st Panzer army is facing eminent encirclement by the Zhukov's army. Can the Germans hold off the Russians long enough to break out? Fun, easy to learn rules. 15mm scale. Join us and have fun blowing up tanks for a few hours.

Starcraft 2 – Sun 6 pm

Head-to-head player duels in Starcraft 2, with or without Heart of the Swarm.

Super Hexagon – Fri 6 pm

Control a small triangle in a sea of oncoming Hexagonal walls. Survive for as long as you can. Good luck getting more than 20 seconds. Difficulty set to Hardest.

Super Smash Bros Brawl – Sat 2 pm

Beat up your friends, beat up your enemies, beat up whomever as long as it's in the game! Mario, Link, Samus, Donkey Kong, you know how it goes.

Super Street Fighter IV AE – Sat 9 pm

Hadokens never go out of style, do they? Get your punch on in Super Street Fighter IV: Arcade Edition. *Bring your own fight stick or offer it to the room for temporary use, we do not have our own.*

Starship Valkyrie – Sat 2 pm – Starship Valkyrie 2.03

GM: Christian Brown

Starship Valkyrie: Causality. The crew of the ERS Valkyrie has been deployed to KapStar Space Station in response to the appearance of a mobile spatial anomaly. Something strange has happened, however, and the crew awakes with their short-term memories scrambled and a bizarre situation rapidly unfolding....

Battle of the Cruisers – Sun 10 am – General Quarters III

GM: Robert Boyens

Cruisers and destroyers of the Imperial Japanese Navy and the US Navy square off in the waters off of Guadalcanal. Everything is provided, including a rain cloud.

Battlefleet Gothic – Sat 8 pm – 40K

GM: John Baldwin

Dusting off the old BFG minis for a small battle or two. Don't let the hideous unpainted minis detract from an otherwise enjoyable tactical area movement game.

Battletech! – Fri 8 pm – Battletech (and Mechwarrior)

GM: Andy Salazar

The epic story of the Samba Saints Merc company continues! For 3 years now we have been building a story line and now you are continue the adventure. Will include Mech and out-of-mech (Mechwarrior)

Battletech! (part 2) – Sat 6 pm – Battletech (and Mechwarrior)

GM: Andy Salazar

The Samba Saints story line continues! Part 2 of the story! Mech and Out-of-mech. Make a character, or I'll have some for you.

Bolt Action 750 Point Late War (1944-1945) – Sat 10 am – Bolt Action

GM: Phil Abramowitz, Don Tzeng

Late war armies, 1944 - 1945 briefings. 750 points reinforced platoons. Please send your list to (pabramowitz@gmail.com) no later than Wednesday Aug 28th. Games will be played on 4'x4' tables. 3 rounds 1 1/2 hour games. Players that bring some terrain will receive much karmic goodness and a special secret bonus.

Miniatures

Bubba's BBQ – Fri 4 pm, Sat, Sun 10 am – Mein Zombie

GM: Michael Moran

Come to BUBBA's for a Redneck BBQ. Lots of guns, ammo, and Zombies at Bubba's. Mein Zombie is a brand new Miniature set of rules developed by Old Dominion Gameworks LLC. The rules are faced paced, easy to learn and allow you to kill lotsa zombies. Come have some fun. You do not have to stay for the full game but I think you will want to. If you are late, just join any time if there is room.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

A Plus Ten To Awesome event - 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 Demo – Sun 10 am – DBA Ancients Rules

GM: Andrew Gledhill & Harry Dudrow

Demonstration of the DBA Ancient rule system. Battles to include Byzantines vs. Persians, Alans vs. Visigoths, Bulgars vs. Slavs, Early Islam vs. Nomadic Arabs. Also Renaissance variant with Ottoman Turks vs. the Knights of St. John

Dogfight! – Sat 6 pm – Check Your 6!

GM: Steven Reid/Michael Meeks

World War II is nearing its end and the Japan is losing but that doesn't mean you can't try to make some of those impudent Americans pay! After all, what is more glorious than to die in battle? This will be a fighter vs. fighter dogfight over Okinawa in the closing months of the war. Everything provided, no experience necessary.

Dreadball Demo – Fri 6 pm, Sat 11 am, Sun 10 am – Dreadball

GM: Mike James

Come hit the field with Mantic Games' sport of the future, Dreadball! Can you lead your team to victory in this violent and dynamic game? Your corporate sponsor sure hopes so. All materials provided, join any time.

Escape from Osgiliath – Sat, Sun 2 pm – Lord of the Rings

Strategy Battle Game

GM: Larry Stehle

Would you help Frodo and his compatriots escape the army of Sauron and flee Osgiliath? Or aid Sauron and his army in capturing the One Ring? Will Frodo succeed? Come and find out! Any level of player welcome!

Gettysburg the Second Day. – Sat 10 am – The Drum Barracks

ACW Battle Manual

GM: Stephen Phenow

Members of the Drum Barracks Battle Group will host a recreation of this American Civil War battle July 2nd 1863, as 1st CSA Corps (Longstreet's) attack across the Emmitsburg Road against elements of the Federal Army of the Potomac's 3rd and 5th Corps, fought on the Barracks' usual RR class terrain. As always bring your camera.

Godzilla Monster Island – Fri 5 pm, Sun 10 am, 5 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. All Materials provided!

In Her Majestys Name – Fri Noon – Miniatures Table Top skirmish Game

GM: william salazar

A set of skirmish wargames rules set in the late Victorian period, but not the one our current history remembers. This is the 1895 envisaged by Jules Verne, H.G Wells, Arthur Conan Doyle, H Rider-Haggard and Rudyard Kipling. It is a world of heroism, sacrifice and betrayal.

Jenner, Wasps and Stingers – Mon 10 am – Battletech

GM: James "pandaman" Forest

Got the Monday morning blahs? Want to do something that Monday but are too tired to think? Well, our Monday morning mech match is here! Just how many Jenners, Wasps and Stingers does it take to take down a single Atlas? You will have to beat 11, because that is were it stands. All mechs and materials shall be provided.

La battaglia di Bir al Franca – Fri 7 pm – Flames of War

GM: Harold Hilderbrand/Mark Nickolson

The British have managed to push back the Italians back to Bir Al Fraca water German reinforcements are waiting. Who will win the upper hand. An early mid war battle in the north African desert. Take command of an allied or axis company and decide the future of Bir Al Franca. All playing pieces will be supplied.

Napoleon on the Ropes – Sat 10 am – Black Powder

GM: Robert Boyens and Tim Green

It is 1813 and the Russians and Austrians are closing in on the vaunted French of Napoleon. Can the great usurper be brought low, or will the emperor once again demonstrate his prowess?

Open Gaming – Fri 6 pm, Sat, Sun 10 am, Noon, 4, 6 pm –

Bring your own

GM: TBD

The convention will provide a few tables and terrain for you and your friends to play whatever game you'd like. Catch is you have to bring your game. You've got two hours to play what you'd like.

Operation Sunflower – Sun 11 am – Panzer Faust. A modified version of Crossfire

GM: Stephen Phenow

Operation "Sunflower" The German Africa Korps invades Cyrenaica 1st of April 1941 with low strength but high morale.

Paint and Take – Sat, Sun 10 am – Various

GM: Carol Tiveron

Do you have some time between events? Then come join us on the 2nd floor at the Miniature Paint and Take pavilion. Try out some new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, the only requirement is patience and a desire to have some fun. All materials provided! Hours 10am till 5pm Saturday and Sunday.

Pathfinder Historical Miniatures: Grettir's Saga – Sun 10 am – Pathfinder RPG

GM: Ilan Mitchell-Smith

In this slightly modified version of Pathfinder, the players all control small bands of 10th-century Icelanders. All miniatures will be provided, the referees are happy to teach the rules, and there will be a number of characters from which to choose.

Pod Racing Solo Championship – Sun 4 pm – Home Brew

GM: Ted Gedney

A fast paced race through the badlands at the controls of your very own racing pod. This is an every man for himself race. All materials provided, beginners welcome. Immediately followed by the team racing challenge!

Miniatures

Pod Racing Team Challenge – Sun 7 pm – Home Brew

GM: Ted Gedney

A fast paced race through the badlands at the controls of your very own racing pod. This is a team race, work together to earn the checkered flag. All materials provided, Beginners welcome.

Raid on the X-92 – Sat Noon – X-Wing Miniatures

GM: Chris Jackson

The experimental Imperial shuttle X-92 has been disabled during testing, and fallen out of hyperspace. Rebel Alliance forces are closing rapidly to capture, while nearby Imperial ships are beginning their rescue and recovery. What secrets does the X-92 hold, and who will possess them at the end? All materials provided, beginners welcome!

Rezolution Demo – Sat 10 am – Rezolution

GM: Tony Kenealy

Presented by Aberrant Games. Rezolution is a fast paced, cinematic miniatures combat game set in a universe teetering on the brink of destruction, with revolutionary simultaneous play mechanics and story-based missions. All materials provided, Join any time

Saga- Dark Age Skirmish Game – Sat 10 am – Saga

GM: Octave Villar

Come check out Saga- a dark age historical skirmish game based on the time of Vikings and Danes, and their conquest of Europe. Demos last 60-90 minutes, with 4 players maximum on the board.

Stop the Breakout! – Sat 11 am – Mein Panzer 2

GM: Gregory Kuntz

The Americans are attempting to breakout from their positions in Normandy. The German Leibstandarte Adolph Hitler kampfguppe is tasked with stopping them. Tank action in 15mm.

Surrounded, 1250 point Late War tournament – Sun 10 am – Flames of War

GM: Art Tuney/Mark Nickolson

Your company has been cut off from the rest of your forces. Your company may not contain any Divisional/Corps/Army support troops. Please send your list to the gaslarkdruid@gmail.com no later than Aug 28th. Loaner lists will be available. 3 round Scenarios TBD

The Breach is Closed – Sat 3 pm – Malifaux 1.5

GM: william salazar

An attrition style tournament aimed at getting the last bit of fun out of Malifaux 1.5 before the official switch to the M2e system.

The Fortress Must Fall – Sat 4 pm – Warmachine/Hordes

GM: Collin Dimock/ Claude Lecesne

Will you be able to breach the defenses of the mighty fortress Frank? Bring your WM/Hordes force and face off against the might of the Skorne empire while trying to breach its mightiest fortress in the Western world. Either bring a 15 point force, or there will loaners available. This will be a good teaching game if you've never played but would like to learn Warmachine or Hordes.

The Unlucky I – Sat 10 am – Check Your 6!

GM: Steven Reid/Michael Meeks

USS Intrepid was known to her crew as the Unlucky I due to the number of times she was during WW II. On April 16, 1945, the Japanese made one last attempt to sink her, this time with kamikazes. Defend one of the best-known American carriers or remove this thorn from the Emperor's side for good! Everything provided, no experience necessary.

This is WAR! Demo – Sat, Sun 10 am, Noon, 2, 4, 6 pm – This is War

GM: David Dunn

"This is WAR!" is 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.

Warhammer 40K Rogue Trader Tournament – Sat 9 am –

Warhammer 40K 6th Edition

GM: Scott Tiveron

A SoCal GW League event! 3 games. 1750 points. No ForgeWorld. Special Characters allowed Fortifications are allowed except the Forest of Redemption. We are using custom missions. These are missions we use in the league

Warhammer Fantasy Rogue Trader Tournament – Sun 9 am – Warhammer Fantasy 8th Edition

GM: Scott Tiveron

A SoCal GW League Event! 3 games. 2500 points. Standard Missions. Special Characters allowed.

