



20th-22nd
MARCH
2015

HARRASSMENT POLICY

Itzacon is dedicated to providing an enjoyable, respectful and harassment-free event experience for everyone regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, age, or religion.

We do not tolerate harassment of event participants in any form and we expect all participants to conduct themselves in an appropriate manner.

Conference participants violating these rules may be sanctioned or expelled from the conference, at the discretion of the conference staff members

ITZACON

XI

NUI Galway

She never felt comfortable looking into mirrors.

It always felt like something was looking back. It's been getting worse lately. She thought that her reflection scowled at her yesterday.

As she walks past the cracked mirror her face is cleft in two. She feels her face contort into a mad grin as her reflection reaches out towards her. As she tries to stop her hand touching the glass, a whimper escapes through her clenched teeth.

Welcome to Itzacón.

COMMMITEE

Ross Lavelle
CON DIRECTOR

Dave Concannon
ASSISTANT DIRECTOR

Stephanie Power
ART DIRECTOR

Eoin Staunton
RPG CO-ORDINATOR

Conor Kenny
STAFF CO-ORDINATOR

Leanne Davoren
SECRETARY & BOARDGAMES

Ronan Murphy of Dungeons & Doughnuts
WAR GAMES

James Shields
CARD GAMES

Seéamus Duffy
VIDEOGAMES

Blue Hanley
SPEC OPS

STAFF

The Staff

The minions, the plebs, the motley-est of crews, they are all of these but ultimately and most importantly, they are our staff. Each one of them has volunteered and given up their weekend to work the convention, and for that we are ever so grateful.

Louise Walker	Zachary Gorvel
Vanessa Kemmer	Cheyenne Dunne
Christopher Dunne	Shannon Doherty
Josh 'River' Byrne	Duncan Walker
Daire Lavelle	Kayleigh King
Lee Murphy	Darragh Mullins
Jonathon Folan	Giada Campana
Niall Mullins	Eoin O'Connor
Darragh D'Arcy	Alessio Susi
Kevin D'Arcy	Mark McNally

Thank you, the convention would be a lot worse off without you.

SPECIAL EVENTS

Throughout the Weekend

Themed Werewolves

1pm-2pm, 5pm-6pm, Saturday and Sunday
The Cube

Themed Werewolves will be running during Itzacon between slots all weekend. This means cool lighting and spooky music! Open to all, from the most noobish of beginners to hardened veteran [/werewolves posing as] villagers. There'll be different cards in play, and no two rounds will be exactly alike so join in and avoid being eaten or lynched.

Artists Alley

All Weekend

This year Itzacon will be hosting our first Artist's Alley where we provide creative individuals from around Ireland and abroad a chance to sell some of their work at our convention.

Board Game Library

All weekend,
Baily Allen Hall

Our well stocked board games library will be open to everyone all weekend.

Bake Sale

All Weekend

Delicious food has been baked by our wonderful volunteers, now it must be sold for the economic health of this Convention and indeed Ireland as a whole.

SPECIAL EVENTS

All Weekend

Akuma Corner

The Hub

Representatives from Akumacon (Galways Anime convention) will be staffing akumacorner where they will be hosting games & tutorials of the Japanese cardgame Vanguard.

Friday

Fire Show

Friday 8pm

Outside the College bar

To get you all fired up for the weekend we have a special show on the eve of the Friday. Its sure to light up your life and warm your hearts!

Better carry a Burn Heal because right outside the college bar will be the fire show.

Pub Quiz & Raffle

Friday 9pm

The College bar

A pub quiz followed by a raffle will take place on the Friday night of the convention, funds raised will go to the charity JIGSAW which is dedicated to helping Irelands Youth.

A big thank you to all of the local businesses that donated prizes for both the Raffle and the Quiz

SPECIAL EVENTS

Saturday

FanSci Dress

Saturday 9pm
the College bar

In years gone by Itzacon has hosted a Fancy dress party on it's Saturday night, this year our committee decided to adapt that event into a night where instead of showing up dressed as a cyber robot from the galactic past, you come dress as a wo/man who owns a suit, if you own a suit you are encouraged to bring it along and possibly wear it, if the fancy (STARE) takes you.

