

Strategicon Presents **GATEWAY 2011**

September
2-5

VOTED "LA'S PASTIEST CONVENTION GOERS" 3 YEARS RUNNING

Guest of Honor
GRANT DALGLIESH
Columbia Games

Guest of Honor
KEVIN WILSON
Fantasy Flight Games

Guest of Honor
TED ALSPACH
Bezier Games

SHERATON GATEWAY HOTEL
6101 West Century Blvd., Los Angeles, CA 90045

LABOR DAY WEEKEND!

SO REINER KNIZIA, ALAN R. MOON AND STEVE JACKSON WALK INTO A BAR...

IT'S NOT FAIR THAT YOU GET TO PLAY YELLOW ALL THE TIME.

BUT I AM YELLOW!

I'LL LET YOU CUT IN LINE IF YOU MAKE YOUR SAVING THROW.

NO, I AM TOTALLY NOT A WEREWOLF. I WAS JUST CURIOUS AS TO THE TASTE OF VILLAGER. I MEAN, WHO HASN'T BEEN, RIGHT?

I'M SO GLAD WE DIDN'T GO TO THAT COMIC CONVENTION. THOSE PEOPLE ARE SUCH NERDS.

I CAN'T WAIT UNTIL WE GET INSIDE SO WE CAN STAND IN LINE TO REGISTER!

I'M SO EXCITED! NON-STOP GAMING FOR 72 HOURS! WOOT!



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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
Convention Operations	Chris Carlson
Event Coordinator	Tim Keennon
Exhibitor Hall	Melinda Keller
Registration	Tracy Fryer Tiffany LaMarre
Advisor & Special Projects	John Paiva
Board Games	Neil Figuracion Karl Kreder
	Dan O'Farrell
	Terry Newton
	Ed Roske
Industry Liaison & Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Robyn L. Nixon Frank Vassallo
Role-Playing Games	Michael Fryer Mickey Tan Bob LaMarre
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing Kryssie Mackey
Seminars & Movie Room	Joseph Eder
Library & Guests	Eric Burgess
Lots of Stuff	Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Taralyn "TL" Frasier-Molina
Art	Ted Alspach

Welcome

Strategicon welcomes you to Gateway 2011. 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 Exhibitor Hall.

New to the convention? We've added guided tours on Saturday and Sunday to help you discover all the facets of what we do. 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 Gateway to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Dollars", which are redeemable at face value in the Exhibitor Hall for merchandise (only). These Dealer Dollars are good only at this convention, and Dealer Dollars 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 pay \$10 for 1st place and \$5 for 2nd
Big Tournaments pay \$25 for 1st place and \$10 for 2nd
Small Tournaments pay \$6 for 1st place and \$3 for 2nd
Sponsored events will give some type of game or game expansion
Special Events will award some type of award, plaque, and/or dealer dollars, to be determined as the event is run.

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

A Guide to Gateway 2011 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 Exhibitor Hall. 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!

Guided Tour

Sat, Sun 10 am, 11 am, Noon, 1pm, 2 pm
Curious about all that the convention has to offer? Join us on a guided tour of the Convention including all of the department headquarters, some of the key events as well as a floor by floor breakdown of what is where. Meets at the registration desk.

Gateway 2011 Guests

Guest of Honor - Grant Dalgliesh

Grant Dalgliesh was born in 1975 in Vancouver, BC Canada. He attended bilingual (English and French) school through High School. Grant was raised in/around games. He worked part-time with his father Tom from an early age in the family business, Columbia Games and played all sorts of hobby games with family and friends. Grant moved to Washington State (USA) in 1994 and began full time work with Columbia Games. Grant now wears many hats for Columbia Games including game development and webmaster.



Grant met his wife in a French class at Western Washington University. They were married in 1999. She is currently a high school French teacher in Bellingham, Washington. The couple were blessed with a son, Cort Dalgliesh, in November 2001. They have also since adopted 2 daughters from Ethiopia who are thriving in the USA. Grant's hobbies include playing games, ice hockey, and home renovation.

Meet Grant at the Columbia Q&A session on Saturday at 7 pm in the Seminar Room.

Guest of Honor - Kevin Wilson



Kevin Wilson has been a game designer since the late 1990s. He is the co-designer of the 7th Sea and Spycraft roleplaying games, as well as the author of numerous other RPG books. These days, he's best known for designing board games, including Descent: Journeys in the Dark, Arkham Horror second edition (with Richard Launius), Android (with Dan Clark), and Sid Meier's Civilization: the Board Game. Kevin received a B.A. in cognitive science (artificial intelligence) from U.C Berkeley in 1997, and was active in the interactive fiction community at the time, writing several games - including Once and Future and Lesson of the Tortoise - as well as founding the Interactive Fiction Competition and the Internet magazine SPAG. Kevin lives near the Twin Cities with lots of books and an utter lack of cats.

Meet Kevin at his Q&A session on Sunday at 7 pm in the Seminar Room.

Guest of Honor - Ted Alspach

Ted Alspach is the designer of several games, including Ultimate Werewolf, TieBreaker, Ticked Off, Perpetual-Motion Machine, Beer & Pretzels, Rapsallion, Start Player and dozens of expansions for other popular games. Ted is also the author of more than 35 books on graphics and publishing and the writer of the award-winning Board 2 Pieces comic strip.

Meet Ted at his Q&A session on Sunday at 5 pm in the Seminar Room.



Master Schedule of Events

* = Play with the creator

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

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

Fri, Sep

Start Time	Duration (hours)	System Title or Type	Room	Dept.
12:00 Noon	2	Orbit: Rocket Race 5000 Tournament		B
	1	Jab: Realtime Boxing Demo		B
	2	Seven Dragons Event		B
	1	Incan Gold Sponsored		B
	1	Words of Wisdom Event		B
	2	Frag Gold Sponsored		B
	4	Battle Cry Event		B
	2	Lord of the Rings LCG	Gateway	C
1 pm	2	Quarriors Small		B
	2	To Court The King Event		B
	1	Travel Blog Sponsored		B
	2	Warhammer: Invasion LCG	Gateway	C
2 pm	2.5	Scepter of Zavandor Event		B
	1	Godzilla: Stomp! Sponsored		B
	1	Words of Wisdom Event		B
	2	Perpetual-Motion Machine Tournament *		B
	2	Voltron	Gateway	C
	4	All Flesh Must Be Eaten Resident Evil: The NC Virus		R
	4	Danger Patrol (Beta) Dangers & Dragons		R
	4	GURPS GURPS Aspire		R
	4	Living Forgotten Realms - D&D 4e CALI3-1 The Malice Of Mintar (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-3 the Way of All Flesh (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e NETH3-1 Secret and Shadows (lvl 11-20)		R
	4	Monogatori Saga of the Samurai		R
	4	Monster of the Week A Town Called Malice		R
	4	Monsters & Other Childish Things The Dreadful Secrets of Candlewick Manor		R
	5	Pathfinder Society 02-15 Shades of Ice, Part I Written in Blood	110	R
	5	Pathfinder Society We Be Goblins	110	R
	4	Smallville Mona Lisa Overville		R
	4	GURPS Earth Vs The Ice Monsters: A SYFY Theatre Production.		R
3 pm	1	Confusion: Espionage and Deception in the Cold War Demo		B
	1	Formula Motor Racing Tournament		B
	1	Coloretto Sponsored		B
	1	Crows Sponsored		B
	1	TieBreaker #1 Special *		B
	2	Cosmic Encounter Event		B
	3	Pirates "Sea of Blood"	Gateway	C
4 pm	1	Nile Deluxor DEMO Demo		B
	2	Seven Dragons Event		B
	2	7 Wonders #1 Tournament		B
	1	"Can't Stop" Can't Stop!: Kevin's Favorites Event		B
	2	Hearts #1 Event *		B
	1	Wits and Wagers Small		B
	3	Age of Steam Expansion Map Event		B
	4	Ticket to Ride U.S. #1 Small		B
	2	Resident Evil	Gateway	C
5 pm	1	Nitro Dice DEMO Demo		B
	1	Eminent Domain with the Creator Demo *		B
	1	Skull & Roses DEMO Demo		B
	2	Ascending Empires Small		B
	2	Jamaica Event		B
	1	Concentration Event		B
	1	Ingenious Sponsored		B
	2	Long Shot Event		B
	2	Elder Sign #1: Play with Designer Event *		B
	4	Arcane Legions Sept. League	Gateway	C

Fri, Sep

Start Time	Duration (hours)	System Title or Type	Room	Dept.
6 pm	1	Euro Games 101 - Amun Re Demo		B
	2	Yahtzee Free-for-all Small		B
	2.5	Spades #1 Event *		B
	2	Frag Gold Sponsored		B
	4	Ticket to Ride Swiss #1 Small		B
	2	Redakai	Gateway	C
	6	15mm Flames of War Kasserine: Battle for Sidi Bou Zid	1st Floor	M
	4	Pirates! Dwarf Pirates?	1st Floor	M
	4	Uncharted Seas Assault of the Wizard's Keep	1st Floor	M
7 pm	4	18xx (short) Event		B
	4	Amun Re Tournament		B
	4	Fantasy Chess Demonstrations Event		B
	2	Match Game 2011 Event	105	B
	3	Zendo Event		B
	6	Age of Empires III Small		B
	4	Divided Republic: The Election of 1860 Demo		B
	1	Euro Games 101 - Sid Meier's CIVILIZATION Demo		B
	4	M:tG Friday Night Magic	Gateway	C
	3	Pirates "Pearl Islands"	Gateway	C
	4	Living Forgotten Realms - D&D 4e CALI3-2 The Menace of Memnon (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e CORM1-5 In the Bleak Midwinter (lvl 1-4)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-5 It's in the Blood (lvl 1-10)		R
4	Living Forgotten Realms - D&D 4e NETH3-2 Flirting with Disaster (lvl 11-20)		R	
8 pm	1	Euro Games 101 - The Princes of Florence Event		B
	2	Uno Small		B
	2	Railways of England and Wales Event		B
	4	Sid Meier's CIVILIZATION Tournament *		B
	4	Ticket to Ride 1912 #1 Event		B
	4	Fortress America Event		B
	4	Rock Band! Rock Band Pre-Tourney Warm Up!	112	V
	4	1st Ed D&D Red Box (The Original D&D) The Lonely Hamlet		R
	4	Apocalypse World Apocalypse World		R
	4	Call of Cthulhu Tom Cummings Call of Cthulhu	200	R
	4	Cthulhu Broadcast Blues		R
	4	Cyberpunk 2020 Starless Sky		R
	4	Feng Shui The Red Orchid Tea Room		R
	4	GURPS So You Want To Be A Vault Dweller		R
	4	GURPS GURPS Aspire Season 1		R
	4	Hero 6th Edition A Life Without Chains - a Happy Jack's Affiliated Game		R
	4	House of the Blooded Blood is Thicker than Wine	Santa Maria	R
	4	Monogatori Saga of the Samurai		R
	4	Pathfinder Happy Jack's Pathfinder		R
	5	Pathfinder Wrath of the Demonspawn Horde		R
	5	Pathfinder Society 02-17 Shades of Ice, Part II, Exiles of Winter	110	R
	4	Savage Worlds (Horror) Happy Jacks RPG Podcast Affiliated Game - Surgeon		R
	4	Savage Worlds - slightly edited Heist!		R
4	The One Ring The Shadow Grows		R	
2	Flea Market	1st Floor	S	
9 pm	2	Glory to Rome Event		B
	2	Small World Underground DEMO Demo		B
	4	The Princes of Florence Big		B
	2	Family Feud Event	105	B
	2	Prototype Play Testing #1 Event *	103	B
0.75	Learn Poker Omaha Hi-Low Split Demo *		B	
10 pm	1	Chrononauts Event		B
	4	Tigris and Euphrates Tournament		B
	1	Can't Stop! Event		B
	2	Phase 10 Event		B
	2	Pit Small		B
	3	Poker: Omaha Hi/Low Split Event *		B
	2	TransAmerica #1 Small		B

Fri, Sep

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	The Resistance Event		B
11 pm	1	Cash & Guns Live Event		B
	1	Beer & Pretzels Event *		B

* = Play with the creator

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

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

Sat, Sep

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	6	Werewolf #1 Event		B
	4	Ultimate Werewolf Artifacts Event *		B
	4	Battlelords of the 23rd Century Battlelords of the 23rd Century Demo		R
	4	GURPS Zombie Hospital		R
	4	GURPS GURPS Horror - Out of the Coffin Season 2		R
7 am	12	Warhammer 40,000 Warhammer 40,000 Apocalypse		M
8 am	5	Pathfinder Society 02-23 Shadows Last Stand Part I At Shadows Door	110	R
	5	Pathfinder Society The Godsmouth Heresy Part I	110	R
	5	Pathfinder Society We Be Goblins	110	R
9 am	6	18GL Event		B
	16	Axis & Allies Big		B
	2	Castle Ravenloft Event		B
	2	Munchkin: Zombies Event		B
	1	Euro Games 101 - Power Grid Demo		B
	6	Advanced Civilization Event		B
	16	Warhammer So Cal Slaughter Indy GT	Santa Catalina	M
	4	Abney Park's Airship Pirates Bad, Blue Skies		R
	4	Alpha Omega The Quest for IHOP		R
	4	Call of Cthulhu Tom Cummings Call of Cthulhu	200	R
	4	Dungeon World Temple of UNGU		R
	4	Fate ShadowFate: Snow White and the Seven Dwarves		R
	4	Living Forgotten Realms - D&D 4e CALI 3-3 The Agony of Almraiven (levels 1-10)		R
	4	Living Forgotten Realms - D&D 4e CALI3-4 Fragments of a Shattered Mind (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e NETH3-3 Seek and Destroy (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e SPEC3-3 Dance of the Sun and Moon (levels 1-10)		R
	4	Savage Worlds Happy Jacks - Ghostbuster LA - The Sequel		R
	4	Savage Worlds John Carter: Warlord of Mars	200	R
	4	Steve Jackson TOON The Wok of Destiny		R
	0	Vampire the Masquerade and Vampire the Requiem Requiem for a Masquerade		R
	4	Vampire the Masquerade: The Dark Ages The Long Night		R
	4	Wild Talents Dead Presidents - A Happy jack's gameday game!		R
	4	GURPS GURPS Aspire Season 1		R
	4	GURPS Zombie Massacre: A SYFY Theatre Production.		R
9:30 am	8.5	Exhibitor Hall Opens		
10 am	1	Belfort - a new Tasty Minstrel Game Demo		B
	4	Power Grid Big		B
	2	Blokus Tournament		B
	3	Ice Dice + Event		B
	2	Clay-O-Rama Event		B
	2	Twister Yoga - Saturday Event		B
	1.5	Union Pacific Small		B
	1	Titan 101 Demo		B
	4	Ticket to Ride Europe #1 Small		B
	1	Dragon Dice - demo	Gateway	C
	2	Pokemon Workshop #1	Gateway	C
	4	Star Trek: Expeditions	Gateway	C
	4	Highlander Los Angeles City Championship	Gateway	C
	4	Command Combat: Civil War The Battle of Bull Run	1st Floor	M
	8	Large Scale General Quarters Monster Battle of Midway *	Cal. Pre. Lobby	M

Sat, Sep
3rd

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	6	Pocket Armies Red Storm	1st Floor	M
	8	Warhammer 40k Warhammer 40k Team Tournament	Santa Catalina	M
	6	Warmachine/Hordes The Fortress Must Fall	1st Floor	M
	1	Wii Super Smash Bros. Brawl Kids	Redondo	V
	1.5	Publish Your Game	Seminar	S
11 am	3	Wrath of Ashardalon Event		B
	2	Troyes Small		B
	1	Star Trek Scene-It? Event		B
	1	Words of Wisdom Event		B
	4	Merchant of Venus Event		B
	2	Revolution Event		B
	8	Titan Tournament		B
	7	Twilight Imperium 3rd Ed. Event		B
	4	Dragon Dice "Sealed Starter Novice Tournament"	Gateway	C
	4	M:tG Scars Block Draft Tourney	Gateway	C
	0	Redakai #2	Gateway	C
	6	VTS Constructed Tournament - "Into the Fire"	Gateway	C
	3	Warlord Singles	Gateway	C
	5	Malifaux Malifaux Tournament	1st floor	M
	6	Mr. Lincoln's War Quantum Publishing Battle of 1st Bull Run Matthews Hill.	1st Floor	M
	6	Rusted Heroes Rusted Heroes Escalation Battle	1st floor	M
	4	Flea Market	1st Floor	S
Noon	1.5	Grave Business DEMO Event		B
	2	Uno #2 Small		B
	2	The Mad Dash Event	105	B
	2	Hearts #2 Event *		B
	3	Sol Event		B
	4	A Game of Thrones Tournament		B
	1	Matzakoman Event		B
	1	Operation: Maccabee Event		B
	1.5	Pirate King Event		B
	2	World Conquerors Event		B
	4	Ticket to Ride Nordic Countries #1 Small		B
	1	Bezzewizzer Event		B
	6	Twilight Struggle Tournament		B
	3	Pokemon #1	Gateway	C
	4	The Spoils	Gateway	C
	4.5	Firestorm Armad Super Nova Fleet Engagement	1st Floor	M
	1	Wii Mario Kart Wii	Redondo	V
1 pm	2	Back To The Future - the card game Event		B
	1	Eminent Domain with the Creator Demo *		B
	1	Euro Games 101 - Race for the Galaxy Demo		B
	2	Small World: Learn to play Event		B
	4	Settlers of Catan Big		B
	0	Railways of the World Event		B
	2.5	Cutthroat Caverns Event		B
	2	El Grande: Kevin's Favorites Tournament		B
	0	Axis & Allies Naval Miniatures	Gateway	C
	3	World of Warcraft TCG	Gateway	C
	1	Xbox 360 Ongoing: Geometry Wars 2	Redondo	V
	1	AOKP - The Oldest New Kind Of LARP	Seminar	S
2 pm	4	Arkham Horror - all expansions Event		B
	2	Give Me The Brain Event		B
	3	Mystery Express Event		B
	3	Race for the Galaxy Big		B
	4	Bang! Event		B
	4	Frag Gold Sponsored		B
	4	Ticket to Ride 1910 Mega Small		B
	2	Fires of Midway Small		B
	3	Herodix "Battle Royale"	Gateway	C
	2	Lord of the Rings LCG	Gateway	C

Sat, Sep
3rd

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Highlander California State Championship	Gateway	C
	4	D&D LARP Murder on the Eberon Express	Santa Maria	L
	6	Hail Caesar 28mm Roman Pride	1st Floor	M
	4	Trial By Fire Games Battle of Laguna Salada, May 25, 1820	1st Floor	M
	2	XBOX 360 Halo: Reach - Free For All	Redondo	V
	4	By The Gods! (Ikons) The City of Skulls		R
	6	D&D 4th Edition D&D Team Challenge		R
	4	GURPS Gem: License to Kill		R
	4	GURPS- Steampunk GURPS- Steampunk		R
	4	Hero System 5th Edition Avengers Assemble!		R
	4	Hero System 6th Edition Happy Jacks RPG Podcast Affiliated Game - Sleepers		R
	4	Lady Blackbird Lady Silver Age Avengers Bird		R
	4	Living Forgotten Realms ADCP3-2 From Dawn Till Dusk Round 1 (levels 1-10)	Santa Rosa	R
	4	Living Forgotten Realms ADCP3-2 From Dawn Till Dusk Round 1 (levels 11-20)	Santa Rosa	R
	4	Paranoia XP Down and Out in Alpha Complex		R
	5	Pathfinder Society 02-24 Shadows Last Stand Part II Web of Corruption	110	R
	5	Pathfinder Society The Godsmouth Heresy Part 2	110	R
	5	Pathfinder Society We Be Goblins	110	R
	4	Savage Worlds Happy Jacks - Big Red Planet Hollywood		R
	4	Savage Worlds PHRQUE Show Happy Jacks Game		R
	4	Savage Worlds Pulp Happy Jack's - F.A.C.T. Files: Operation Doppelganger		R
	4	The Mountain Witch The Mountain Witch		R
	4	Vampire the Masquerade Called to Vienna		R
	4	GURPS GURPS- Steampunk		R
	1	Protospiel West Panel on Publishing/Kickstarter *	103	S
3 pm	4	Dominion Big		B
	3	Die Burgen von Burgund Demo		B
	3	Carcassonne Tournament		B
	1	Euro Games 101 - Agricola Demo		B
	2	Bullseye: Trivial Pursuit Edition Event	105	B
	1	Wheel of Fortune: Deluxe Edition Event		B
	3	Android - Play with the Designer! Event *		B
	1	Euro Games 101 - Acquire Demo		B
	4	Monsterpocalypse	Gateway	C
	3	Yugioh!	Gateway	C
	1	Xbox 360 Ongoing: Insanely Twisted Shadow Planet	Redondo	V
4 pm	4	By Her Majesty's Sacred Egg Sac Event		B
	2	Kings of Air and Steam Demo		B
	1	FLUXX Event		B
	2.5	Agricola - Prelims Special		B
	2	Phase 10 Small		B
	4	Word on the Street Event		B
	1	TieBreaker #2 Event *		B
	1.75	Powerboats Event		B
	2	Nanuk/The Stars are Right Sponsored		B
	4	Ticket to Ride Swiss #2, Rail Games Small		B
	2	Kingdom Hearts "Vince: The First Avenger"	Gateway	C
	4	Malifaux A Hot Time in the Old Town Tonight	1st Floor	M
	4	Rock Band! Rock Band Tournament! '80s night!	112	V
	2	XBOX360 Call of Duty: Black Ops - Free For All	Redondo	V
	6	Strategicon Football League Draft	Boardroom	S
5 pm	2	Small World Underground DEMO Demo		B
	2	Quelf Event		B
	4	Steam Expansion Map Event *		B
	4	Ascension: Chronicles of the Godslayer	Gateway	C
	4	Quarriors	Gateway	C
	6	VTES Constructed Tournament - "Fire in the Blood"	Gateway	C
	1	Xbox 360 Ongoing: The Dishwasher: Vampire Smile	Redondo	V
6 pm	3	Puzzle Strike Tournament		B
	1	Euro Games 101 - 7 Wonders Demo		B
	3	Luna Tournament		B

Sat, Sep
3rd

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Monopoly Deal Small		B
	2	Frag Gold Sponsored		B
	2	Revolution Sponsored		B
	2	Improv 101 Event		B
	4	Ticket to Ride 1912 #2 (without depots) Small		B
	1	M:tG "Gathering"	Gateway	C
	2	Warhammer: Invasion LCG	Gateway	C
	2	XBOX360 Call of Duty: Black Ops - Sticks and Stones	Redondo	V
	2	Dead Gamers Society Membership Conclave	Santa Cruz	S
		Exhibitor Hall Closes		
7 pm	6	1830/1856/1870 Event		B
	2	7 Wonders #2 Big		B
	4	Kingsburg Tournament		B
	2	The \$25,000* Pyramid Event	105	B
	2.5	Spades #2 Event *		B
	4	Divided Republic: The Election of 1860 Demo Event		B
	1	Euro Games 101 - Sid Meier's CIVILIZATION Demo		B
	2	Elder Sign #2: Play with Designer Event *		B
	4	Shogun/Samurai Swords Event		B
	3	Pirates "Bermuda Triangle"	Gateway	C
	3	Yugioh! #2	Gateway	C
	5	Circus Maximus Circus Maximus	1st Floor	M
	1	Xbox 360 Ongoing: Metal Slug XX	Redondo	V
	4	Living Forgotten Realms ADCP3-2 From Dawn Till Dusk Round 2 (levels 1-10)	Santa Rosa	R
	4	Living Forgotten Realms ADCP3-2 From Dawn Till Dusk Round 2 (levels 11-20)	Santa Rosa	R
	1	Columbia Games Q&A	Seminar	S
8 pm	2	Star Trek: Expeditions Event		B
	4	Quarriors Small		B
	4	Egizia Tournament		B
	4	Olympos Small		B
	2	TV Trivia 2011 Special *		B
	4	Ticket to Ride U.S. #2, Rail Games Small		B
	2	Trivia Challenge Event	112	B
	3	M:tG Pauper Deck (all commons) Tourney	Gateway	C
	6	Houses of the Blooded / Blood and Tears Nature Abhors Ven	Santa Maria	L
	3	Lord of the Rings Strategy Battle Game "Surrounded!"	1st floor	M
	1	Xbox 360 Street Fighter III: Third Strike	Redondo	V
	4	1st Ed D&D Red Box (The Original D&D) The Mystery of Volksberg		R
	4	Cthulhu Dark Home Makeover: Innsmouth		R
	2.5	Fiasco Fiasco : The 909		R
	4	GURPS GURPS Horror - Out of the Coffin Season 2		R
	5	Hero 5th Edition Marvel Slugfest XIII		R
	4	Hollowpoint A Few Bad Men		R
	4	Live Pod Cast Happy Jacks RPG Pod Cast	105	R
	5	Pathfinder Society 02-25 You Only Die Twice	110	R
	5	Pathfinder Society 03-04 The Kortos Envoy	110	R
	5	Pathfinder Society The Godsmouth Heresy Part 3	110	R
	4	The One Ring The Shadow Grows		R
	6	Trail of Cthulhu The Big Hoodoo		R
	4	GURPS GURPS- Steampunk		R
	2	Trivia Challenge *	112	S
9 pm	2	Pirate Fluxx Event		B
	2	Tichu - Preliminary round Special		B
	2	Small World: Expanded! Event		B
	1	TieBreaker #3 Event *		B
	3	Slapshot! Tournament Tournament *		B
	3	UTOPIA Event		B
	6	Battletech Last charge of F company	1st Floor	M
	1	Any Last Minute Tournament	Redondo	V
10 pm	2	Clay-O-Rama Event		B
	2	Password Big		B
	1	Prototype Play Testing #2 Event *	103	B

**Sat, Sep
3rd**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	3	Poker: 7 card stud Event *		B
	2	TransEuropa Small		B
	1	Lifeboat Event		B
	1	The Resistance Event		B
	2	Call of Cthulhu LCG	Gateway	C
	1	Xbox 360 Bomberman LIVE Battlefest	Redondo	V
11 pm	1	Buffy the Vampire Slayer #1 Event		B
	2	Ascending Empires #2 Small		B
	1	Cash & Guns Live Event		B
	1	Cuponk Event		B
	1	Liar's Dice Small		B
	1	Hunting Party Event		B