Warlands Demo – Sat 10 am – Warlands

GM: Tony Kenealy

Presented by Aberrant Games. Set on a post-apocalyptic earth, decades after the last war. Warlands pits the last human survivors against each other and the unnatural horrors that breed in the wastelands and dead cities. From skirmishes to epic battles, the Warlands sing with the screams of the dying and the roar of machines. All materials provided, join any time.

Warmachine/Hordes Demo – Sat 10 am, Sun 9 am –

Warmachine/Hordes

GM: Alex Schrock

Come learn the fast pace skirmish game of Warmachine and Hordes. All materials will be provided.

X-Wing Demo and Open Play – Fri 6 pm – X-Wing Miniatures

GM: Chris Jackson

Come learn to play Fantasy Flight's hit Star Wars dogfighting game. All materials provided. Play areas will also be available if you are an experienced player looking for some action!

X-Wing Tournament – Sun Noon – X-Wing Miniatures

GM: TBD

Bring your 100 point fleet to battle in this 4 round, scenario driven tournament.

Open Gaming Ballrooms D-F

We've set aside a third of the Grand Ballroom for open gaming. While there, you can check out the Game Library so that you can try games you've never played before or old favorites you don't have. Enjoy!

Roleplaying

Second Floor, 108, 110

01-32 Drow of the Darklands (7-11) – Fri, Sun 8 pm – Pathfinder**2-15: Shades of Ice_Part I: Written in Blood (Level 1-5)** – Sun 8 am – Pathfinder**2-17: Shades of Ice_Part II: Exiles of Winter (Level 1-5)** – Sun 2 pm – Pathfinder**2-19: Shades of Ice_Part III: Keep of the Huscarl King (Level 1-5)** – Sun 8 pm – Pathfinder**3-01: The Frostfur Captives (Level 1-5)** – Sat 2 pm – Pathfinder**4_01: Rise of the Goblin Guild (Level 1-5)** – Sat 8 am – Pathfinder**4_12: The Refuge of Time (Level 7-11)** – Sun 8 am – Pathfinder**4_20: Words of the Ancients (Level 7-11)** – Sat 8 am, Sun 2 pm – Pathfinder**4_21: Way of the Kirin (Level 3-7)** – Sat 2 pm – Pathfinder**4_22: Halls of Dwarven Lore (Level 5-9)** – Fri 2 pm, Sun 8 am – Pathfinder**4_23: Rivalry's End (Level 3-7)** – Sat 8 am – Pathfinder**4_24: The Price of Friendship (Level 5-9)** – Sun 2 pm, Mon 8 am – Pathfinder**4_25: The Secrets Stones Keep (Level 5-9)** – Sun 8 pm, Mon 2 pm – Pathfinder**4_26: The Waking Rune (Level 7-11)** – Fri, Sun 8 pm – Pathfinder**51: The City of Strangers_Part I: The Shadow Gambit (Level 1-7)** – Fri 2 pm – Pathfinder**52: The City of Strangers_Part II: The Twofold Demise (Level 1-7)** – Fri 8 pm – Pathfinder**5_01: The Glass River Rescue (Level 1-5)** – Sun 8 pm, Mon 8 pm – Pathfinder**5_02: The Wardstone Patrol (Level 3-7)** – Fri, Sun 2 pm – Pathfinder**5_03: The Hellknight's Feast (Level 5-9)** – Fri 8 pm, Sat 8 am – Pathfinder**A Bleak Season (PLAYTEST)** – Sun 2 pm – Survivors: the Apocalypse

GM: Itamar Shatz

You and your group of ragged survivors are hiding in the forest. If starvation doesn't kill you, it's likely that the Slavers will do much worse. Will you manage to find your way to safety before it's too late?

A Dark and Stormy Night – Sat 8 pm – Fate Core

GM: James Forest

When: 1939. Where: island of Vincoa, in the South Pacific. Who: the air ace, the big game hunter, the academic, the native and the spy. What: a fast paced game of pulp action! It late 1939 a group of adventurers have found out the Curse of the Emerald Octopus did not bring them the wealth they have sought out. On a dark and stormy night can they fight off the shark toothed Jade Shark cultists? ?

A Quick Errand – Sun 2 pm – FATE Accelerated

GM: Sam Carter

A member of The Syndicate has gone missing. Finn thinks a rival is involved, but without proof he needs to move carefully. You can serve as his hand in this business - with no ties back to him if things get ugly. He's offering exactly what you need (and hinting you definitely should not refuse his job offer). [A Freeport adventure using the new rules-light Fate Accelerated Edition ruleset.]

ADCP5-2 The Best Defense (lvl 1-20) – Sat 2 pm – Living Forgotten Realms - D&D 4e

There has long been a fragile peace between the shadowy forces of Netheril on one side and the Forest Kingdom of Cormyr and its eladrin allies on the other. The Shade Princes, War Wizards, and High Mages have studied each other's strengths and weaknesses for thousands of years. The only thing that has kept the two sides from each other's throats is fear of the utter devastation that an all-out war between such magical giants would wreak. Now something has disturbed that precarious balance.

Aspire- Humans are prey – Sat 8 pm – GURPS

GM: James Freeman

something is hunting humans, we are sure it is not human- so you get to go find it and stop it before the humans figure out whats going on.

Aspire- the campground – Sun 9 am – GURPS

GM: James Freeman

an entire campground full of humans was wiped out, now you get to go camping to find out what happened.

Aspire- The missing mage – Sat 9 am – GURPS

GM: James Freeman

One of the Vampire courts has declared war on a large faction of shapechangers, you are tasked with protecting a few of the hunted leaders. Pregens provided.

Aspire- The missing mage – Fri 2 pm – GURPS

GM: James Freeman

A mage from the counsel is missing and we need to find him before his enemies do. Pregens provided.

Aspire- the WAR continues – Mon 2 pm – GURPS

GM: James Freeman

The war with the vampires is spreading and now there are other factions being attacked. Is it time for us to intervene? Pregens provided.

Bad Publicity – Sat 8 pm – Cortex Plus Fantasy Heroic

GM: Mike Olson

Bounty hunters, smugglers, pirates, mercenaries, monster-hunters, wandering do-gooders... your crew's anything-for-a-gold-piece reputation often precedes you kinda the same way you can smell an owlbear coming a half-mile off. Firefly-tinged Spelljammer through a Fantasy Heroic Roleplaying lens.

Bats in Dabelfry! – Sun 8 pm – Tunnels and Trolls 7.5ed

GM: Sandra Phillips

Attic clearance Required Count Battery seeks hardy roustabouts to empty the roof spaces of Dabelfry Manor. All vermin to be exterminated Plus nice benefits

CALI4-1 Plain of Stone Spiders (lvl 11-20) – Sun, Mon 9 am – Living Forgotten Realms - D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to the Plain of Stone Spiders. An adventure set in Calimshan for characters of the Paragon tier (levels 11-20). The Calimemnon Crystal Major Quest comprises CALI4-1, 4-2, and 4-3 you may play these three adventures in any order.

RPGs

CALL4-2 Dragons Above, Desert Below (lvl 11-20) – Sun, Mon 2 pm – Living Forgotten Realms - D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. He has traced one shard to an earthmote floating high above the desert. However, that same earthmote also happens to be the lair of a blue dragon. An adventure set in Calimshan for characters of the Paragon tier (levels 11-20).

CALL4-3 Twisted Rune (lvl 11-20) – Sun 7 pm – Living Forgotten Realms - D&D 4e

The WeavePasha of Almraiven seeks adventurers to recover shards of the Calimemnon Crystal. It seems as though one of the shards has practically come to him. Elemental disturbances in the abjurations he maintains have led the WeavePasha to believe that a shard has been brought to Almraiven, and is interfering with the city's magical defenses. Other reports indicate that the Twisted Rune, a highly secretive cabal of powerful undead spellcasters, may be involved. An adventure set in Calimshan for characters of the Paragon tier (levels 11-20).

Call me Brede – Sun 2 pm – Dungeon World Hack

GM: Hamish Cameron

Legend tells of the elven corsair Brede's repeated expeditions into the far west and the wealth with which he returned. You didn't pay much heed until you found this map in a cluttered dock-side curiosity shop. "The Sea of Gold and Jade" says the label. If only the tales were more specific regarding the return of Brede's ship as a shattered hulk crawling with zombies...

Can't Afford to Miss! – Fri 8 pm, Sat 2 pm – Tales from The Floating Vagabond

GM: CADave and Stork

Join us in a hilarious romp through the best of Hollywood action films.

Carbon Skies – Fri 2 pm – Carbon Skies

GM: jim pinto

Science Fiction roleplaying on the edge of a shattered galactic empire. Player Agency, flavorful action, and traditional game tropes mix in a game that draws heavily from the lighter tech of science fiction genres. This is an early run playtest.

City Runner, Country Runner – Sun 8 pm – Shadowrun Lite

GM: Ryan McMullan

The city-state of Seattle gets 90% of its energy supply from the Gaeatronics corp in the Salish-Shidhe tribal lands. Their advanced technology in wind, solar, and nuclear energy gives them great leverage over the entire region. Their tight security and the Ranger Forces have kept that advanced tech from falling into competitors hands. Until tonight that's where you come in.

CMP 2013-01 Dragon's Song 1 - Jailbreak Rock – Sat 9 am, Sun 2 pm – Shadowrun Missions

If the payday is high enough, are you willing to bust a dragon out of a Denver jail? A living campaign of Shadowrun Missions. This is a 5th edition game. Pregens provided.

Confrontation at Candlekeep – Sat, Sun 9 am, 2, 7 pm – D&D Next

Candlekeep is under siege, and it needs adventurers to help protect it! Heed the call to defend the legendary monastery and stand against the tide of evil. D&D Next characters provided.

CORE5-3 Lost Refuge (lvl 11-20) – Fri 2 pm – Living Forgotten Realms - D&D 4e

An unseen menace lurks in the Cloak Wood. The common folk of the villages and logging camps along the perimeter of the forest have begun to vanish. The forest is filled with beasts, monsters, and vicious fey. And if that wasn't enough, the investigation just might end up involving you in an ancient, endless struggle. An adventure set in Baldur's Gate for characters of the Paragon tier (levels 11-20). First part of the Gates of Hope major Quest

CORE5-7 Broken Light (lvl 11-20) – Fri 2 pm, Sun, Mon 9 am – Living Forgotten Realms - D&D 4e

It has been a few months since the Companion of Elturgard has been destroyed, taking the city of Elturel and most of Najara's forces with it. Now that the smoke has settled, the heirs of Elturgard are organizing an expedition to learn of the cities fate and hopefully retrieve some items they were forced to leave behind. They need powerful protectors for who knows what they might find. An adventure set in Elturgard for paragon levels (11 - 20). Loose sequel to the Elturgard series and ADC

CORE5-8 The Dantalien Maneuver (lvl 11-20) – Fri 7 pm, Sun, Mon 2 pm – Living Forgotten Realms - D&D 4e

With Algraond's allies focused on Netheril, her enemies embark on a major assault on multiple fronts. Since most of her forces are engaged elsewhere a group of adventurers sent to reinforce the sparse and green soldiers at Citadel Dantalien. An adventure set in Argalond for Paragon levels(11-20). This adventure is part of the Desolation series. The series has both Heroic and Paragon tier adventures and it is not expected that a player can play both tracks with the same PC.

