

 **STRATEGICON** presents

Orcon 2008



**Presidents' Day Weekend – February 15th to 18th
LAX Radisson**

Food

In addition to the fine food served at the Radisson, the immediate area has many fine eating establishments. For more information, visit <http://www.strategicon.net/index.php?goto=eat>

Restaurants

Subway Sandwiches	6151 W Century Blvd	310-645-5630
Shula's 347	6101 W Century Blvd	310-642-4820
California Pizza Kitchen	6053 W Century Blvd #11	310-342-5000
Belle Mode Inc	5959 W Century Blvd #122	310-670-6575
Yo Deli	5933 W Century Blvd #110	310-641-1046
Burger King	9601 Airport Blvd	310-670-5188
In-N-Out Burger	9149 S Sepulveda Blvd	
Pacific Foods	5777 W Century Blvd	310-743-2889
Plaza Cafe	5777 W Century Blvd #104	310-645-7922
Euro Station Crepes & Waffles	5777 W Century Blvd #885	310-645-1211
Courtyard Cafe	8939 S Sepulveda Blvd #107	310-410-0770
Boston Market	8901 S Sepulveda Blvd	310-410-0111
Cilantro Fresh Mexican Grill	6308 W 89th St	310-338-9912
Pizza Hut	6312 W 89th St	310-641-1114
Togo's	6316 W 89th St	310-338-0419
Super Subs	5862 Arbor Vitae St	310-568-0254
Aliki's Greek Taverna	5862 Arbor Vitae St	310-645-9555
Quiznos Sub	8800 S Sepulveda Blvd	310-338-8703

Convenience

Starbucks	6101 W Century Blvd	310-642-4820
Longs Drugs	8900 S Sepulveda Blvd	310-258-0264
Ralphs Super Market	8824 S Sepulveda Blvd	310-645-2035

Pizza Delivery

Pizza Napoli	8730 S Sepulveda Blvd	310-670-6279
Dino's Pizza	1041 W Manchester Blvd	310-215-3700
Hank's Pizza On Arbor Vitae	429 W Arbor Vitae St	310-673-6666
Papa John's Pizza	10003 Hawthorne Blvd	310-412-7400

General Delivery

LA Bite	www.labite.com	310-441-2483
Gourmet Go Delivery	www.gourmetgodelivery.com	310-839-8646
Skymeals	Skymeals.com	888-272-0284

Table of Contents

Table of Contents	3
Welcome	3
Convention Hours	4
Troubleshooting Staff	4
Convention Rules	5
Radisson Hotel Rules	5
Exhibitor Hall	6
Game Tournaments and Events	7
Common Rights of Event Officials	7
Event Registration	7
Tournament Prizes	8
Miniatures Painting Contest	9
Game Auction	11
Flea Market	13
A Guide to Orcon 2008 for Non-gamers	14
Guest of Honor	15
Board Games	17
Collectibles	34
Broadside Bash	38
Hotel Maps	40
Miniatures	42
Role Playing	52
LARPs	72
Seminars and Special Events	76
Computer and Video Games	78
Gateway 2007 Winners	79

WELCOME

Strategicon would like to welcome you to Orcon 2008, our return to the LAX Hyatt Wyndham Radisson. Thank you for joining us.

Orcon brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in Southern 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.

Feel free to mingle and ask questions. Gamers, like everyone else, love to talk about their hobby!

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

Orcccon 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.

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.

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 Orcccon is sometimes difficult, you can also get information from the Help Desk located in the Registration area.

Convention Coordinator	Eric M. Aldrich I
Convention Operations	Norm Carlson and Chris Carlson
Exhibitor Hall	Janice Sellers
Registration	Tracy Fryer
Advisor	John Paiva
Board Games	Patrick Havert and Karl Kreder
Collectibles	Victor Bugg
Computer and Video Games	Janice Sellers
Live Action Role Playing	Ryan McMullan
Miniatures	Jose Mendiola
Role Playing Games	Paul Tevis, Denys Mordred and Sarah Harrington
Special Events	Eric Burgess, Heather and Devi Hughes
Auctioneer	Alfonzo Smith
Open Gaming Library	Larry York
Webmaster	Tanya Aldrich
Publicity and Propaganda	Robert Lionheart and Hugh K. Singh
Movie Room	Patrick Saul
Lots of Stuff	Mark Hyman, Michael Fryer and Eric Nyquist

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 unless specifically authorized.
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 safekeeping 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. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.
10. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the dealer room must be wrapped and removed to your room or car immediately.
11. No smoking is allowed anywhere within the Radisson Hotel.
12. Do not use the fire exits unless there is an emergency.