* = Play with the creator

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

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

**Sun, Sep
4th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	6	Werewolf #3 Event		B
	4	Ultimate Werewolf Artifacts Event *		B
	3	Nexus Ops Tournament		B
	4	Mass Effect 2 Homebrew The Beginning of the End		R
	4	Savage Worlds Relic Worlds		R
	4	GURPS GURPS Horror - Out of the Coffin Season 2		R
8 am	5	Pathfinder Society 03-01 The Frostfur Captives	110	R
	5	Pathfinder Society Cult of the Ebon Destroyer Part I	110	R
	5	Pathfinder Society Intro 1 First Steps Part I In Service to Lore	110	R
9 am	3	Back to the Future Event		B
	2	Munchkin: Zombies Sponsored		B
	4	Scrabble Tournament Small		B
	4	All Flesh Must Be Eaten (Unisystem) Eight Pieces		R
	4	Dungeon World Dwellers of the Forbidden City		R
	4	FATE (Torg: The Nile Empire Inspired) Cairo Knights		R
	4	Fate ShadowFate: Batan Smurf March		R
	4	Living Divine - D&D 4e INTRO1-4 Outside Looking In (levels 1-3)		R
	4	Living Forgotten Realms - D&D 4e CALI3-1 The Malice Of Mintar (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-4 Blue Beast (levels 1-10)		R
	4	Living Forgotten Realms - D&D 4e NETH3-1 Secret and Shadows (lvl 11-20)		R
	4	Mouse Guard Gentlemeice of the Road		R
	4	Pathfinder Happy Jack's D&D...FOR KIDS?!?!		R
	4	Pathfinder Happy Jacks RPG Podcast Affiliated Game - the Temple of Bone		R
	4	Steve Jackson TOON A Quiet Day at the Beach		R
	4	Trail of Cthulhu Deadliest Catch: Deep Ones		R
	0	Victorian Age Vampire A Masquerade by Gaslight		R
	4	GURPS GURPS- Drop Zone:		R
	4	GURPS GURPS- The Host Season 1		R
9:30 am	8.5	Exhibitor Hall Opens		
10 am	6	18xx (long) Event		B
	5	Android Event		B
	1	Belfort - a new Tasty Minstrel Game Demo		B
	4	Battlestar Galactica Event		B
	3	Cribbage Tournament Small		B
	2	Dream Factory Small		B
	1	King's Vineyard DEMO Demo		B
	0.5	Bug Out - A Family Card Game Demo		B
	1.5	Cranium: Pop 5 Event		B
	2	Twister Yoga - Sunday Event		B
	4	RoboRally Event		B
	4	Ticket to Ride 1910 #2 Big Cities Small		B
	2	Battle Cry Small		B

Sun, Sep
4th

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Pokemon Workshop #2	Gateway	C
	4	Highlander TCG Back To Basics	Gateway	C
	6	Flames of War Casino Aces Tournament	1st Floor	M
	6	Privateer Press Warmachine/Hordes Mk II Warmachine Path to Gencon	1st Floor	M
	7	Uncharted Seas Uncharted Seas Tournament	1st Floor	M
	8	Warhammer 40k Warhammer 40k RTT	Santa Catalina	M
	8	Warhammer Ancient Battles WAB Dark Age Mini Campaign	1st Floor	M
	1	Wii Super Smash Bros. Brawl Adults	Redondo	V
11 am	2	Small World Underground DEMO Demo		B
	1	Get Bit! DEMO Demo		B
	2	Uno #3 Small		B
	2	Clay-O-Rama Event		B
	2	Revolution Sponsored		B
	3	Wizard's Quest Event		B
	4	M:tG Extended Constructed Tourney	Gateway	C
	6	Star Wars Minis "Force Unleashed"	Gateway	C
	6	VTES Constructed Tournament - "Fire on the Mountain"	Gateway	C
	4	Flea Market	1st Floor	S
Noon	2	Cartagena Small		B
	0.5	Pirate Booty Event		B
	2	Double Dare Event	105	B
	3	Rail Baron Event		B
	2.5	Spades #3 Event *		B
	2	Ticket to Ride Finals - U.S. Mega Big		B
	4	Ticket to Ride Swiss #3 Small		B
	3	Pokemon #2	Gateway	C
	3	World of Warcraft TCG #2	Gateway	C
	1	Xbox 360 Sonic & Sega All-Stars Racing	Redondo	V
1 pm	6	Talisman Big		B
	1	Eminent Domain with the Creator Demo *		B
	4	Innovation Tournament		B
	4	Yspahan Tournament		B
	1	Sumo Ham Slam Small		B
	1	Twister Small		B
	2	Guillotine Small		B
	2	Shootin' Ladders: Frag Fest Event		B
	0	Axis & Allies Naval Miniatures #2	Gateway	C
	1	Xbox 360 Ongoing: Metal Slug XX	Redondo	V
2 pm	4	Arkham Horror - all expansions! Event		B
	2	Give Me The Brain Sponsored		B
	2	Forbidden Island Event		B
	1	Loot Small		B
	2	Monopoly Deal Small		B
	1	Simon Sez with Bill Chott Tournament		B
	2	Prototype Play Testing #3 Event *	103	B
	2	Cosmic Encounter: Play with the Designer Event *		B
	2	Crossroads: Learn to Play Demo		B
	3	Pillars of the Earth Small		B
	2	Revolution Sponsored		B
	4	Ticket to Ride Europe #2, Rail Games Small		B
	4	Highlander 2 Headed Giant Type 2	Gateway	C
	4	Pirates! Curse of the Pearl Necklace!	1st Floor	M
	1	Xbox 360 Halo Reach: Firefight	Redondo	V
	4	Call of Cthulhu The Emerald Terror (CoC 1857)		R
	4	Castle Falkenstein The Bigger They Are...		R
	4	Dead of Night Dead of Night		R
	4	GURPS Jen: License to Kill		R
	4	GURPS 4th Ed Happy Jacks GURPS Traveller		R
	4	Grimm Where the Paved Road Ends - A Happy Jack's Affiliated Game		R
	4	Hero System 6th ed. Happy Jack's Fantasy Hero		R
	4	Lady Blackbird Lady Silver Age Avengers Bird		R

Sun, Sep
4th

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Living Divine - D&D 4e INTRO1-5 Knee Deep (levels 1-3)		R
	4	Living Forgotten Realms - D&D 4e CALI3-2 The Menace of Memnon (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-6 True Blue (levels 1-10)		R
	4	Living Forgotten Realms - D&D 4e NETH3-2 Flirting with Disaster (lvl 11-20)		R
	4	Mongoose Traveller Sundowner Rising		R
	4	Mutants and Masterminds When Worlds Collide		R
	4	PDQ Jaws of the Six Serpents On the Edge of Civilization		R
	4	Paranoia XP Going Postal		R
	5	Pathfinder Society 03-02 Swer Dragons of Absalom	110	R
	5	Pathfinder Society Cult of the Ebon Destroyer Part II	110	R
	5	Pathfinder Society Intro 2 First Steps Part II To Delve the Dungeon Deep	110	R
	4	Savage Worlds John Carter: Warlord of Mars	200	R
	4	Steve Jackson TOON MARS ATTACKS!		R
	4	GURPS GURPS- Steampunk		R
	4	GURPS GURPS- Steampunk		R
3 pm	4	Battlestar Galactica Event		B
	1	Euro Games 101 - Stone Age Demo		B
	1	Forbidden Island Event		B
	2	Win Lose or Draw Event	105	B
	4	Railroad Tycoon Tournament		B
	2	Resident Evil #2	Gateway	C
	3	Yugioh! #3	Gateway	C
	1	Xbox 360 Ongoing: The Dishwasher: Vampire Smile	Redondo	V
4 pm	2	Munchkin- Players choice Sponsored		B
	4	Agricola - Finals Big		B
	3	Stone Age Big		B
	2	Yahtzee Free-for-all Small		B
	2	Blokus Tournament		B
	1	TieBreaker #4 Event *		B
	4	Acquire - David Woolcott Memorial Special		B
	2	Crossroads Tournament Small		B
	2	Nanuk/The Stars are Right Sponsored		B
	4	Ticket to Ride 1910 #3 Mega with depots Small		B
	1.5	XBOX360 Call of Duty: Black Ops - Free For All	Redondo	V
5 pm	4	Dominion #2 Tournament		B
	1	Euro Games 101 - Puerto Rico Demo		B
	3	Race for the Galaxy: 2-player Big		B
	5	Shogun: Tenno's Court Tournament		B
	4	Tomboutou Event		B
	2	Elder Sign #3: Play with Designer Event *		B
	6	VTES Constructed Tournament - "Fire Dance"	Gateway	C
	1	Xbox 360 Ongoing: Insanely Twisted Shadow Planet	Redondo	V
	1	Q&A with Ted Alspach *	Seminar	S
6 pm	3	Rattus Tournament		B
	4	Angry Birds Small		B
	2	Frag Gold Sponsored		B
	2	Revolution Sponsored		B
	2	Improv 102 Event		B
	4	Ticket to Ride Nordic Countries #2 Small		B
	2	Pirates: Sink-N-Keep	Gateway	C
	6	Steampunk LARP The Great Steampunk Race	Santa Maria	L
	1	Xbox 360 Halo Reach Smashball	Redondo	V
		Exhibitor Hall Closes		
7 pm	4	Puerto Rico Big		B
	4	Fantasy Chess Tournament Event		B
	2	Press Your Luck Event	105	B
	2.5	Hearts #3 Event		B
	1	Pow Wow Small		B
	1	Euro Games 101 - Sid Meier's Civilization Demo		B
	3	Herodix "Royale Rumble"	Gateway	C
	2	Tanto Cuore	Gateway	C

Sun, Sep
4th

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Rock Band! Rock Band Tournament!	112	V
	1	Xbox 360 Ongoing: Geometry Wars 2	Redondo	V
	5	Dungeons & Dragons 4e, non-RPGA Once More Into the Breach		R
	4	Living Divine - D&D 4e INTRO1-6 Every Day Above Ground (levels 1-3)		R
	4	Living Forgotten Realms - D&D 4e CALI 3-3 The Agony of Almraiven (levels 1-10)		R
	4	Living Forgotten Realms - D&D 4e CALI3-4 Fragments of a Shattered Mind (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e NETH3-3 Seek and Destroy (lvl 11-20)		R
	4	Living Forgotten Realms - D&D 4e SPEC3-3 Dance of the Sun and Moon (levels 1-10)		R
	2	Q&A with Kevin Wilson *	Seminar	S
8 pm	4	Nightfall Event		B
	2	Euro Games 101 - Dungeon Lords Event		B
	4	Sid Meier's Civilization Tournament		B
	2	Clay-O-Rama Event		B
	4	Cosmic Encounter #2 Event		B
	4	Ticket to Ride 1912 #3 Small		B
	4	Ascension: Chronicles of the Godslayer	Gateway	C
	0	M:tG Mini Master Tourney	Gateway	C
	1	Xbox 360 Marvel vs. Capcom 3	Redondo	V
	4	1st Ed D&D Red Box (The Original D&D) Assault on the Wizard's Tower		R
	4	Bulldogs! The McGuffin Job		R
	4	Call of Cthulhu Tom Cummings Call of Cthulhu	200	R
	4	Cthulhu Broadcast Blues		R
	4	Don't Rest Your Head Don't Rest Your Head		R
	4	Dragon Age Pirates of the Ameranthaine		R
	4	Dying Memories Dying Memories		R
	4	Feng Shui The Red Orchid Tea Room		R
	4	Fiasco Bookhounds of London		R
	4	Pathfinder Darkest Night, Brightest Day - D&D 3.5 with a Happy Jack's twist!		R
	5	Pathfinder Society 03-03 The Ghenett Manor Gauntlet	110	R
	5	Pathfinder Society Cult of the Ebon Destroyer Part III	110	R
	5	Pathfinder Society Intro 3 First Steps Part III A Vision of Betrayal	110	R
	4	GURPS GURPS Tournament Finals		R
9 pm	2	Tichu - Final round Tournament		B
	2	Quarriors Small		B
	2	7 Wonders #3 Tournament		B
	2	Reverse Charades Small		B
	2	I'm the Boss!: Kevin's Favorites Event		B
	1	Eye Guess Event		B
	2	A Game of Thrones LCG	Gateway	C
	6	Battletech Last charge of F company part 2	1st Floor	M
	1	Xbox 360 Last Minute Tournament	Redondo	V
	1	Feedback Forum	Seminar	S
10 pm	2	Killer Bunnies and the Quest for the Magic Carrot Event		B
	4	Dungeon Lords Tournament		B
	2	Prototype Play Testing #4 Event *	103	B
	3	Poker: No Limit Texas Holdem Event *		B
	2	TransAmerica #2 with vexation Small		B
	4	Shadow Hunters Event		B
	2	XBOX360 Call of Duty: Bad Company 2	Redondo	V
	1	Xbox 360 Mortal Kombat	Redondo	V
11 pm	2	Buffy the Vampire Slayer #2 Event		B
	2	Ascending Empires #3 Small		B
	1	Cash & Guns Live Event		B

* = Play with the creator

Departments: B = Board Games, C = Collectibles, L = LARPs,
M = Miniatures, V = Video Games, R = RPGs, S = Seminars

**Mon, Sep
05th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	6	Werewolf #5 Event		B
	4	Ultimate Werewolf Artifacts Event *		B
	4	Call of Cthulhu The Dark Reflection		R
8 am	5	Pathfinder Society 02-23 Shadows Last Stand - Part I At Shadows Door	110	R
	5	Pathfinder Society 03-04 The Kortos Envoy	110	R
9 am	3	Dominion - Mega Monday Special		B
	3	Castle Panic Event		B
	4	Alpha Omega Raid on Area 51		R
	4	FATE (Shadowrun Inspired) Mirrorshades, Magic, & Mohawks		R
	4	In a Wicked Age In a Wicked Age		R
	4	Living Forgotten Realms - D&D 4e CORE1-11 Drawing a Blank (lvl 11-14)		R
	4	Living Forgotten Realms - D&D 4e CORE2-10 Upon the Sea of Stars (lvl 17-20) Part 1		R
	4	Living Forgotten Realms - D&D 4e ELTU3-3 the Way of All Flesh (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-4 Blue Beast (levels 1-10)		R
	4	GURPS GURPS Horror - Out of the Coffin Season 2		R
9:30 am	8.5	Exhibitor Hall Opens		
10 am	1.5	Five Finger Severance DEMO Event		B
	3	Blue Moon City Small		B
	2	Hearts #4 Event *		B
	2	TransAmerica #3 Small		B
	4	Napoleonic Wars Event		B
	1	Dragon Dice- demo	Gateway	C
	2	Voltron #2	Gateway	C
	4	Multiple Monday Morning Demo Tables	1st floor	M
11 am	2	Jab: Realtime Boxing Sponsored		B
	2	Hornet Sponsored		B
	4	Dragon Dice "Build-Your-Own Army 36 Pts."	Gateway	C
	4	Pirates "Dead man's chest"	Gateway	C
	3	Auction	Seminar	S
Noon	2	Tanto Cuore Sponsored		B
	2	Wasabi Sponsored		B
	2	Uno #4 Event		B
	4	The Spoils	Gateway	C
1 pm	1	Hamsterolle Sponsored		B
	4	Vegas Showdown Sponsored		B
	2	Family Business Event		B
	2	Spades #4 Event *		B
	4	Shadow Hunters Event		B
2 pm	1	No Thanks! Sponsored		B
	1	Words of Wisdom Event		B
	3	Rush 'N Crush Sponsored		B
	4	D&D 4e Happy Jack's - To Defy the Stars		R
	4	Living Forgotten Realms - D&D 4e CORE2-10 Upon the Sea of Stars (lvl 17-20) Part 2		R
	4	Living Forgotten Realms - D&D 4e CORE2-3 High Infidelity (lvl 14-17)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-5 It's in the Blood (lvl 1-10)		R
	4	Living Forgotten Realms - D&D 4e ELTU3-6 True Blue (levels 1-10)		R
	5	Pathfinder Society 02-24 Shadows Last Stand - Part II Web of Corruption		R
	5	Pathfinder Society 03-03 The Ghenett Manor Gauntlet		R
	4	GURPS GURPS- The Host Season 1		R
2:30 pm		Exhibitor Hall Closes		
3 pm	2	Cargo Noir Sponsored		B
	4	High Society Sponsored		B
	2	Leaping Lemmings Sponsored		B

* = Play with the creator

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

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

Annual Awards

Once again Strategicon presents its annual awards for board-gaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 10 game categories:

Euro Games	Rail Games
Strategy Games	War Games
Party Games	Family Games
Social Games	Card Games
Collectible Games	Miniatures Games

The points people earn 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.

Party games are harder to determine, so each team member will get the points.

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

For 2010 the winners are:

Jack Butler: Darrell Stark
Card Games: Dan O'Farrell
Euro Games: Bruce Schlickbernd
Family Games: Bob LaMarre
Party Games: G Builta
Rail Games: Todd Vander Pluym
Social Games: Nick Chavez
Strategy Games: Eric Downing
War Games: Tim Towery
Collectible Games: Jonathan J Brown

Strategicon Congratulates these fine gamers!

Special Events and Seminars

Seminar Room, Board Room, Gateway Prefunction, 103

AOKP - The Oldest New Kind Of LARP – Sat 1 pm

A panel showing how one of the firstLARPs in North America could survive 31 years on its own and stay almost completely the same throughout its entire life. Come meet players both old and new and see what their take on the game is all about.

Auction – Mon 11 am

Hundreds of games for sale of all sorts. Find that gem you're missing.

Columbia Games Q&A – Sat 7 pm

Come and talk with Grant Dalgliesh, Vice President and Chief Gopher of Columbia Games! He will fill you in on upcoming games and plans for the company. Stop by and say Hello!

Dead Gamers Society Membership Conclave – Sat 6 pm

The Dead Gamers Society: The So Cal World of Darkness presents its Strategicon meeting. A chance to meet up, share con stories and have some food and drink. Announcements of future DGS events will be announced at the Conclave

Feedback Forum – Sun 9 pm

More changes? Do we ever stop? No! Here's info about why! Let us know how we're doing. Pizza for all that show up.

Flea Market – Fri 8 pm

Need to clear out the closet? Got gaming stuff to sell? Well, here's your chance. There's plenty of buyers just waiting to take that stuff off your hands. It's your first chance of the con!

Flea Market – Sat, Sun 11 am

Need to clear out the closet? Got gaming stuff to sell? Well, here's your chance. There's plenty of buyers just waiting to take that stuff off your hands.

Guided Tour

Sat, Sun 10 am, 11 am, Noon, 1pm, 2 pm

Curious about all that the convention has to offer? Join us on a guided tour of the Convention including all of the department headquarters, some of the key events as well as a floor by floor breakdown of what is where. Meets at the registration desk.

Protospiel West Panel on Publishing/Kickstarter – Sat 2 pm

Join Guest of Honor Ted Alspach and other distinguished publishers/designers for a panel discussion on the state of individual publishing. This session will be held in the Playtesters' Corner room (103) as part of Protospiel West.

Publish Your Game – Sat 10 am

Learn all the aspects about self-publishing or selling your game to publisher. This seminar details all of the aspects of design, development, marketing, and publishing from 15-year game industry veteran and award-winning author Jim Pinto. Join us for a 1-hour long seminar with follow-up Q&A segment.

Q&A with Kevin Wilson – Sun 7 pm

Come join us as we talk to Fantasy Flight's Kevin Wilson, designer of Sid Meier's Civilization Board Game, Arkham Horror, Cosmic Encounter and many more! Eric Burgess, host of Boardgame Babylon, will moderate.

Q&A with Ted Alspach – Sun 5 pm

Join us for a Q&A session with designer Ted Alspach! He's the designer of Ultimate Werewolf, Age of Steam/Steam expansion maps and many, many more games! Eric Burgess of Boardgame Babylon will moderate.

Strategicon Football League Draft – Sat 4 pm

Our second annual live Fantasy Football live draft.

Trivia Challenge – Sat 8 pm

Come one Come all to the Strategicon Trivia Challenge! Located in the Rock Band Room.



Board Games

Board Games

Grand Ballroom A-F, California Prefunction, 103

"Can't Stop" Can't Stop!: Kevin's Favorites – Fri 4 pm

Play with Guest of Honor, Kevin Wilson! Sid Sackson's classic dice game returns! Players roll dice to try to advance their tokens up a series of tracks corresponding to numbers rolled on the dice. Keep progressing up the line, and you can keep rolling. Fail, and you could lose everything. Action, suspense, excitement and fun for everyone!

1830/1856/1870 – Sat 7 pm

Any of 1830, 1856, or 1870 can be played.

18GL – Sat 9 am

Railroading around the Great Lakes. Can you save your railroads from being absorbed into ConRail?

18xx (long) – Sun 10 am

Any of the longer 18xx games (except 1830, 1856, or 1870) can be played. Choices include 1832, 1835, 1860, 1861, and 2038.

18xx (short) – Fri 7 pm

Any 18xx game four hours or less in duration can be played. Choices include 18EU, 18Scan, Steam over Holland, 1846, 1825, and 18AL.

7 Wonders – Fri 4 pm, Sat 7 pm, Sun 9 pm

Lead one of the seven great cities of the ancient world. Exploit the natural resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might. Leave your mark in history.

A Game of Thrones – Sat Noon

In A Game of Thrones the board game, players take control of one of the great Houses of Westeros. Via resource management, diplomacy, and cunning, they seek to win dominance over the land.

Acquire - David Woolcott Memorial – Sun 4 pm

Dave would have liked a tournament named after him it is a fitting tribute to a gamer all of his life. He lived for the next board game. Most of you don't know Dave, who are reading this tribute. Dave loved our conventions and came for many years. His favorite game was Acquire.

Advanced Civilization – Sat 9 am

Avalon Hill version

Age of Empires III – Fri 7 pm

Designed by Glenn Drover, this boardgame allows you to revisit the age of exploration and discovery. Take on the role of a colonial power in the New World. A little bit worker placement, a little bit economic engine building, a little bit war game.

This game has something for every taste. No one strategy is guaranteed to win every game. We may play with the new Builders Expansion.

Age of Steam Expansion Map – Fri 4 pm

Bezier Games expansion map for Age of Steam.

Agricola - Finals – Sun 4 pm

This is the final round of the big Agricola tournament.

Agricola - Prelims – Sat 4 pm

Uwe Rosenberg's powerhouse game of rival farms, Agricola features competitive mechanics, growing resources and powerful improvements and professions. Preliminary round for the big Agricola tournament. Maximum 25 players. The final round of the tournament will be held on Sunday at 4pm. New players should visit Euro Games 101 before signing up for this event.

Amun Re – Fri 7 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. Each player wants, as pharaoh, to build the most pyramids. To accomplish this, he must first acquire a province, where he can trade and farm. With his profits, he can buy new provinces and building stones to erect pyramids.

Android – Sun 10 am

Android is a board game of murder and conspiracy set in a dystopian future. The detectives must balance their pursuit of the murderer against their personal lives and their inner demons. Android's innovative mechanics ensure that no two detectives play alike. Whoever you choose to play, you've got just two weeks to solve the murder, uncover the conspiracy, and face your personal demons.

Android - Play with the Designer! – Sat 3 pm

Play with Kevin Wilson, designer and Guest of Honor! Android is a board game of murder and conspiracy set in a dystopian future. Detectives travel between the city of New Angeles and moon colony Heinlein chasing down leads, calling in favors, and uncovering the sinister conspiracy beneath it all. You've got just two weeks to solve the murder, uncover the conspiracy, and face your personal demons.

Angry Birds – Sun 6 pm

Arkham Horror - all expansions – Sat, Sun 2 pm

Think you can stop the Ancient One from awakening? Think you've stopped it in Arkham? Dunwich? Innsmouth? Kingsport? How about trying to stop it in all these places at once? This is the infamous Arkham Horror boardgame played with EVERY expansion in existence. Played w/ a few optional rules and choose to play with just 1 herald and 1 guardian or go completely hardcore & play w/ all of them!

Ascending Empires – Fri 5 pm, Sat Sun 11 pm

The last survivors of the Human race have fled to a new galaxy. Now, having discovered the ruins of four dead civilizations spread across the stars, the race to develop technology based on the alien relics has begun. Ascending Empires is a fast paced game that utilizes a dexterity based Starship movement and combat system, and allows for many different strategies to be explored.

Axis & Allies – Sat 9 am

Axis & Allies Anniversary Edition will be the default game. 1940 players also welcome.

Back To The Future - the card game – Sat 1 pm, Sun 9 am

Now you can jump into the action of the Back to the Future movies, with this ingenious new time travel card game! Your mission is to make sure pivotal events are not changed by other time travelers before time travel itself gets un-invented. Using a unique, patented game mechanic for simulating time travel, Andrew Looney now puts you in the driver's seat of the famous DeLorean!

Bang! – Sat 2 pm

Come enjoy the spaghetti western fun of Bang! Shoot the sheriff! Become an outlaw! Use a barrel to block gunshots! New players welcome.

Battle Cry – Fri Noon, Sun 10 am

Civil War battle game

Board Games

Battlestar Galactica – Sun 10 am, 3 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Players should be familiar with the basic game. New players should join our 3 pm game. (Experienced players' game is at 10 am.)

Beer & Pretzels – Fri 11 pm

In Beer & Pretzels, players throw coasters onto a table. And then they get money. And then they throw more coasters. And then they get more money. This very complex and detailed process repeats until the end of the game at which point the player with the most money wins, just like in real life.

Belfort - a new Tasty Minstrel Game – Sat, Sun 10 am

Welcome to the Tasty Minstrel universe! Put your Elves, Dwarves and Gnomes to work in the Village and Guilds of Belfort to collect resources and build up the city! Belfort is a Worker Placement game with Area Majority scoring in each district as well as for each type of worker.

Bezzewizzer – Sat Noon

The game of trivia, tactics, and trickery. Swap categories, steal questions, and beat your opponents to the finish line!

Blokus – Sat 10 am, Sun 4 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 and obeying the tricky placement rules when making their own moves.