Sunday

Closing Ceremony

Sunday 5pm
The View

To close out our weekend and bid farewell to all those friends we see from time to time we have the closing ceremony where we will both bring Itzacon XI to an end and proclaim some talented creative type the winner of the Irish Game writer of the year award 2015.

RPGS & LARPS

Friday
6pm-9pm

Ultraviolet Whiteout

*A Paranoia game for 5 Red Level Shooters.
by Matt Watkin*

Our friend the Computer is conducting clone stress testing. How do clones react to stress? How do clones react to colours? Are colours stressful? Are sudden loud noises stressful? Would you like to volunteer for clone stress-testing, Citizen? Of course you would! Unfortunately, someone's been messing with the clone tanks, and all of the new clones are showing certain... errors. Nothing too bad, just small things like dyslexia, poor depth perception or colour-blindness. Oh, and you're a mutant. Up until now it didn't matter because you kept to yourself and no one knew, but your quiet was mistaken for hard work and you were promoted to Red level clearance. Good luck, Citizen. You'll need it.

Game Face

*A Dresden Files game for 5-6 players.
by Gerry McEvoy*

A long time ago you all made a deal to stay alive, well that plus some other perks. Turns out your end of the deal is a simple job, keep a small harbour town street clear for twenty minutes at midnight. Problem is there's an open air concert scheduled to be held there, organised by a visiting South American dignitary a Mr. Paolo Ortega who is launching his new soft drink in America and is determined to make sure everything goes to plan. You have three days to make this happen or you die.

Mean Girls

*A LARP for up to 15 players
based on the Cornucopia expansion of Dominion
by Milena Milojicic*

You've always been such a nice girl. I mean, you're like, REALLY nice. It's just unfair that you're stuck in a class with a bunch of really mean girls. Fine. If they won't play nice, then neither will you. It's Autumn, time of the Harvest. As the graduating class you and the other girls are going to compete in the tournament for different prizes. But everybody knows these aren't just any prizes, these prizes make or break lives. You could get crowned Princess of the tournament and be royalty for life. You could win a bottomless bag of gold and never run out of money. Or you could win Followers and gain lifelong popularity. Miss out on this chance and you'll be stuck in the dirt as a common peasant. Forever. It's time to get dirty, friend against friend, girl against girl.

RPGS & LARPS

Saturday
10am-1pm

A Cold Day in Hell

A 7th Edition Call of Cthulhu for 5 players

By Padraic Barrett

On the 9th of February 1991 11 people would lose their lives in what would later become known as the Galtymore Tragedy. The official investigation concluded that no-one could have predicted the fatal landslide which claimed the day's first victims and emphasised the role that poor visibility combined with especially icy weather conditions played in the subsequent deaths. These findings remain a matter of some controversy in the locality and rumours still persist that witnesses were coerced or intimidated into changing their stories to match the official version of events. What really happened that day? How did 11 people come to die? What could there be to hide?

Perfectly Normal Game

Perfectly normal RPG system suitable for 4 regular players

by Podge Murphy

A perfectly normal role-playing game, for normal people. Escape your humdrum lives! Be who you aren't, and in fact never could be! **???div-format error???**
If you can read this, you're immune. Don't let them know. Just come to the game, and pretend the blurb was about dragons or elves or something. Just play along. You're safe if you keep playing along. I'll explain more there. Don't tell anyone you could read this, even m..
???div consensus resumed???ut will our champions rescue the castle before the evil wizard turns everyone into frogs? Of course! They're the good guys after all. We're all good guys here.

How Kevin Kelly went Crazy Broadway Style and why we should the Street Schwarma

A LARP for 8-12 players who might be concerned about WMDs and IBS
by Baz Nugent

After semi-intentionally wiping out the leaders of all the major world powers and Australia, Kevin Kelly was last seen being chased down FDR Drive by Kim Jong Fun armed with a Carl Fredrik Reutersward.

In the eighteen hours since then, it seems that the Supreme Leader of North Korea and the mustard encrusted blustard have gone on an epic bender and forgotten all their grievances.