Radisson 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 conven-

- tion 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 9 pm.
 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.
 8. No propping open fire exits and no hallway horseplay (spilling ashtrays, etc.).
 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!

Exhibitor Hall

The Exhibitor Hall is located on the second floor in the Catalina room.

Hours:

Saturday 9 am to 7 pm

Sunday 10 am to 7 pm

Monday 10 am to Closing

On Monday, exhibitors begin tearing down at approximately 3 pm.

Individuals found selling wares at Orccon 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.

Orccon welcomes the following exhibitors:

Andrew Parros

Art of War Terrain

Basler Arts

Conquest Miniatures/Crocodile Games

DLD Productions

Decision Games

Flying Buffalo, Inc.

GMT Games

Gaffney Books

Gameology

Gameslinger Enterprises

Original Renaissance Pleasure Faire

R and G Enterprises

Radiance House
Scale Specialties
Seth's Games and Anime
Stonehouse Miniatures
Strategic Retreat
Temple Games
Three Sages Games/GPA Showcase
Wadey Graphics
War House
Weekend Warrior

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, and 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, the convention reserves the right to cancel it.

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.
7. Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play.

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).

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 Orcon 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 Orcon 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 \$30 for 1st place and \$15 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. Awards in other departments will vary.

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

Our sponsors include:

AEG

Atlas Games

Avalanche Press

Conquest Miniatures

Days of Wonder

Fantasy Flight Games

GMT Games

Out of the Box Games

Reaper Miniatures

RPGA, AD&D Events

Sabertooth Games

Steve Jackson Games

Stonehouse Miniatures

Upper Deck

Wizkids

Wizards of the Coast

Miniatures Painting Contest

Sponsored by Conquest Miniatures

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10:00 am Saturday until noon Sunday in the Exhibitor Hall at the Conquest Miniatures table. Judging will take place at 4:00 pm on Sunday. Trophies and 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

* Historical Single

* Historical Unit

* Historical Large

- * Science Fiction Single
- * Science Fiction Unit
- * Science Fiction 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 1:00 and 4:00 pm on Sunday if the original category has been canceled. Check back after 1:00 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 and Conquest Miniatures 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 and Conquest Miniatures to use such images for any purpose, including posting to the online photo gallery.

Game Auction

The convention hosts, as one of its prime attractions, the auction of strategy games and related products. This entertainment highlight, known as "Bargain Central," will be held on Monday at 11 am in Ballroom D.

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, etc.

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (such as a trilogy of games or a year's worth of back issues). Mention should be made on the Lot Registration Slip of what specific items are in the lot, along with any concise notes as to any special features of the item(s). These notes might include which edition of the games, unpunched counters, extra sheets or variants included, etc.

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 wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until

Monday at 10 am. YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN Ballroom D.

3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collector's item games will be determined by the auction staff prior to the commencement of the auction. If you want to know if your item qualifies, you should see the auctioneer prior to the start of the auction.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items not picked up immediately following the auction become the property of the convention.
8. Money due will be distributed in Ballroom D approximately 30 minutes after the conclusion of the Auction.

Auction Buyer rules

1. All sales are cash only. That means no credit cards or personal checks will be accepted. Travelers' Checks and Dealer Dollars from this convention 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 is \$1.00 for all items unless a lower minimum bid is announced by the auctioneer before the sale of a particular item.
4. The emphasis of these auctions is on speed. Hard as the auctioneers may try, bids are occasionally missed or confused. All decisions made by the auctioneer are final and binding.
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. If you made the winning bid for an item proceed immediately to the cashier's table to pay for and receive it.

Flea Market

Flea Market tables are rented by the convention at \$10.00 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 10 pm to midnight and Saturday and Sunday 10 am to 2 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 manu-

facturer/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.

A Guide to Orcon 2008 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 Adventure 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.