Blue Moon City – Mon 10 am

Buffy the Vampire Slayer – Sat, Sun 11 pm

Now it's up to you to help Buffy and her friends stop the spread of Evil in Sunnydale! Which villain and his minions will plague the town? The Master? The Judge? The Mayor? Or Adam?

Bug Out - A Family Card Game – Sun 10 am

Learn this new game from Out of the Box. Game takes about ten minutes to play multiple rounds.

Bullseye: Trivial Pursuit Edition – Sat 3 pm

This is the game of strategy, luck, and knowledge...where daring determines the fate of the player. The 1980's cult favorite, "Bullseye", debuts at Gateway, using questions from everyone's favorite wedge-claiming trivia game, "Trivial Pursuit". The first player to reach \$2000 in their pot takes a trip to "Bonus Island" for so much more!

By Her Majesty's Sacred Egg Sac – Sat 4 pm

Work your way up the line of succession by winning glory and defending the queen in this latest release from Gorilla Games for the Battlestations system. No experience required.

Can't Stop! – Fri 10 pm

Sid Sackson's classic dice game returns! Players roll dice to try to advance their tokens up a series of tracks corresponding to numbers rolled on the dice. Keep progressing up the line, and you can keep rolling. Fail, and you could lose everything. Action, suspense, excitement and fun for everyone! Will you be able to stop in time?

Carcassonne – Sat 3 pm

Cargo Noir – Mon 3 pm

In Serge Laget's Cargo Noir, players represent "families" that traffic in smuggled goods in a 1950s noir setting.

Cartagena – Sun Noon

Eurogame - Cartagena takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. Each player has a group of six pirates and the objective is to have all six escape through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them.

Cash & Guns Live – Fri, Sat, Sun 11 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster team wins the game! Ca\$h 'n Gun\$ will make you relive the best scenes of your favorite gangster movies. Fun, bluffing, and tough negotiations are guaranteed, but will you dare to play?

Castle Panic – Mon 9 am

"Defend the Castle... Survive the Panic...Become the Master Slater." 1-6 players. Ages 10 and up. Game takes about an hour. We'll play as many rounds as we can fit.

Castle Ravenloft – Sat 9 am

Do you dare enter Castle Ravenloft? This cooperative adventure game sends the players deep into the castle home of vampire Strahd Von Zarovich to fight the horrors within. Each player controls one adventurer using a simplified version of the Dungeons and Dragons ruleset.

Chrononauts – Fri 10 pm

History as you know it is wrong! Achieve victory by altering famous events to help get yourself home, or complete a mission for the Time Repair Agency. Just remember to patch any paradoxes before all of time and space is obliterated. (UberChrononauts available for those who dare.)

Clay-O-Rama – Sat 10 am, 10 pm, Sun 11 am, 8 pm

Gladiatorial combat with a warrior you construct! Everyone builds their own clay warrior/creature/whatever and then battle it out in a no holds barred battle to the death! Special attacks such as "Poke", "Drop" and "Bowling Ball" add to the mayhem.

Coloretto – Fri 3 pm

Draw a card to play to a row, or take a row it's that easy! You score points for collecting cards of the same color.

Concentration – Fri 5 pm

The classic rebus game you know and love hidden behind prize squares...but can you remember where the other half of that prize is?

Confusion: Espionage and Deception in the Cold War – Fri 3 pm

A strategic 2-player with a deduction element. At the start of the game, neither player knows how their own pieces move. Via performing attempted moves, each player tries to deduce the movement of their pieces. As you determine how to move your pieces, your goal is to capture the neutral piece, initially located in the center of the board, and deliver it to your opponent's side of the board.

Cosmic Encounter – Fri 3 pm, Sun 8 pm

The classic "sci-fi game for everyone" that inspired a generation is back! Players try to establish colonies on their opponent's planets by way of combat, negotiation, and the game's signature alien powers that let you break one rule in the game. Can you bring order from chaos?

Cosmic Encounter: Play with the Designer – Sun 2 pm

Play with Kevin Wilson, designer & Guest of Honor! Each player leads an alien race. You want to establish colonies in other players' planetary systems. The winner(s) are the first player(s) to have five colonies on any planets outside his or her home system. Players must use force, cunning, and diplomacy to ensure their victory.

Cranium: Pop 5 – Sun 10 am

Act, hum, sculpt, or use other talents to get across these Pop Culture icons in a team v. team battle!

Cribbage Tournament – Sun 10 am

Best of 3 point format will be used. Cribbage is a card game where you "peg" points both during play and counting your hand after the play.

Board Games

Crossroads Tournament – Sun 4 pm

Join in the first scheduled Crossroads tournament ever! Crossroads is a new cooperative board game of adventures through stories from the Bible. In the tournament scenario, you'll race in teams of two players each to try complete your goal before your friendly rivals get there!

Crossroads: Learn to Play – Sun 2 pm

Crossroads is a new (July 2011) cooperative game of adventure through stories from the Bible. Players take on the roles of travelers (artisan, leader, shepherd, or warrior) building their own paths through biblical stories, facing challenges and reaping rewards! This "learn to play" session features "The Song of Deborah" from the Crossroads starter set.

Crows – Fri 3 pm

Crows are smart, but they have a weakness for shiny objects. You have a shiny object. The problem is, so do your friends. There are too many shiny objects and too few crows!

Cuponk – Sat 11 pm

The classic college game of Beer Pong ... but without the alcohol! Bounce a ping-pong ball into a cup. Sounds easy, right? What if you have to bounce it off a pot? Or down a flight of stairs? Or off your own knee?

Cutthroat Caverns – Sat 1 pm

Simple Encounter card game where the players work together to Defeat monsters and each other for victory points. Your friends are only your friends when they have FEWER VP than yourself!

Die Burgen von Burgund DEMO – Sat 3 pm

Learn the hot new game from Stefan Feld at the Game Library.

Divided Republic: The Election of 1860 Demo – Fri, Sat 7 pm

A game of the US Presidential Election of 1860, for up to four players. The game is fast, fun, and interactive as four parties strive to compete for the presidency and preserve the Union. Divided Republic has been picked up by Numbskull games and will be published in late 2011/2012. It's also currently up on Kickstarter. Come and join the designer to try out the game!

Dominion – Sat 3 pm, Sun 5 pm

Dominion - Mega Monday – Mon 9 am

The 2009 Spiel Des Jahres winner is still incredibly popular and Strategicon is again running a MEGA tournament for the \$100 First Prize! Also, \$35 for 2nd, \$15 for 3rd, and \$5 4th. The first round will use the standard "Beginner 10" set of cards.

Double Dare – Sun Noon

Answer the question, or take the Physical Challenge? The classic kids' game from the 1980s is back at Gateway...just not as "Super Sloppy." Two teams of two (or four) answer questions and perform hysterical Physical Challenges in order to score enough points to get to our "Gateway Obstacle Course"!

Dream Factory – Sun 10 am

Reiner Knizia's auction game about producing movies.

Dungeon Lords – Sun 10 pm

"Those pesky adventurers keep coming back! The other lords smirk when they see the mess that gang of punks made last year. If only they knew what was in store for them next." Dungeon Lords is a resource management game in which players prepare their dungeons for the annual field trip by the local troublemakers. We request that new players visit Euro Games 101 before signing up for this event.

Egizia – Sat 8 pm

El Grande: Kevin's Favorites – Sat 1 pm

Play with Kevin Wilson, Guest of Honor! Please know the rules. Players take on the roles of Grandes in medieval Spain. The king's power is flagging, and these powerful lords are vying for control of the various provinces. To that end, you draft knights into your court & subsequently move them onto the board to help seize control of provinces. The Grande with the most points is deemed the winner.

Elder Sign: Play with Designer – Fri 5 pm, Sat 7 pm, Sun 5 pm

Play with Kevin Wilson, designer & Guest of Honor! Elder Sign is a fast-paced, cooperative dice game of supernatural intrigue for 1-8 players from the designers of Arkham Horror. Armed with tools, allies, and occult knowledge, investigators must put their sanity and stamina to the test as they adventure to locate Elder Signs, the eldritch symbols used to seal away the Ancient Ones & win the game.

Eminent Domain with the Creator – Fri 5 pm, Sat, Sun 1 pm

Learn the hot new deck-building space game from designer Seth Jaffee himself.

Euro Games 101 - 7 Wonders – Sat 6 pm

Euro Games 101 - Acquire – Sat 3 pm

Euro Games 101 - Agricola – Sat 3 pm

Just in time for the Agricola tournament, players will be taught the basics of Agricola - Family actions, claiming resources, building improvements and hiring professions. Also, we'll have a brief discussion of the kind of planning that will help players build sustainable farms.

Euro Games 101 - Amun Re – Fri 6 pm

Just in time for the regular Amun Re tournament, come learn about this fascinating auction game set in ancient Egypt!

Euro Games 101 - Dungeon Lords – Sun 8 pm

Euro Games 101 - Power Grid – Sat 9 am

Just in time for the Power Grid tournament! If you have yet to learn the ever-popular Power Grid, this is your last chance to learn. Check out this demonstration and get some basic instruction in auction mechanics, city-building and game-phase conditions.

Euro Games 101 - The Princes of Florence – Fri 8 pm

Just in time for the Princes of Florence tournament, we'll be teaching the basics of performing works, auction mechanics and all you'll need to know to master this classic Euro!

Euro Games 101 - Puerto Rico – Sun 5 pm

Euro Games 101 - Race for the Galaxy – Sat 1 pm

Euro Games 101 - Sid Meier's CIVILIZATION – Fri, Sat, Sun 7 pm

Please show up to this session if you are not familiar with the game and would like to learn. Coming to the Euro Games 101 doesn't commit you to playing, it'll make it easier to play and enjoy the game.

Euro Games 101 - Stone Age – Sun 3 pm

Eye Guess – Sun 9 pm

It's the game show where we give you all of the correct answers in advance ... you just have to remember where you saw them.

Family Business – Mon 1 pm

Family Business takes mob warfare to a new level of backstabbing, revenge, and general bloodthirstiness, which is what makes it such a blast to play. Every player controls a "family" and plays various cards to off other players' family members. The last family standing is victorious. Fun for all ages (even with the killing and all).

Family Feud – Fri 9 pm

Is your family "ready for action"? Get "on your marks" for "Family Feud"! The popular survey game is back for Gateway with an all-new look and feel. Guess the most popular answers and make it all the way to "Fast Money"!

Fantasy Chess Demonstrations – Fri 7 pm

Learn how to play this chess variant. Traditional chess with a layer of wargaming added. A chess game where your knights can charge from castles, bishops can heal the injured, six piece battles can be fought in a square and you can bludgeon a king to death. Don't just take the square, FIGHT FOR IT!

Board Games

Fantasy Chess Tournament – Sun 7 pm

Tournament play of Fantasy Chess. Three rounds of 1 hour, each winner gets to declare his surviving troops veteran and they go up a rank into the next game. First place gets \$20 dealer dollars. Second place gets \$10 dealer dollars. Come cheer the bludgeoning of the King!

Fires of Midway – Sat 2 pm

WW2 Pacific carrier battles

Five Finger Severance DEMO – Mon 10 am

Today is your last day on the job. Corporate decided to close the store and everybody is getting the boot. You could spend the rest of the day helping those miserable, wretched wastes of human skin who come in and demand service, or you could do what you always wanted - tell them were to go and have a good time. And you know which one it's going to be.... Check out this new game from Minion Games!

FLUXX – Sat 4 pm

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. 2-5 players per game. Game Time = 15-30 minutes. Special rules allow new players to join in any time, so swing by the Fluxx Table if you have a few minutes! (1st player picks the theme)

Forbidden Island – Sun 2 pm, 3 pm

You and your friends explore the ruins of an island filled with ancient treasures. Oh, and the island is slowly sinking. Work together to get the treasures and escape the island before meeting a watery grave.

Formula Motor Racing – Fri 3 pm

The quickest-playing auto racing game in existence.

Fortress America – Fri 8 pm

Indulge your 1980s Cold War nostalgia with this Milton Bradley Gamemaster classic, wherein three Communist invaders (the Asian Peoples' Alliance, the Central American Federation, and the Euro-Socialist Pact) stage a full-scale invasion of the United States.

Frag Gold – Fri Noon, 6 pm, Sat 2 pm, 6 pm, Sun 6 pm

Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again!

Get Bit! DEMO – Sun 11 am

Get Bit! is a card game where players are competing to stay alive as the others are being eaten by the shark. Check out the new edition from Mayday Games!

Give Me The Brain – Sat 2 pm, Sun 2 pm

You think working in a fast-food restaurant is hell? This place is worse. All the employees are zombies (that includes you). The jobs are repetitive and gross. The customers ask stupid questions. And all the zombies have to share a single brain . . . and they keep dropping it on the floor.

Glory to Rome – Fri 9 pm

5 players per game. GM has only 1 game! So, Bring a COPY Glory to Rome is a card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used.

Godzilla: Stomp! – Fri 2 pm

Godzilla: Stomp! is a fast-paced card game of monster-induced city destruction

Grave Business DEMO – Sat Noon

You are a Necromancer. In fact, you are a particularly dangerous one you have a business plan! Your zombies will dig up and loot valuables from graves and also grab fresh body parts so you can make MORE zombies to dig up MORE graves. Sounds good, right? Unfortunately, it's so good that other Necromancers are now competing with you for the choice cemeteries! New from Minion Games!

Guillotine – Sun 1 pm

All the fun parts of the French Revolution in one fun card game! As executioners pandering to the masses, the players are trying to behead the least popular nobles. Each day the nobles are lined up and players take turns killing the ones at the front of the line until all the nobles are gone. Cards played can change the order of the line and the rules of the game.

Hamsterrolle – Mon 1 pm

Imagine a hamster's exercise wheel, divided into numerous segments, separated by low fences (obviously a National Hunt racing hamster). The players each receive seven wooden pieces, which they aim to place (one per person per turn) within the wheel without any pieces falling out. Any pieces dislodged are taken back as a penalty and the first to get rid of their pieces wins.

Hearts #1 – Fri 4 pm

Left of the Dealer leads, blood allowed on the first trick. Taking the queen of spades allows a heart lead.

Hearts #2 – Sat Noon

Deuce of clubs leads, no blood on the first trick. Jack of Diamonds variant in play (taking the Jack subtracts 10 from your score).

Hearts #3 – Sun 7 pm

Left of the dealer leads, blood allowed on the first trick. Taking the Queen of spades allows a heart lead. Jack of diamonds variant in play (taking the jack subtracts 10 from your score).

Hearts #4 – Mon 10 am

Deuce of clubs leads, no blood on the first trick. No Jack of diamonds variant.

High Society – Mon 3 pm

Hornet – Mon 11 am

A stinging tactical boardgame for the entire family in which players need to anticipate the moves of their opponents and at times also bluff a bit.

Hunting Party – Sat 11 pm

On Safari in darkest Africa, bag trophies and try to accomplish your secret goal. Beware, the natives are restless.

I'm the Boss!: Kevin's Favorites – Sun 9 pm

Come play with Kevin Wilson, Guest of Honor! Enjoy one of his favorites, Sid Sackson's I'm the Boss! You can wheel and deal with the best of them!

Ice Dice + – Sat 10 am

A new Looney Pyramid Game, is fast and fun! I'll also be playing other Pyramid Games: Thin Ice, TreeHouse, Martian Chess, and more. Drop in through the event time to pick up a quick game.

Improv 101 – Sat 6 pm

Improv 102 – Sun 6 pm

Incan Gold – Fri Noon

A quick, fun and tense game in which you and other adventurers explore an old Incan temple in search of gold and treasure. In each of the five rounds, you secretly choose if you want to continue exploring the temple in search of more treasure or retreat to the safety of your camp with your share of the treasure that has been discovered so far.

Board Games

Ingenious – Fri 5 pm

Anyone who knows a little about Reiner Knizia's games will know that the good Doctor loves games that deal with trying to get points in various different categories and then only score that category in which the player has the fewest. In the past, Knizia has used this mechanic to develop highly complicated games, but with Einfach Genial, he has distilled the mechanic down to its purest form.

Innovation – Sun 1 pm

Job: Realtime Boxing – Fri Noon, Mon 11 am

JAB is a strategic boxing card game unlike anything you've played before. In JAB, you get direct control over your boxer's fists, providing an experience as close as possible to real boxing without getting punched in the face. JAB is real-time. There are no turns. You can play as fast as you want, but remember: playing smart is more important than playing fast.

Jamaica – Fri 5 pm

In 1675, after a long career in piracy, Henry Morgan skillfully gets appointed Governor of Jamaica, with the explicit order to cleanse the Caribbean of pirates and buccaneers. Instead, he invites all of his former "colleagues" and comrades-in-arms to join him in his retirement, so they can enjoy the fruits of their looting in all impunity. So, race on pirates!

Killer Bunnies and the Quest for the Magic Carrot – Sun 10 pm

Did you ever picture a cartoon bunny chasing you with a Kitchen Whisk? How about a Flame Thrower? The only way to win is to have the right Carrot ... and to have at least one Bunny alive at the end of the game.

King's Vineyard DEMO – Sun 10 am

Strategicon sponsor Mayday Games' new game is getting good buzz and you can learn it at Gateway 2011!

Kings of Air and Steam – Sat 4 pm

Kings of Air and Steam is a transportation management game in which players have two different kinds of transportation: Use your airships to bring goods to your Depots, and then use rail lines to deliver those goods to the cities that demand them. Set in a world of steampunky alternate version of the Industrial Revolution and featuring unique characters for each player to use, Kings of Air and Steam will have a beautiful look and significant replayability. It feels kind of like a cross between a light Railroad Tycoon and RoboRally.

Kingsburg – Sat 7 pm

Leaping Lemmings – Mon 3 pm

Leaping Lemmings is a humorous game for 2-6 players. Each player controls a cloned clan of lemmings that have been specially trained to compete with the other lemming clans, all trying to scurry down a canyon and hurl themselves over a cliff.

Learn Poker Omaha Hi-Low Split – Fri 9 pm

Come learn how to play Omaha Hi-Low Split and you'll be ready to take on all comers in the Omaha Hi-Low Split tournament at 10pm Friday.

Liar's Dice – Sat 11 pm

Liar's Dice is a dice game where each player is given five dice and cup to roll and hide them with. Players make successively higher declarations regarding the results of all the dice remaining in the game. Someone can always contest the bid. When that happens, all the dice are revealed and either the bidder or the caller loses dice, depending on who was correct. The last player with dice wins!

Lifeboat – Sat 10 pm

Adrift at Sea with your secret love and your hated enemy. Score points for survival and whatever treasures you can salvage. Yes, this is the game with the hats.

Long Shot – Fri 5 pm

Long Shot is YOUR ticket to the track. In this exciting family-friendly horse racing board game, up to 8 players bet, buy horses, and strategize as the race unfolds. Whether a novice or a horse racing enthusiast, everyone's a winner in this interactive strategy game where anytime is post time!

Loot – Sun 2 pm

Luna – Sat 6 pm

Match Game 2011 – Fri 7 pm

Get ready to match the stars! Game Show Play Along returns to Gateway with everyone's favorite game of fill-in-the-blanks, "Match Game"! Our panel of "celebrities" is ready to match our contestants for laughs and big wins!

Matzakoman – Sat Noon

Help Moses free slaves & gather resources to make matzah for the escape from Egypt while the ten plagues ravage the land making it more difficult and dangerous. Gather water before it turns into blood or swarms of frogs invade, save livestock before wild beasts devour them & even fight slave drivers to free fellow slaves. Can run Queen Esther or Maccabees upon request. PRIZES & GeekGold for all!

Merchant of Venus – Sat 11 am

Merchant of Venus is the classic Avalon Hill space trading game. Players explore the board discovering alien cultures and building trade routes. Preliminary round will be 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.

Monopoly Deal – Sat 6 pm, Sun 2 pm

Munchkin- Players choice – Sun 4 pm

Players chose which version is played

Munchkin: Zombies – Sat 9 am, Sun 9 am

It's the sickest, silliest Munchkin yet! You are zombies, kicking down doors and eating brains. The "monsters" you're attacking are people, some helpless and some hazardous, with a few rogue zombies thrown in. The armor is whatever you've blundered across during your lurching search for brains.

Mystery Express – Sat 2 pm

Players board the famous Orient Express in Paris just as a murder occurs. The rest of the trip is consumed with determining the who, what, when, where and why of the crime. Players use their special powers of deduction and investigative actions to determine the circumstances of the murder. The one who correctly identifies the elements of the crime by the time the train reaches Istanbul wins.

Nanuk/The Stars are Right – Sat, Sun 4 pm

Napoleonic Wars – Mon 10 am

Experience the ebb and flow of the Napoleonic Wars from 1805 to 1816 while commanding the armies of Kings and Emperors. Take on the roles of Britain, France, Russia, Austria and (possibly) Prussia. This CDG (card driven game) plays 4-5 players.

Nexus Ops – Sun Midnight

Nexus Ops is a light-medium science fiction war game. The game boasts a hexagonal board that is dealt differently every time, as well as cool "glow" miniatures and lots of combat. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore. By winning battles and fulfilling Secret Missions, you can obtain victory points.

Nightfall – Sun 8 pm

Nile Deluxor DEMO – Fri 4 pm

Learn the Minion Games card game, Nile - now available in a deluxe edition. This is a light set collection game that takes about 30 minutes to play.

Board Games

Nitro Dice DEMO – Fri 5 pm

Nitro Dice is a card game despite the name. The dice are used as the race cars with the speed recorded on the die so everyone can see the state of the racers with just a glance. The cards are used both as the track which is customizable to the players taste and as a means to maneuver by matching the track sections you travel over with the same types from your hand. New from Minion Games!

No Thanks! – Mon 2 pm

No Thanks! is a card game designed to be as simple as it is engaging.

Olympos – Sat 8 pm

Operation: Maccabee – Sat Noon

Spin the dreidel to move around a classic hex map. Moving across a variety of treacherous terrain players find & assault concentration camps to liberate them. The action then moves to the inner box top where players spin dreidels to kill or knock over plastic Nazi soldiers with the help of sniper and grenade cards. Game of strategy and dexterity. PRIZES & BGG GeekGold for all participants.

Orbit: Rocket Race 5000 – Fri Noon

Tournament: Orbit Rocket Race 5000 Winner of all games will get 10 points per win during the . Play as many games as we can in all tournaments played. All can sign up. Winner announced on website and will receive a free game mailed to them if not present.

Password – Sat 10 pm

I say one word, then you say one word...but is it the RIGHT word?

Perpetual-Motion Machine – Fri 2 pm

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

Phase 10 – Fri 10 pm, Sat 4 pm

Pillars of the Earth – Sun 2 pm

Eurogame based on the bestselling novel by Ken Follett Players are builders who try to contribute the most to a cathedral's construction and, in so doing, score the most victory points.

Pirate Booty – Sun Noon

Shiver me timbers - the merchant ship has been plundered, and now it is time to divide the booty. But don't be too greedy, or ye may be walking the plank!

Pirate Fluxx – Sat 9 pm

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.

Pirate King – Sat Noon

"All Hands on Deck!" is a new expansion for Pirate King that implements a new hand management mechanic that will allow players: * More precise control * Increased decision making * Reduced reliance on luck * Turn potentially bad cards into offensive weapons. Includes Cutthroat Rules & Crewmen Expansion PRIZES and/or BGG GeekGold to all participants!

Pit – Fri 10 pm

In this loud, real-time trading game, players are given the task of cornering the market in one type of commodity. If you're successful, you ring the bell and yell out, "Corner on wheat!" (or whatever your commodity is). You then score points depending on which it was - some are more valuable than others. Yelling at the top of your lungs is not only encouraged, it's basically required to win.

Poker: 7 card stud – Sat 10 pm

30 minute levels, spread limit betting.

Poker: No Limit Texas Holdem – Sun 10 pm

20 minute levels, big and small blind in effect.

Poker: Omaha Hi/Low Split – Fri 10 pm

20 minute levels, big and small blinds with limit betting.

Pow Wow – Sun 7 pm

Each player draws a random feather card. Each places it, without looking at its face value, onto his headband. You see everyone's feather cards except your own. Now the bidding and bluffing and the guessing begins... On your turn, you can either challenge the previous player's bid or increase that bid. When a challenge occurs, everyone takes off their feather cards to see if the bid was correct.

Power Grid – Sat 10 am

Friedmann Friese's ever-popular resource management game pits players against each other in a race to power the most cities. This event will be limited to 36 players. Two rounds maximum. We request that all new players please visit Euro Games 101 before signing up for this event.

Powerboats – Sat 4 pm

Compete in races with 2-6 speedboats. The more boats, the better the competition! Race as fast as you can between the islands and around the buoys on the large modular gameboard, but be careful not to crash! Powerboats is easy to play, but can be tricky. There is luck of the dice, but the main challenge is to manage your speed and routes the best.

Press Your Luck – Sun 7 pm

Can't get enough of "Big Bucks" and the mischievous "Whammy"? Good...neither can we! "Press Your Luck" comes back again..."Big Board" and all. Answer questions to earn spins...take spins to win BIG BUCKS!

Prototype Play Testing – Fri 9 pm, Sat 10 pm, Sun 2 pm 10 pm

It's your chance to play test an unpublished title designed by one of our guests of honor, Ted Alspach! Meet him, give him feedback, tell him how much you love his games. Room 103.

Puerto Rico – Sun 7 pm

The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops—corn, indigo, sugar, tobacco, and coffee—they must try to run their business more efficiently than their close competitors

Puzzle Strike – Sat 6 pm

Quarriors – Fri 1 pm, Sat 8 pm, Sun 9 pm

Quelf – Sat 5 pm

Whether you're answering hilarious trivia, performing ridiculous stunts, or obeying silly rules, Quelf will inspire you to use your creativity, wit and sense of humor in ways you've never imagined. As you move around the game board, as one of eight quirky characters, crazy things start to happen. Your friends start talking strangely. Your mom's face is wrapped in toilet paper. Your dad is acting like Dracula. And you are reciting a poem about your armpits.

Race for the Galaxy – Sat 2 pm

In Race for the Galaxy, players build galactic civilizations by game cards that represent worlds or technical and social developments.

Race for the Galaxy: 2-player – Sun 5 pm

In Race for the Galaxy, players build galactic civilizations by game cards that represent worlds or technical and social developments.