As the great and powerful of the Big Apple gather to deal with the KKKJF combo, one question is on everyone's mind... does the Five Boroughs have enough Vice to placate two morons with untraceable weapons of mass destruction and a belly full of Bud Light and F-Grade chicken?

It's the City So Good They Named It Twice Versus the Man who Lies to Everybody That His Father's Dead.

RPGS & LARPS

Saturday

2pm-5pm

Gimme Shelter

*An independent system game for 5 players
by Charles Dunne*

An independent system game for five players by Charles Dunne
The Apocalypse came and went. And they never noticed. Byron said it best
in “Darkness”, how does it go?

*The waves were dead; the tides were in their grave,
The moon, their mistress, had expir'd before;
The winds were wither'd in the stagnant air,
And the clouds perish'd; Darkness had no need
Of aid from them—She was the Universe.*

Of course we hid inside, bodiless and with the void beckoning we had no
choice, they hunt us still. But now, now there is a chance, even if we fail
there is a chance we may see the face of God again. So we don our leathers
and ride out with smiles like scars.

A game of rain swept redemption concerning choices made that may yet
be unmade, demons that must be opposed and loves lost to the black.
Once we were angels, now it's done.

Solar Sailors, Icebergs in Vacuum

*A Strands of FATE game for 5 Asteroid Miners
by Jim Lee*

Ice and iron, hydrocarbons and tritium. These are the things you search
for, out here in the Black. You land, you drill, you sample, you haul home.
You're a miner, a scientist, a sailor. It's dangerous, but rewarding, and
once you survey rock Marcos 14972, this tour is done.

Wait. What do you mean there's a ship already latched on? No radio
signals, no heat signature? What the hell?

RPGS & LARPS

Saturday

2pm-5pm

The Curse of Millhaven

A Miserable ballad of murder for 5 nameless ones who all gotta die, penned in GURPS for Itzacon XI

by Paddy Delaney.

When you awoke your hands were covered in red, red blood. You dreamed of a green, green eye. You can't remember your name or how you got here but one thing's for sure – these people they all gotta die!

You look at the mirror, thoughts come twirling back, swirling in a flood.

This little town is small and it's mean and it's cold.

Goes by the name of Millhaven, when you look in the mirror you can see it turn to gold, gold flames that lick the sky.

Looking in the mirror your soul begins to fade and you know for certain her name whispered like a sigh.

You look through the mirror, the curse of Milhaven regards you with a cold green eye.

The Foundation

A team Coffey and Icecream LARP for 18 players

by Team Coffey and Icecream

The great hero Aden Kar was two days dying, and not yet dead. The wounds he took in the final battle against our Oppressors would not heal. But he knew his people were too long used to the lash of the slave driver. He called for his Companions, those mighty warriors, to attend a Council of Peace and forge a nation to survive his death. The Companions were united by their respect of Aden Kar and their opposition to the Oppressors; but both are now gone, and the survivors remember their own needs. What would our Kingdom be, now that he who would be King is dying?

RPGS & LARPS

Saturday
6pm-9pm

The Jarovit Anomaly

A Corporation scenario for 5 players
By Ciarán "Sarky" O'Brien

Gregor Yefimovich was a monster, an amoral charlatan that nobody else had the guts to put down. He enslaved more minds than our best advertising campaigns, he ruined lives like an unregulated designer drug. We're ok with cults as long as they pay their taxes. We're open-minded like that. But when he stole enough credits from Eurasian Incorporated to buy an army, well, that was different.

I saw him die. I pulled the trigger myself. The Corporation takes theft very seriously. Between us, the man was downright evil, I'd have done it for free. Three days ago, Gregor Yefimovich was seen in the Old City of Moscow. You're going to find out how and why this embezzling murderer stopped being dead, and see if you can't remedy this anomaly.