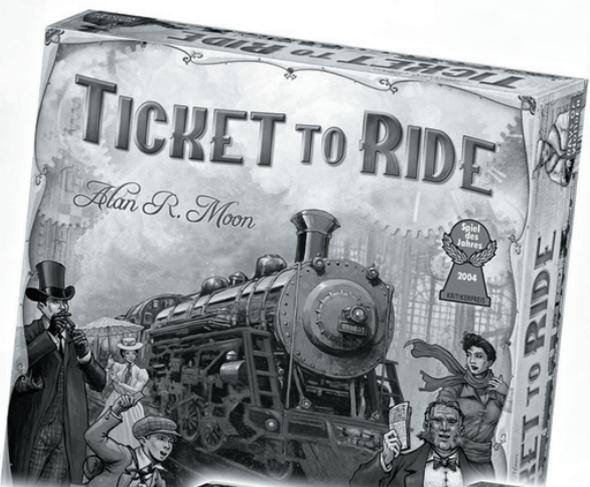
We have also added many party games, such as *Wits and Wagers*, *Liar's Dice*, *25 Words or Less*, and *Times Up* to the schedule. We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate – just bring your imagination and come play 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!

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Guest of Honor

Steve Jackson



Steve Jackson is one of the luminaries of the adventure gaming world. His first work in hobby gaming was for Metagaming in the late 1970's, where he designed many of the first 'microgames'. These small, inexpensive, fast-playing strategy war games included titles such as Ogre (about giant cybernetic tank warfare), GEV, Melee, and Wizard.

In 1980, he went into game publishing by creating his own company, Steve Jackson Games. From the start, he published successful titles such as Car Wars and Illuminati, which quickly became staples of adventure game players everywhere.

In the mid-1980s he shook up role-playing games with the release of his Generic Universal Roleplaying System (or GURPS for short), a game that is now in its fourth edition with over 200 supplements produced. More recently, his Munchkin products have poked fun at

arts, vampire, super hero, spy, and western genres.

He's been elected to the Adventure Gaming Hall of Fame, is a founding member of the Artemis Society International (a private venture to establish a permanent, self-supporting community on the moon), and defeated the Secret Service in federal court. Fnord. Besides gaming, his other interests lie in science fiction, computers and the internet, lego bricks, pirates, pirate lego bricks, water gardening, beekeeping, and dinosaurs.

Board Games

Ballrooms A-D, La Jolla

Start Time
Fri, Feb 15th

Title

1:00 pm	Skrall! Vikings in Space! Event
3:00 pm	Formula Motor Racing Small Playtest TRIBES with Convention VIP Steve Jackson Event *
	Skrall! Vikings in Space Event
4:00 pm	Rail Game 1 TBD Tournament
5:00 pm	Kaiser's Pirates Small
6:00 pm	Game of Thrones Tournament Illuminati: Crime Lords Event Niagara Tournament Slide 5 #1 Small
7:00 pm	18XX Short Tournament Amun Re Tournament Duel 2 Event Dwarves vs Orcs Event Guillotine #1 Small Hearts #1 Event High School Drama Small *
8:00 pm	Felix: The Cat in the Sack Event Seafarers of Catan Tournament Ticket to Ride Big Uno #1 Demo
9:00 pm	Cutthroat Caverns Small Nexus Ops Small Phase 10 #1 Small Poker - 5 Card Stud Event Princes of Florence Tournament
10:00 pm	Liar's Dice #1 Demo San Juan Small Space Pirate Amazon Ninja Catgirls Event
11:00 pm	Spades #1 Event Ubongo Small

Sat, Feb 16th
Midnight

Pit #1 Small

1:00 am **Are you a Werewolf #1** Event

Start Time
Sat, Feb 16th
9:00 am

Title

Advanced Civilization Tournament
Axis & Allies - Main Big
Blokus #1 Small
Europick Special
Frag Event
Mega MUNCHKIN In The Morning Event
NEW GAME DEMOS Demo
Skrall! Vikings in Space! Event

10:00 am

1830 Tournament
Asia Engulfed Event
Caylus Big
Hearts #2 Event
Juniors Boardgame Event #1 Event
NEW GAME DEMOS Demo
Rockets for Chocolates! Event
The War Game: World War II Event *
Titan Tournament
Union Pacific Tournament
Uno #2 Demo