Board Games

Rail Baron – Sun Noon

Rail Baron is the train game in which players try to build rail networks from a fixed collection of rail lines. To try to shorten the game, we will be playing with these two house rules:
Discounted Superchief: A superchief costs \$20K if upgrading from an Express. It is 40K otherwise. Ride your own lines free:
After someone purchases the last rail line, all movement on your own rail lines is free.

Railroad Tycoon – Sun 3 pm

Railways of England and Wales – Fri 8 pm

Build Track, improve your train and deliver loads in the birthplace of the Rail Road. This is one of Martin Wallace's Railways of the World series based on the system established with his Railroad Tycoon board game.

Railways of the World – Sat 1 pm

In this update to Martin Wallace's Railroad Tycoon board game you build track, improve your engine and make deliveries in this game. You have slight tweaks to the system, such as additional routes in and out of New York and New Orleans.

Rattus – Sun 6 pm

Reverse Charades – Sun 9 pm

Reverse Charades flips the charade standard of 1 person giving clues to a large group on its head by splitting the players into 2+ teams, then having all but 1 person on a team work together to get that 1 person to guess as many words as possible in 60 seconds. Each guessed word is worth 1 point each word spoken or mouthed costs that team a point. It's more fun than Charades ever should be!

Revolution – Sat 11 am, 6 pm, Sun 11 am 2 pm, 6 pm

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

RoboRally – Sun 10 am

Who will guide their hapless robot safely through the chaos of the factory floor to win the race? Beware pits, conveyor belts, lasers and of course the robot behind you that might push you into the pit! Easy to learn, difficult to master.

Rush 'N Crush – Mon 2 pm

First the players choose a driver from among six armed and dangerous psychopaths. They hop aboard futuristic, armored and over-equipped vehicles. And the race begins.

Scepter of Zavandor – Fri 2 pm

Scrabble Tournament – Sun 9 am

Eight person, single elimination.

Settlers of Catan – Sat 1 pm

Seven Dragons – Fri Noon, 4 pm

A new card game from Looney Labs. It's similar to their Aquarius game. It takes 15-30 minutes to play. We'll play as many hands as we can fit in the time slot, so if there's not room in the 1st round, come back for the next round. 2-6 players.

Shadow Hunters – Sun 10 pm, Mon 1 pm

Shogun/Samurai Swords – Sat 7 pm

Wage war to seize control of Tokugawa Japan in this classic boardgame from the Milton Bradley Gamemaster series.

Shogun: Tenno's Court – Sun 5 pm

Each player assumes the role of a Daimyo with all his troops. Each season players have the same 10 possible actions to develop kingdoms & secure points. The game consists of 2 rounds of 3 combat seasons & a season where you hopefully avoid famine & revolution before scoring. With Tenno's Court, each round you can exchange troops for advisors to vie for bonus resources & special advantages.

Shootin' Ladders: Frag Fest – Sun 1 pm

War is sweet! At least it is when you attack your opponents' gingerbread men with your candy weapons. This is no time to crumble under pressure!

Sid Meier's CIVILIZATION – Fri, Sun 8 pm

In Civilization: The Board Game, 2-4 players take on the roles of famous leaders in charge of historical civilizations, each with their own abilities. Players will be able to explore a module game board, build cities and buildings, fight battles, research powerful technology, and attract great people by advancing their culture. No matter what your play style is, there is a civilization for you! Play in the finals against Kevin Wilson, designer & guest of honor!

Simon Sez with Bill Chott – Sun 2 pm

Bill Chott (Mr. Laritate from Disney's Wizards of Waverly Place) leads the "StrategiKids" in the classic game of Simon Sez.

In this tournament, three rounds will be played. Players will have to obey all of Simon's commands, but only when he says "Simon Sez". Sometimes this game is easy, but in the hands of a professional actor and improv teacher it will get downright silly and ridiculously hard. The goofy cowboy principal who appears weekly with Selena Gomez will keep you laughing while playing.

Skull & Roses DEMO – Fri 5 pm

"Skull and Roses" is the quintessence of bluffing, a game in which everything is played in the players' heads. Come learn this funny new party game from sponsor Asmodee Games.

Slapshot! Tournament – Sat 9 pm

Slapshot is a wheeling, dealing game for hockey fans. Each player assumes the role of team manager. The object is to skillfully manage your team into the playoffs and then win the championship. During the regular season you can improve your team with drafts and trades, but injuries can upset the best of plans. Ultimately, your skill as manager determines if your team wins or loses.

Small World Underground DEMO – Fri 9pm, Sat 5 pm, Sun 11 am

Experience Small World from a new perspective! Small World Underground is very much like the original game but with all new races, a new map and some extra surprises. A quick learn for Small World fans and very approachable for new players.

Small World: Expanded! – Sat 9 pm

Small World: Learn to play – Sat 1 pm

This top-ranking strategy game from Days of Wonder offers endless possibilities to conquer thy neighbors, but limits you from conquering the world. Light-hearted theme, Medium difficulty, and Hard to resist! This is your chance to learn to play the game that's sold over a million copies and is rated in the top 10 best family games at BoardGameGeek.com!

Sol – Sat Noon

Influence the moons, change the planets, control the stars. SOL is a 2 player game of strategic planning. Play Blue Panther's latest release with the designer David Mines, in this two round tournament. Winner receives a copy of the game, every second round participant receives a dice tower.

Spades #1 – Fri 6 pm

Partners. Preliminary rounds to 300 with 50 point nils and 50 point bag penalty. Final round to 500 with 100 point nils and 100 point bag penalty.

Spades #2 – Sat 7 pm

Cutthroat (no partners), 100 point nils, 100 point bags penalty.

Spades #3 – Sun Noon

Partners.

Spades #4 – Mon 1 pm

Cutthroat (no partners).

Star Trek Scene-It? – Sat 11 am

It's the Scene-It game that boldly goes where no Scene-It game has gone before. Not the Star Trek trivia buff? No problem! Trivia skills, as well as observation, memory, word play and puzzle-solving skills are all needed to decipher these challenges.

Star Trek: Expeditions – Sat 8 pm

Board Games

Steam Expansion Map – Sat 5 pm

Bezier Games expansion map for Age of Steam

Stone Age – Sun 4 pm

The chieftain requires wood! Each player controls a small tribe of cave-meeples, building huts, developing tools and growing culture. We request that new players visit Euro Games 101 before signing up for this event.

Sumo Ham Slam – Sun 1 pm

Step into the fierce and furry world of full-contact Sumo hamster wrestling! Using magnetic force, maneuver your Sumo hamster and try to knock your opponent out of the ring. It's a contest of bulk as much as brawn, so feed your hamster every chance you get! Win the most rounds and claim the title of Sumo Ham Slam Grand Champ!

Talisman – Sun 1 pm

Fourth edition revised, or fourth edition (depending on availability) will be used. The Prophetess reduction in powers will be used. For the final round, Talisman: Highland or The Dragon expansions (depending on availability) will be included. If requested, a 15-minute teaching session will be held before the starting time.

Tanto Cuore – Mon Noon

Each player plays as the Lord of a mansion and hires maids to fill out their house to become the King of Maids!

The \$25,000* Pyramid – Sat 7 pm

Are you ready to climb "The \$25,000* Pyramid"? The classic game of giving-and-receiving returns to Gateway. New celebrities, new material, but the same old classic look and feel. Score the most in the front game and get a trip to the "Winner's Circle" for \$25,000*. (*Note: we won't be awarding \$25,000)

The Mad Dash – Sat Noon

Did you ever picture yourself as a pawn on a game board? Well now's your chance! Game Show Play Along presents the Canadian living board game classic, "The Mad Dash"! Two teams of two take turns answering questions and walking our question-mark shaped game board.

The Princes of Florence – Fri 9 pm

Kramer and Ulrich's classic Euro in which each of the players sponsor the greatest artists, poets and thinkers of their time. Who will be the most prestigious benefactor? All new players please visit Euro Games 101 before signing up for this event.

The Resistance – Fri, Sat 10 pm

Tichu - Final round – Sun 9 pm

This is the finals for the Tichu tournament. In order to participate in this event you must qualify in the preliminary round held on Saturday night.

Tichu - Preliminary round – Sat 9 pm

Tichu is a partnership game. Players may choose their partners before the event. Unmatched players can still play and will get a random partner. Matched partnerships will play matched partnerships when possible. Because of the probable number of rounds, please be prepared to play both nights.

Ticket to Ride Nordic Countries – Sat Noon, Sun 6 pm

Ticket to Ride Nordic Countries takes you on a Nordic adventure through Denmark, Finland, Norway and Sweden. Players collect cards of various types of train cars that enable them to claim railway routes and pass through tunnels and onto ferries, as they connect cities throughout the Nordic Countries. Ticket to Ride Nordic Countries is a complete board game designed specifically for 2 or 3 players.

Ticket to Ride 1910 #2 Big Cities – Sun 10 am

USA 1910 consists of 181 new large format cards including 35 new Destination Tickets a new GlobeTrotter bonus card for completing the most tickets plus a complete replacement deck for all the cards from the original game deck. This tournament will use only big city tickets.

Ticket to Ride 1910 #3 Mega with depots – Sun 4 pm

USA 1910 consists of 181 new large format cards including 35 new Destination Tickets a new GlobeTrotter bonus card for completing the most tickets plus a complete replacement deck for all the cards from the original game deck. This tournament will use all the new cards plus depots from 1912.

Ticket to Ride 1910 Mega – Sat 2 pm

USA 1910 consists of 181 new large format cards including 35 new Destination Tickets a new GlobeTrotter bonus card for completing the most tickets plus a complete replacement deck for all the cards from the original game deck. This tournament will use all the new cards.

Ticket to Ride 1912 – Fri, Sun 8 pm

Ticket to Ride 1912 #2 (without depots) – Sat 6 pm

The Ticket to Ride Europa 1912 expansion for the Ticket to Ride series includes 101 Destination Tickets - the 46 original tickets, plus 55 new ones that enable 3 new variants to the Ticket to Ride Europe map. This expansion also introduces Warehouses & Depots - new rules and pieces that create an additional strategic layer and can be played with any of the Ticket to Ride maps.

Ticket to Ride Europe – Sat 10 am, Sun 2 pm

Ticket to Ride: Europe takes you on a new train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe. More than just a new map, Ticket to Ride: Europe features brand new gameplay elements including Tunnels, Ferries and Train Stations. The game also includes larger format cards and Train Station game pieces.

Ticket to Ride Finals - U.S. Mega – Sun Noon

Ticket to Ride Swiss – Fri 6 pm, Sat 4 pm, Sun Noon

Ticket to Ride: Switzerland comes with a new board, 46 new destination cards and a set of rules to create a new game. In addition to being specifically designed for a smaller numbers of players the map has several new features. Locomotive cards are used exclusively for tunnels. Some destination cards have an end point inside Switzerland and other possible ends in adjacent countries.

Ticket to Ride U.S. – Fri 4 pm, Sat 8 pm

Ticket to Ride provides players with intense strategic decisions every turn. 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.

TieBreaker – Fri 3 pm, Sat 4 pm, 9 pm, Sun 4 pm

TieBreaker is the definitive method for determining who wins a tied game. And even though it's the follow-up from the designer of the award-winning Start Player, TieBreaker isn't at all random it challenges each tied player to show, once and for all, that he is indeed deserving of victory by having the tied players compete in a simple challenge. Play this game before it's released at Essen!

Tigris and Euphrates – Fri 10 pm

Titan – Sat 11 am

Titan 101 – Sat 10 am

To Court The King – Fri 1 pm

Have you played Yahtzee but wished that you could manipulate the dice? That's what To Court the King is all about, it is a combination of Yahtzee and strategic dice manipulation. Roll various dice combinations and claim the influence of people within the King's Court, the game ends with a final showdown between all players trying to win the King's favor.

Tombouctou – Sun 5 pm

Board Games

TransAmerica – Fri 10 pm, Mon 10 am

TransAmerica with vexation – Sun 10 pm

A very simple railway game. Each player has a set of 5 cities strung across the US that need to be connected by rail. Players place either 1 or 2 rails each turn. The game ends when the first player completes a connected route between his 5 cities. The player who can make the best use of the other players' networks is generally victorious.

TransEuropa – Sat 10 pm

Now it is time to go railroading in Europa. Just like TransAmerica, players work together building a railroad network, but this time it is across Europe instead of the United States. The first to have their five cities connected wins the round - the others lose points for being too slow! After 3-4 rounds, the player with the most points wins the game!

Travel Blog – Fri 1 pm

A swift and thrilling game about travelling. Your task is to pick a country or countries most suitable for your trip and to do it faster than your opponents.

Trivia Challenge – Sat 8 pm

Come one Come all to the Strategicon Trivia Challenge! Located in the Rock Band Room.

Troyes – Sat 11 am

Each player manages their segment of the population (represented by a horde of dice) and the cards, which represent the three primary domains of the city: religious, military, and civil. Players can also offer cash to their opponents' populace in order to get a little work out of them – anything for more fame!

TV Trivia 2011 – Sat 8 pm

Back for the first time in way too many years, the great Alfonso Smith has agreed to return as your host of TV Trivia. If you want to join this once a year event, bring people with you as we divide into teams to tackle trivia spanning the last 70 years of television pop culture. Come one and all to what will surely be the greatest TV Trivia event in the history of Gateway 2011.

Twilight Imperium 3rd Ed. – Sat 11 am

Tl3 is an epic board game of galactic conquest, politics, and trade. Options from both of the expansions, Shattered Empires and the new Shards of the Throne, will be used.

Twilight Struggle – Sat Noon

A two-player game simulating the 45 year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States.

Twister – Sun 1 pm

Twister Yoga – Sat, Sun 10 am

Ultimate Werewolf Artifacts – Sat, sun, Mon Midnight

Ultimate Werewolf Artifacts is a mega-expansion for Ultimate Werewolf that includes 40 unique Artifact cards, each with a unique special power. Moderated by Ted Alspach, the creator of Ultimate Werewolf and all expansions!

Union Pacific – Sat 10 am

Uno – Fri 8 pm, Sat Noon, Sun 11 am, Mon Noon

UTOPIA – Sat 9 pm

The rich king of Utopia invites princes from the greatest known civilizations to come to live in his city. Princes bring all the diversity of the architectural style of their civilization. You are mandated to welcome and look after the princes who arrived at gates of the city. Each step of city construction gives you notoriety. Simple game Mechanics which makes it easy to learn

Vegas Showdown – Mon 1 pm

Players compete to build the most famous hotel/casino.

Wasabi – Mon Noon

A light and fast game where you compete against other players to assemble your quota of unique sushi recipes in a rapidly dwindling space.

Werewolf – Sat, Sun, Mon Midnight

Wheel of Fortune: Deluxe Edition – Sat 3 pm

No cardboard spinner here! This Wheel is the Real Deal!

Win Lose or Draw – Sun 3 pm

It's like "Charades" on paper! If you like "Pictionary", you'll love "Win Lose or Draw"! Two teams of three (each with two "celebrities") have 60 seconds to draw a familiar word or phrase well enough to get their teammates to guess. Don't let time run out...or your opponents could benefit!

Wits and Wagers – Fri 4 pm

Not a trivia buff? It doesn't matter! Each player writes a guess to a question such as "In what year did the bikini swimsuit makes its first appearance?" or "How many feet wide is an NFL football field?" and places it face-up on the betting mat. Think you know the answer? Bet on your guess. Think you know who the experts are? Bet on their guess. Closest answer pays out!

Wizard's Quest – Sun 11 am

This classic Avalon Hill game was their first foray into the Fantasy Wargame Genre. It is frequently referred to as "Risk with Orcs". However the game play is much more akin in flavor and speed to Small World. Your goal is to collect your three treasures which are placed and basically protected by the other players. You get only 1 attack campaign per turn so down time is minimal.

Word on the Street – Sat 4 pm

The Hilarious Tug of Words! On each turn, one team flips over a category card. Team members frantically brainstorm words that fit the category while the opposition tries to sidetrack them. The team must agree on a word and pull each letter of that word one lane closer to their side of the street, all before the time runs out. Word on the Street will have you in the fast lane to fun!

Words of Wisdom – Fri Noon, 2 pm, Sat 11 am, Mon 2 pm

This soon-to-be-released game by Golden Seeds Games is not yet available in stores, but you can get an exclusive peek at GATEWAY! Words of Wisdom is a card-placing game where players race to get all their cards on the board, in order. It plays as a 2-player, a 10-player party game, and anything in between. The light Biblical theme is informative while requiring no Bible knowledge to play & win!

World Conquerors – Sat Noon

Preview the game of global domination where you use historical figures to affect the outcome of the battles. Erik the Red crosses the sea for free. Napoleon redeploys his generals artfully. Julius Caesar can reroll the defender's dice. Be the first to conquer the world!

Wrath of Ashardalon – Sat 11 am

A cooperative game of adventure for 1-5 players set in the world of Dungeons & Dragons. A heavy shadow falls across the land, cast by a dark spire that belches smoke and oozes fiery lava. A cave mouth leads to a maze of tunnels and chambers, and deep within this monster-infested labyrinth lurks the most terrifying creature of all: a red dragon!

Yahtzee Free-for-all – Fri 6 pm, Sun 4 pm

Yspahan – Sun 1 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.

Zendo – Fri 7 pm

A game of colorful pyramids and reasoning skills. Length of game depends on amount of players. We will be able to get in 2-3 games of . So you can be done sooner or join in later.

Collectibles

Collectibles

Gateway Ballroom, California Prefunction

A Game of Thrones LCG – Sun 9 pm

A four player card game - the only card game where diplomacy and guile are as important to your success as your deck construction. Conflict takes place across three arenas: Military (Character loss), Intrigue (Card loss), and Power (VP). Players vie for the iron throne as one of the six Great Houses of Westeros using their favorite characters from George RR Martin's A Song of Ice and Fire Novels.

Arcane Legions Sept. League – Fri 5 pm

GM: Victor Bugg

The year is 37 BCE. The Roman Empire, Egyptian Imperium, and Han Dynasty battle for control of a magically ravaged world using legions of men and monsters, warriors and sorceresses, undead and gods. Movement and combat is fast and deadly, using an abstracted movement system and a unique dice-off mechanic that will have you sending hundreds of figures to their death in under two hours! League runs all weekend.

Ascension: Chronicles of the Godslayer – Sat 5 pm, Sun 8 pm

GM: Heather Sinuskas

Ascension is a deck-building game where players spend Runes to acquire more powerful cards for their deck. It offers a dynamic play experience where players have to react and adjust their strategy accordingly.

Axis & Allies Naval Miniatures – Sat, Sun 1 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.

Call of Cthulhu LCG – Sat 10 pm

Everyone loves Cthulhu! Combine a wide variety of factions (Syndicate, Agency, Cthulhu, Miskatonic, etc.) to create a huge number of possible decks and compete for stories in this incredibly addicting game of Lovecraftian horror.

Dragon Dice "Build-Your-Own Army 36 Pts." – Mon 11 am

GM: Clifford Broadway

Game demo before event! Players may bring any pre-constructed army of 36 health, 50% magic limit, standard tournament rules. Prizes: Exclusive white DragonCrusaders: 4-health champions with special powers.

Dragon Dice "Sealed Starter Novice Tournament" – Sat 11 am

GM: Clifford Broadway

Game demo before event! Players use a 2-player Sealed Starter Box and are given 10 minutes to trade with others, 36 health, no magic limit, standard tournament rules. Prizes: Exclusive white DragonCrusaders: 4-health champions with special powers. Entry fee: \$10

Dragon Dice - demo – Sat, Mon 10 am

GM: Nicholas Manelick, Nicole Roberts

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. Try to control the odds in this dynamic game full of surprises!

Herodix "Battle Royale" – Sat 2 pm

Battle Royale. 300 pt. teams. Carded figures only, no feats or battlefield conditions. "Shock the turtle". Prizes

Herodix "Royale Rumble" – Sun 7 pm

Battle Royale. 400 pt. teams. Carded figures only, no feats or battlefield conditions. "Shock the turtle". Prizes

Highlander 2 Headed Giant Type 2 – Sun 2 pm

GM: geoff colman

Type 2 format 2 Headed Giant. Construct a minimum 50 card deck with 2 personas, 1 male 1 female from any expansion. 1 pregame +1 MCBC allowed. No Quickenings allowed.

Highlander California State Championship – Sat 2 pm

GM: geoff colman

Come to Gateway 2011 to fight for the Prize and the title of California State Champion. Prizes include Quickenings and maybe a booster box. Type 2 constructed format.

Highlander Los Angeles City Championship – Sat 10 am

GM: geoff colman

Come to Gateway 2011 to fight for the Prize and the title of Los Angeles City Champion. Type 2 Lean and Mean format. Prizes include Quickenings and possibly a booster box.

Highlander TCG Back To Basics – Sun 10 am

GM: geoff colman

Type 1 Back to Basics format. Minimum 50 card deck, but no pregame foils, crystals, or Quickenings. Pregame persona, Weapon of Choice and +1 and/or MCBC are allowed.

Kingdom Hearts "Vince: The First Avenger" – Sat 4 pm

Kingdom Hearts is a trading card game based on the video game Kingdom Hearts. In this game, you fight against the forces of evil and darkness. In order to do so, you call on allies from the worlds of Final Fantasy and Disney. With their help, you can overcome the hordes of "heartless", evil minions of darkness and despair. Standard tourney with swiss rounds. Prizes.

Lord of the Rings LCG – Fri Noon, Sat 2 pm

The Lord of the Rings: LCG is a cooperative card game that puts 1-2 players in control of the most powerful characters and artifacts of Middle-earth. Players will select heroes, gather allies, acquire artifacts, and coordinate their efforts to face Middle-earth's most dangerous fiends. By cooperating to overcome the obstacles drawn from the encounter deck, you will complete the quest before you and claim victory!

M:tG "Gathering" – Sat 6 pm

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

M:tG Friday Night Magic – Fri 7 pm

GM: Victor Bugg

Mini master format using 2012. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for next round. 3rd round open another booster and rebuild your deck. 3 rounds. Prizes. Bring your own boosters or we can provide them for \$10.

M:tG Pauper Deck (all commons) Tourney – Sat 8 pm

GM: Chuck Watson

Each player uses a deck built of all common cards. Number of rounds based on players. Not Single Elimination. Sunmesa will have a limited number of decks for players to borrow.

M:tG Scars Block Draft Tourney – Sat 11 am

Booster draft format each player gets 1 Scars of Mirrodin, 1 Mirrodin Besieged, & 1 New Phyrexia Boosters. You then draft the boosters to then build a 40 card deck. You add as many lands as you wish (which we provide). Four rounds. Bring your own boosters or we can provide the needed product for \$10.

Monsterpocalypse – Sat 3 pm

Single monster "survivor" format- lost wounds carry over to the next game! Scoring is by survival, and whoever declares their opponents' destruction first.

M:tG Extended Constructed Tourney – Sun 11 am

Legacy format. 4 rounds. Prizes.

Collectibles

Collectibles

M:tG Mini Master Tourney – Sun 8 pm

Mini master format. 2012 and New Phyrexia. Open sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for next round. 3rd round open another booster and rebuild your deck. 3 rounds. Prizes.

Pirates "Bermuda Triangle" – Sat 7 pm

GM: Fred Carmelia
70 pt. fleets. "Chaos" style.

Pirates "Dead man's chest" – Mon 11 am

GM: Chuck Watson
"Chaos" style. 40 pt. fleets. Last standing pirate wins. No eternal or excessive multi-turn tricks allowed.

Pirates "Pearl Islands" – Fri 7 pm

GM: Melissa Weiss
Ahoy Mateys! Come wrestle with the scum o' the seas and send the scalawags off to Davey Jones! This Pirates draft will be welcome to all players, experienced or new. Draft? Yes, draft! Each player will be given one free pack and gets to take the ships home. Standard game: whomever has the most treasure wins! As an added bonus, each ship gets either a free captain or a free helmsman.

Pirates "Sea of Blood" – Fri 3 pm

GM: Jon Brown
40 pt. fleets. +5 pts. if all ships from the same faction.

Pirates: Sink-N-Keep – Sun 6 pm

GM: Victor Bugg
Special Format. Players vs players vs GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

Pokemon – Sat, Sun Noon

Constructed format, swiss format. 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

GM: Victor Bugg
Quarriors has the frenetic excitement of a dice battle game, with an added 'deckbuilding' twist: players customize their dice pools during the game using resources generated by their rolls. Quarriors takes the best of deckbuilding games without the tedium of shuffling. Take a typical deckbuilding game, add the speed and fun of dice and in 60 minutes you're on your second or third game trying unique strategies against your opponents.

Redakai – Fri 6 pm, Sat 11 am

GM: Kelvin Smith
Redakai is a trading card game using the characters and setting of an animated series of the same name that debuted on the Cartoon Network in the U.S. in 2011. Redakai cards have Blast 3D technology, making them appear 3D, as well as making attacks appear to animate as the player moves the card.

Resident Evil – Fri 4 pm, Sun 3 pm

GM: Kelvin Smith, Bandai
You are in the capcom world of resident evil. Compete with friends to escape the mansion first, destroy as many infected as you can, or have a showdown to see who will come out on top. How you play is your decision, whether you live or escape is up to the infected.

Star Trek: Expeditions – Sat 10 am

Your mission is threefold defuse the threat of Civil War, deal with the Klingon threat, and get the planet to join the UFP. And you only have 30 days (each day is a turn) to do it in, otherwise a Klingon battle fleet will warp in and you will be forced to withdraw (thus failing your mission).

Star Wars Minis "Force Unleashed" – Sun 11 am

GM: Fred Carmelia
DCI sanctioned. 200 pt. forces

Tanto Cuore – Sun 7 pm

Each player plays as the Lord of a mansion and hires maids to fill out their house to become the King of Maids! The game art is in the Japanese anime style and uses the theme of maids commonly seen in anime!

The Spoils – Sat, Mon Noon

GM: Victor Bugg
A unique vision of a fantasy world gone terribly wrong. Sometimes comical, often bizarre, the dark whimsy and grisly humor of The Spoils is sure to delight and entertain. If you resurrected JRR Tolkien, HP Lovecraft and Lewis Carroll, and then forced them to write an epic together, it might come out something like The Spoils.

Voltron – Fri 2 pm, Mon 10 am

GM: Victor Bugg
Come and battle for the fate of the galaxy in this exclusive event! Play as Voltron and defend the galaxy against all evil! Play as Lo-tron and battle to enslave the universe and defeat the forces of good!