A Game About Something

A FATE: Accelerated game for 5 Concerned Citizens
by James Lloyd-Jones

The title of the blurb is familiar to you. As is the voice on the radio narrating your actions, even those you have yet to consider enacting. Like the way you're about to buy a ticket for this game, fumbling absently for your wallet, eyeing this brochure with a blend of wry amusement and mounting unease. Like being approached by a homeless derelict, a worn and desperate smile on his face, a shakiness to his step that makes you wonder how you might best defend yourself. All he asks is the time, maybe a dollar if you can spare it, and leaves you with a lingering sense of guilt, relief, and irony that will haunt you in an idle moment on the bus days later.
Welcome to Night Vale.

RPGS & LARPS

Saturday

6pm-9pm

The Incredible Iron Eagles Hoist The Jolly Roger!

A Spirit of The Century game for 5 Adventurers

by Ray O'Mahony

I see ya landlubbers! Looking at all them fancy tubs, scratching your head and thinkin' "Which one of those fine tall ships will provide the safest and most boring journey?" Pah! What you need is adventure ya young scallywags! Come aboard matey! We be settin' sail for the horizon! Thar be more swashbuckling and plunder than you can shake yer pegleg at! Got no pegleg? Have this parrot! No cutlass? Ha! Borrow me blunderbuss! Arrgh? Lookin' for a mirror you say? A treasure more pricey than gold is it? Yar.... Ya know whereabouts it be buried, do ya?

The Uncanny and the Dark

An American Freeform/Nordic-esque style LARP for 6-10 players

by Anita Murray

"Rumour was loose in the air, hunting for some neck to rest on."
Salem, 1692 The girls didn't feel the word aimed, nor were aware that it hit. They didn't feel their smashed flesh closing over it like water. They weren't aware that their behaviour, unbecoming of virtuous young ladies, marked them as prey. Witch, a whispered dart from the shadows. The hungry thought of these young women being tainted by the devil led to a frenzied escalation of accusations between neighbours in the Puritan Salem Village. The trials culminated with the execution of 20 people on charges of consorting with the devil. 20 people hung like blackened apples on the trees of Salem, hanging one behind another, a puritanical ward against uncanny young women. It's been said more than once that the Salem witchcraft was the rock on which the theocracy shattered. The players will sculpt the stories, relationships and passions of the young women of Salem, ultimately deciding whether hysteria or the dark hunted through Salem.

PRESENTED IN EPIC

3D

HOLYVIEW



GAELCON

23-26 OCTOBER

OF THE NEAR FUTURE YEAR

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TWENTY-FIFTEEN

FEATURING

- ALL THE ROBOTS AND LASERS YOU CAN HANDLE WITH 12 SLOTS OF RPGS AND LARPS!
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Friday

9am-1pm

RPG:COLD DAY IN HELL
 RPG: PERFECTLY NORMAL GAME
 LARP: KEVIN KELLY WENT CRAZY
 WARGAMES: 40k BROTHERS IN ARMS
 WARGAMES: WARMACHINE BATTLEGRUNDS
 CARDGAMES: NETRUNNER
 CARDGAMES: MAGIC PRERELEASE
 CARDGAMES:YU-GI-OH!
 VIDEOGAMES:POKEMON TOURNAMENT
 BOARDGAMES: DOMINION
 EVENT:WEREWOLF

2pm-5pm

RPG: GIMME SHELTER
 RPG:SOLAR SAILORS
 RPG:CURSE OF MILLHAVEN
 LARP: THE FOUNDATION
 VIDEOGAMES:STREET FIGHTER YOURNAMENT
 EVENT:WEREWOLF

6pm-9pm

RPG: ULTRA VIOLET WHITEOUT
 RPG:GAMEFACE
 LARP: MEAN GIRLS
 CARDGAMES:MARVEL DICE MASTER DRAFT
 WARGAMES: X-WING BATTLE
 EVENT:FIRESHOW
 EVENT:PUBQUIZ
 EVENT:RAFFLE

Saturday

RPG:COLD DAY IN HELL
 RPG: PERFECTLY NORMAL GAME
 LARP: KEVIN KELLY WENT CRAZY
 WARGAMES: 40k BROTHERS IN ARMS
 WARGAMES: WARMACHINE BATTLEGRUNDS
 CARDGAMES: NETRUNNER
 CARDGAMES: MAGIC PRERELEASE
 CARDGAMES:YU-GI-OH!
 VIDEOGAMES:POKEMON TOURNAMENT
 BOARDGAMES: DOMINION
 EVENT:WEREWOLF