CORE5-9 Last Testament (lvl 11-20) – Sun 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

Lord High Governor Thamalon Uskevren II of Sembia is dead, assassinated on his first visit to Urmlaspyr in forty years. But why do both the Netherese and the Harpers want your help investigating? An adventure set in Argalond for Paragon levels (11-20). This adventure is part of the Desolation series. The series has both Heroic and Paragon tier adventures and it is not expected that a player can play both tracks with the same PC.

Crown of the Lich King: Into the Necropolis Maze (lvl 2) – Sun 2 pm – 13th Age

Crown of the Lich King: Prisoner of Roachdale/Sleeping Dragons (lvl 2) – Sat 9 am – 13th Age

Crown of the Lich King: Vault in the City of Dead (lvl 2) – Sun 7 pm – 13th Age

Crown of the Lich King is the organized play series of the new fantasy RPG game created by the lead designers of 3rd and 4th edition D&D: Rob Heinsoo and Jonathan Tweet. PCs are 'hired' to steal a crown that is in the possession of the Lich King. His skull fortress is located at the centre of an evershifting maze and it is there that the crown is located. Pregen 2nd level characters are available or you can bring your own.

Cthulhu Mythos – Sat, Sun 8 pm – Tremulus

GM: Denys Mordred

It is the 1920s and this is a tale of terror. Dim the lights. Bolt the doors. Get ready to face That Which Dwells in Darkness because it's coming for you. That is, if you don't stop it first. We'll be using the Tremulus engine, the character-focused approach to Lovecraft's classic fiction that lets you play the Call of Cthulhu game in a bold and innovative way. Mature players only.

RPGs

Death of Ulfstater – Sat 8 pm – Death of Ulfstater

GM: jim pinto

Playtest. King Ulfstater has died and his five vassals vie for the right to rule. GMless game played over the week of Ulfstater's memorial, ending with his Viking Funeral. Game includes an opportunity to determine who inherits Ulfstater's land, armor, and sword, as well as whether he died a worthy death. Does Ulfstater go to Valhalla?

Deep Space – Sat 8 pm – Dread

GM: Sam Carter

Engines crippled... we are drifting in space. Whatever happened to the navigational computer has put us too far out of the normal shipping lanes to expect rescue. Oxygen levels are low. Things are going well... for whichever one of us set this up. The rest of us will probably die here. [A horror scenario utilizing Dread: they rpg system where you pull Jenga blocks instead of rolling dice.]

Dying Memories – Sat 2 pm – Dying Memories

GM: jim pinto

Players take on the roles of crew members trapped in cryogenic sleep trying to reconstruct events from their past in order to understand what has gone wrong. Game design is based upon the principle of a blank character sheet slowly being filled out with information as the story evolves.

Elysium 5 – Sun 9 am – Vampire: the Masquerade (OWoD)

GM: Kurt Hanna - Happy Jack's listener

The year is 2261. The name of the place: Elysium 5.

EPIC4-3 Dark Hearts of Madness (lvl 26) – Fri Noon – Living Forgotten Realms - D&D 4e

Power stolen from four gods is being used in a ritual to shroud the world in darkness. You must end the sorceress and her mad schemes or the world will face an age of ruin that even you will be powerless to stop. A three-round continuous-play Living Forgotten Realms Epic Campaign adventure for 26th-level characters. This adventure is a direct sequel to EPIC4-2 Age of Ruin. We recommend that you allow 12-15 hours of playing time in order to complete this adventure.

EPIC5-1 The Plaguewrought Prism (lvl 27) – Sun 9 am – Living Forgotten Realms - D&D 4e

When faced with a threat that even the gods fear, the powers of Faerûn turn to you. Unfortunately, there is far too much to do in what little time remains. You have only split seconds to prevent the coming apocalypse. A three-round Living Forgotten Realms Epic Campaign adventure for 27th-level characters. This adventure is a direct sequel to EPIC4-3 Dark Hearts of Madness.

Equestria: MLP FIM – Sun 9 am – GURPS

GM: Michale Shupe

Take on the role of one of the Mane Six or the Cutie Mark Crusaders in this casual trot through Equestria. (Of course, absolutely nothing will go wrong... Right?)

Equestria: MLP FIM – Sat 9 am – GURPS

GM: Michale Shupe

Take on the role of one of the Mane Six or the Cutie Mark Crusaders in this casual trot through Equestria. (Of course, absolutely nothing will go wrong... Right?)

Everybody Hates Talmart – Sat 9 am – Hero System 6th Ed.

GM: Casey Conner and Bruce Penner

Welcome to Tinyton, the home of your Halfling village.

Everything has been going just fine until the General Store chain "Talmart" has decided to open its doors in your village. Up until now small business has been thriving, but now a lucrative offer to the village elders has made them consider letting in some of the tall folk and their business. Will you let big business kill small business?

Exit 23 – Fri 8 pm – Alternity - Dark Matter

GM: Ira Taborn

A blizzard in Idaho is about as odd as food poisoning at Burger King. On the other hand, a blizzard in Idaho during October so thick you can barely see your own hand in front of your face is unheard of. And on top of that, your stuck in a truck stop in the mountains with bunch of weirdos. Can things get any worst. No experience needed Characters provided.

Extended Stay – Sun 2 pm – White Wolf Storytelling

GM: michael cantin

The desert highway coming into California is as long and barren as the roads preceding it. The night is long, your limbs are weary. The Desert View Resort rises like an apparition, offering comfort and rest. Luxury. beauty. An attentive staff. A mysterious pale woman. It seems almost too good to be true. So many smiles. Why not stay? ...forever

F4: Escape from the City of the Doomed, With Special Guest Ivid the Undying – Fri 2 pm – Fate Core

GM: Mike Olson

"In Great Kingdom, Unknown searches for YOU." -Yakov the Weary, Jester. WHAT WITH ONE THING AND ANOTHER, our heroes find themselves imprisoned in Rauxes, capitol of the most powerful empire on Oerth. Can they win their freedom before the city is reduced to dust? Is this the end of these Fate Core adventures based on old-school AD&D influences? I still have three weeks to prep, right? Find out!

Fate of a Kingdom – Sun 2 pm – Fate Core

GM: James Forest

In the world of Eave, humans are not the dominant creatures, but still that have developed their own kingdoms. The Kingdom of Danaan and the Empire of Tula are two such human powers amid the sea of the elves that hold the sway over the world. It is an anime inspired world of pseudo-science, magic and swashbuckling Players will be the first to play in this world.

Fiasco: Gangster London – Sat 8 pm – Fiasco

GM: Brian Poe

Maybe you're just a working-class bloke looking to catch a break, and your mate from the pub knows a guy who has a sure thing. Only it's not a sure thing and then your mate's dodgy girlfriend gets involved, and then the Russians find out what you've done and it's all going to go tits-up, isn't it? Come play the RPG sensation Fiasco! Bad English accents welcome!

First Steps_Part I: In Service to Lore (Level 1) – Sat, Sun 2 pm – Pathfinder

Freeport - Under the Waves – Sat 9 am – FATE Accelerated Edition

GM: Sam Carter

Freeport, the City of Adventure! A local has discovered something strange in the waters off the coast of A'Val.. and needs some intrepid souls to help sort it out. What will await you below? Fame? Fortune? Death? [A Freeport adventure using the new rules-light Fate Accelerated Edition ruleset.]

George's Children – Fri 8 pm – George's Children

GM: jim pinto

Roleplaying game set in the post-apocalypse as children navigate through a single "day in the life." Mixes Mad Max and Lord of the Flies, with the Hero's Journey. Complex tones and themes. Mature players.

RPGs

Gods Among Us – Sat 9 am – Hero System 6th Edition

GM: Jason JiB Tryon

History will call this time the “dark ages,” but those who live it call it, “life.” Every age needs heroes, and this is no exception. When the darkness comes calling, when the giants threaten, when the great wolves howl at the hall door, someone must answer that call and protect those who just wish to live their lives. Will you be the one to answer?

GURPS Tournament Finals – Sun 8 pm – GURPS

GM: James Freeman

The top 6 GURPS players from this con will play together in a mystery game. Players will be announced by 7pm on Sun at the sign up table. To qualify you need to play in at least 3 GURPS games.

GURPS: Dungeon Fantasy - Requiem – Fri 2 pm, Mon 9 am – GURPS 4th

GM: Mook

Hank, Eric, Diana, Albert, Sheila, and Bobby have been stuck in the Realms for more than a year, surviving countless adventures but never quite making it back to the amusement park they were plucked from. If Dungeon Master cannot get them home, maybe it is time to give Venger a try? All he wants is a magic key destroyed... (NOTE: This is a GURPS game.)

GURPS: Gaslamp – Sat 9 am – GURPS

GM: David and Julie Scott

When the renegade Clockwork Entity known as the Conservator decides to confiscate Clockwork technology from London’s many technological luminaries, the Oddfellows must try to intervene. Will the golden age of airships and clockwork be ended at the whim of a single cosmic being? And when the dread Jabberwocky is sighted on Earth, is it helping or opposing the Conservator and its agenda?

GURPS: Gaslamp – Sun 2 pm – GURPS

GM: David and Julie Scott

When the Caribbean islands come under siege by the dead, led by the terrifying Necromancer-Pirate Blackbeard, the Oddfellows are the only ones who may be able to help. And, if cutlass-wielding skeletons weren’t enough of a menace, it is said that Nyarlhotep’s yellow-veiled priest walks the sandy shores as well. Can the Oddfellows end the siege and Nyarlhotep’s plans as well? To the airships!

Hero Kids – Sat 2 pm – Hero Kids (Hero Forge Games)

GM: Tom Glauser

From the game author: “...a game that could be played by kids from 5 to 10, and would give them good foundation in the fundamentals of role-playing games: combat, exploration, and role-playing... it encourages the kids to use their imaginations to engage with the stories, to solve puzzles, and to have exciting and fantastic adventures.”

Heroes of Pinnacle City – Sat 2 pm – Fiasco

GM: michael cantin

Pinnacle City is the center of heroism, villainy, politics and catastrophe. Hardly a day passes without someone holding the city ransom or blowing up a large portion of it. Today it all gets real. It’s up to you where the story goes.

In Over Their Heads – Sat 2 pm – Monster of the Week

GM: Christopher Stone-Bush - Happy Jack’s listener

The Hunters are investigating a series of grisly killings, but time is quickly running out. Will they be able to solve the mystery before it’s too late, or have they finally gotten themselves in over their heads?

Into the ground – Sat 9 am – Call of Cthulhu

GM: Wes Otis

Arkham 1929, a man is found torn apart in the cemetery, wealthy business man Charles Cambridge. There has been little news on the death of such a prominent figure and that has you and you fellow students from the university wondering why. With out much thought you begin to ask around about Chales and soon find yourself digging for clues to a cover-up.