VTES Constructed Tournament - "Fire Dance" – Sun 5 pm

GM: Michael Courtois
Event #4 – Two rounds + final

VTES Constructed Tournament - "Fire in the Blood" – Sat 5 pm

GM: Michael Courtois
Event #2 – Two rounds + final

VTES Constructed Tournament - "Fire on the Mountain" – Sun 11 am

GM: Robert Goudie
Event #3 – Two rounds + final

VTES Constructed Tournament - "Into the Fire" – Sat 11 am

GM: Robert Goudie
Event #1 – Two rounds + final.

Warhammer: Invasion LCG – Fri 1 pm, Sat 6 pm

Set in Games Workshop's Fantasy universe, Warhammer: Invasion the card game is a battle in which two players muster their forces, collect vast resources, venture out on perilous- but rewarding quests, build and develop their kingdom, and lead massive sieges against heavily fortified foes.

Warlord Singles – Sat 11 am

GM: Fred Carmelia
Warlord Singles 4e. Epic Standard format.

World of Warcraft TCG – Sat 1 pm, Sun Noon

Constructed format. Swiss rounds.

Yugioh! – Sat 3 pm, 7 pm, Sun 3 pm

GM: Niamh
Standard block- standard tournament rules.

Video Games

Computer and Video Games

Redondo Room

Bomberman LIVE Battlefest – Sat 10 pm

Classic Bomberman action with all sorts of new powerups. Blowing up your friends was never so fun.

Call of Duty: Bad Company 2 – Sun 10 pm

GM: GC|Treadstone

Standard “Treadstone Tournaments” Free for All format.

Players will be limited to using only one of four kits provided each round. This will be a back to basics style gun game, no attachments, no “broken stuff”. Play to be the better shooter, no special prizes will be awarded, just bragging rights and gg.

Call of Duty: Black Ops - Free For All – Sat, Sun 4 pm

GM: GC|Treadstone

Tournament Fireteam DM (2v2) with 8 to 16 player slots. For each instance (two teams of two) one fireteam will advance. Please note, there will be restrictions. Sign ups and information available in the video game room. Tournament structure may change depending on number of entrants. Please show up 15 minutes in advance to assure the tournament operates smoothly.

Call of Duty: Black Ops - Sticks and Stones – Sat 6 pm

GM: GC|Treadstone

Tournament Free For All will take place with 16 to 32 player slots. For each instance, two players will advance until only four remain. Please note, all players will be required to use kits matching the Sticks and Stones game mode. Information will be available in the video game room. Please show up 30 minutes in advance to assure the tournament operates smoothly.

Halo Reach Smashball – Sun 6 pm

Years before we’ve done Griffball in Halo, but there’s a new gametype in town! Smashball is simple: a big golfball in an enclosed arena has a King of the Hill area around it stand inside that hill to score points. Four different classes play different roles, moving the ball, attacking the ball, hunting players etc. Teams or FFA depending on player count.

Halo Reach: Firefight – Sun 2 pm

Players compete in teams of four, then winners split into duos, then finals are solo across different maps with different waves.

Halo: Reach - Free For All – Sat 2 pm

First person shooter enthusiasts will go helmet to helmet to get the top score in a game of classic slayer with no armor abilities, slayer mobile (includes only sprint, roll and jetpack), and then headhunter to spice things up!

Last Minute Tournament – Sat, Sun 9 pm

Don’t know what to play? We’ll let you decide!

Mario Kart Wii – Sat Noon

Take control of all sorts of Nintendo favorites from the Mario and Mushroom Kingdom universe in this kart racer. Racers will vie for score against each other in an entire cup to move on.

Marvel vs. Capcom 3 – Sun 8 pm

Marvel vs. Capcom is back in a big way! Classic doubles elimination style, make any team you want and go at it.

Mortal Kombat – Sun 10 pm

Mortal Kombat’s latest installment goes back to its roots! That means 2D combat and awesome characters from the first three games. Doubles elimination means you’ll have a second chance if you’re defeated in best 2/3 Kombat.

Ongoing: Geometry Wars 2 – Sat 1 pm, Sun 7 pm

This is an Ongoing tournament check-in during which players will have a dedicated station to play the game. In Deadline mode players will have three minutes to rack up as much score as possible. Different enemies behave differently and are worth different points, shoot ‘em all.

Ongoing: Insanely Twisted Shadow Planet – Sat 3 pm, Sun 5 pm

This is an Ongoing tournament check-in during which players will have a dedicated station to play the game. In Insanely Twisted Shadow Planet’s Lantern Run mode players will attempt to outrun the Lantern monster for as long as possible. Equipped with a claw, blaster and a special weapon, fly and fight through an endless gauntlet of enemies and puzzles.

Ongoing: Metal Slug XX – Sat 7 pm, Sun 1 pm

This is an Ongoing tournament check-in during which players will have a dedicated station to play the game. Classic Metal Slug gameplay, run through arcade mode and last as long as possible with the highest score to win.

Ongoing: The Dishwasher: Vampire Smile – Sat 5 pm, Sun 3 pm

This is an Ongoing tournament check-in during which players will have a dedicated station to play the game. In The Dishwasher: Vampire Smile’s Dish Challenge mode players fight against an endless wave of baddies. Either player character may be selected along with any weapon set. Slice and dice your way to the highest score!

Rock Band Pre-Tourney Warm Up! – Fri 8 pm

Come jam with the Band Friday night as we kick off another great Rock Band tournament at Gateway. Get your act together and come practice, check out the song list, and get your gear in order so that you can be ready for the main event Saturday Night! All ages and players welcome.

Rock Band Tournament! – Sun 7 pm

Rock Band Tournament! ‘80s night! – Sat 4 pm

Come on, get your rock on! Rock Band tournament is back! Sunday Night here at Gateway, we’re looking for the best band we can find! Come rock our heart out and show us your true rock star potential!

Sonic & Sega All-Stars Racing – Sun Noon

More kart racing, but this time of the Sonic variety. This time we’ll see all sorts of characters from the Sega universe as they battle it out on the racetrack and throw all sorts of dastardly powerups at each other.

Street Fighter III: Third Strike – Sat 8 pm

Often hailed as one of the greatest fighting games of our time, Street Fighter III: Third Strike is back with the Online Edition. All the same awesome gameplay from years ago but HD-ified. This tournament will be double elimination, losers go to losers bracket and have a chance to come back.

Super Smash Bros. Brawl Adults – Sun 10 am

Super Smash Bros. Brawl’s all grown up. 1 v 1 on tournament approved maps, no items, double elimination, 3 stock. Note: chain grabs will result in disqualification.

Super Smash Bros. Brawl Kids – Sat 10 am

Classic Super Smash Bros. Brawl tournament but for kids. It’s one versus one but with items to add in some fun and randomness. The items can be chosen by the kids.

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!

LARPs

LARPs

Santa Maria, Santa Monica

Murder on the Eberon Express – Sat 2 pm – D&D LARP

GM: Alan Scott

The lightning rail is a paragon of engineering. A magnificent levitating train, powered by a bound lightning elemental, it can cross the continent of Khorvaire in a matter of days. Today's trip, from the Grand Metropolis of Sharn, north to the capital and places beyond, looks to be a simple, pleasant affair. Until a prominent passenger is found dead...

Nature Abhors Ven – Sat 8 pm – Houses of the Blooded / Blood and Tears

GM: Josh Roby

The Countesses Ghali Bowen and Faresh Q'n, both vassals of aging Duke Rhagalla Adrente, have killed each other in a duel over who was best suited to take the duchy from his solace-riddled grip. Now the entire duchy is reeling as the power vacuum turns ven against ven. Now a mere baron has invited barons from across the duchy and beyond to an innocent soiree... which no one believes is innocent.

Miniatures

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

A Hot Time in the Old Town Tonight – Sat 4 pm – Malifaux

GM: Jennifer Bagosy

Preparations are underway for the Governor General's Ball. But with a big party comes big trouble. The Governor has sent Lady Justice and the Ortegas to keep the peace. But Rasputina and Von Schill each have their own plans, and the Guild must try to stop them. Meanwhile, on the outskirts of town, Colette fights with a tribe of angry Gremlins over a cache of Soulstones.

Assault of the Wizard's Keep – Fri 6 pm – Uncharted Seas

GM: Hong Kong Cavaliers

An ancient evil forces unlikely allies. Defeat the Wizard and be the first to gain his knowledge. Points TBD, fleets will be available or bring your own.

Battle of 1st Bull Run Matthews Hill. (150th Anniversary) – Sat

11 am – Mr. Lincoln's War Quantum Publishing

GM: Stephen Phenow

It's the 150th anniversary of the ACW, and the battle of Bull Run VA is among the best known battles of the civil war. But while most remembers Tom Jackson being called "Stonewall" after his stand on Henry's Hill, many do not know of the Federal attack on Matthews Hill, which started the events leading to Jackson's famous stand.

Battle of Laguna Salada, May 25, 1820 – Sat 2 pm – Trial By Fire Games

GM: John Fletcher

1820 - South America is in revolt against Spain. A motley collection of Irish & British mercenaries have signed on to help the rebels. After weeks of fighting the mercenaries are stranded in the tropical heat of Rio Hacha, Colombia. Pressed by Spanish Col. Vicente Sanchez Lima's even more ragged force of local militia & Native American guerrillas each side has only 2 choices: "Conquer or Die".

Cassino Aces Tournament – Sun 10 am – Flames of War

GM: Chris Mazourek

Cassino Aces late war tournament. 5 small points games will be played. Your infantry ace will begin with one of his skills. He can earn more during the tournament. Games: 500 points Only combat and weapons platoons 500 points Only combat and weapons platoons 700 points 900 points Large melee, axis vs allies! There will be a \$10 entry fee that will be used for prizes.

The Great Steampunk Race – Sun 6 pm – Steampunk LARP

GM: jim pinto

Ladies, Gentleman, Steambots, and Tinkers, join us for a spirited race around the world. Players compete in the most auspicious and elite race in the world, from London to Manhattan... the long way around. Players will stop at five predetermined checkpoints before reaching the final spot in Time's Square, New York. The prize money for the race is 1,000,000 pounds sterling. But that's hardly the point of this race. The real prize is bragging rights... that is until next years race.

Circus Maximus – Sat 7 pm – Circus Maximus

GM: Hong Kong Cavaliers

Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots, and the roar of the blood-thirsty crowd! Family fun for all! It is suggested you pre-register for this event, as it will sell out of slots. Pick up your chariot sheet at the Hong Kong Cavaliers tables in the Miniatures area any time Friday and Saturday to get started. Prizes will be awarded!

Curse of the Pearl Necklace! – Sun 2 pm – Pirates!

GM: Hong Kong Cavaliers

Each side has a black pearl necklace they are trying to get past the opposing fleet. Can you sink the right ship before it gets off the map and capture your opponent's necklace? Rules are easy to learn and fun.

Dwarf Pirates? – Fri 6 pm – Pirates!

GM: Hong Kong Cavaliers

Yarr...there be a new race afloat on the high seas! The Dwarves with their iron covered semi-floating machines have joined the fray! Fun for all, rules are easy to learn.

Kasserine: Battle for Sidi Bou Zid – Fri 6 pm –

15mm Flames of War

GM: Adam Hammer & Keith Alexander

A tough, veteran DAK force is launching an assault on the American position at Sidi Bou Zid. Can the green US troops use their superior numbers to beat the Panzerblitz? All figures and terrain are provided. No experience needed.

Last charge of F company – Sat 9 pm – Battletech

Last charge of F company part 2 – Sun 9 pm – Battletech

GM: Francisco Vassallo

A 2 day mini campaign pitting the remnants of the 220th Commonwealth's Regiment's F company against a Clan Ghost bear incursion. Games will be played on Saturday and Sunday night, participants vs GM stle. Games will be played in standard hex maps. Miniatures will be provided, but if you'd like to bring your own, you are welcomed to.

Malifaux Tournament – Sat 11 am – Malifaux

GM: Hong Kong Cavaliers

35 soulstone 3 round tournament. This will use latest tournament rules but no twisting fates. For questions see the Hong Kong Cavalier table in the miniatures area.

Monday Morning Demo Tables – Mon 10 am – Multiple

GM: Hong Kong Cavaliers

The Hong Kong Cavaliers will be available for games of Firestorm Armada, Uncharted Seas, Rusted Heroes, and Malifaux. If you have ever wanted to learn any of these games, or enjoy these games and just want to get in a game before the convention ends, stop by our tables in the Miniatures area and join us!

Monster Battle of Midway – Sat 10 am – General Quarters

GM: Hong Kong Cavaliers

This is a double-blind event. Battle of Midway will pit forces against each other in planning and execution of the momentum-turning WWII battle. All fleet and scout movement will be planned in one room, using scouting reports as they come in. When forces are found, 1:700 scale General Quarters rules will be used to determine the outcome of the attack. Special Guest - Lonnie Gill, GQ writer.

Red Storm – Sat 10 am – Pocket Armies

GM: Michael Tan

Pocket Armies combines the best of miniature gaming with the best of board gaming to create a fast-playing, rewardingly deep tactical battle system with museum-quality vehicle miniatures. Easy to learn for the casual gamer and difficult to master for the Grogard, pushing gorgeous tanks around the board has never been this much fun! Play one or more scenarios from this exciting upcoming release from Conquistador Games!

Roman Pride – Sat 2 pm – Hail Caesar 28mm

GM: Adam Hammer

A Roman Legion seeks to recapture the "Lost Eagles" that Varus squandered in his humiliating defeat at the hands of Herman the German. No experience necessary.

Rusted Heroes Escalation Battle – Sat 11 am – Rusted Heroes

GM: Hong Kong Cavaliers

Come play the fantasy battle game Rusted Heroes, a game of medieval heroes and villains in squad-level battles. This event will have an escalation play style, starting with a small force and adding factions as the battle progresses! All materials are provided and all rules taught, come and join at any time!

So Cal Slaughter Indy GT – Sat 9 am – Warhammer

GM: Scott Tiveron

Southern California Games Workshop League presents a two day Independent Grand tournament. 2500 points, 3 games on Saturday and 2 on Sunday. Overall and Best General get Golden tickets (invite to the Thrown of Skulls)

Super Nova Fleet Engagement – Sat Noon – Firestorm Armada

GM: Hong Kong Cavaliers

A large engagement is interrupted by a sun about to go Nova! Destroy as many of enemies as possible before having to warp out to save your own hide. All models and materials provided. Up to 12 players. Enter the game and leave as needed. Come and try out this fast paced and engaging space battle system.

"Surrounded!" – Sat 8 pm – Lord of the Rings Strategy Battles

GM: Larry Stehle

Glorfindel and a troop of elves are pursuing a group of Orcs that had tried to attack Rivendell toward the Etenmoors. Unfortunately, the Orcs recovered their courage and they turned on the pursuing Elves at the Ruined Watchtower of Oryar. To make matters worse, a group of Goblins has come down out of the mountains, found the elves trail and are joining in the fight. Unknown to all parties, Aragorn and a group of Rangers are also in the area and are following the Goblins (who are following the Elves!)

The Battle of Bull Run – Sat 10 am – Command Combat: Civil War

GM: Jeff McArthur

Players take on the role of a general from the American Civil War. The rules for each general reflects the commander's personality. Units are moved with a unique command system that gives benefits and restrictions based on the order type the unit has been given.

The Fortress Must Fall – Sat 10 am – Warmachine/Hordes

GM: Colin Dimock

The evils of Cryx and Skorne have joined to raise Demon of Pain from beneath fortress Kythelian. This evil is so great that all have joined together to stop it, but the fortress is strong! A fun focused game of Warmachine/Hordes where the players siege a castle. Points based on the number of players. New players welcome. Armies available for those learning the game.

Uncharted Seas Tournament – Sun 10 am – Uncharted Seas

GM: Hong Kong Cavaliers

This will be a 3 Round, Round Robin format tournament. The tournament will have pre-generated scenarios. Using the Fleet Composition System, bring a 750 point fleet of your choice.

WAB Dark Age Mini Campaign – Sun 10 am – Warhammer Ancient Battles

GM: Harold Hildebrand and Ilan Mitchell Smith

Warhammer Ancient Battles mini campaign in the Dark Ages. Bring a 1000 point list from Shieldwall or use one of the loaner armies for a series of three fun games building up to a single giant game for the domination of northern Europe. This is a beginner friendly event, if you have some familiarity with a Games Workshop system, give historicals a try

Warhammer 40k Apocalypse – Sat 7 am – Warhammer 40k

GM: Jonathon Costa

Imperial Forces vs all others. Bring a list of up to 5,000 points and crush your enemies! Please Bring the following: only painted miniatures. a printed army list. Codex, rulebook, and any required data sheets. Dice, templates, tape measures.

Warhammer 40k RTT – Sun 10 am – Warhammer 40k

GM: Scott Tiveron

1750 point army list. No Forgeworld and standard Codex lists only. 3 games and each game will be 2 hours with a 30 min break. We will run pretty standard missions out of the book. with a straight win loss. With tie breaker determined by strength of schedule.

Warhammer 40k Team Tournament – Sat 10 am

GM: Scott Tiveron

A Team is treated as a single entity comprised of two individual 1000-point forces. Teams will also be referred to as Imperial, Heretical or Xenos. There will be 3 rounds this event will start at 10 am. each round will be 2.5 hours with 30 min breaks. No Forgeworld and standard Codex army lists only.

Warmachine Path to Gencon Tournament – Sun 10 am –

Privateer Press Warmachine/Hordes Mk II

GM: Robyn Nixon

This is a 3 or 4 round Steamroller Tournament, 50 points. Number of rounds depends on number of entrants. The winner of the tournament will receive a trip to Gencon to compete in the Privateer Press' National Warmachine/Hordes Tournament in August of 2012. Trip includes airfare/lodging, convention entry fee and tournament fees. Fully timed rounds.

Roleplaying Second Floor

02-15 Shades of Ice, Part I Written in Blood – Fri 2 pm – Pathfinder Society

When the Decemvirate sends you to the Viking city of Trollheim in the frigid northern Lands of the Linnorm Kings to deliver a package to an allied scholar there, you soon find yourself unwelcome visitors. Forced to navigate the rugged, isolated city and interact with the standoffish natives, can they deliver their cargo to its target, or will they find themselves exiled from the city... or worse?

02-17 Shades of Ice, Part II, Exiles of Winter – Fri 8 pm – Pathfinder Society

Following the trail of the insidious Shadow Lodge from Trollheim to the icebound city Whitethrone the witch-ruled nation of Irrisen, locate the hidden lodge of their contact's kidnapper. Can you get past the city's defenses, infiltrate the Shadow Lodge headquarters and rescue the Pathfinder Society's valuable ally, or will you—like so many before—find their bones ground to make Baba Yaga's bread?

02-23 Shadows Last Stand - Part I At Shadows Door – Sat, Mon 8 am – Pathfinder Society

The Shadow Lodge's assault on the Pathfinder Society has come to a head in the Andoren city of Almas, where renegade Shadow Pathfinders have taken over the Grand Cathedral of Aroden, holding the Pathfinders and Venture-Captain stationed there hostage. You must gain entry into the overrun Pathfinder lodge and put an end to the open warfare within the Society.

02-24 Shadows Last Stand Part II Web of Corruption – Sat, Mon 2 pm – Pathfinder Society

The mastermind behind the Shadow Lodge incursion on the Pathfinder Society has been revealed—a mysterious figure known only as The Spider. Your journey to discover the traitor's whereabouts and identities will take you throughout the streets and underground of Almas, even to the floor of the People's Council itself.

02-25 You Only Die Twice – Sat 8 pm – Pathfinder Society

The Pathfinder Society sends you into the undead-ruled nation of Geb for an undercover mission, not disguised as undead, but temporarily transformed into a shambling, zombie version of yourself. Can you survive the ordeal to return to the land of the living, or will your final grave be among Geb's bones?

03-01 The Frostfur Captives – Sun 8 am – Pathfinder Society
A Pathfinder Society Scenario designed for Levels 1-5. Tasked with escorting a group of goblin prisoners from their camp to civilization for interrogation by the Pathfinder Society, you must protect them not only from the beasts and hazards of the wilderness, but themselves

03-02 Swer Dragons of Absalom – Sun 2 pm – Pathfinder Society

A Pathfinder Society Scenario designed for Levels 3-7. Absalom is Golarion's busiest and most populous city, but one of its largest populations goes largely unnoticed. You must venture into the sewers beneath the City at the Center of the World to stop the meddling dragons within from disrupting a vital Pathfinder Society operation.

03-03 The Ghenett Manor Gauntlet – Sun 8 pm, Mon 2 pm – Pathfinder Society

When the Pathfinder Society failed to obtain a valuable artifact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his well-guarded manors throughout the world. You are sent to Ghenett Manor in Katapesh with the hopes of surviving long enough to return with the prize—assuming it's there at all.

03-04 The Kortos Envoy – Sat 8 pm, Mon 8 am – Pathfinder Society

The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains.

A Few Bad Men – Sat 8 pm – Hollowpoint

GM: Hamish Cameron

You're an Agent. No one ever messes with you, because you are that far above the common herd of men that sleepwalk through their lives. You get things done, and that usually means blood. Or pain. Or, when you are feeling generous, death. Full description behind the link.

A Life Without Chains - a Happy Jack's Affiliated Game – Fri 8 pm – Hero 6th Edition

GM: Maire Bourke

When things go wrong, the unlikeliest of heros have to step to save the day.

A Masquerade by Gaslight – Sun 9 am – Victorian Age Vampire

GM: michael cantin

The Dead Gamers Society celebrates the 20th anniversary of Vampire the Masquerade with a foray in the Victorian age of Vampire the Masquerade. The empire at its height, in the shadows, the kindred lurk and plot.

A Quiet Day at the Beach – Sun 9 am – Steve Jackson TOON

GM: Gary Mack

Enjoy a "Not so Quiet" Day at the Beach... TOON style.

A Town Called Malice – Fri 2 pm – Monster of the Week

GM: Hamish Cameron
There are monsters out there. Most people don't believe in them, but they're real. Mostly, when someone finds out that monsters are real, that's just before they die. But some people are mean enough, smart enough, crazy enough, or hurt enough, that they live. And some of those people go and hunt down more. That's who you are. It's time to kick ass and chew gum. And you're all out of gum.

ADCP3-2 From Dawn Till Dusk Round 1 (levels 1-10) – Sat 2 pm

ADCP3-2 From Dawn Till Dusk Round 1 (levels 11-20) – Sat 2 pm

Living Forgotten Realms - D&D 4e

Netheril has taken over Spellgard – Saharelgard, as they name it now – and are controlling its oracle, the lady Saharel. With reinforcements on the way, soon the pass will be closed and the secrets of the fortress are theirs. Only a 12 hour window is left to liberate Saharel and prevent the Shades from achieving a major victory. A 2-round continuous-play battle interactive set in Netheril for adventurers of level 1 - 20. This adventure is combat-intensive.

ADCP3-2 From Dawn Till Dusk Round 2 (levels 1-10) – Sat 7 pm

ADCP3-2 From Dawn Till Dusk Round 2 (levels 11-20) – Sat 7 pm

– Living Forgotten Realms - D&D 4e

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RPGs

Apocalypse World – Fri 8 pm – Apocalypse World

GM: Colin Jessup

50 years after the apocalypse all that is left is a broken world surrounded by the psychic maelstrom. It wasn't always like this, maybe it doesn't always have to be like this. What are you going to do about it?

Assault on the Wizard's Tower – Sun 8 pm – 1st Ed D&D Red Box (The Original D&D)

GM: Gary Mack

The Lonely Hamlet Trilogy Concludes - Knowing the location of the fiend responsible for your kingdom's troubles, your party races to confront him and put an end to the horrors he has spawned. Dare you enter the Classic World of Dungeons and Dragons?

Avengers Assemble! – Sat 2 pm – Hero System 5th Edition

GM: Venter Laird

A new villain, unlike anything the Avengers have ever encountered, is tearing through Manhattan, and to make matters worse, he's already making friends. Can the Avengers unravel the source of his power in time to stop further destruction and loss of life?

Bad, Blue Skies – Sat 9 am – Abney Park's Airship Pirates

GM: Chris Czerniak

Stephanie Lyn has the ultimate plan to bring her twin sister down but can she do it with her crew of misfits who need to get paid and a mysterious artifact continually popping up. Join the crew of the Ariadne as they fly the skies as a mercenary vessel in a post apocalyptic steampunk world based off the songs of Abney Park.

Battlelords of the 23rd Century Demo – Sat Midnight –

Battlelords of the 23rd Century

GM: Frank Perkins

Battlelords of the Twenty-Third Century is a unique sci-fi system with 20 years of experience. The game has the possibility to create many types of gaming experiences with Space Opera and Military Sci-Fi being the most common. It utilizes a roll-under d100 system based on a set of attributes, secondary stats and a listing of skills with professions. This event will be prized and is sponsored SSDC.

Blood is Thicker than Wine – Fri 8 pm – House of the Blooded

GM: Holly Campbell

Being a ven is a life of love, revenge... and duty. Explore the complications of family and politics using the just-release Coronets but Never Crowns supplement.

Bookhounds of London – Sun 8 pm – Fiasco

GM: Denys Mordred

A very Cthulhu Mythos Fiasco that takes place in 1930s London & focuses on seekers of lore, mad cultists & book collectors. Fiasco is a game about ordinary people with powerful ambition & poor impulse control. There will be big dreams and flawed execution. It won't go well for you, to put it mildly, & in the end it will probably all go south in a glorious heap of jealousy, murder, & recrimination.

Broadcast Blues – Fri, Sun 8 pm – Cthulhu

GM: Armand Morton

The wacky worlds of home Radio broadcasting and public access television meet up with UFOlogy and, of course, Cthulhu. Play Ufologists who have the scoop of a lifetime - a whistle blower with information about the Alien Conspiracy, and the proof to back it up. The truth is out there. The question is, do you really want to know? (Set in 1989)

Cairo Knights – Sun 9 am – FATE (Torg: The Nile Empire Inspired)

GM: Morgan Ellis

Remember flipping through Torg? How about The Nile Empire? Come play a totally retro style game of Pulp Action in the Possibility Wars using FATE rules to deliver a high octane game set in the Torg universe. Ancient Pharaohs and Masked Mystery Men clash in the streets of transformed Pulp Age Cairo that never was, except in Torg. This is a retro style game capturing the awesome color of Torg and the Nile Empire setting.