11:00 am

American Megafauna Small *
Colosseum Tournament
Columbia Block Games Demo
Frag Event
NEW GAME DEMOS Demo
Playtest Munchkin Booty with Steve Jackson Event *
Skrall! Vikings in Space! Event
Twilight Imperium III Tournament

Noon

Avalon Hill's DUNE, Round 1 Demo
Hammer of the Scots Tournament
Mille Bornes #1 Small
NEW GAME DEMOS Demo
Pirate King Demo
Rail Baron Tournament
Settlers of Catan Big
StarCraft the Boardgame Tournament

1:00 pm

1960 Making of the President Tournament
Are you a Werewolf - Daytime Event
Axis & Allies #2 Tournament
Battletech Tournament

Start Time
Sat, Feb 16th

Title

Juniors Boardgame Event #2 Event
NEW GAME DEMOS Demo
Ninja Burger Event
Notre Dame Tournament
Phase 10 #2 Small
Robo Rally #1 Tournament
Spades #2 Event

2:00 pm

Age of Steam Tournament
Carcassonne Tournament
Hard Vacuum Small *
NEW GAME DEMOS Demo
Skrall! Vikings in Space! Event
Tigris & Euphrates Tournament
Warzone Demo Tournament *

3:00 pm

Battleground: Crossbows & Catapults Tournament
Cash Flow 101 Event
Ingenious Tournament
NEW GAME DEMOS Demo
Ninja Burger Event
Sekigahara Demo
Vegas Showdown Tournament
Winds of Plunder Sponsored

4:00 pm

Blue Moon City Tournament
Bohnanza Small
Juniors Boardgame Event #3 Event
Modern Naval Battles Small
NEW GAME DEMOS Demo
Phoenicia Tournament
Scrabble Small
Warzone Demo Demo *
Wheedle Small
World Conquerors Event *

5:00 pm

Chez Geek Event
Diplomacy Tournament
NEW GAME DEMOS Demo
Scepter of Zavandor Tournament
Shadows over Camelot Event
Silverton Tournament
Trivial Pursuit Small

Start Time
Sat, Feb 16th

Title

6:00 pm

Apples to Apples Small
Cleopatra & the Society of Architects Tournament
Fortress America Tournament
Kingsburg Tournament
Lords of the Sierra Madre Small *
NEW GAME DEMOS Demo
Solaria #1 Demo *
TV Trivia Tournament Tournament
Ticket to Ride Marklin Tournament
Warzone Demo Demo *

7:00 pm

Chez Geek Event
Dust Tournament
Lifeboat Event *
Pitch Car #1 Tournament
Ra Big

8:00 pm

ANNUAL AWARDS CEREMONY Event
Catch Phrase Small
Chez Goth Event
Citadels Tournament
Empire Builder Tournament
Pez #1 Small

9:00 pm

Acquire Tournament
Bang! Event
Cowboys, Way of the Gun Sponsored
Fifth Avenue Tournament
Frag Event
Liar's Dice #2 Small
Palabra Small
Poker - 7 Card Stud Event

10:00 pm

Tichu Small
Transamerica #1 Tournament
Uno #3 - Pajama Party Tournament

11:00 pm

Frag Event
Times Up Event

Sun, Feb 17th

Midnight

Charades Event

1:00 am

Are you a Werewolf #2 Event

9:00 am

Frag Event

Start Time
Sun, Feb 17th

Title

Greed Quest Event
Phase 10 #3 Small
The Good, The Bad, And The Munchkin Event

10:00 am

Axis & Allies - Sunday Tournament
Battle Cry! Tournament
Descent - Journeys in the Dark Event
Dungeon of Dorukan Event
Juniors Boardgame Event #4 Event
Merchant of Venus Tournament
Mille Bornes #2 Small
Power Grid Big
Protospiel West - Game Designer Playtest Session
Event
Skrall! Vikings in Space! Event
The War Game: World War II Event *
Titan #2 Tournament
Uno #4 Tournament

11:00 am

18XX Classic Tournament
Alhambra Tournament
Chez Geek Event
Combat Commander Sponsored
Insecta Mutant Kit Small *
Munchkin "Weird West" Event
Roman Civil War Event *