IOU: Freshthing Orientation! – Sat 9 am – Fate Accelerated

GM: Seth Halbeisen

You’ve never herd of this college, were stunned by the sudden acceptance letter, and the volumes of attached fine print, and your pretty sure it might be a prank... This campus is different. REALLY DIFFERENT! That building is a huge tree! Another is a glowing creator... Your tour guid just stunned a T-Rex while avoiding a saw-bladed frisbee! Is that a TALKiNG cat?!?!? What kind of School is this?

Kimi’s School of Witchcraft & Wizardry – Sat 9 am – Wild Talents

GM: Kimi

The students at a well-known boarding school for young wizards and witches must face unknown dangers when their school is in danger. Will their unpredictable spells and powers help them save the day, or make it worse?

Love & War – Sun 2 pm – The Queen’s Cavaliers

GM: Rachel Tolliver

The Duke of Bedyngford has gotten himself into hot water, again. This time he needs your help to get him out before he causes a real problem. TQC is a swashbuckling, clockpunk fantasy adventure RPG.

March of the Mutant Mars Monkeys – Sat 9 am – Danger Patrol

GM: Ian ChristianScher

When we last left our intrepid heroes, they were facing off against brutal space simians! Will they survive this monkey business? Find out next time on DANGER PATROL! A retro sci-fi adventure presented by the RPG Lab. Pregens provided.

MIA LA – Sun 2 pm – Alternity - Dark Matter

GM: Ira Taborn

Someone or something has been causing the city of Los Angeles homeless population to disappear and now the two field agents on the case have disappeared or been sent to the hospital. The Hoffmann Institute needs this situation under control, now, and your the team to do it. No experience needed character’s provided. For more information on Dark Matter and Alternity, come early and ask.

Mission Boston – Sat 9 am – The Regiment

GM: Hamish Cameron

The eve of D-Day. You are all paratroopers in a stick of 3rd Platoon, Baker Company, 1st Battalion, 508th Parachute Infantry Regiment, jumping out of a transport plane into Normandy. You will be among the first Americans to face the Nazis in occupied France. Your mission is to raise hell inland so that the Germans can’t counterattack against the Allied divisions hitting the beach at dawn.

Module: The Harrowing (lv 8 - 10) (2 slots) – Sun 8 pm – Pathfinder

Module: We Be Goblins Too! (Level 2-4) – Sat, Sun, Mon 2 pm – Pathfinder

Module: We Be Goblins! (Level 1-2) – Sat 8 am, 8 pm – Pathfinder

RPGs

Monday Morning Madness! – Mon 9 am – GURPS

GM: Michale Shupe

Still at Con Monday Morning? Was there a game you missed and wanted to play? Well you're in luck. Any of the three games I ran this con (ASPIRE, SPANC, or Equestria) will run this morning, based on popular demand of the players.

MYRE4-1 Jungle Japes (lvl 1-10) – Fri, Sun 2 pm – Living Forgotten Realms - D&D 4e

The Mhair Archipelago lies just to the southeast of ruined Halruaa, largely unexplored and unknown to the civilized peoples of Faerun. These dense jungle islands guard their secrets well few who venture there ever return. When adventurer and archaeologist extraordinaire Imaskari Jones hears rumors about a particularly dangerous and valuable ruin on one of the islands, he recruits some adventurers to help him seek it out.

Open Minds – Sun 2 pm – FATE Core

GM: Patrick

It's a quiet day for Alpha, the top-line Psionic Rescue and Retrieval unit in the Southern California branch of The Sanctuary. As a matter of fact, it's been too quiet. No new psychic eruptions in weeks. No nefarious Collective plots to subvert the current World Order. No attacks on Sanctuary agents. Either the entire Psionic world has suddenly gone quiet, or something big is about to happen.

Or die trying..... – Fri 8 pm, Sun 9 am – AD&D

GM: Angelo Chiriaco

A terrible illness has struck the royal family the only cure lies in hostile territory. The King frantically searches the dungeons for adventurers willing to face this evil. Earn your freedom or die trying! This is an adventure for 4-8 players of 4-7 level.

Our Last Best Hope – Fri 8 pm – Our Last Best Hope

GM: Brian Poe

A Crisis threatens to wipe out Humanity. You are our last best hope to save the Earth. Are you willing to pay the ultimate price? During the game, you will play through a classic disaster movie, like Sunshine, Deep Impact, The Core, or Armageddon. 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.

Outbreak at the Con (PLAYTEST) – Fri, Sat, Sun 8 pm – Survivors: the Apocalypse

GM: Itamar Shatz

Struggle to survive as you make your way out of the convention and through the streets of burning LA. Escape and reach safety while battling the infected. (PLAYTEST)

Pathfinder Historical Miniatures: Grettir's Saga – Sun 10 am – Pathfinder RPG

GM: Ilan Mitchell-Smith

In this slightly modified version of Pathfinder, the players all control small bands of 10th-century Icelanders. All miniatures will be provided, the referees are happy to teach the rules, and there will be a number of characters from which to choose.

Paranoia - A Simple Job – Sat 8 pm – Paranoia

GM: Eric Phillips

Attention troubleshooters. The computer has a fun job for you to complete. All you have to do is pick up a box and deliver it. What could go wrong?

Paranoia - Stealth Train – Sun 2 pm – Paranoia

GM: Eric Phillips

Troubleshooters are required for a simple, fun, and mandatory mission to guard a train. It is an easy job and the Computer has rated it a one on a scale of one to 16.65. There should be no problems. Problems are treason.

Party Over – Sun 9 am – The Queen's Cavaliers

GM: Rachel Tolliver

As new recruits, you are expected to celebrate! But when the party takes an unexpected turn you have to investigate the problem before it starts an new war with an old enemy. TQC is a swashbuckling, clockpunk fantasy adventure RPG.

PREQ5-1 Edge of Justice (lvl 1-10) – Fri 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

With knowledge comes power, and power comes with a price.

A former adversary's descent into madness prompts you to set out on a mission of intrigue and subterfuge, for the good of Cormyr. But with war on the horizon, the price for knowledge is high indeed. What will you risk to aid the Crown? A one-round Living Forgotten Realms adventure for adventurers of level 1-10.

Project ASPIRE: 2025 – Fri 8 pm, Sat 2 pm, Sun 2 pm – GURPS

GM: Michale Shupe

Project: Agency for Supernatural and Paranormal Investigation, Research, and Exploration. Players are operatives in a formerly secret organization turned main stream law enforcement in a slightly futuristic setting. Part of the GURPS Tournament

Resident Evil - The Ordeal at Mountain Valley – Sun Midnight – Palladium's Dead Reign

GM: Joe Burns

Nestled in the mountains of the Pacific Northwest, Mountain Valley is an idyllic college town. Several years ago Umbrella made a large grant to the University's Science program that brought new life to Mountain Valley. But something sinister lurks beneath the surface. Can you survive the nightmare? This is a more cinematic game where role-playing takes precedence.

Return of the Iron League of EVIL! – Sat 2 pm – Fate Accelerated

GM: Seth Halbeisen

Just when you thought the world was safe again. They are back and ready for vengeance. Huge Iron shod blimps blot out the sun, Steam Powered Ninjas at every corner, and goliath engines of destruction threaten the city. Only YOU can defeat them! Only your team has a chance... Only the CENTURIANS can save the day!

S/Lay w/Me x3 – Sat, Sun Midnight – S/Lay w/Me

GM: Saylor Van Merlin

S/Lay w/Me is a head-to-head storytelling game of dark, evocative pulp fiction in the style of Howard, Burroughs, and Lovecraft. Though the settings can vary, the style is always the same: a driven hero struggles against a terrible monster and matches wits with an alluring lover. The game is designed for 2 players, but I've hacked it for 6(+1 referee.) Join us at midnight. Mature players only.

Science Team Super Five Vs. Biomega: Tokyo Under Attack – Sun 8 pm – Atomic Robo: The Roleplaying Game

GM: Morgan Ellis

With the threat of Biomega long gone, Japan's premiere extra-normal defense force, Science Team Super Five has dedicated its resources to the scientific betterment of mankind. But the dread specter of Biomega has returned to threaten the world. Long silent alarms call the new Science Team Super Five into action. Armed with their advanced Reflex Armor suits, cutting edge science, and hard trained teamwork. Will it be enough to stop the giant beasts of Biomega?

Short Order Heroes Demo – Fri 2, 8 pm, Sat, Sun 9am, 2, 8 pm, Mon 9 am, 2 pm – Short Order Heroes

GM: Jesse Butler

Learn to play Short Order Heroes, the spontaneous new RPG from Calico Games. Participants get a free button or magnet.

RPGs

Showdown at Akiyama Plaza – Sun 8 pm – Savage Worlds

GM: Christopher Jackson

It's 1993 and a group of ex-Soviet Special Forces terrorists have taken several hostages at the Akiyama Tower in Los Angeles. Five 5 Hollywood action hero tropes, each with their personal reason for being at the tower, are the only thing standing in the terrorist's way. Five per-generated characters available. If you are a fan of 80's/90's action movies, this is the one for you.

Smoldering Memorandum – Sun 9 am – FATE Accelerated Edition

GM: Patrick

Steve Hatchett has convinced his buddies to come out to Palm Springs with him for some well-deserved R&R, courtesy of his rich girlfriend's Country Club membership. Of course, there's no rest for a burned spy, so wherever Matthew Easton goes, trouble isn't far behind...

SoB09 Fire and Water – Mon 9 am – Heroes of Rokugan -

Legends of the Five Rings

Investigation/Travel/Combat, Low/Mid Rank Sometimes there just isn't a right choice...

SoB14 Emperor's Favor – Mon 2 pm – Heroes of Rokugan -

Legends of the Five Rings

Investigation/Travel/Combat, Low/Mid Rank A death in the Scorpion lands brings to light questions of the Empire's future...

SPANC: Space Pirate Amazon Ninja Catgirls! – Fri 8 pm – GURPS

GM: Michale Shupe

The Catgirls from SPANC have busted out of their card game and into GURPS again! Join Dread Pirate Roberta, Shurikitten, Mary Sue, Fluffball and all the rest for another great romp in SPACE! Naughty or Nice versions determined by player mix at the time of the game. Part of the GURPS Tournament. Play 3 GURPS games this con to qualify for great prizes!

SPEC3-1 Roots of Corruption: Infestation (lvl 1-10) – Sun 9 am –

Living Forgotten Realms - D&D 4e

Two years ago, the city of Myth Drannor was overrun with vermin. While adventurers were able to purge the infestation, bigger problems at the time ensured the event was quickly forgotten. Now a familiar fungus spreads its tendrils through the ancient woods of Cormanthor, and this time it's proving harder to kill. An adventure set in Myth Drannor for characters of the Heroic tier (levels 1-10).

SPEC3-3 Dance of the Sun and Moon (lvl 1-10) – Sun 2 pm –

Living Forgotten Realms - D&D 4e

The orbit of Toril's moon often brings it across the sun's path, but astrological predictions of an upcoming total eclipse have sparked great interest. Many followers of Amaunator and Selûne have gathered at the small city of Sagra in the land of Turmish, the best place from which to view the eclipse. The worshippers of the Moonmaiden see this as a time of celebration, with their Lady ascendant, while those who revere the Sunlord are less enthusiastic about the celestial conjunction.