CALI 3-3 The Agony of Almraiven (levels 1-10) – Sat 9 am, Sun 7 pm – Living Forgotten Realms - D&D 4e

In the land of assassins, djinn, giant birds, and magic lamps, the heroes find themselves pursued all the way to the gates of Almraiven, and quickly discover that there are those who will stop at nothing to prevent Ala'Ammar from getting his hands on a precious artefact: a Battlecloak that will restore honor to his family and, once and for all, deliver freedom to the oppressed people of Calimshan! A Living Forgotten Realms adventure set in Calimshan for level 1 - 10.

CALI3-1 The Malice Of Mintar (lvl 1-10) – Fri 2 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

Ala'Ammar, patriarch of House Azhar in Almraiven, believes his bloodline might be traced back to the legendary House Asada. To validate his bloodline, he must find an ancient artifact that radiates light when worn by those with the blood of House Asada. Such an artefact is the famous Battlecloak of Vycaena. Ala'Ammar does not wish to alert his rivals of his quest, so he seeks a band of daring adventurers to search for him.

CALI3-2 The Menace of Memnon (lvl 1-10) – Fri 7 pm, Sun 2 pm – Living Forgotten Realms - D&D 4e

Disguised as a troupe of traveling minstrels and dramatists, the heroes arrive in Memnon: a city built upon the sweat of slaves. The search for the Battlecloak continues, and the heroes may find themselves performing ... but not necessarily in combat. A Living Forgotten Realms adventure set in Calimshan for level 1 - 10. This is part 2 of the Battlecloak Saga.

CALI3-4 Fragments of a Shattered Mind (lvl 11-20) – Sat 9 am, Sun 7 pm – Living Forgotten Realms - D&D 4e

In the human bastion of Almraiven, a gifted magical scholar has gone missing. Agents of the Efrete Lord Memnon are known to be interested in her studies has she been kidnapped for her knowledge, or is something more subtle afoot? A Living Forgotten Realms adventure set in Calimshan for characters of the Paragon tier (levels 11-20). Note: This adventure takes place prior to the events chronicled in the first three Year 3 Calimshan Story Adventures, and is a stand-alone story. There is no connection between this adventure and CALI3-1 through CALI3-3, so players need not make any special effort to play this adventure with the same character who plays the other Calimshan adventures.

Called to Vienna – Sat 2 pm – Vampire the Masquerade

GM: Louis Garcia

The Dead Gamers Society celebrates the 20th anniversary of Vampire the Masquerade with Called to Vienna. What happens when a Tremere coterie is called to Vienna? Being called to the seat of Tremere power is oft considered ill fortune. But, there are always loopholes among the undead warlocks.

RPGs

CORE1-11 Drawing a Blank (lvl 11-14) – Mon 9 am – Living Forgotten Realms - D&D 4e

The city of Westgate is the focus of many rumors and plots. Recent stories tell of “blank-faced spirits” who wander the city’s streets at night and then vanish into thin air when confronted. Who or what could be causing this phenomenon? This module could be of special interest to those that have previously come to the aid of Westgate and its citizens. Set in Westgate on the Dragon Coast.

CORE2-10 Upon the Sea of Stars (lvl 17-20) Part 1 – Mon 9 am – Living Forgotten Realms - D&D 4e

A power-hungry despot has seized control over the fabled earthmote Yaulazna. The Five Companies, now scattered, seek your help. How far are you prepared to travel and to what lengths will you go to confront the usurper? A two-round (eight-hour), high-flying Living Forgotten Realms adventure set in Yaulazna and seas beyond for characters level 17-20.

CORE2-10 Upon the Sea of Stars (lvl 17-20) Part 2 – Mon 2 pm – Living Forgotten Realms - D&D 4e

A power-hungry despot has seized control over the fabled earthmote Yaulazna. The Five Companies, now scattered, seek your help. How far are you prepared to travel and to what lengths will you go to confront the usurper? A two-round (eight-hour), high-flying Living Forgotten Realms adventure set in Yaulazna and seas beyond for characters level 17-20.

CORE2-3 High Infidelity (lvl 14-17) – Mon 2 pm – Living Forgotten Realms - D&D 4e

The fabled earthmote stronghold Yaulazna has temporarily opened for commerce. When one of the legendary Five Companies’ skyships comes into port, a treacherous plot begins to unfold. Will you have the grit and daring to save the day? A high-flying Living Forgotten Realms adventure set in the skies above Faerûn for characters level 14-17 that begins a Major Quest.

CORM1-5 In the Bleak Midwinter (lvl 1-4) – Fri 7 pm – Living Forgotten Realms - D&D 4e

GM: Gabe Resneck

Sir Severin’s winter tournament returns, though you may not recognize it. Be prepared for a unconventional (and heavily modified) rendition of this mod. It is quite likely that this will run a bit past the end of the slot expect to be at the table (though not always sitting) for at least 6 hours. A Living Forgotten Realms adventure set in for level 1 - 4, but NOT for the faint of heart.

Cult of the Ebon Destroyer Part I – Sun 8 am – Pathfinder Society

An urban, wilderness, and dungeon adventure for 8th-level characters A malignant cult has taken root in the mystical and magical realm of Jalmeray. Known and feared throughout distant Vudra, the cult of Dhalavei has expertly destroyed organizations and societies from within for millennia.

Cult of the Ebon Destroyer Part II – Sun 2 pm – Pathfinder Society

An urban, wilderness, and dungeon adventure for 8th-level characters A malignant cult has taken root in the mystical and magical realm of Jalmeray. Known and feared throughout distant Vudra, the cult of Dhalavei has expertly destroyed organizations and societies from within for millennia.

Cult of the Ebon Destroyer Part III – Sun 8 pm – Pathfinder Society

An urban, wilderness, and dungeon adventure for 8th-level characters A malignant cult has taken root in the mystical and magical realm of Jalmeray. Known and feared throughout distant Vudra, the cult of Dhalavei has expertly destroyed organizations and societies from within for millennia.

D&D Team Challenge – Sat 2 pm – D&D 4th Edition

GM: Hong Kong Cavaliers

Two teams of 5 gear up and work their way through 3 encounters, acquiring items and knowledge, in search of their 4th encounter - the other team! Bring partners or pick teams on site, this event has become a staple RPG *FUN* event with 2 teams trying to outdo each other in identical scenarios. Are you the better player?

Dangers & Dragons – Fri 2 pm – Danger Patrol (Beta)

GM: Mike Olson

Danger Patrol kills D&D and takes its stuff! No experience required, although a working knowledge of what “18/00” means would be appreciated.

Darkest Night, Brightest Day - D&D 3.5 with a Happy Jack’s twist! – Sun 8 pm – Pathfinder

GM: Tyler King

Play some classic (er, 3.5) D&D with a very special cast of PCs.

Dead of Night – Sun 2 pm – Dead of Night

GM: Jesse Burneko

Dead of Night is the roleplaying game of campfire tales, slasher movies and b-movie horror. It is a game of screaming victims, unstoppable killers and slaving monsters, where the horror movie clichés flow thicker than blood and the only victory is survival.

Dead Presidents - A Happy jack’s gameday game! – Sat 9 am – Wild Talents

GM: Tyler King

Former U.S. Presidents are transformed into an elite super team to fight a new foe!

Deadliest Catch: Deep Ones – Sun 9 am – Trail of Cthulhu

GM: Steve Ramirez

The Bering Sea is unforgiving at best, but find out what happens when these crab fishers dredge up something they could never expect, comprehend... or survive. A Trail of Cthulhu adventure for up to 6 players.

Don’t Rest Your Head – Sun 8 pm – Don’t Rest Your Head

GM: Jesse Burneko

It was simple back when you were a garden variety insomniac. But then something clicked. That was when you took a walk down the streets of the Mad City. But that click wasn’t from the secret world snapping into place. It was the Nightmares flicking off the safety and pointing a gun at your head. You’re chum in the water and it’s time you got ready. There’s one simple rule. Don’t Rest Your Head.

Down and Out in Alpha Complex – Sat 2 pm – Paranoia XP

GM: Ed Murphy

Alert! Code C&D. MCode: DAO! Attention Troubleshooters! Report to briefing room 432-432/C, NIR Sector for immediate briefing in the briefing room. Tell no one! Stay alert! Absolute secrecy required! Act now! Your friend, The Computer. Note: This message will self-destruct shortly. This is a feature, not a bug.

Dwellers of the Forbidden City – Sun 9 am – Dungeon World

GM: Mike Olson

What secrets does the Forbidden City hold? Gold? Magic? Danger? Some say maybe others aren’t so sure. Find out your damn self in this Dungeon World take on an AD&D classic.

Dying Memories – Sun 8 pm – Dying Memories

GM: jim pinto

Players take on the roles of crewman trapped in cryogenic sleep aboard a space ship in deep space. The ship has gone adrift, heading into the orbit of a wayward planet. As the ship’s decent continues, the crewmen suffer traumatic episodes of fragmented memories from their past, in an attempt to rebuild their lives. Their final moments spent trying to formulate who they were and what is happening.

RPGs

Earth Vs The Ice Monsters: A SYFY Theatre Production. – Fri 2 pm – GURPS

GM: Vernon Avaritt

The Earth has been invaded by giant ice monsters from space and the world has been thrown into an ice age. Now it is up to a group of intrepid heroes to save the world. Pregens provided. Part of the GURPS Tournament

Eight Pieces – Sun 9 am – All Flesh Must Be Eaten (Unisystem)

GM: Sam Carter

Yar! Piratin' don't be an easy life, but after some mighty hard scrabbles ya finally found yer score! So what if it be another crew's hard-fought stash? So what if'n they say this place is haunted? So what if the cap'n seems a bit off these days? It's dabloons and wenches in Barbados for you!... after just a quick sail & some pilferin'.

ELTU3-3 the Way of All Flesh (lvl 1-10) – Fri 2 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

You are hot on the trail of the criminal Arbosus. Can you stop him before his devilish scheme is hatched? A Living Forgotten Realms adventure set in Scornubel for characters of the Heroic tier (levels 1-10). Part two of the Sinister Intentions Major Quest.

ELTU3-4 Blue Beast (levels 1-10) – Sun, Mon 9 am – Living Forgotten Realms - D&D 4e

While fear and discrimination are driving away the spellscarred citizens of Elturgard, something else is lurking ahead. What evil is preying on the refugees? A Living Forgotten Realms adventure set in Elturgard for characters levels 1-10. Part two of the Controlling Chaos Major Quest.

ELTU3-5 It's in the Blood (lvl 1-10) – Fri 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

The light of Elturgard should bring comfort, yet in a realm of certainty and absolutes a hidden terror thrived. Murders, an insane quasit, undead - and it isn't over yet. Challenging Arbosus left questions unanswered, stirring fears of sinister intentions that Elturgard's light has not yet illuminated. Can you defeat the hidden threat or will you be the first to suffer a fate that could blight the paladins' pride? A Living Forgotten Realms adventure set in Elturgard for characters levels 1-10.

ELTU3-6 True Blue (levels 1-10) – Sun, Mon 2 pm – Living Forgotten Realms - D&D 4e

Rumors have surfaced that a new power in Iriaebor has secretly developed a cure for the plaguezones and spellscarred citizens of Elturgard. While Elturel itself has failed to deliver a cure, they are suspicious that a city in political turmoil has solved the problem so quickly. Adventurers are sent to seek the truth behind the rumors and have strict instructions to be suspect of all claims. A Living Forgotten Realms adventure set in Elturgard for characters levels 1-10.

Fiasco : The 909 – Sat 8 pm – Fiasco

GM: jim pinto

Fiasco is a game about ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. It won't go well for them, to put it mildly, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination. It's designed to be played in a single session, usually around two and a half hours, with no prep.

Gentleice of the Road – Sun 9 am – Mouse Guard

GM: James Ritter

A shipment of needed medicine has foundered on a small island in a stream. Delegations from Barkstone and Elmoos have both claimed salvage rights and things are looking ugly. But the Guard controls the roads and the Guard will prevail.

Going Postal – Sun 2 pm – Paranoia XP

GM: Ed Murphy

Citizen! You have been volunteered for an urgent and exciting mission codenamed "Courier New". Please report to conference room RSS-01-B, ZUM Sector by 14:02. Should you wish to decline this opportunity, please ensure your personal effects are correctly labeled for your next clone before reporting to interrogation room 9901-TN, ZUM Sector to provide valuable input on the reasons for your decision.

GURPS Aspire – Fri 2 pm, 8 pm, Sat 9 am – GURPS

GM: James Freeman, Michale Shupe

Project ASPIRE (Agency for Supernatural and Paranormal Investigation, Research and Exploration. Pregens provided. Part of the GURPS Tournament.

GURPS Horror - Out of the Coffin Season 2 – Sat Midnight, 8 pm, Sun Midnight, Mon 9 am – GURPS

GM: Michale Shupe, James Freeman

An ongoing campaign. The development of synthetic blood has brought vampires "Out of the Coffin", but what other creatures still lurk in the shadows? Pregens provided. Part of the GURPS Tournament

GURPS Tournament Finals – Sun 8 pm – GURPS

GM: Michale Shupe

By invite only. Game scenario to be announced at time of game. Finalist will be posted at the RPG signup table by 7pm on Sun.

GURPS- Drop Zone: – Sun 9 am – GURPS

GM: Vernon Avaritt

The year is 10,286AD and you are in a platoon of crack mercenaries. You have been sent to the planet of New Isis to find out what has happened to the colonists who live there. Pregens provided. Part of the GURPS Tournament

GURPS- Steampunk – Sat 2 pm, 8 pm, Sun 2 pm – GURPS

GM: Michale Shupe, Dave Scott, Julie Scott

Victorian literary characters with a Steampunk twist try to defend post War of the Worlds England from Cthulhu, and Dracula's progeny, Moriarty. Now with Airships! Pregens provided. Part of the GURPS Tournament.

GURPS- The Host Season 1 – Sun 9 am, Mon 2 pm – GURPS

GM: James Freeman

Our world has been invaded by an unseen enemy. Humans become hosts for these invaders, their minds taken over while their bodies remain intact and continue their lives apparently unchanged. Most of humanity has succumbed, You are the surviving humans- How will you survive. This is a new ongoing campaign. Pregens provided. Part of the GURPS Tournament.

Happy Jack's - F.A.C.T. Files: Operation Doppelganger – Sat 2 pm – Savage Worlds Pulp

GM: Bill Roper

The Federal Archive Collection Team is sent into the heart of enemy territory to eliminate a German Field Marshal in charge of a top-secret project. They must infiltrate a meeting being held in an Austrian Schloss, gain intelligence on the project, and replace the German officer with their own double agent. Of course, not everything is what it appears to be...

Happy Jack's - To Defy the Stars – Mon 2 pm – D&D 4e

GM: Megan McDonald & Gina Ricker (Happy Jack's Listeners)

There you were, enjoying a night of revelry in the Brown Badger, when suddenly, everything changed. You aren't sure what happened. All you know is that you feel – different. It's as if every decision you've ever made, everything you've ever done, was the work of unseen and unknown forces beyond your control. Will you seek to end this curse or use your newfound knowledge to free your fellows from a life of ignorance?

RPGs

Happy Jack's D&D....FOR KIDS!?!? – Sun 9 am – Pathfinder
GM: Tyler King

A classic dungeon crawl for young and old alike! This game is aimed at parents who have decided to share the experience of convention gaming with their kids!

Happy Jack's Fantasy Hero – Sun 2 pm – Hero System 6th ed.
GM: Casey Conner and Bruce Penner

The Heroes have defeated the giant spiders, but what is that clutched in the hand of the desiccated corpse in the spider's lair? I guess it's time to find out.

Happy Jack's Pathfinder – Fri 8 pm – Pathfinder
GM: Casey Conner & Bruce Penner

You are the Heroes of Legend! You are the most powerful mortals the world has seen in recorded history! You have saved the world from destruction and evil countless times! Now, you are called out of retirement one last time to save a friend in need! There's only one small problem...You are old and you feel it. In this game you get to play a 20th level character...that is venerable, and has other problems to boot. But hey, you get all the cool abilities of a 20th level character. How bad could it be?

Happy Jacks - Big Red Planet Hollywood – Sat 2 pm – Savage Worlds
GM: Stuart Venable

The crew of the Corazon del Oro is off to New Hollywood on Mars for the premiere of a feature film based on their adventures. Will these distinguished deliverers of daring-do finally get a little R and R? Or will the fiendishly foul foes of freedom ruin their vacation?

Happy Jacks - Ghostbuster LA - The Sequel – Sat 9 am – Savage Worlds
GM: Stuart Venable

The oft-ridiculed Los Angeles Ghostbusters saved the world from an unspeakable Lovecraftian horror, but no one believed them. A year later, they are discredited and broken. The LA franchise is neck deep in debt and about to go bankrupt. The phone rings. It's one more job. Maybe the job that will change their fate.

Happy Jacks GURPS Traveller – Sun 2 pm – GURPS 4th Ed
GM: Stuart Venable

The party is hired by a local noble to investigate a delicate situation in a system just beyond the border of the Imperium.

Happy Jacks RPG Pod Cast – Sat 8 pm – Live Pod Cast
GM: Stu Venable

Join the Happy Jacks pod cast crew for a live pod cast recording.

Happy Jacks RPG Podcast Affiliated Game - Sleepers – Sat 2 pm – Hero System 6th Edition
GM: Jason (JiB) Tryon

Disoriented and unsure of even where you are and having no idea why you're here at all normal people wake up in a hospital wing of what seems to be a deserted medical facility. What the hell is going on?

Happy Jacks RPG Podcast Affiliated Game - Surgeon – Fri 8 pm – Savage Worlds (Horror)
GM: Jason (JiB) Tryon

Welcome to turn of the century London. Women have been turning up dead in the streets slaughtered and cut up in hideous fashion. How will you find out who's responsible and stop this reign of terror? (Yes it's a spin on the Jack the Ripper story, but with some rather telling differences.)

Happy Jacks RPG Podcast Affiliated Game - the Temple of Bone – Sun 9 am – Pathfinder
GM: Jason (JiB) Tryon

The heroes must stop whatever power is driving an ancient temple to an undead god from destroying all that lives in the Storm Fang Mountains.

Heist! – Fri 8 pm – Savage Worlds - slightly edited
GM: Kurt Hanna - Happy Jacks listener

PCs are a team of crooks hired to steal some delicate equipment from a high-tech government research facility. You are being paid top dollar, and have been given nearly any resource you could think of. Since there are superheroes that regularly patrol the city, this is anticipated to be a challenge. Fortunately, your employer has arranged a diversion to keep the capes at bay... if all goes well.

Home Makeover: Innsmouth – Sat 8 pm – Cthulhu Dark
GM: John Armstrong

Abigail Marsh-Owens has inherited a house in the quaint seaside village of Innsmouth. Rather than foot the bill of the restoration costs, her husband Oliver pulled some strings down at work and got their new home on the hit Education Channel show Home Makeover. The cast and crew of the show have arrived and will spend the weekend getting the old cliff side home back to its original Splendor.

In a Wicked Age – Mon 9 am – In a Wicked Age
GM: James Ritter

In this wicked age...a company of desert horsemen, hiding a woman amongst them...a wandering spirit, an inflamer of human passions...The marriage a most beautiful virgin to the dead stone effigy of a harvest god...a wandering exorcist, severe, who lusts after carnal congress...

Intro 1 First Steps Part I In Service to Lore – Sun 8 am – Pathfinder Society

A Pathfinder Society Scenario designed for 1st level characters. In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Intro 2 First Steps Part II To Delve the Dungeon Deep – Sun 2 pm – Pathfinder Society

A Pathfinder Society Scenario designed for 1st level characters. You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

Intro 3 First Steps Part III A Vision of Betrayal – Sun 8 pm – Pathfinder Society

A Pathfinder Society Scenario designed for 1st level characters. Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society

INTRO1-4 Outside Looking In (levels 1-3) – Sun 9 am – Living Divine - D&D 4e

You've left the rural farms and villages behind, and made your way to Northvale, the jewel of the Agris Valley. The Church of Light doesn't want anything to do with you, so they send you off on a fool's errand. But is it really just the tip of an iceberg? A Campaign Introductory Adventure.

INTRO1-5 Knee Deep (levels 1-3) – Sun 2 pm – Living Divine - D&D 4e

An unruly neighbor is causing trouble for the village of Deep Marsh. The Church of Light would like you to investigate and sort out the problem. No one expects you to return, but that's only half of it. Can you get to the bottom of things, before it spills out into the world? A Campaign Introductory Adventure.

RPGs

INTRO1-6 Every Day Above Ground (levels 1-3) – Sun 7 pm – Living Divine - D&D 4e

A tattered old scroll goes missing, and everyone is too busy to track it down. When you do, it's clear that not the scroll, but rather the ancient ruins it described, is the real goal. Can you reach the heart of the matter, before the enemy does? A Campaign Introductory Adventure for character levels 1-3.

Jem: License to Kill – Sat, Sun 2 pm – GURPS

GM: Warren (Mook) Wilson

Sure, Jem and the Holograms are a late '80s all-girl pop band. Covertly, they are also a squad of CIA-trained international assassins! The latest hit has gone south, the team has been disavowed, and hostiles are everywhere - can they sort things out and make it in from the cold before they're taken out? (Please note that though this game is based on a kids' cartoon, combat will be deadly).

John Carter: Warlord of Mars – Sat 9 am, Sun 2 pm – Savage Worlds

GM: Tom Cummings

A Tom Cummings Savage Worlds game based on Edgar Rice Burroughs' Mars books.

Lady Silver Age Avengers Bird – Sat, Sun 2 pm – Lady Blackbird

GM: Andy Blanchard

Say it ain't so! The Sons of the Serpent are at it again!? Inciting this great nation of ours to the verge of a Race War!! And only The Avengers can stop them! BUT! Who is the Supreme Serpent behind THIS plot? Will he prove too powerful for The Avengers? Using the Lady Blackbird system, play one of the classic Silver Age Avengers as they struggle against one of their most insidious foes!

MARS ATTACKS! – Sun 2 pm – Steve Jackson TOON

GM: Gary Mack

Bring your Banana Cream Pies! Bring your Falling Anvils! Bring your oversized Hammers! Defend the earth from the Invading Martians and their Space Modulators!

Marvel Slugfest XIII – Sat 8 pm – Hero 5th Edition

GM: Venter Laird

A true test of skill, strategy, and stamina, the Slugfest lets you pick from over 40 of Marvels best known heroes and engage in brutal combat to see who will claim the trophy as Slugfest Champion. Join a coalition (but know when to turn on them), employ brute force, skill, strategy, take advantage of features within the always different arena, and you could claim the prizes and Slugfest Trophy!

Mirrorshades, Magic, & Mohawks – Mon 9 am – FATE

(Shadowrun Inspired)

GM: Morgan Ellis

Remember flipping through that 1st Edition Shadowrun? Come play a totally retro Mirrorshades and Pink Mohawks style game using FATE rules to deliver a high octane game of Shadowrunning action. Magic and Machine, meets Metahumanity on the neon lit, rain soaked, mean streets of Seattle. This is a retro style game capturing the awesome color of the Shadowrun setting.

Mona Lisa Overville – Fri 2 pm – Smallville

GM: James Ritter

Mona Lisa Overville pays homage to the classic stories of Gibson, Stephenson and Sterling. The Yakuza and Komstat are squaring off over the Archology, an AI construct created to house the souls of the deceased. But the Archology has plans of its own.

NETH3-1 Secret and Shadows (lvl 11-20) – Fri 2 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

Following a secret meeting with the high priests of Selûne, a recently obtained artifact, the Last Grasp of Shadowbane, has vanished. With the power and hunger to conquer shadow creatures, the weapon could forever change the balance of power in Netheril. Someone is needed to locate the artifact and insure that it is used for the purpose it was intended. A Living Forgotten Realms adventure set in Netheril for paragon tier characters levels 11-20. Part 1 of the Shadowbane major quest.

NETH3-2 Flirting with Disaster (lvl 11-20) – Fri 7 pm, Sun 2 pm – Living Forgotten Realms - D&D 4e

At this point in your career, caravan guard duty should be beneath you. But when that duty involves braving the Ordulin Maelstrom, could it end up being too much? A Living Forgotten Realms adventure set in Sembia for paragon tier characters of levels 11-20. Part 2 of 3 in the Shadowbane major quest.

NETH3-3 Seek and Destroy (lvl 11-20) – Sat 9 am, Sun 7 pm – Living Forgotten Realms - D&D 4e

It's time to finish the job you and the Sand Kings have started – the assassination of a major Netherese agent. But is the direct path – and this job – the best one? A Living Forgotten Realms adventure set in Netheril for characters level 11-20. Part three of the Shadowbane major quest.

On the Edge of Civilization – Sun 2 pm – PDQ Jaws of the Six Serpents

GM: Chris Czerniak

Sword and Sorcery adventure where House Zefrand is about to fall as a result of treachery and only Teodric, a house guard, can stop it. He must travel to the barbarian tribes and find Lady Emelenine Zefrand, the last heir of the house, and convince her to return. Emelenine has her own issues including trying to save the tribes from an alien monster that is hunting them.

Once More Into the Breach – Sun 7 pm – Dungeons & Dragons 4e, non-RPGA

GM: Kurt Hanna - Happy Jacks listener

The grand city of Farryn Garw has sent requests for champions to defend its gates from the threat of attack by a sinister evil. Normally, its own guards would be enough, but the Imperium has enlisted every able warrior to fight elsewhere. Champions will be paid in gold, honor, and glory! Up to 6 players pick from 9 pre-gen 21st-lvl Epic Tier characters – 'cuz who ever gets to play that high?

PHRQUE Show Happy Jacks Game – Sat 2 pm – Savage Worlds

GM: Stork and CADave

Para-natural Happenings Researched and Questionable Unknowns Examined The PHRQUE show is in town! From sideshow attractions to supernatural investigators. Who better to research unusual events than a group of outcasts, who are more than they seem.

Pirates of the Ameranthaine – Sun 8 pm – Dragon Age

GM: Ron Shaw

"Captain" Isabela has recently secured a vessel for herself once again, and after the events in Kirkwall she is quite eager to set sail. Armed with Rumors and maps supplied by Varric, she seeks a crew to help plunder a lost Dwarven hold which has sunk under the waves over centuries. The only remaining entrance is rumored to be on a haunted island from which no one returns.