RPG: GIMME SHELTER
 RPG:SOLAR SAILORS
 RPG:CURSE OF MILLHAVEN
 LARP: THE FOUNDATION
 VIDEOGAMES:STREET FIGHTER YOURNAMENT
 EVENT:WEREWOLF

RPG: THE JOROVIT ANOMALY
 RPG: A GAME ABOUT SOMETHING
 RPG: THE INCREDIBLE EAGLES
 LARP: THE UNCANNY AND THE DARK
 BOARDGAMES: 30 SECONDS

Sunday

RPG:FANGOVER
 RPG:BLOOD & IRON
 RPG:THE CITADEL
 LARP: POOR REFLECTIONS
 WARGAMES:WHF YE OLDE BOTHERS IN ARMS
 WARGAMES:WARMACHINE
 CARDGAMES:40K CONQUEST
 CARDGAMES:VANGUARD TUTORIALS
 CARDGAMES:YU-GI-OH! TUTORIALS
 VIDEOGAMES: DIVEKICK
 VIDEOGAMES: HEARTHSTONE
 EVENT:WEREWOLF
 RPG:SHIELD OF THE STORMCIRCLE
 RPG:THROUGH A SHATTERED MIRROR
 RPG: SLAUGHTERHOUSE SLEEPOVER
 LARP: BLOOD AND IRON
 CARDGAMES:
 VIDEOGAMES:TEKKEN
 BOARDGAMES: GAME OF THRONES
 EVENT:CLOSING CEREMONEY

THIS IS A BETA TEST

PLEASE ENJOY
THE CON BOOKLET

DO NOT STARE
DIRECTLY AT THIS
CON BOOKLET

FAILURE TO COMPLY
YOU
HAVE BEEN
DISQUALIFIED

RPGS & LARPS

Sunday

10am-1pm

The Fangover

*A Vampire caper for 5 undead rubes in a Winnebago
by Baz Nugent*

It's two hundred and eighty one miles from Los Angeles to Las Vegas. Two hundred and eighty one miles of Nevada desert, monstrous bikers and old things that don't stay dead. A perilous journey through the Nevada desert is risky for Kindred at the best of times. Attempting it in a 1973 Minnie-Winnie Recreation Vehicle with a La Cucaracha novelty horn is a special kind of stupid. But if our protagonists were smart, they wouldn't be beholden to the Prince. They wouldn't be looking at being buried under the South California Freeway if they fail. And they definitely wouldn't be carrying a crate with unknown contents to the monarch of Las Vegas.

Blood and Iron: Alea lacta Est

*A Modified Victoriana 1st edition game for 5 players
by Dudley Martin*

The year is 1863. The French forces have been defeated. Now Prussia moves with Britannia in its sights. The plans for the Prussian battle fortress have been recovered. Britannia's best minds have been searching for a weakness. And they have found one. Deep within the recesses of the airship lies a device powering their defensive systems. It has been determined that a small group can infiltrate, make their way there and disable it. This will weaken the defences and allow her majesties aerial forces the chance to destroy the battle fortress and stop the Prussians. The Fate of the Empire will be decided in the skies over the channel.

Britannia is counting on you!

RPGS & LARPS

Sunday

10am-1pm

The Citadel

*A Game for 5 Lv12 Basic D&D characters .
by Fearghus O'Rourke*

In the tropical paradise of Ierendi a rogue group of soldiers, led by a renegade general, have threatened to destroy the island chain from the wizard stronghold of The Citadel. Only one man has escaped the tunnels beneath The Citadel – now, to save the lives of 100,000 people, your small group must break back in.

Poor Reflections

*A Memories LARP
by Jude Mapp*

When we discovered the other world we were excited. Mankind stood on the brink of change. There was no going back from first contact. A parallel Universe with a parallel Earth. We gazed into the mirror of creation and found humanity gazing back. They were just like us. Just. Like. Us.