SPEC4-1 Cerulean Dreams (lvl 1-10) – Sun 7 pm – Living

Forgotten Realms - D&D 4e

I awaken slowly, my head throbbing with pain. The first thing I notice is the overpowering smell of brine. The light hurts my eyes as I peer around the room. I am still groggy from ... from ... well, I can't quite remember exactly what happened. Where is this place, anyway? When did I get here? Why does it look like a cross between a torture chamber and a prison cell? Who are all these green-skinned, bug-eyed creatures shambling around?

SPEC4-3 Conflict in Calimport (lvl 1-10) – Mon 9 am – Living

Forgotten Realms - D&D 4e

Tensions between Calimport, Memnon, and Almraiven are a constant for the citizens of Calimshan. If war were to break out between any two of these cities, the third would gain a powerful advantage. Ala'Ammar, patriarch of House Asada, seeks to free the slaves of both Calimport and Memnon. He has called for adventurers to travel to Calimport and incite them to go to war with Memnon, tipping the scales in Almraiven's favor.

SPEC4-5 Rising Darkness (lvl 1-10) – Mon 2 pm – Living

Forgotten Realms - D&D 4e

For years the tenuous peace between Netheril and Cormyr held. For years the city of Urmlaspyr, last remnant of free Sembia, cursed to be shrouded in perpetual shadow, lay in between. Now something stirs in the darkest places of the city: something dangerous, something vile, something that will disrupt the fragile balance. Will the city fall to its well-known foes, or to this new, unexpected threat? An adventure set in Sembia for characters of the Heroic tier (levels 1-10).

SPEC5-3 What Distant Skies (lvl 1-10) – Sat 9 am – Living

Forgotten Realms - D&D 4e

The skyships of the Five Companies can help Cormyr combat the growing menace of Netheril. To repair the skyship damaged by the treachery of Seric Vargenos, the Five Companies need materials from far off Halruaa. And only you can gather those materials in time. An adventure set in Halruaa for characters of the Heroic tier (levels 1-10). This adventure is connected to SPEC5-4 and continues the story started in ADCP5-1. This adventure is part of Chapter 3 of the Desolation series.

SPEC5-4 Sky's Favor (lvl 11-20) – Sat 9 am – Living

Forgotten Realms - D&D 4e

The nation of Cormyr calls upon the power of the Five Companies, but there is a price for this newly forged alliance. Adventurers must travel to the very Pillars of Creation and retrieve artifacts stolen by the treacherous Seric Vargenos. An adventure set in the Elemental Chaos for characters of the Paragon tier (levels 11-20). This adventure is connected to SPEC5-3 and continues the story started in ADCP5-1. This adventure is part of Chapter 3 of the Desolation series.

Special: Bonekeep I (Level 3-7) – Sat, Sun 2, 8 pm – Pathfinder

Star Trek: To Boldly Go – Fri 8 pm – Fate Accelerated Edition

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 Accelerated Edition rules.

Star Wars: No Match For A Good Blaster – Sat 2 pm – Star Wars:

Edge of the Empire

GM: Kristine Chester

The Rebel Alliance needs weapons, you need credits, seems like a fair deal and if anything does go wrong, well, there are other benefits to the cargo you're hauling being made up of blasters.

Sword & Sorcery – Sat 2 pm – Apocalypse World

GM: Denys Mordred

Hyborian Saga. Blood-drenched sands. Shadows that live. Deadly beauty. Night-skies filled with a million stars. Wolves that bite deep. Wizards in exile. Forgotten tombs. Wine-dark seas. Conan.

RPGs

Sword & Sorcery – Sun 2 pm – Apocalypse World

GM: Denys Mordred

Blood-drenched sands. Shadows that live. Deadly beauty. Night-skies filled with a million stars. Wolves that bite deep. Wizards in exile. Forgotten tombs. Gorgeous courtesans. Wine-dark seas. Conan.

The Briefcase – Fri, Sun 8 pm – Shadowrun 5th Edition

GM: Dan Cascone

It's never a milk run in the shadows, Chummer. You should know that by now. What starts as a simple pickup quickly escalates and you are caught in the middle, holding the literal bag.

The Cave of Unspeakable Evil – Sat 2 pm – Old School Hack

GM: Ian ChristianScher

Treasure, knowledge, peril? None can say what you will find within. What will you gain, or lose, as you venture into THE CAVE OF UNSPEAKABLE EVIL?!? A retro-fantasy RPG.

The Centurions of Science! – Sun 9 am – Atomic Robo: The

Roleplaying Game

GM: Mike Olson

Hi. In this game, you get to play Nikola Tesla, Wong Kei-Ying, Annie Oakley, Harry Houdini, and a version of Winfield Scott Lovecraft (father of HP) who's a kick-ass secret agent instead of the syphilitic nutbag he was in real life. WHAT MORE DO YOU WANT FROM ME?

The Dark Zone – Fri 8 pm – The Sprawl

GM: Hamish Cameron

They call it The Slice because it's the sharp end of the bleeding edge. The corporations call it the Dark Zone because they don't enter it, don't control it, can't see inside. You carry the law with you in the Slice. It's the warm plastic of your gun, the cool metal of your blade, the white hot sear of the names on your tongue: Curtis and Sever. The Slice. That's where he is, for sure.

The Dungeon on the Edge of the Borderlands of Elemental Doom – Sat 2 pm – Toon Munchkin

GM: Sandra Phillips

Yes you read right. This game marries two of my favorite things Toon and Munchkin the card game! IN this game you play a one of 6 Munchkinized pcs and hack your way to glory! Oh and also Loot!!!!!!! So bring your your orcbegone chain saw and come loot the Dungeon.

The Flying She-Devils of the Pacific – Sat 8 pm – Atomic Robo RPG

GM: Kristine Chester

Victory has been achieved, WW2 is over, and the troops are coming home! Only the war isn't quite done for The She-Devils, a group of lady pilots who have remained in the Pacific frontier to take down would be warlords.

The Lighthouse at the End of the World – Fri 8 pm, Sat, Sun 2 pm – The Adventurer's Arts

GM: Scott Christian

In the northern most reaches of Skyrim there lurks the mysterious and unexplored shores of the Sea of Ghosts. It is here, that the small hamlet of Wintermist resides. There lone quality in this vast sea of ice is their fish supply. And now, even that's in danger! A brave band will be needed to venture north and relight The Lighthouse at the End of the World.

The Lost Ruins of Old Demon Knight (8th-14th lev.) – Sat 2 pm – D&D-3.5 / Pathfinder - Land of Grayhawk

GM: Mark Davis

In the remote place of the Sea of Dust, once stood a great demon Knight LICH~ It is said that there has been an awakening of some kind within these ruins...? The city of the "Forgotten", has called forth a band of adventurers to search & kill off the evil minions from within! Find an ancient artifact, it radiates divine light!! Who will prevail: the players - the evil within? Time will only tell~

The Lost Temple-City of Xtylos – Fri 2 pm – Dungeon World

GM: Christopher Stone-Bush - Happy Jacks Listener

Sand dune drifts are piled high where the city's walls once stood. All that remains of the once mighty metropolis are half-buried stone blocks and the city gates marble columns carved in the likeness of towering human forms, emerging from the crashing sea... Dare you brave the lost Temple-City of Xtylos?

The Queen's Cavaliers: Jewel of Ekalia – Sat 8 pm – The

Queen's Cavaliers

GM: Caoimhe Snow

As loyal champions of the queen of Gallinea, you've often been called upon to accomplish the impossible. This time, you've got to break into an impregnable castle on a distant isle to steal the Jewel of Ekalia, then avoid the entire Ekalian fleet on the way back. What could be simpler? TQC is a swashbuckling, clockpunk fantasy adventure RPG.

The Queen's Cavaliers: Rest for the Wicked – Sun 8 pm – The

Queen's Cavaliers

GM: Caoimhe Snow

You've put your days as members of the Queen's Cavaliers behind you, and settled down into your busy life. What danger could be serious enough to call you out of retirement one last time? Wait zombies?! TQC is a swashbuckling, clockpunk fantasy adventure RPG, which doesn't usually feature zombies.

The Queen's Cavaliers: Royal Hunt – Fri 8 pm – The Queen's

Cavaliers

GM: Caoimhe Snow

A simple hunting trip in the woods of Varendia turns tragic as the Queen's Cavaliers must save the Prince-Consort from Gallinea's enemies. Who will survive the most deadly hunt of them all? TQC is a swashbuckling, clockpunk fantasy adventure RPG.

The Undead Ones – Sat 2 pm – GURPS Horror

GM: Wes Otis

You and your friends thought summer vacation at the old Miller's place would be fun, you were wrong.