Raid on Area 51 – Mon 9 am – Alpha Omega

GM: Ron Shaw

With the Alien Battle fleets fast approaching earth and advance Death Squads hunting down any of those Aliens left behind on earth that have abandoned their missions, there are quite a few persons who are interested in getting off of this planet... FAST. You have been hired to scout the facility known as Area 51 and secure any spaceworthy craft that you find there.

RPGs

RPGs

Relic Worlds – Sun Midnight – Savage Worlds

GM: Jeff McArthur

A group of pirates stumble upon an ancient and powerful relic and are trying to uncover its secrets. Will they use it for profit or something more noble? You decide.

Requiem for a Masquerade – Sat 9 am – Vampire the Masquerade and Vampire the Requiem

GM: michael cantin

The Dead Gamers Society celebrates the 20th anniversary of Vampire the Masquerade with Requiem for a Masquerade. Mashing up the best elements of Vampire the Masquerade and Vampire the Requiem this game takes you to the dark places where kindred dwell and conspire.

Resident Evil: The NC Virus – Fri 2 pm – All Flesh Must Be Eaten

GM: Desmond Wooten

The Umbrella Corporation has many remote locations throughout the United States, even after their apparent downfall from the Raccoon City incident. The BSAA has located recent activity in one of these locations, which seems to be responsible for maintaining the Nemesis project. As new BSAA agents, you have been given your first assignment to check out the facilities and either acquire information, or destroy the facility. This is for anybody new to the system, and there will be Pre-Gens available.

Saga of the Samurai – Fri 2 pm, 8 pm – Monogatari

GM: jim pinto

Monogatari is a samurai storytelling game, emulating the melodrama of your favorite samurai epics, with key characters always in conflict with the code of bushido. The first story in the series details five samurai coming to terms with the shame and guilt of their lord's murder.

ShadowFate: Batan Smurf March – Sun 9 am – Fate

GM: Seth Halbeisen

It's an odd job, deliver living cargo, it seemed like easy money... Now the Yak's are after you, and a few Corps too, and nowhere seems safe. Plus, the cargo is smart, and a lot smaller than anon expected.

ShadowFate: Snow White and the Seven Dwarves – Sat 9 am – Fate

GM: Seth Halbeisen

Snow White and her merry band of Short guys Must escape the maze! The money sounded good, but no one said anything about Monsters!!

So You Want To Be A Vault Dweller – Fri 8 pm – GURPS

GM: Happy Jack's Listeners Bloodsparrow & DMSam

Dear Safety Conscious Citizen, Recent press releases have announced that all Vault Communities have been filled. However, we still have space available here and there for single applicants such as yourself! Please report to your regional Community Compatibility Testing Center at the date and time indicated. Space is limited, so don't be late! Good luck!

SPEC3-3 Dance of the Sun and Moon (levels 1-10) – Sat 9 am, Sun 7 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 Selune have gathered at the small city of Sapra 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.

Starless Sky – Fri 8 pm – Cyberpunk 2020

GM: Hong Kong Cavaliers

Players race to catch a terrorist before he boards a shuttle to the Crystal Palace!

Sundowner Rising – Sun 2 pm – Mongoose Traveller

GM: Stork and CADave

Following on the tail of the events from Last Voyage of the Sundowner, our intrepid crew has their first assignment. A new CEO of the Ryder shipping corporation needs a favor. Pick up and deliver an important passenger. What could possibly go wrong?

Temple of UNGU – Sat 9 am – Dungeon World

GM: Hamish Cameron

You stand before the stout oak doors of the ancient Temple of UNGU, once dedicated to that hated serpent-God by the legendary Queen Ya. The still-imposing ruins are now occupied by the Spider-Witch Florimel. You are here to kill her.

The Beginning of the End – Sun Midnight – Mass Effect 2 Homebrew

GM: Ron Shaw

Home-made system to emulate the Mass Effect 2 game system Considering the enormous resources that the Illusive Man has into supporting Commander Shepard, he has a plan to up success for Shepard's team. You are The Expendables Cell, Illusive Man's hand-picked team to be first on scene, determine whether Shepard's team can survive If you live, they can, if not... Your assignment is Omega 4 relay

The Big Hoodoo – Sat 8 pm – Trail of Cthulhu

GM: Alan Scott

Jack Parsons, a prominent rocket scientist, is dead. Killed by an explosion in his laboratory, what the authorities are saying is an accident. But Parson was heavily involved in the occult, and there may be more to his death than first appears. Play as Robert Heinlein and others from the world of 50s sci-fi, and solve the riddle before Parsons' big hoodoo makes trouble for you too.

The Bigger They Are... – Sun 2 pm – Castle Falkenstein

GM: Hong Kong Cavaliers

A mad mastermind, a land dreadnaught and faerie magic make for a big problem for characters of the Second Compact.

The City of Skulls – Sat 2 pm – By The Gods! (Icons)

GM: Mike Olson

Deep in the mines of the City of Skulls, consigned there by the God-King of Khorova, you and your newfound companions toil and plot your escape... before the rites of the God-King's nefarious priest claim your souls. Tread a jeweled throne or two beneath your sandaled feet in this playtest of By The Gods!, a sword-and-sorcery game in development loosely based on Icons: Superpowered Roleplaying.

The Dark Reflection – Mon Midnight – Call of Cthulhu

GM: Ron Shaw

The proprietors of The Black Rose countryclub are in a panic. Several of their staff have disappeared while on the job. Having spent a great deal of money recently to acquire an antique mirror at a charity event, they cannot afford Professional Help, so they hired you.

The Dreadful Secrets of Candlewick Manor – Fri 2 pm – Monsters & Other Childish Things

GM: Jesse Burneko

This is a tale of sorrow and woe. The Dreadful Secrets of Candlewick Manor sees doleful foundlings with murky pasts in a great, dreary orphanage filled with dangerous truths. Players together face the monstrous dangers of their new home and uncover their own forgotten secrets. Can you learn the truth of your own sad history?

The Emerald Terror (CoC 1857) – Sun 2 pm – Call of Cthulhu

GM: Hong Kong Cavaliers

Investigators toil to complete the transcontinental railroad in the northern Sierra mountains of Nevada and an ancient evil is uncovered to consume them.

RPGs

The Godsmouth Heresy Part 1 – Sat 8 am – Pathfinder Society
The Godsmouth Heresy Part 2 – Sat 2 pm – Pathfinder Society
The Godsmouth Heresy Part 3 – Sat 8 pm – Pathfinder Society
An urban and dungeon adventure for 1st-level characters. Deep below the anarchic city of Kaer Maga, someone—or some thing—has begun stealing corpses from the city’s most prestigious tomb, the Godsmouth Ossuary.

The Lonely Hamlet – Fri 8 pm – 1st Ed D&D Red Box (The Original D&D)

GM: Gary Mack
Hired by the Local Count to investigate a small hamlet that has not paid taxes or even been heard from in some time, dare you venture into the Classic World of Dungeons and Dragons?

The Long Night – Sat 9 am – Vampire the Masquerade: The Dark Ages

GM: Louis Garcia
The Dead Gamers Society celebrates the 20th anniversary of Vampire the Masquerade with Vampire the Dark Ages. Journey into the long night of medieval Europe when vampires ruled the night. Set in the city-state of Siena and you play a brood of kindred caught between the Lasombra and the Ventrue.

The McGuffin Job – Sun 8 pm – Bulldogs!

GM: Colin Jessup
Your captain is dead, the ship is on fire, there is a priceless cargo in the hold and the halls are filled with space pirates... just another day in the life of a crew on a TransGalaxy Class D Freighter.

The Mountain Witch – Sat 2 pm – The Mountain Witch

GM: Colin Jessup
A group of ronin samurai are hired for a simple yet terrifying task – to assault and kill O-Yanma, the dreaded Mountain Witch of Mount Fuji. But regretful pasts and dark fate conspire against the mission, testing both the courage and loyalty of the samurai. When every heart holds betrayal, who can you trust?

The Mystery of Volksberg – Sat 8 pm – 1st Ed D&D Red Box (The Original D&D)

GM: Gary Mack
The Lonely Hamlet Saga Continues - Following a lead your party ventures forth to investigate the enigmatic village of Volksberg. All is not as it seems... Dare you enter the Classic World of Dungeons and Dragons?

The Quest for IHOP – Sat 9 am – Alpha Omega

GM: Ron Shaw
The 20th Century theme Park in Los Angeles is a place for nostalgia. A World Class Strata Champion has recently become obsessed with the “Rooty Tooty Fresh and Fruity Breakfast”. He has hired teams to brave the wilds searching for an old IHOP restaurant in search of the genuine recipe.

The Red Orchid Tea Room – Fri, Sun 8 pm – Feng Shui

GM: Hong Kong Cavaliers
Adventure and intrigue await the players using the rules of the action RPG Feng Shui to expel the foreigners from Kowloon China in 1850s juncture. Monsters, magic, kung fu and smelly large nosed foreigners abound and it is your job to keep the juncture secure for the Guiding Hand and the Red Orchid secret society.

The Shadow Grows – Fri, Sat 8 pm – The One Ring

GM: Denys Mordred
Play a new Middle-earth rpg that faithfully recreates the epic fantasy of J.R.R. Tolkien. Smaug has been defeated, the Battle of Five Armies has been won and The War of the Ring is still several generations away. However, much danger still remains, from the Orc-holds of the mountains to the dark depths of Mirkwood. Join us if you’re looking for fantasy adventure in the tradition of The Hobbit.

The Wok of Destiny – Sat 9 am – Steve Jackson TOON

GM: Gary Mack
The Evil Ninja Master Hahchou covets the sacred Wok of Destiny. Do you dare to thwart his evil plans and use the Wok for your own Chinese Take-Out?

Tom Cummings Call of Cthulhu – Fri 8 pm, Sat 9 am, Sun 8 pm – Call of Cthulhu

GM: Tom Cummings
A Tom Cummings Call of Cthulhu Game.

We Be Goblins – Fri 2 pm, Sat 2 pm, 8 pm – Pathfinder Society
We Be Goblins! is an unusual adventure—it’s meant to serve as a one-shot game session in which the players get to play goblins sent on an important mission to retrieve a hidden supply of dangerous fireworks. Your players should select goblin characters from the four pregenerated goblin heroes

When Worlds Collide – Sun 2 pm – Mutants and Masterminds

GM: Hong Kong Cavaliers
The Emerald City Sentinels are transported to into another realm wrought with warfare and strife. Two major factions battle for the upper hand and the many smaller factions caught in the middle are pleading for the heroes help. Which side will the heroes join, if any? Pre-generated characters supplied.

Where the Paved Road Ends - A Happy Jack’s Affiliated Game – Sun 2 pm – Grimm

GM: Maire Bourke
The king of the checkerboard kingdom might be a bad egg, but telling him no is still a terrible idea.

Wrath of the Demospawn Horde – Fri 8 pm – Pathfinder

GM: Eric M
“When the black moon looks down, and the blood runs pure, the world as we know it, will be no more.” A 7th level quest against brutal orc barbarians, their witch leader and her newly uncovered unholy relic.

Zombie Hospital – Sat Midnight – GURPS

GM: Ron Shaw
It finally happened, the zombie apocalypse is here. You had just gone into the Hospital for your monthly visit... and now you are surrounded by brain-craving horrors. How will you survive?

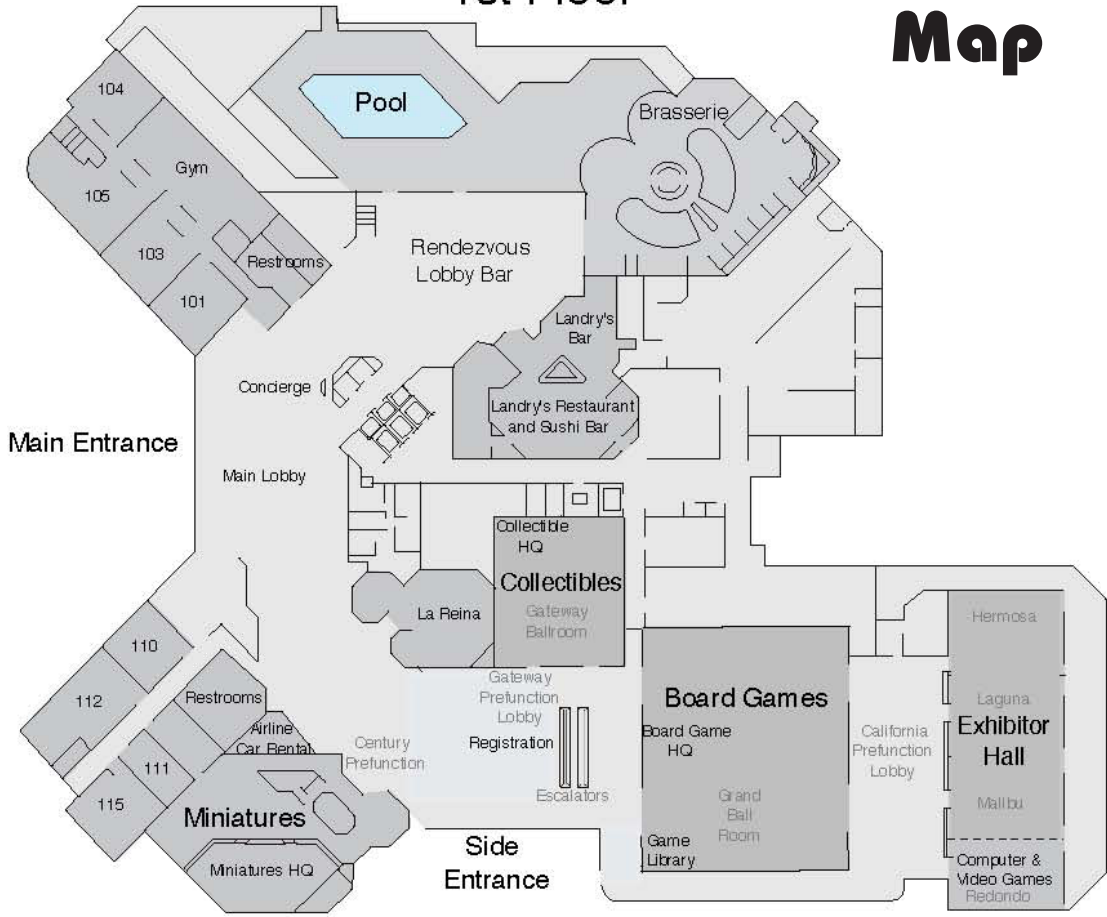
Zombie Massacre: A SYFY Theatre Production. – Sat 9 am – GURPS

GM: Vernon Avaritt
An asteroid has crashed into the Earth and turned everyone into zombies Well almost everybody. There are only a dozen people left in the world who are alive. What can they do? What would you do? Pregens provided. Part of the GURPS Tournament

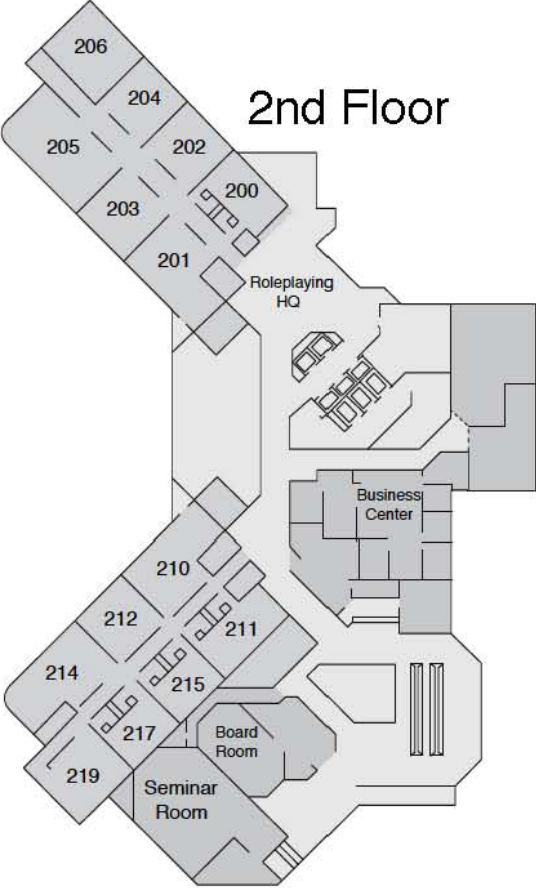


Gateway 2011 Map

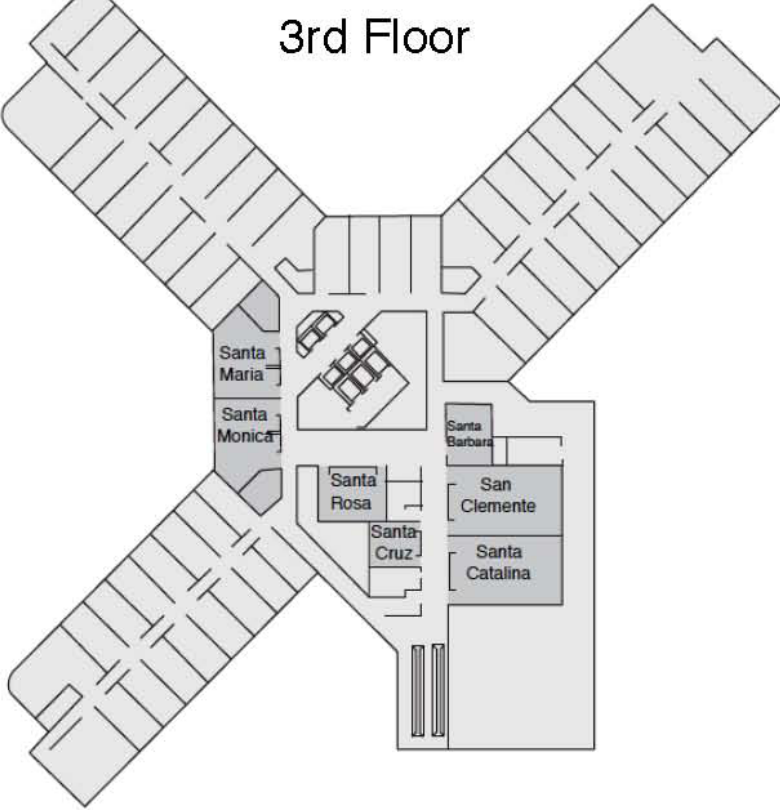
1st Floor



2nd Floor



3rd Floor



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 Exhibitor Hall. Judging will take place at 4 pm on Sunday. Prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. 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, or else be disqualified.
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:

AEG	Mayfair Games
Ape Games	Minion Games
Asmodee	Northstar Games
Avalanche Press Games	Out of the Box Games
Columbia Games	One Small Step Games
Cryptozoic	Pegasus Hobbies
Days of Wonder	Privateer Press
Fantasy Flight Games	Reaper Paints & Miniatures
Galaxy Press	Rio Grande Games
Games Workshop	Sierra Madre Games
Gamewright	Steve Jackson Games
GMI Games	Stronghold Games
GMT Games	Valley Games
Imperial Outpost	Wells Expedition
Looney Labs	Wizards of the Coast
ManaWerx	Wizkids
Mayday Games	Z-Man Games

Shopping

Exhibitor Hall

The Exhibitor Hall is located past the board gaming area in the Hermosa, Laguna, and Malibu rooms, next to the video game room (in Redondo room).

Hours:

Saturday	9:30 am to 6 pm
Sunday	9:30 am to 6 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 Exhibitor Hall, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Gateway welcomes the following exhibitors:

Manufacturers

- * Art of War Terrain
- * Columbia Games
- * Conquest Miniatures
- * Dan Verssen Games
- * Decision Games
- * Fantization Miniatures
- * Flying Buffalo
- * GMT Games
- * Victory Point Games

Retailers

- * Dapper Devil
- * Game Ogre
- * GMI Games

- * Last Grenadier
- * The Collection Of The Late, Great Paul J. Rado
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

Conventions and Events

- * NeonCon

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 3 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 reclaimed 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. Call out your bids loudly and clearly. Make sure you catch the auctioneer's attention when making your bids.
5. 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.
7. 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 Exhibitor Hall 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!

Strategicon wants your art!

We're looking for color and black and white art for web and print advertising, the conbook, and even T Shirts. It can be any genre you like – historical, fantasy, science fiction, what-have-you. Strategicon is looking to expand its involvement with local artists. We can't promise riches but we can promise exposure and a chance to sell your art to eager convention attendees. Contact stratcon_conman@strategicon.net for more details. We got some great stuff last time and are working on plans to use it. Thank you.

Convention Shirts available
in the Exhibitor Hall for \$20.
All sizes from S to 4XL.
Both Men's and Women's shirts.



2011 Gamex Winners

Board Game	1st Place	2nd Place	3rd Place
1835	William Gallaher		Peter van Ettinger
1856	Peter Van Ettinger	Jonathan Flagg	Bill Gallagher
1861: The Railroads of the Russian Empire	William Gallaher	Joe Gray	Jonathan Flagg
18xx (classic)	Todd Van der Pluym	Peter van Ettinger	Jonathan Flagg
18xx (short)	Todd Van der Pluym	Jonathan Flagg	Bill Gallagher
7 Wonders #1	Lana Berman	Joshua Kaufman	G Builta
7 Wonders #2	Jim Herrington	Rick Baptist	David Hu
7 Wonders #3	Troy Weipert	David Larson	Bruce Schlickbernd
Acquire - David Woolcott Memorial Tournament	John Crowe	Jon Cassie	John Mundy
Advanced Civilization	Alfonso Weilbach	Joseph Oberlander	Jeffery Lake
Age of Empires III	Richard Potthoff	Avery Callenback	Matthew Smith
Agricola - Finals	David Zevin/Trey Alsup		Haik Grigoryan
Airlines Europe	Stephen Stewart	Ryan Prichard	Jamie Bussio
Amun Re	Benjamin Cosman	Jessica Callenback	Eric Elder
Apples to Apples	Bill Gallagher	Jennifer Sesma	Madeline Sesma
Archaeology: The Card Game	Bryan Reeves	Larry Bucket	
Arena Assault	Benjamin Cosman	Bryan Reeves	Lucas Norpchen
Arena Assault	Eric Downing	Kimberly Torrill	Ronald Sebastian Bermudes
Arena Assault	James Baca	Gina Peterson	William Peterson
Ascending Empires	Barndon Weiss	Rick Baptist	Owen Saunders
Ascending Empires #2	David Zevin	Joe Elder	Dean Taylor
Australian Rails	Eric Verheiden	Dan Shohon	Paul Bonday
Axis & Allies - 30th Anniversary Edition	Dearl Albright	Tim Towery	Dale Conhlin
Back To The Future: the card game	Phillip Scopes	Eric Phillips	Brian Terrill
Bang!	Stephen Stewart, Ramon Vinluan, Darrell Stark	Ethan Stewart	
Battle Cry	George Nicolaus	Keith Brush	Rick Lepore
Battlestations - Supersized #1	Justin		
Battletech: Death by Maumbo	Zach Coffman	Elizabeth Kearny	Jason Kearney, Bryan Reeves
Blokus	Daniel McDairmant	Karen Star	Sarah Boswell
Body Language - GSPA: 80s Night	Michael Rooney	Aiden Rooney	Nathaniel Thompson
British Rails	Eric Verhedien	Colin Cane	Jonathan Flagg
Buffy the Vampire Slayer #2	Kathleen Barth	Esther Udvardi	Marc Meany
Ca\$h & Guns Live #2	Team Kittens	Team Awsomeness	Team Gangstas
Ca\$h & Guns Live #3	XTC Sucks	Kitten Terrorist	Wopperbosses
Ca\$h n' Guns Live #1	Team Mindcontrollers	Team Blockaniacs	Team Spentactulars
Can't Stop!	Chris Green	Keith Brush	Doreen Calderon
Card Sharks - GSPA: Casino Night	Jason Hernandez	Matt Martin	Ethan Musulin
Catch Phrase	Aidan Rooney, Nathaniel Thompson	Michael Rooney, Sam Thompson	
Caylus	David Hu	Avery Callenback	Jon Dalesandry
Charge Large	Sam Thompson	Nathaniel Thompson	Aiden Rooney
Chicken Cha Cha Cha	Greyson Baptist	John Albright	
Chrononauts	Joe Eder	Dawn Marie Blades	Dean Taylor
Citadels	Al Carpenter	Kathleen Barth	Zachary Pitts
Cities	Eric Downing	Kimberly Terrill	Stephanie Sarsoza
Clay-O-Rama	Nathaniel Thompson	Sam Thompson	Aidan Rooney
Clay-O-Rama	Allan Gonzalez	Chris Moody	Cierra Dreibelbis
Cloud 9	David Larson	Darrell Stark	Edward Murphey
Concentration	Jeff Becker	Adora Kovacevich	Michael Sarsoza
Cosmic Encounter	Chris Brown	Derek Steele	Alex Steele
Countdown	Travis Scario	Adam Nedeff	Ethan Musulin
Crows	Darrel Stark	Chia-Hui Cheng	Jeremy Hale
De Vulgari Eloquentia	Jay Christensen	Michael Sarsoza	
Deck Builders 101: Puzzle Strike	Renee Hammer	Gary Laycraft	
Dixit	Ed Roske	Keith Brush	R Robe
Dominant Species	Michael Sarsoza	Darrell Stark	Brad Kelleher
Dominion	Sudro Brown II	Renee Hammer	Jeremy Lennert
Dominion - Mega Monday	Jessica Callenback	David Zevin	Ariel Levin [4th-Eric Downing]
Doom: The Board Game	Eric Gerber	Matthew Smith	Eric Phillips
Dream Factory	Paris Themmen	Darrell Stark	Jon Dalsandery
Dweebies	Diego Sewell	Sophie Sewell	Kaela Sarsoza
Empire Builder	Dan Shoham	Tim Oates	Paul Bonday
Empire Builder Finals	Eric Verheiden	Paul Bonday	Tim Oates