RPGS & LARPS

Sunday

2pm-5pm

The Shield of the Stormcircle

*A Crucible: Darkening Skies scenario for 5 outcasts
by James-Llyod Jones*

The Desolator Olimak Annan is seeking a magical artifact of immense power known as The Fallen Star. If she finds it, she will take her bloody vengeance on the city-state of Zendis – and who knows where her ambitions may go from there? Her family, Great House Olimak, will not intervene in her ‘sacred’ quest. The dragon-emperor Imperus and his Inquisition do not view her as a real threat. There seems to be no one to stop her from razing the city to the ground – except five misfits, criminals, and exiles with their own grudges to bear.

Through a Shattered Mirror

*A horror game for 5 inquisitive teens, SUuing The God
Machine Chronicle
by Fergal “Monster” Mac Carthaigh*

What if there are fairies down by Cottingley Beck? Maybe those old photos weren’t a hoax. You think that’s crazy!? Well... so is what’s happened. We can’t tell anyone.

Who in their right mind would actually believe us? We shouldn’t have to deal with this. We should be worrying about... pimples, looking cool, who’s crushing on who, stupid stuff... but if not us, who will?

RPGS & LARPS

Sunday

2pm-5pm

Slaughterhouse Sleepover

A Call of Cthulhu Adventure for 5 players.

by Patrick Coyle

(Trigger Warning: Contains strong violence, gore and mistreatment of animals. May not be suitable for minors.) Why did you ever think working in a slaughterhouse would have been a good idea?! It was supposed to have been an easy Friday! But no, something had to break down, then the snow started falling and the last of pigs were late, then that arse of a manager decided that YOU were one of the few staying behind to sort out the last few pigs! Now word has come in that the snow has blocked the road back to town and won't be cleared until morning! And to top it all off, that really creepy vet is on duty! Could this day get any worse?! sigh At least there isn't a powercut, right..?

Blood and Iron: Si Vis Pacem, Fac bellum

A Freeform LARP for 20 players

by Dudley Martin

The year is 1863. The peasants are revolting (and do they ever stink). On the continent the Prussians are defeating the French. This leaves Britannia having to prepare for conflicts both internally and externally. The status quo has been pushed too far. The 'Unions' and the Prussians do not understand how things are supposed to be. Sir Mortimer Howard-Smyth is hosting a special weekend Hunt at his estate to discuss the issues and to work out solutions to them. Get away from the plebeians and mingle with your peers in a private venue. Come prepared to determine the future of Britannia and of the Empire.

RPGS & LARPS

PATHFINDER SOCIETY
OF IRELAND

SATURDAY

Before Dawn-Part 1: The Bloodcove Disguise 10am-1pm

You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you. The Bloodcove Disguise is the first scenario in the two-part Before the Dawn campaign arc.

Pathfinder Society Scenario #2-02:

Before the Dawn—Part II: Rescue at Azlant Ridge is the sequel.

SUNDAY

The Wounded Wisp

2pm-5pm

More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years.

“The Wounded Wisp” is an evergreen, replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites.

RPGS & LARPS

PATHFINDER SOCIETY
OF IRELAND

SATURDAY

The Hydra's Fang Incident

6pm-9pm

After an Andoren village is razed by the Hydra's Fang, a renegade Chelish slaver-ship, outrage threatens the stability of both nations. You and your fellow Pathfinders are sent to capture the Fang before the Inner Sea is pitched into political frenzy. Sunday morning: Before the Dawn—Part II: Rescue at Azlant Ridge With supplies in hand, you rush from Bloodcove to the Pathfinder expedition site at Azlant Ridge only to find it under siege. You must brave the newly discovered halls beneath the ridge in order to find the key that might save everyone.

Rescue at Azlant Ridge is the second and final scenario in the Before the Dawn campaign arc and is the sequel to Pathfinder Society Scenario #2-01: Part I: The Bloodcove Disguise.