The Warlord's Emissaries – Sat 9 am – GURPS 4th Ed

GM: Stuart Venable

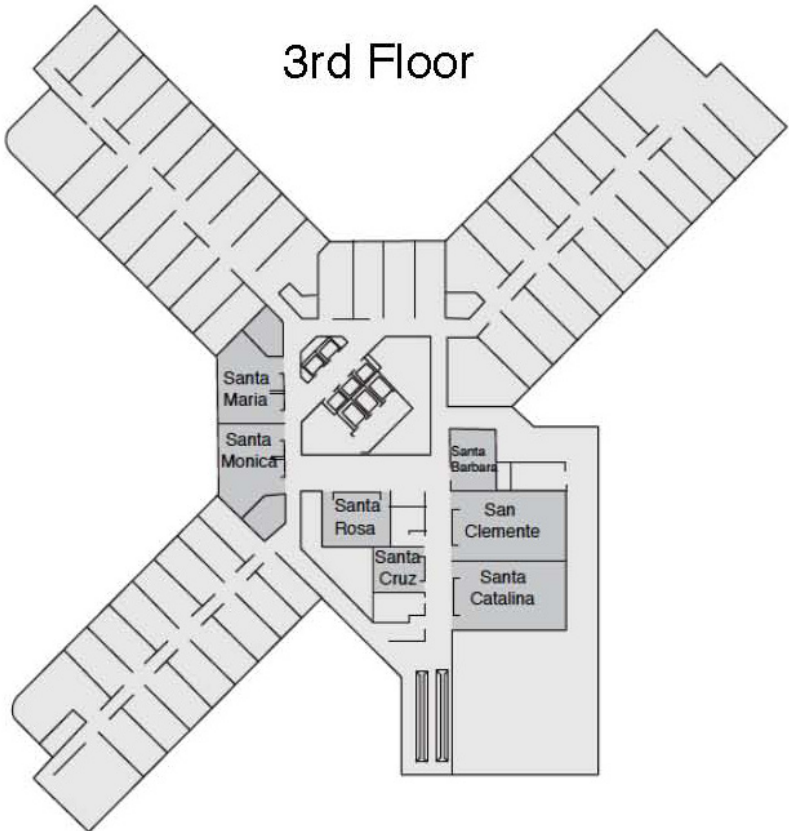
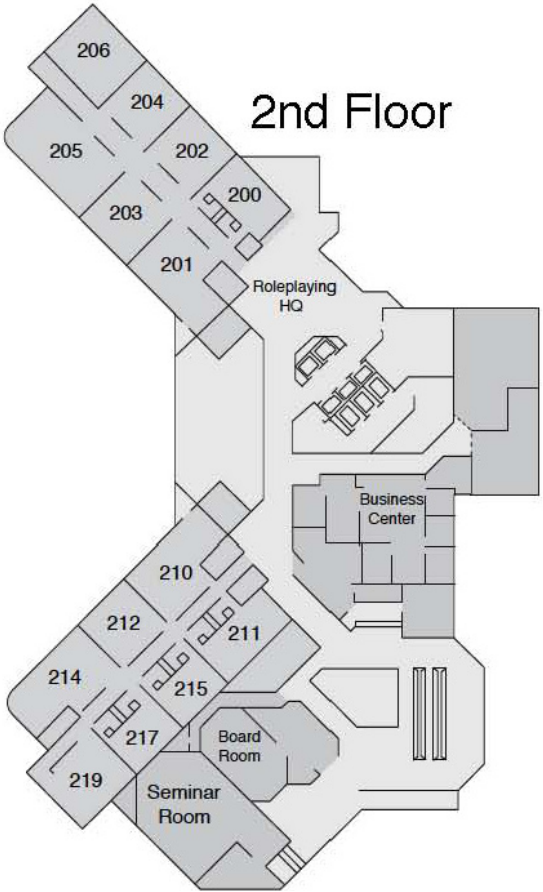
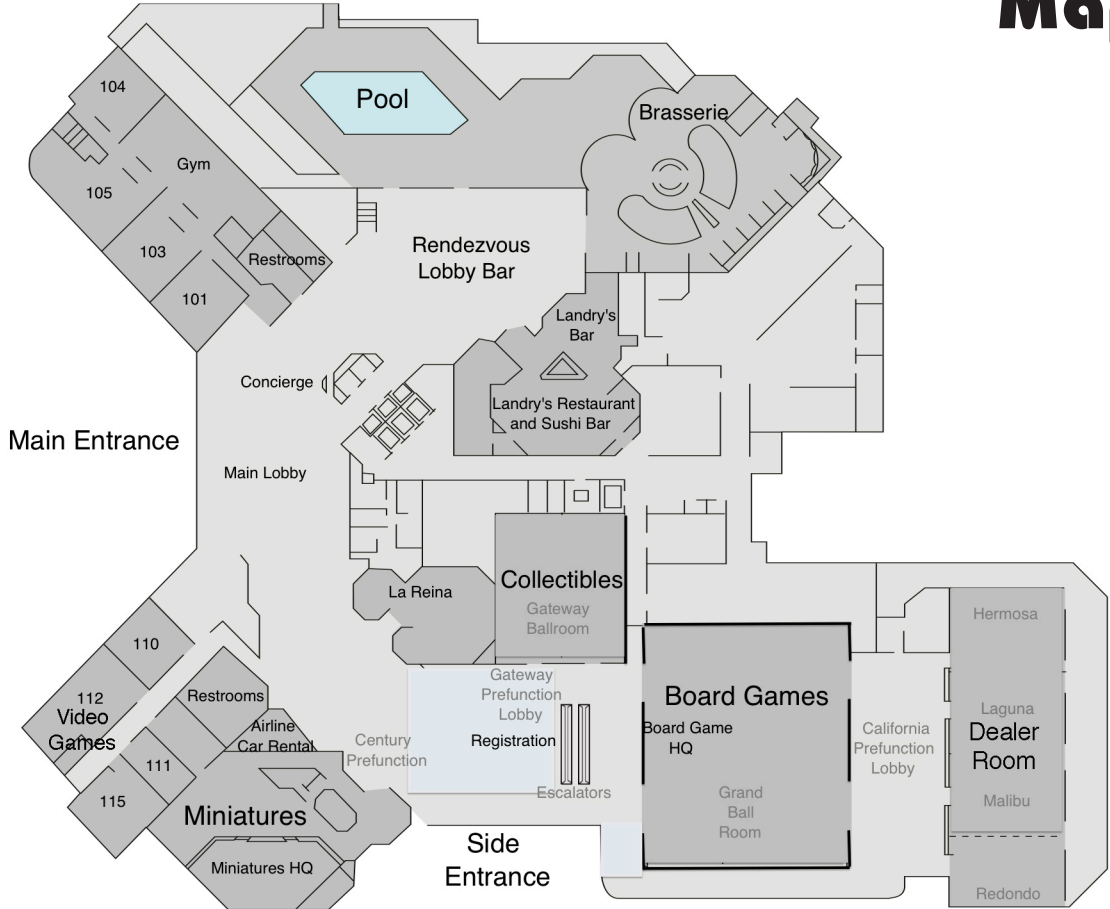
The human kingdoms and the orc tribes have warred for generations. Finally, there is a chance for an end to a war that has exacted a terrible cost to both sides. Representatives from each tribe of the Great Orc Nation travel to human lands for armistice talks. Will the humans' reputation for treachery hold true? Are the orc emissaries walking into a trap?

The Witch – Sun 2 pm – The Witch

GM: jim pinto

Playtest. Players take on the role of middle ages peasants and knights tasked with escorting a witch to her trial. One player takes on the role of the witch trying to bargain for her freedom, escape, or convince the other PCs that she is innocent.

Gateway 2013 Map



RPGs

Time War: Battle of Olympus – Sat 9 am – Doctor Who AiTaS

GM: Chris Czerniak

EXTERMINATE EXTERMINATE! The Time War between the Time Lords and the Daleks rages on. The Doctor and a group of Time Lords travel to the planet Olympus where they must discover how the Daleks altered the history of one of the most important human colonies.

Tongue-in-Cheek Superheroes – Fri 8 pm – Wild Talents/O.R.E.

GM: Kurt Hanna - Happy Jack's listener

Wonderfully tongue-in-cheek superhero characters face off against sinister villains. But can these individuals pull together as a team in order to handle the threat to their city?

Tower of the Ice Witch – Mon 2 pm – Dungeon World

GM: Christopher Stone-Bush - Happy Jack's listener

The winters are colder, the nights are longer, and the forests are darker. Shadows stalk the frozen wastes once more, pushing into the civilized lands. Outlying houses are found empty, their inhabitants gone without a trace. People huddle around their fireplaces and whisper that Eisathora the Ice Witch has returned.

TPK 2.0 - Die Hard – Fri 8 pm – Pathfinder

GM: Casey Conner and Bruce Penner

Remember the first one? Yeah, it's kind of like that, but you are level 2 this time. For those of you that didn't get a chance to die...er...play the first edition of this game. You get to go through a horrible dungeon and die...a lot. The question is, how long will you last? Oh, and if we can find the time, there will be expanded character class options.

Tremulus: The Day the Heavens Wept – Sun 8 pm – Tremulus

GM: Brian Poe

The rules of tremulus are based on Vincent Baker's Apocalypse World and influenced by elements of Fiasco and FATE. Come play the latest sensation in Indie Roleplaying! Characters will be created and all experience levels are welcome. Adults only please.

Tricks and Treats – Sat 2 pm – Grimm

GM: Bill Roper

It's October 31st, and the coolest kid at Elderbrook Elementary is throwing a costume party that all the kids are dying to get into. It's THE place to be, and somehow you're on the guest list! Maybe you'll even get to stay up until the witching hour...

Zombie Mall 3: Aftermath – Sun 9 am – Hero System 6th Edition

GM: Jason JiB Tryon

In the months since the devastating terrorist attack on Los Angeles the U.S. has been a country afraid. Not since 911 have the people of the U.S. known such fear. Disturbing rumors have begun to circulate that there was more to it than a simple terrorist attack. Web sites and worse have sprung up claiming that the government was to blame, only to disappear just as quickly. You have been tasked with finding witnesses and proof of the government's involvement if any in the events in Los Angeles.

STRATEGICON PRESENTS

Orccon 2014

February 14 - 17, 2014
at our new location, the

Hilton Los Angeles Airport

5711 West Century Boulevard

Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$109 per night

Registration is \$50 before January 31
or \$60 at the door.

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

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 Card	Auction / Bidding Collectible
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 faced 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 2012 the winners are:

Jack Butler: Darrell Stark & Eric Downing
 Area Control / Influence: Kyle Greenwood
 Auction / Bidding: Chris Johnson
 Card Games: Nathaniel Taylor
 Collectible Games: Geoff Colman
 Deck / Pool Building: David Zevin
 Dice Rolling: Ben Cosman
 Family / Party: Hannah Schooley
 Rail / Route Building: Todd Van Der Pluym
 Resource / Hand Management: David Zevin
 Tile Placement: Renee Rose-Perry
 Traditional Card: Dan O'Farrell
 Variable Player Powers: Andy Goldberg
 Worker Placement: Bruce Schlickbernd

Strategicon Congratulates these fine gamers!

\$100 Cash*Prize

12 PM Sunday to 6 PM

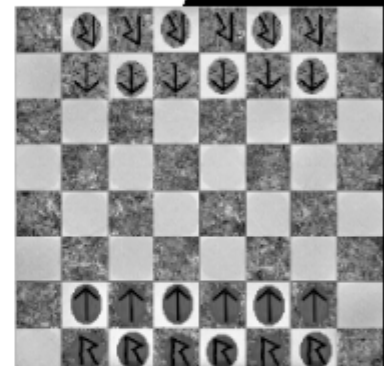
A Double Elimination Tournament

For the new game

No Entry Fee

JOURNEY STONES

sponsored by GeneralNonsenseGames.com



a 2 player viking strategy game

Stop by Our Booth in the dealers room

to learn how to play on Friday, Saturday, or Sunday.

Journey Stones takes 3 minutes to learn, and about 30 minutes for a game

(tournament is played by advanced rules)

Round 1 begins at NOON on Sunday

*Must have a minimum of 20 registered participants for cash prize to be awarded so bring your friends :-)

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 in the Dealer Room. Judging will take place at 4 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 between 1 and 4 pm 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
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Ape Games
Arcane Wonders
Asmodee
Blue Panther
Cannon Fodder Games
Cold War Miniatures
Columbia Games
Cryptozoic
Days of Wonder
Educational Insights
Fantasy Flight Games
Galaxy Press
Gamecraft Miniatures
Games Workshop
Gamewright
GMI Games
GMT Games
Gripping Beast
Hawk Wargames
Impact Miniatures
Imperial Outpost
Inferno Games
Looney Labs
ManaWerx

Mayday Games
Mayfair Games
Minion Games
Northstar Games
Osprey Publishing
Out of the Box Games
One Small Step Games
Paizo Publishing
Pegasus Hobbies
Privateer Press
Queen Games
Reaper Paints & Miniatures
Rio Grande Games
Sierra Madre Games
Steve Jackson Games
Stronghold Games
Tablewar Designs
The Monstore
Valley Games
Victory Point Games
Wattsalpoag Games
Wizards of the Coast
Wizkids
Zenescope
Z-Man Games

Shopping

Dealer Room

The Dealer Room is located past the board gaming area in the California 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 2013 Dealer Room Attendees

Ars Victor
Backpack Traders
Blue Panther LLC
Calico Games
Cock and Bull Games
Dapper Devil

Decision Games
Dr. Hogan-Berry's Extraordinary Jewelry
Existence Games
Fantization Miniatures
Flying Buffalo
Gamecraft Miniatures
Gaming Fixx
General Nonsense Games
GMT Games
Hooks and Chains Adornments
Jeff Ryan
Kip's World Art
M&B's Mobile Magic Dealer
Merchants of Hyrule
Pitus 3 Games
Play 5 Games
Seth's Games and Anime
Stesso Games
Tablewar Designs
The Monstore
The Neverwas Studio
Victory Point Games
Wargamma
Warehouse
Weekend Warrior

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.
2. Price and terms are to be determined between the seller and buyer. Standard terms are usually cash only and delivery on payment.