EuroRails	Dan Shoham	Eric Verheiden	Peter van Ettinger
Eye Guess	Ethan Stewart	Mason Stewart	Travis Schario
Fairy Tale	Robert Larson	Darrell Stark	Jeff Becker
FITS	Chris Johnson	John Perry	Eric Downing
Five Crowns	Neil Figuracion	Travis Schario	
For Sale	Chris Johnson	Shawn Brassard	John Perry
Forbidden Island	Sam Thomson, Tarynne Fraigun, Ryan Wilby	John Perry, Adora K., Josh Kaufman, Will Kora	Ethan Musulin, Nathaniel Thompson, Aidan Rooney
Formula Motor Racing	Steve Loeb	Lang Berman/Barbara Mikkelson	
Frag Gold	Malaclypse	Alyssa Freeman	James
Frag Gold	Klaus Scharpf	Malaclypse	Josh Scharpf
Frag Gold	Malaclypse	Alyssa Freeman	David Chimienti
Frag Gold	Malaclypse	Alyssa Freeman	
Give Me the Brain!	Derek Osterholm	Sallan Griffin	Martin Padilla
Glory to Rome	Gordon Dankberg	Allan Herem	
Guillotine	Tamara Cope	Shawn Broussard	Edward Roske
Hanging Gardens	David Hu	Steve Loeb	
Hansa Teutonica	Daniel Eppolito	Michael Walker	Dave Gerson
Hearts #1	Dan O'Farrell	Josh Nave	Josh Kaufman
Hearts #2	Avner Sofer	Dan O'Farrell	Walter Delorrell
Hearts #3	Jonner Purinton	Dan O'Farrell	Kelsey Gaines
Hearts #4	Josh Kaufman	Dan O'Farrell	Marc Ward
High Rollers - GSPA: Casino Night	Ethan Musulin	Phil Scopes	Elisa Vomocil
High Society	Ronald Bermudes	Michael Walker	Scott Samarel
Hunting Party	Benjamin Cosman	Marc Ward	Ronald Sebastian Bermudes
Incan Gold	Keith Brush	Eric Downing	Bryan Reeves
India Rails	Jonathan Flagg	Paul Bonday	Fred Lazzelle
Ingenious	Chris Johnson	Stephen Stewart	Darrell Stark
Innovation	Eric Elder, Winton Lemoine		
Iron Dragon	Dan Shahom	Jim Collain	Eric Venheidi
Isla Dorada	Sam Waterhouse	Chris Atkins	Rick Baptist
Jamaica	Bryan Fellows	Rick Baptist	Jarelle
Jeopardy!	Mike Xse	Renee Hammer	Phil Scopes
Junta: Viva El Presidente! Demo	Kirk Udvardi	Jeff Schwartz	David Etherton
Kings & Things	Geore Nichols	Richard Potthoff	John Spence
Kingsburg	John Crowe	Eric Downing	Rick Lepore
Le Havre - finals	David Zevin	Shannon Beets	Ken Hebert
Liars Dice	Edward Roske	Chad Adams	Elisa Vomocil
Lifeboat	Eric Gerber	Marc Ward	Bill Roper
Lords of Vegas	Brandon Ferrer	Kirk Udvardi	
Lost Cities	Chris Boskire	Keith Brush	Karen Star
Lost Cities: The Board Game	Bob Larson	Doreen Calderon	Ramon Vinulan
Luna	Kirk Udvardi	Neil Figuracion	David Mines
Luna Demo#1	Robert Larson	Fiona Luebbers	Cole Luebbers
March Madness	Wesley Kawado	Rick Lepore	
Merchant of Venus Game	Bruce Nelson	Martin Bowers	Roderick Lee
Mondo Demo	Lana Berman	Joe Eder	Rick Baptiss
Monopoly Deal	Jaye R	Erin Chavez	Matt Rodney
Monopoly Deal	Renee Rose-Perry	Sallan Griffin	Jeannette Albright
Munchkin - Players' Choice	Jaye R	Kris F	Alyssa F
Munchkin - Players' Choice	Jonathan Ruland	Angel Dubon	Vincent Fryer
Munchkin - Players; Choice	Jaye R	Kris F	Alyssa F
Munchkin - Players; Choice	Erin Chavez, Elspeth Golden	Nick Chavez, Wesley Morrow	Heather Sinauskas, Lisa Adams
Munchkin - Players; Choice	Heather Sinauskas	Beau Boyer	Sallan Griffin
Munchkin - Players; Choice	Nick Chavez	Chris Allen	Erin Chavez
Munchkin - Players; Choice	Nick Chavez	David Chimienti	Frank Chimienti
Munchkin - Zombies	Mandy Gomez	Dawn Marie Blades	Sophie Sewell
Munchkin - Zombies	Michael Cantin	Seth Halbersen	David Chimienti
Munchkin Finals			
Munchkin Quest	Frank Chimienti	Bill Ropper	Sallan Griffin
Nexus Ops	Eric Downing	Darrell Stark	G Buita
Nightfall	Jeremy Hale	Joe Eden	Amanda Clifft
Nippon Rails	Eric Verheiden	Peter van Ettinger	Paul Bonday
Orbit	Connor Vassallo	John Crowe	Garehe Willson
Orbit Rocket Race 5000	Trish P	Dawn Marie	Dot
Password	Joshua	Bruce	Elisa Becker
Phase 10	David Larson	Elizabeth Kearney	Ramon Vinulan
Phase 10	Walter Delorrell	Avner Sofer	Mary Taylor

PICKPOCKETS: An Ineligible Original	Jennifer Smith, Stephanie Kelleher		
Pillars of the Earth	Darrell Stark	Ed Williams	Marc Spraragen
Pirate Fluxx - Looney Labs	Ryan Wilby	Ryan Wilby	Joshua Wilby
Pirate's Cove	Kirk Udvardi	Alison Hutt	Rick Lepore
Pit	Keith Brush	Edward Roske	Ramon Vinluan
Poker 5 Card Draw	Jim Rasfeld	Eric Phillips	Ron Fraigun
Poker 7 card Stud	Walter Delorrell	Avner Sofer	Andrew Bradburn
Poker Texas Holdem	Dan O'Farrell	Andrew Bradburn	Ron Fraigun
Portrayal (also known as Identik)	Jeff Becker	Edward Roske	Chris
Pow Wow	Elisa Vomocil	Chris Vomocil	John Feldman
Power Grid	Bruce Schlickbernd	David Hu	Colin Kameoka
Press Your Luck - GSPA: 80s Night	Aiden Rooney	Phil Scopes	Matt
Puerto Rico	Darrell Stark	Peter Van Ettinger	Alfonso Weilbach
Puffing Billy 18xx final	Todd van der Pluym	Peter Van Ettinger	Jonathan Flagg
Puzzle Strike: Bag of Chips 1v1	Dan Emmons	Andrew Rodriguez	Jim Harrington
Puzzle Strike: Bag of Chips 4 Player	Dan Emmons	Tao Chen	Andrew Rodriguez
Pyramid Games	Jack Sesma	Travis Albright	Sean Sesma
Qwirkle	Andrew Knaack, Edward Roske	Tiffany Nguyen	
Race for the Galaxy	David Hu	David Gerson	Nat Chesey
Race for the Galaxy	Elisa Vomocil	Shannon Beets	Jeff Becker
Rail Baron	Steve Loeb	Paul Bonday	
Railways of the Western US	Steve Loeb	Scott Samarel	Wesley Kawato
Railways of the World (Railroad Tycoon)	Scott Samarel	Steve Loeb	Bootsie Brenner
Revolution	Peter Van Ettinger	William Peterson	Micahel Shupe
Revolution	Adrienne Bly	William Peterson	Nat Chesy
Revolution	Alex Steele	Derek Steele	Chris Brown
Revolution	Brad Keller	David Baca	James Freeman
Revolution	Brian Alvarado	Paris Themman	
Revolution	Eric Downing	Neil Figuracion	Michael Dunbar
Revolution	Gordon Dankberg	Robert Chavez	Nat Chesy
Revolution Finals			
Risk	Avner Sofer	Walter DeLorrell	Shar Sofer
Renewars	John Perry	Marty Watrous	Gary Okuma
Scrabble	Matt Wanner	Renee Rose-Perry	Michael Rooney
Secret of Monte Cristo Demo	Mark Hom	Alex Denizcarza	Jacob
Settlers of America Trails to Rails	Todd Van der Pluym	Tracy Ashizawa	Steve Loeb
Settlers of Catan NACC Finals	Eric Millegan	Daniel Eppolito	Shaun Healy
Settlers of Catan NACC Qualifier Friday	Al Carpenter	Kelly Adams	Michael Rooney
Settlers of Catan NACC Qualifier Saturday	Shane Sauby	Chris Buskie	FrankGimienti
Shadow Hunters #1	Michael Walker	Chris Atkins	
Shogun	Steve Cuneo	Brett Miller	Dan Whitley
Shootin' Ladders: Frag Fest	Ryan Prichard	Arthur O'Dwyer	Renee Hammer
Sid Meier's Civilization The Board Game	John Perry	David Ho	
Simon Sez, with Bill Chott	Kaela Sarsoza	Melvin Fitzgerald	Cambria Baptist
SJG - "Potpourri of the Damned"	Mr Steele	Brian	Caleb
Small World	Matthew Smith	Shane Sauby	Donald Vermeulen
Small World Expanded	Jodie Sewell	Patrick Sewell	Sophie Sewell
Snatch-It	Tim Connolly	Bill Gallagher	
Sol	Eric Downing	Kirk Udvardi	
Spades #1	Ron Fraigun, Tarynne Fraigun	Dan O'Farrell, Robert Combs	
Spades #2	Josh Kaufman	Dan O'Farrell	Kelsey Gaines
Spades #3	Walter Delorrell, Dan O'Farrell	Tarynne Fraigun, Ron Fraigun	
Star Trek Scene-it?	Dawn Marie	Micahel	Amber
Steam	Steve Loeb	Paul Bonday	Brad Keller
Stomple	Jaye R	Chad Adams	Andrea Phillips
Stomple	T L	David Hu	Alasdair B
Stone Age	Jeff Becker	Bruce Schlickbernd	Nat Chesey
StreetCar	Fred Carmelia	Tracy Ashizawa	
Sumo Ham Slam	Kaela Sarsoza	Greyson	Cambria
Super Mario Yahtzee	Phil Scopes	Ramon Vinluan	David Larson
Super Password - GSPA: 80s Night	Walter deLowell III	Robert Larson	Keith Brush, Andrew Knaack
Survive: Escape From Atlantis Demo	Adora Kovacevich	Brandon George	
Tales of the Arabian Nights Demo	Dean Taylor	Caleb Weidert	Joseph Kim
Talisman	Ryan Higa - Vampiress	Chip Kroluk - Valkyrie	Leonard Lopez - Assassin
Talk About	Jason Hernandez	Ethan Musulin	
Temptation: The New Sale of the Century	Adam Nedeff	Travis Schario	Ramon Vinluan

The Joker's Wild - GSPA: Casino Night	Ramon Vinulan	Adam Neff	Rob Larson
The Price is Right - GSPA	Edward Roske		
The Price is Right (Box Game Edition)	Phil Scopes	Amber Lodge	
The Princes of Florence	David Gerson	Alfonso Weilbach	Karen Star
The Stars Are Right	Benjamin Cosman	Martin Padilla	
The Stars Are Right	Martin Padilla	Lloyd Adams	G Builta
THE TIME BOMB: An Ineligible Original	Brandon Millman	Jen Smith	Ian Christian Schor
The Who? What? Where? Game	Ethan Musulin	Jason Hernandez	Travis Schario
Thunderstone Shard Quest	Derek Steele	Alex Steele	Chris Brown
Tichu Finals	Stephanie Kelleher, Joe Rickard	Andrew Knaack, Tiffany Nguyen	Richard Heller, Melissa LaFace
Ticket to Ride Card Game	Jeannette Albright	Marieke Hensel	Tommy Lepore
Ticket to Ride Europe	Kenneth Heilfron	Minna Leigh	Shelly Longoria
Ticket to Ride Europe 1912	Kenneth Helfrom	Francis Bradford	Mike Sesma
Ticket to Ride Finals	Kenneth Heilfron	Jaye R	
Ticket to Ride Marklin	Jaye R	Jeannette Albright	Steve Loeb
Ticket to Ride Nordic	Karen Star	Roderick Lee	
Ticket to Ride Series 201	Nick Bayuga		
Ticket to Ride Swiss #1	Ken Hebert	Kenneth Heilfron	Eric Phillips
Ticket to Ride Swiss #2	Paul Bonday	Karen Star	Dan Shoham
Ticket to Ride USA #1	Darrell Stark	Jamy Li	Chris Johnson
Ticket to Ride USA #2	Terry Newton	Marc Ward	Darrell Stark
Ticket to Ride USA 1910	Tamara Cape	Todd Fan der Pluym	Samantha Waterhouse
Tigris and Euphrates	Darrell Stark	Eric Downing	Ben Jones
Time's Up!	Jeff Becker, Lana Berman	S Kellehar, Chris Griggs, J. Callenbach	E Roske, A Becker, D Eppolito
Titan	John Crowe	Richard Potthoff	Alasdair Burton
Transamerica #1	Francis Bedford	Eric Verheiden	Jaye R
Transamerica #2	Jaye R	Pearl Brinkley	Jamie Bussio
Transamerica Vexation	Jaye R	Jessica Callenback	Alisdair Burton
TransEuropa	Tommy Lepore	Stephen Stewart/Jaye R	
Trollhalla Demo	Brian Terrill	Kimberly Terrill	
Twilight Imperium 3rd Ed.	Jon Wagner		
Twister	Esther Uduardi	Melvin Fitzgerald	Gwendolyn Burgess
Twister Yoga	Stephanie Sarsosa	Esther Udvardi	Neil Figuracion
Twister Yoga - Sunday	E Uduardi, J Baptist, S Sarsoza, N Figoracian	S Uduardi, A Knaap, Tiffany, Allison	
Ubongo	Chris Johnson	Jasmine Baptist	Marc Sparagan
Union Pacific	Eric Verheiden	Roderick Lee	Pearl Brinkley
Uno	Elizabeth Kearney	Danielle Pressler	Chris Allen
Uno	Leonard Lopez	Nathaniel Taylor	Marc Ward
Uno	Nathaniel Taylor	Chris Allen	Ciaran Hensel
Uno	Nathaniel Taylor	Sallan Griffin	Mary Taylor
Utopia	Kimberly Terrill	Edward Murphy	Rick Baptist
Warzone	Logan		
Werewolf: Miller's Hollow	Karen Starr	Kevin	Christopher Robin
Werewolf: Miller's Hollow	Sean Brunton	Marieke Hensel	Aaron Oberlander
Werewolf: Miller's Hollow	Stanley Cascone	Andrea Phillips	Ian Foutz
Werewolf: Ultimate	Ben Jones	Jeremy Hale	Lana Berman
Werewolf: Ultimate	Jeff Becker	Ben Johnson	Chris Griggs
Wheel of Fortune: Deluxe Edition	Mandy Gomez	Kelly Adams	Jay Gomez
Who Would Win?	Marieke Hensel	Michael Anderson	Chris Green
Wits and Wagers	Ramon Vinulan	David Larson	Raymond Turner
Wizard's Quest	Jonathan Pulos	Dean Taylor	John Crow
Words of Wisdom	Benjamin Cosman	David Ellis	Stephen J Barr
Words of Wisdom	Francis	Dacra	Shawn
Words of Wisdom	Renee Hammer	Renee Rose Perry	
Yahtzee Free for All	Stephanie Kelleher	Samantha Waterhouse	Chris Atkins
Yahtzee Free for All -	Andrean Phillips	Jaye R	Jason Bennett
Yspahan	Shannon Beets	Eric Downing	Robert Larson
ZENDO (Pyramid Game)	Andrew K	John H	Joseph Kim
Zombie High School	Kirk Udvardi	Adora Kovacevich	William Kovacevich
Zooloretto - Euro Games	John Crowe	Karla Freeman	Janie Bussio
Video & Computer Games	1st Place	2nd Place	3rd Place
Dance Central #1	Matt Ecklund	Robert Charboneau	Lisa Adams
Dance Central #2	Nicholas Fascitelli, Joshua Camantique	Sam Uduardi, Esther Uduardi	Neil Figuracion, Tiffany Burnes
Dawn of War 2	Michael Leung	Connor Terrill	Chris Cummins
Halo #1 REACH	Kelly Mai	Angel Dubon	A J Armstrong

Halo #2 (Teams)	Christopher Robinson, Roice Abando	Kelly Mai, Sam Udvardi	
Halo #3 Grifball	T Schlickbernd, K Mai, C Sheen, S Udvardi	P Camantigue, J Camantigue, AJ Armstrong, S Cascone	
Mario Kart	Josh Camantigue	Paul Camantigue	Matt Cuneo
Marvel vs. Capcom 3	Seyhak Vy	Dee Chu	Todd Schlickbernd
Mortal Kombat	Ariel Levi	Roice Abando	Matt Van Horn
Starcraft 2	Michael Leung	Gavin Terrill	Chris Robinson
Super Smash Bros Brawl	Vincent Foyer	Angel Dubon	Nick Fascitelli
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show	Robert Nakamura		
Fantasy Large	Steve Petrey	Justin Clouter	Solomon Chang
Fantasy Single	Robert Nakamura	Frank Vassallo	Brian Reid
Fantasy Unit	Robert Nakamura	Christopher Kearney	Brian Reid
Historical Single	Robert Nakamura	Frank Vassallo	
Historical Unit	Robert Nakamura		
Open	Robert Nakamura	Christopher Kearney	Michael Morris
Sci Fi Large	Robert Nakamura	Justin Clouter	
Sci Fi Single	Frank Vassallo		
Sci Fi Unit	Christopher Kearney	Robert Nakamura	
Strategikids	Connor Vassallo	Courtney Dreibelbis	Cierra Dreibelbis
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Arcane Legions League	Ben Nelson	Emerald Ivy	Robert Charboneau
Ascension: Chronicle of the Godslayer	Candice Lehman	Heather Sinauska	
Ascension: Chronicle of the Godslayer	Fred Carmelia	Nick Chavez	Candice Lehman
Clout	Melissa Weiss	Owen Saunders	Jon Cassie
Dragon Dice "36 pt. constructed"	Anthony Barrett	Robert Mammana	Edward Ramirez
Dragon Dice "Sealed Starter"	Anthony Barrett	Victor Bugg	James Higa
Highlander 2E Constructed	Victor Bugg	Geoff Coleman	
Highlander SW Regional Lean & Mean	Geoff Coleman	Victor Bugg	Lexx Smorey
Kingdom Hearts "Bob and the Deadly Hollows"	Vincent Fryer	Kelvin Smith	Bob LaMarre
M:tG Sealed Deck	Ben Cosman	Nick Bayuga	Vincent Fryer
M:tG Mini Master	Benjamin Cosman	Vincent Fryer	
M:tG Pauper	De Chu	Seyhak Uy	Nick Chavez
M:tG Swiss Booster Draft	Jason Yang	De Chu	Keith Nelson
Meepile Madness	Brian Symington	Melissa Weiss	
Meepiles	Scott Hunter	Bob Mesrop	Melissa Weiss
Pirates Pocketmodel "Bermuda Triangle"	Brandon Weiss	Jon Brown	Frank Perkins
Pirates Pocketmodel "Davy Jones Locker"	Jon Brown	Bryan Reeves	Brandon Weiss
Pirates Pocketmodel "Pirate Latitudes"	Heather Sinauskas	Jon Brown	Melissa Weiss
Pirates Sink-N-Keep	Fred Carmelia, Brandon Weiss, Jon Brown	Elizabeth Kearney, Melissa Weiss, Heather Sinauskas	
Pokemon	Joep Hensel	Ciaran Hensel	Miles Glauser
Pokemon #2	Joep Hensel	Ciaran Hensel	Tyler Weipert
Star Wars Minis "Knight of the Old Republic"	Mell Campbell	Angelo Chiriaco	
The Spoils	Robert Johnson	Roy Baker	
V:TES "Gift Of Sleep"	Aaron Clark	Jeff Lake	
V:TES "Sleep Unseen"	Aaron Clark	Fred Scott	
V:TES "Southwest Region Quaifier"	Robert Scythe	Darby Keene	Matt Wedge
V:TES "Truth of a Thousand Lies"	Robert Scythe	Aaron Clark	Mike Zajac
Yugioh!	Stephen Novak	Robert Charboneau	Adam Warden
Miniatures	1st Place	2nd Place	3rd Place
Flames of War	Chris Mazourek	Don Tseng	Christian Sorensen
Mailifaux	Megan Edwards	Mark Hom	Joe Fry
Uncharted Seas	Kraig Beaver	Wade Durant	John Macomber
RPG	1st Place	2nd Place	3rd Place
Iron GM	Forrest McDonald	Mike Rizzo	Chris Heard

STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2012	Feb 17-20	Sheraton Gateway
Gamex 2012	May 25-28	Sheraton Gateway
Gateway 2012	Aug 31-Sep 3	Sheraton Gateway

In Memoriam

Strategicon would like to take a moment to remember fellow gamers who have passed away this past year. We are diminished by their passing.

Burt Hunt

Burt Alan Hunt passed away April 27, 2011, at his residence in Culver City, CA. A long time board gamer and frequent attendee of both Strategicon and SoCal Games Days.

Burt organized all of the 2010 Strategicon Math Trades. He was known for his good, self-deprecating sense of humor, which made him a great person to game with. Burt played a lot of different board games, and he participated in the inaugural Strategicon Football League. Burt is missed by all of us that knew him.



David "Norm" Morris

Norm was a long-time Strategicon attendee from the 1980s through the mid 2000s. He helped with convention security for years. Norm passed away in January 2011 at his home in Denver, CO.

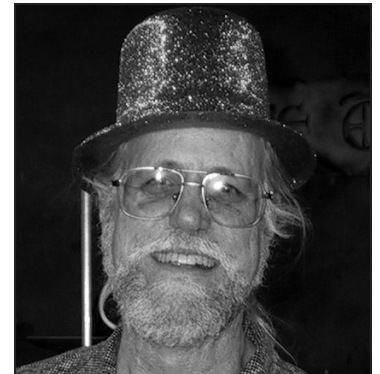
Norm always had a quirky sense of humor, but was always fun to talk to at the convention. He is missed.

Paul Rado

Paul Rado was killed when his truck drove off the road in Blue Jay California in January 2010.

A true Renaissance man and a long-time gamer and frequent Strategicon attendee. Paul was involved with the Southern California Renaissance Faire where he played the part of Sir Thomas Smith, a prominent scholar and diplomat of the era. He was also involved in the SCA.

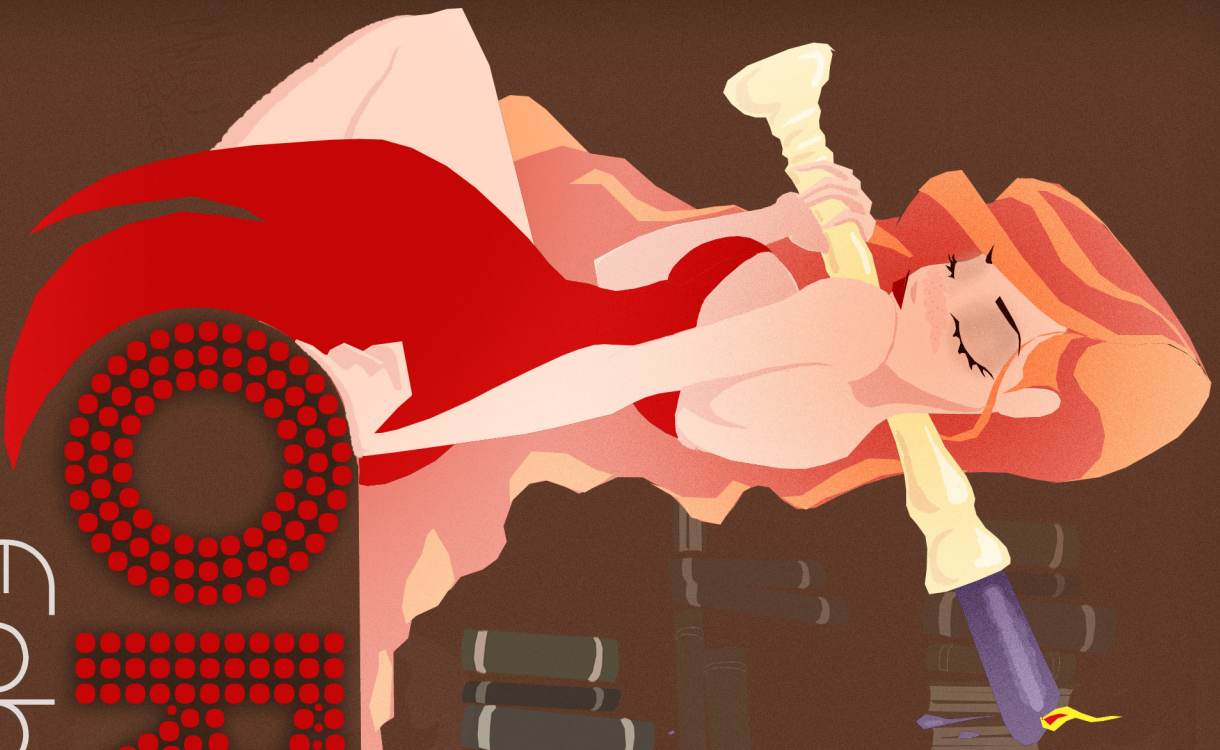
Paul began gaming in the 1960s and discovered Dungeons and Dragons very early in its life. He was an avid player of both war games and role-playing games.



Alex Webster

Alex J. Webster passed away in his sleep on 15 Feb 2011. For those of you who didn't know him Alex was a long-time gamer, a business owner and a professor at Antelope Valley Community College, where he taught Astronomy, Physics and Physical Science. Alex is remembered well by his colleagues and students. Alex has been coming to the Strategicon conventions for over 15 years. He was the convention organizer for HMGS/PSW and his tireless efforts are one of the reasons they are still around today. Alex received a BS from SUNY at Cortland. He was a Captain in the Air Force assigned to the Western Space & Missile Center at Vandenberg AFB. After the Air Force he received a Master's degree in Astrophysics from Cal State Northridge. But we will remember Alex and his love of games and as someone who was always ready to pitch in and help or engage in conversation. He is missed.





STRATEGICON PRESENTS

CONCERN

February 17 - 20th

Sheraton Gateway Los Angeles, 6102 West Century Blvd CA 90045