SUNDAY

The Prince of Augustana

2pm-5pm

When an old beggar shows up filthy and injured on the doorstep of the Augustana Pathfinder Lodge in Andoran and demands to be recognized as Andoran's one true Emperor, Venture-Captain Wallace is inclined to chase him off. But when the old beggar reveals a wayfinder and tells a tale of demons and portals to another world beneath the streets of Augustana, Wallace summons you from Absalom to investigate. Will you make it through sewers, swarms, and sanctuaries to uncover the truth or will the dangers of the Augustana underworld consume you forever

CARD GAMES

Friday

Marvel Dice Masters Draft

The Hub

5pm-9pm

Saturday

Magic: The Gathering Prerelease

Bailey Allen Hall

11am-7pm

Android Netrunner

The Hub

11am-6pm

Yu-Gi-Oh!

Akumacorner

12pm-2pm

Vanguard

Akumacorner

2pm-6pm

CARD GAMES

Sunday

Warhammer 40k: Conquest

The Hub
11am-6pm

Vanguard tutorials

The Hub
10am-6pm

Yu-Gi-Oh!

The Hub
10am-6pm

WAR GAMES

In Association with Dungeons and Doughnuts

Friday

X-Wing Minatures Game

Bailey Allen Hall

6pm

This event will take place over three 60 minute rounds using 100 point lists as per the dog fighting rules in the X-wing rule book, this is a great chance for people who have never played X-Wing to try it out as we will have squads for players to use if they want to take part.

Registration at 6pm on Friday

Saturday

Brothers in Arms

Warhammer 40k

Bailey Allen Hall

10am

Brothers in Arms

A doubles war gaming event

Brothers in Arms will require you to combine two 1250 point armies from WH40K using normal rules for creating an army as per the WH40K rule book. The event will be played over 3 games using missions from the Maelstrom of War section of the rule book.

There will be bonus points for one of your armies having a bound army or additional bonus points for both your armies being bound. There will also be points for painting and having a storyline of how your brothers in arms came to be.

Prizes will be awarded for 1st, 2nd and 3rd place finishers, as well as prizes for Best Painted Army and Most Sporting Team.

Registration at 10am Saturday

WAR GAMES

In Association with Dungeons and Doughnuts

Saturday

Warmachine Battlegounds

Bailey Allen Hall

10am

Saturday. We will have a masters event. This will be 50 points 2 list event no DNC with ADR lists gaining 20 points of Vanguard. This is a chance to try out competitive lists a week before Irish Masters

Sunday

Warhammer Fantasy Battle

Ye Olde Brotehrs in Arms

Bailey Allen Hall

9:30am

A doubles fantasy battle event, it will require your team to combine two 1000 point armies from the WHFB rule book (the end times percentages for lords etc will be in use as per WFB errata). The event will be played over 3 games using missions from the Warhammer Fantasy Battle Rule Book.

There will be points awarded for painting and having a story of how your brothers in arms came to be.

Prizes will be awarded for 1st, 2nd and 3rd place finishers, as well as for best painted and most sporting team.

Registration starts at 9am Sunday

Warmachine

Bailey Allen Hall

10am

1 list 35 points with relaxed timing. Perfect for new players getting into Warmachine.

VIDEO GAMES

Saturday

Pokemon Tournament

Large Acoustic Room

10am-2pm

Ultra Street Fighter 4 Tournament

Large Acoustic Room

2pm-6pm

Sunday

Divekick

Large Acoustic Room

11am-2pm

Hearthstone

Large Acoustic Room

11am-2pm

Tekken

Large Acoustic Room

2pm-6pm

BOARD GAMES

Saturday

Dominion

Bailey Allen Hall

1pm-2pm

30 seconds Intersvarsity

Bailey Allen Hall

5pm-6pm

Sunday

Game of Thrones Tournament

Large Acoustic Room

2pm-5pm

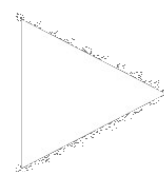


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It's Dangerous To Go Alone



9/10/15

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**BOARD
GAMES**

Resistance,
Game of Thrones,
Love Letter

**VIDEO
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Ultra Street Fighter 4,
League of Legends,
The latest indie titles

EVERYONE IS WELCOME

The Cellar Bar

Mondays

7PM

 **/Galway Gaming Tribes**

Thanks to:

Dungeons and Doughnuts

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