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items

the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Seminar 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.
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 Sheraton 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.

Sheraton 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. If you use valet parking, expect to pay full hotel rates, unless you have a room at the hotel.
8. No propping open fire exits and no hallway horseplay
9. 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!

GameX 2013 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1830/1856/1870	John Denny, Chuck Bass	Todd Vander Pluym, Richard Brown	
18Xx (Open)	Todd Vander Pluym, Peter Van Ettinger	Joe Gray, James Bailey	
18Xx (Short)	Todd Vander Pluym	Joe Gray	Chris Venuti
18Xx Not In Stores	Joe Gray	Todd Vander Pluym	Steven Turney
20Th Century	Mike Robinson	Sara Robinson	Scott Samarel
20Th Century	Lisa Burola	Joe Gray	Megan Garver
7 Wonders	Lana Berman	Jamie Bussio	Renee Rose-Perry
7 Wonders Mega	Shea Jones	Brian Symington	Steve Lee, (4Th) Russell Berman
A Game Of Thrones 2Nd Ed	Jackson Sauthoff	Markham Ahn	Robert Curtis
Acquire David Woolcott Memorial	Jonner Purinton	Eric Downing	Rocco Garcia
Advanced Civilization	Jim Foster	Joe McCleskey	Martin Bowers
Age Of Empires Iii	Luke Hardman	Andrew Narzynski	Greg Duneman
Agricola Finals	David Zevin, Daniel Eppolito		Joshua Nave
Alhambra	Darrell Stark	Jaye R	Nick Bayuga
Alien Frontiers	John Clair	Roderick Lee	David Mines
Alien Labyrinth	Terran Peay, James Thomas		
Aloha The Spirit Of Hawaii	Rick Lepore	Holly	
Aloha The Spirit Of Hawaii	Cheryl Aday	Robert Leach	
Amun Re	Bruce Schlickbernd	Anna Burgess	Matthew Smith
Anomia Party Edition	Debra Lazaro	Andre Chautard	Joman Diec
Anomia Party Edition	Ben Ritter	Sean Growley	Rex Lorenzo
Ars Victor Finals	Jackson Sauthoff	Fred Diver	Thomas Acuna, Peter An, Matt Freitas, Keith Jenkins, Henry Ripley, Randy Ripley
Axis & Allies	Jessalynn Graham, Luke Hardman	Markham Ahn, Robin Bielefeldt	
Battle Cry	Eric Downing	Rick Lepore	George Caceres
Battlestar Galactica	Peter Handfield	Joshua Kaufman, Edward Tu	
Battlestar Galactica Expansions	Mark Luta, Aaron Cappocchi, Tim Porter, Alfonso Weilbach, Joshua Kaufman, David Mikkelson		
Blockade Runner Advanced Action	Jeff Schwartz	Braulio Busquiaz	
Blokus	Chris Johnson	Robert Neff	Nathan Nanning
Blokus	Aaron Topol	Lana Berman	Renee Rose-Perry
Blue Moon City	Darrell Stark	Megan Garver	David Ashworth
Brass	Kyle Greenwood	Robert Neff	David Wall
Ca\$H 'N Gun\$ Live	Bronies	Maddie Is A Crazy Tyrant	Zangief
Caravans Of Asia #1	Robert Huss	Kate Fatula	G. Jay Christensen
Caravans Of Asia #2	Julia Weinrott	Blake Bosworth	Greg Duneman
Carcassonne	Holly	Eric Downing	Nathan Squires
Cargo Noir	Nathan Demoura	David Mines	Ivan Demoura
Cartagena	Frank Chimienti	Brittney Wegner	Ivan Demoura
Caylus	Bruce Schlickbernd	Aaron Clark	Eric Laurence
Chrononauts	Andre Chautard	Karen Haugland	Kimberly Shaver
Consensus Movie And Music Editions	Sean Growley, Andre Chautard		Hallie Stringer, Holly
Dc Comics Deck-Building Game	Eric Downing	Renee Rose-Perry	Renee Hammer
Dog	Lana Berman, Stephanie Bennett	Jeff Becker, Elisa Vomocil	Lisa Burola, Bill Gallagher
Dominant Species	Peter An	Patrick Thompson	Fc (Chris) Brandt

Dominion	David Zevin	Maximus Laurie	Fc (Chris) Brandt
Dream Factory	Megan Garver	Darrell Stark	Joshua Nave
Edipse	Richard Jankowski	Ozgun Tumer	Peter An
Edipse	Richard Jankowski	John Oh	Donald Collins
Empire Builder Potluck	Jeff Schwartz	Craig Caven	Jonathan Flagg
Euphrat & Tigris	Darrell Stark	Eric Downing	Kyle Greenwood
Family Business	Danielle Pressler	Andreas Pluchar	Jessica Howe
Family Business	Andre Chautard	Edward Roske	Ken Hughes
Flowerfall	Mark Hom	Holly	Ben Ritter
Fortress America	Lance Block	Steve	Frank
Fortress America 2Nd Ed	Walter Wichowski	Malcolm Hee	Keith Jenkins
Frederick (Tournament)	John Perry	Barry Lew	Terry Newton
Galaxy Trucker	Luke Hardman	Peter Vaughan	Luke Laurie
Glory To Rome	Aj Harris	Patrick Thompson	
Goa: A New Expedition	Anna Burgess	Jamie Bussio	David Mines
Grand Conquest	Jeff Schwartz	Patrick Stevens	
Guillotine	Lea Vical	Mike Leader	Walter Wichowski
Hawaii	David Mines	Lisa Burola	Mark Shocklee
Hearts #1	Andrew Bradburn, Dan O'farrell		Brad Thomas
Hearts #2	David Ashworth	Steve Lee	Jessica Milasich
Hearts #3	Dan O'farrell	Andrew Bradburn	Brad Thomas
In The Year Of The Dragon	Darrell Stark	Robert Patino	Robert Huss
Ingenious	Chris Johnson	G Builta	Robert Patino
Junta Viva El Presidente!	Mark Hom	Holly	Jeffrey Kessler
Kanzume Goddess	Travis Cheney	Michael Arsollon	Bryce Cornelius
Kemet	Robert Patino	Andrew Narzynski	Larry Davidson
Kill Doctor Lucky	Allison Takahashi	Robert Huss	John
King Of Tokyo	Yoshi Takahashi	Robert Wolfer	David Ashworth
King Of Tokyo	Lisa Burola	Ryan Higa	Walter Wichowski
Kingdom Of Solomon	Todd Lerner, Richard Jankowski	David Chu, Chiend Lawrence	
Kingdom Of Solomon	Robert Patino	Stephen Stewart	Tiffany Carter
Kingsburg	Bruce Schlickbernd	Eric Downing	Minna Leigh
Last Of The Independents	Matthew T. Bivens	Patrick Stevens	
Liar's Dice	David Ashworth	Darrell Stark	Bill Gallagher
Looney Bin	Paul Hansen	Emily Yang	Keith Hammons
Lord Of The Fries	Sadie Sarver	Mariah Robinson	Martin Padilla
Lord Of The Fries	Chuck Watson	Martin Padilla	Eli Sesma
Lords Of Waterdeep	David Zevin	Holly	Joshua Juarez
Lords Of Waterdeep	Aaron Braskin	Dawn Sauby	Sean Growley
Lost Cities	Jessamine Campbell	Lana Berman	Satori Snow
Lost Temple	Karen Haugland	Anthony Makarzec, Alan Stroud	
Love Letter	John Perry	Bill Gallagher	Jason Andi
Magic Labyrinth	Allison Takahashi	Megan Takahashi	Kaela Sarsoza
Mansions Of Madness A Cry For Help	Jared Rutledge	John Willy	Chris Venuti
Mansions Of Madness The Dunwich Horror	Johnathan Pulos	John Willy	Alex Fleming
Mansions Of Madness The Yellow Sign	David Etherton	Keith Hammons	Emily Yang
Memoir '44	Fc (Chris) Brandt	Marty Watrous	
Merchant Of Venus	Roderick Lee	Robert Woodson	Martin Bowers

Merchant Of Venus 2Nd Ed	Dan O'farrell	Chris Buskirk	James Thomas
Monopoly Deal	Renee Hammer	Laura Fitzgerald	Edward Roske
Monopoly Deal	Edward Roske	Kimberly Shaver	Lea Vical
Monster Derby	Eric Gerber		
Munchkin	Sarah Jenkins	Preston Wright	David Chimienti
Munchkin Apocalypse	Martin Padilla	Chris England	Yoshi Takahashi
Munchkin Apocalypse	David Chimienti	Mandy Gomez	Kimberly Shaver
Navegador	Todd Vander Pluym	Jonathan Flagg	Luke Laurie
Nexus Ops	Eric Downing	Atticus Gifford	Kyle Greenwood
No Thanks!	Jaye R	Robert Neff	Sean Growley
Oasis	Renee Rose-Perry	Renee Hammer	
Oh Hell	David Ashworth	Lisa Burola	
Ora Et Labora	Garret Buell	Brian Meuel	Jamie Bussio
Outpost	J.L. Robert		
Phase 10	Jaye R	Krysta Fryer	Nick Peay
Phase 10	Bubba Bernard	Sara Robinson	Lisa Burola
Phase 10	Bob Lamarre	Alex Decker	G Builta
Pillars Of The Earth	John Perry	Brian Wildrick	Wendy Wolfer
Poison	Scott Samarel	Rex Lorenzo/Darrel Stark	
Poker 7 Card Stud	David Ashworth	Samantha Burkes	Shea Jones
Poker Limit Omaha Hi/Lo Split	Ronald Fraigun	Shea Jones	Scott Samarel
Poker No Limit Texas Hold Em	Ronald Fraigun	Winton Lemoine	Dan O'farrell
Power Grid	Bruce Schlickbernd	Jaye R	Robert Neff
Pressure Matrix	Yoshi Takahashi	Martin Padilla	
Pressure Matrix	Jason Luo	Megan Garver	
Pressure Point	Renee Hammer	Nathan Nanning	Francis Bradford
Primordial Soup	Brady Lang	Bill Gallagher	Ben Ritter
Puerto Rico	Bruce Schlickbernd	John Willy	Ryan Gan
Ra	Scott Samarel	Sara Robinson	Roderick Lee
Ra	Matt Hyra	Russell Berman	Robert Neff
Race For The Galaxy	David Zevin	Stephanie Bennett	John Echeverria
Race For The Galaxy 2 Player	Chris Johnson	David Zevin	Ryan Davis
Railroad Tycoon	Scott Samarel	Winton Lemoine	James Thomas
Railroad Tycoon	James Thomas	Jeremy Langdon	Edward Tu
Rattus	Kyle Edwards	Eric Downing	Tiffany Carter
Revolution	John Dang	Ben Ritter	Robert Neff
Riff Raff	Greyson Baptist	Kaela Sarsoza	Cambria Baptist
Roborally	Benjamin Leach	Jason Luo	Yoshi Takahashi
Saboteur	Brent Wallin	Joshua Blazej	Yoshi Takahashi
Saint Petersburg	Todd Vander Pluym	Darrell Stark	Chuck Bass
San Juan	Renee Hammer, Kyle Greenwood	Renee Rose-Perry, Nathan Nanning	
Settlers Of America Trails To Rails	Mike Leader	Mulan Lew	Princess Shawna Leader
Settlers Of Catan Nacc Finals	Drew Delaware	Jonner Purinton, Sammy Lai	
Shadow Hunters	Michael Sarsoza	Joep Hensel	Kevin Guscott
Shadow Hunters	Danielle Pressler	Brittney Wegner	Rocco Garcia
Shadow Hunters	Bob Lamarre	Mike Fryer	Mark Hom
Sherlock Holmes Consulting Detective	Maddie Sesma	Jennifer Bagosy	Alex Bagosy
Shogun/Samurai Swords/Ikusa	Brian Peters	Ken Cho	Kyle Greenwood

Slapshot	Wendy Wolfer	Jason Luo	
Small World	Tiffany Carter	Chris Green	Peter An
Small World Invaded!	Richard Jankowski	Ryan Davis	Jessica Howe
Smash Up	Mark Major	Allison Takahashi	Yoshi Takahashi
Smash Up	Brian Wildrick	Dalin Chann	John Perry
Star Trek Scene-It	John	Melody Soto	Michael Soto
Stone Age	Matt Hyra	George Caceres	Tanya Aldrich
Stones Of Fate	Wendy Wolfer	Brittney Wegner	Nick Peay
Stones Of Fate	Sean Growley	Ellie Moscati	Kyle Greenwood
Stones Of Fate	Sabella Curtis	Megan Takahashi	
Stones Of Fate	Michael Ma, Robert Curtis, Bubba Bernard		
Stones Of Fate	Joe Wilson/Mike Leader	Mike Leader	
Stones Of Fate	David Ashworth	Brad Thomas	Alex Georges
Stones Of Fate	Cameron Takahashi	Jessamine Campbell	
Stones Of Fate	Bubba Bernard, Jeff Becker		
Stones Of Fate	Bubba Bernard	Preston Wright	David Ashworth
Stones Of Fate	Bubba Bernard	Mark Shocklee	Frank Chimienti
Stones Of Fate	Bubb Bernard, Caleb Robinson		
Talisman	Danny Quindoy	Bruce Ballard	Alasdair Burton
Tanto Cuore	John Dang	Michael Arsollon	Salvador Aviera
Terra Mystica	Bruce Schlickbernd	Brian Poe	Robert Patino
The Adventurers	Brian Symington	Andrew Leigh	Alex Georges
The Castles Of Burgundy	Anna Burgess	Tiffany Carter	Rick Baptist
The Golden Wilderness	Michael Urban	Robert Huss	Ehren Evans
The Golden Wilderness	Julie Huss	Zen Dochterman	Robert Huss
The Princes Of Florence	Satori Snow	Ben Cheeseman	Winton Lemoine
The Scepter Of Zavandor	James Bailey	Jonathan Flagg	David Cohen
Thurn & Taxis	Matt Hyra	Renee Rose-Perry	Eric Downing
Tichu Finals	Lana Berman, David Zevin	Lei Zhang, Stephanie Kelleher	Roderick Lee, Winton Lemoine
Ticket To Ride	Scott Samarel	Ozgun Tumer	Brian Peters
Ticket To Ride Europe	Rocco Garcia	Erick Vallejos	Mulan Lew
Ticket To Ride Usa 1910	Manny Lavis	Darrell Stark	Brad Thomas
Titan	Alasdair Burton	Eric Gerber	Todd Young
Transamerica	Walter Wichowski	Generic Employee #1	Natalie Cohen
Transamerica	Edward Roske	Steve Packard	Josh Cruz
Troyes	Stephen Stewart	Nathan Demoura	Ivan Demoura
Twilight Imperium 3Rd Ed	Tom Garcia	Matthew Weber	Jon Wagner
Twilight Imperium 3Rd Ed.	Kenneth Wu	Edward Tu	Cory Kitchens
Twilight Struggle	Roderick Lee	Dave Gerson	Lei Zhang
Twilight Struggle	Kyle Greenwood	Robert Masson	Rick Lepore
Uno	Samantha Ballance	Samantha Jones	Nancy Pilonieta
Uno	Nathaniel Taylor	Bob Lamarre	Eric Downing
Uno	Bubba Bernard	Doug Sun	Samantha Burkes
Uno	Aj Harris	Jaye R	Danielle Pressler
Village	Scott Samarel	Brian Symington	Eric Elder
Werewolf	Sadie Sarver	Shea Jones	Madison Feld
Werewolf	Preston Wright	Mariah Robinson	Keith Jenkins
Werewolf	Phillip Kessler		Shea Jones

Werewolf	Mike Summers	Kandis Peay	Andrew Stuhr
Werewolf	Ian Foutz	Sarah Jenkins	Ciaran Hensel
Werewolf	Drew Delaware	Mariah Robinson	Sadie Sarver
Werewolf Advanced	Paul Kosmala		
Werewolf Villages Of Exiles	Lana Berman	Yaoxiang Choong	Jake Stringer
Western Town	Walter Wichowski	Jamie Bussio	Sabella Curtis
Who Would Win?	Eli Sesma	Thomas Acuna	Sean Growley
Wizard's Quest	Craig Caven	Richard Pothhoff	
Yahtzee Free For All	Lana Berman	David Ashworth	Samantha Burkes
Yahtzee Free For All	Jaye R	Nathaniel Taylor	Mary Taylor
Yahtzee Free For All	Edward Roske	Krysta Fryer	Lana Berman
Yspahan	Renee Hammer	Ivan Demoura	Andrew Bradburn
Zombicide	Andrew Stuhr		
Zoowaboo	Kaela Sarsoza	Cambria Baptist	Ken Erikson
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Android Netrunner Ltg Casual	Bryan Hilburn	Mark Roach	
Ascension: Chronicle Of The Godslayer	Chuck Watson	Melissa Weiss	Ted Blegen
Ascension: Chronicle Of The Godslayer	Angharad Caceres	Chuck Watson	George Caceres
Food Fight	Victor Bugg	Andre Chautard	Alex Staples
Here I Stand (A)	Rick Lepore	Tommy Lepore, Marshall, Mark Luta, Matt Eagleston	
Here I Stand (B)	Kurt Keckley	Steve Williams, Mike Sheeter, Kyle Greenwood, Robert Woodson, Bruce Ballard	
Dragon Dice	Clifford Broadway		Shiloe Swisher
Herodix #1	Brett Dedrick	Preston Wright	Wesley Conklin
Highlander Tcg Southwestern	John Paiva	Victor Bugg	Geoff Colman
Mage Wars #3	Rachel Castrence	Richard Castrence	Jason Kennedy
Magic: The Gathering Afternoon Draft Tournament (Sun)	Nick Bayuga, Lawrence Chieng		Todd Lerner
Magic: The Gathering Evening Draft Tournament (Sat)	Ryan Gan	Sean Thompson	Cameron Takahashi
Magic: The Gathering Keith Aldrich Pauper Highlander Tournament	Tanya Aldrich	Michael Arsollon	Chuck Watson
Pirates: Sink-N-Keep "Ship Trek: Into Darkness"	Melissa Weiss, Chuck Watson	Skyler Caceres, Oliver Caceres, Brandon Weiss	
Quarriors	Robert Leeds	Glenn Lasker	Raymond Turner
Star Wars Minis: Galactic Heroes	Andre Bashay	Kyle Trujillo	Angelo Chiriaco
Star Wars Minis: The Old Republic Mass Battle Scenario	Connor Mowatt	Andre Bashay	Kyle Trujillo
Vtes: North American Continental Qualifier! Jann Berger's "F" Is For Flash	Robert Goudie	Dennis Lien	
Vtes Constructed Tournament - Jann Berger's "E" Is For Earthshock	Brandon Haas	Edward Mcglynn	Mike Summers
Vtes Constructed Tournament - Jann Berger's "G" Is For Ghouled	Andrew Leigh	Mike Courtois	
Vtes Constructed Tournament - Jann Berger's "H" Is For Haymaker	Dennis Lien	Edward Mcglynn	
Miniatures	1st Place	2nd Place	3rd Place
Circus Maximus	Joe Mccleskey	Andrew Narzynski	
Dropzone Commander	Roger Stilwell	John Decker	James Stilwell
Flames Of War	William Stilwell	Arthur Tunney	Steve Owens
Malifaux 1-Day Achievement	Eric Warner	Cortney Kennedy	Larry Davidson

Rusted Heroes Castle Seige	David Margowsky	Tom P	Randy Koeneke
Rusted Heroes Castle Seige	Rachel Castrence	Vinh Huynh	Cortney Kennedy
X-Wing Open Tournament	Phillip Kessler, Preston Wright, Malcolm Hee	Preston Wright	Malcolm Hee
Painting Contest	1st Place	2nd Place	3rd Place
Best Single	Mario Martino		
Best Unit	Mario Martino		
Best Large	Gerald Miller		
Fantasy Large	Gerald Miller		
Fantasy Single	Shawn Hendrix		
Fantasy Unit	Shawn Hendrix		
Historical Unit	Michael Brockelhurst		
Open	Mario Martino		
Sci Fi Single	Mario Martino		
Sci Fi Unit	Mario Martino		
Strategikids	Maddie Sesma		
Video & Computer Games	1st Place	2nd Place	3rd Place
Call Of Duty Free For All	Trevor Jones	Calvin Sheen	Dylan Venuti
Halo 4 Duos	Beckett Cary-Green, Robert Steigerwald	William Steigerwald, Eli Sesma	
Iron Block Challenge	Connor Jones	Matthew Murphy	Alaric Burgess
Lol: Shadow Isles	Tom Garcia, Shawn Hendrix, Aron Korney		
Minecraft Spleef!	Connor Jones	Matthew Murphy	Chris Cummins
Super Smash Bros. Brawl	Mats Ecklund	Stephanie Marroquin	Nicholas Fascitelli

A Word (or two) from the Con Man

There comes a time when you know it's time to walk away. The trick is to know before you do too much damage.

It's time.

Thanks all. It's been a fun ride.

You can't always get what you want

I'm not gone – no, you're not that lucky – but I'm taking a major step back from running the show, effective this Monday. Why? Because the show must continue to evolve and grow, and it deserves someone who can devote more energy than I have been able to give it this past year. Two kids will do that to you.

I owe a heck of a lot of you a drink.

Dedication

To all the volunteers that make this possible, be they staff to GMs to gofers – we've appreciated everyone of you.

To the Sheraton hotel staff that has been as professional as any I've ever dealt with.

And finally to the thousands of you that have come to our shows, cut us a lot of slack, and have made this the most fun and rewarding "job" I could ever hope to have.

SONGHAMMER

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Remember folks ...

we're moving next show!

Where to? To the

Hilton Los Angeles Airport
5711 West Century Boulevard
Los Angeles, CA 90045

That's just down the street towards the 405

Hope to see you there

STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2014	Feb 14-17	Hilton Los Angeles Airport
Gamex 2014	May 23-26	Hilton Los Angeles Airport
Gateway 2014	Aug 29-Sep 1	Hilton Los Angeles Airport
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





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