Noon

Age of Empires III Tournament
Avalon Hill's DUNE, Round 2 Demo
Conquest of Paradise Sponsored
Cribbage Small
Euro Rails Tournament
Evil Stevie's Space Pirate Game Event *
Formula De Tournament
History of the World Tournament
Skrall! Vikings in Space! Event
Twilight Struggle Demo

1:00 pm

Agricola Demo Demo
Chez Geek Event
El Grande Tournament
Juniors Boardgame Event #5 Event
Railroad Tycoon Tournament

Start Time
Sun, Feb 17th

Title

Robo Rally #2 Tournament
Talisman 4th Edition Tournament
Through the Desert Tournament

2:00 pm

Cloud 9 Small
Felix: The Cat in the Sack Small
Frag Deadlands Event
Origins, How we became Human Small *
Protospiel West - Game Designer Playtest Session
Event
Puerto Rico Big
Warzone Demo Demo *

3:00 pm

Arimaa Special
Federation Commander Demo
Imperial Tournament
Iron Dragon Tournament
Munchkin Event
Sekigahara Demo #2 Demo

4:00 pm

Battle Lore Tournament
Blokus #2 Small
Juniors Boardgame Event #6 Event
Modern Art Small
Race for the Galaxy Tournament
Spades #3 Event
Ticket to Ride Europe Tournament
Warzone Demo Demo *

5:00 pm

Battlestations - Fleet Action Event *
Guillotine #2 Small
Illuminati Event
Munchin Bites! Event
Qwirkle Small
Thebes Tournament

6:00 pm

Container Tournament
Hannibal: Rome vs Carthage Tournament
Lords of the Spanish Main Small *
Munchkin Event
Pez #2 Small
Solaria #2 Demo *
Warzone Tournament Special *

7:00 pm

Fluxx #1 Small

Start Time
Sat, Feb 16th

Title

Pitch Car #2 Tournament
Thurn and Taxis Big
Ticket to Ride Switzerland Tournament

8:00 pm
India Rails Tournament
Jigsaw Puzzle Small
Limits Small
Lost Cities Tournament

9:00 pm
Goa Tournament
Hey that's my Fish Small
Munchkin "Shanghai Noon" Event
Wits and Wagers Small

10:00 pm
25 Words or Less Event
Illuminati Event
Last Night on Earth Event
Poker - Texas Hold 'em Sponsored
Quelf #1 Small
Transamerica #2 Tournament

11:00 pm
For Sale Small
Saint Petersburg Tournament

Mon, Feb 18th

Midnight
Pit #2 Small

1:00 am
Are you a Werewolf #3 Event

10:00 am
Cartagena 1&2 Tournament
Juniors Boardgame Event #7 Event
Napoleonic Wars Sponsored
On the Underground Tournament
Tide of Iron Demo
Uno #5 Sponsored
Warrior Knights Tournament

11:00 am
Nuclear War Tournament
Zooleretto Sponsored

Noon
No Thanks Sponsored
Pillars of the Earth Sponsored

1:00 pm
Juniors Boardgame Event #8 Event
Quelf #2 Sponsored
Slide 5 #2 Sponsored

2:00 pm
Fluxx #2 Sponsored

3:00 pm
Family Business Sponsored

* = Play with the creator

1960 Making of the President

Recreate the election of 1960. Please bring a copy if you have it as this is a two-player game.

American Megafauna

Second edition with the new expansion.

Annual Awards Ceremony

Strategiccon presents the 2007 Awards for boardgaming excellence.

Arimaa

Arimaa is a two-player strategy abstract. It was deliberately designed to be easy for humans but difficult for computers, and the inventor is currently offering a \$17,000 prize to any programmer who can beat the top human players. Come learn this game and compete for a dealer dollar prize and a handmade set! Each game takes about one hour to play and this will be a bracket tournament.

Asia Engulfed

This will be a teaching event, with a small prize being awarded by the GM.

Avalon Hill's DUNE, Round 1 and 2

Avalon Hill's classic game of science-fiction warfare and intrigue. Originally published in 1979. If we have enough players, there will be a final round on Sunday. The prize is a copy of the game!

Axis & Allies #2

This is a smaller event for people who were eliminated from the big morning tournament.

Axis & Allies - Main

This is the Big A&A tournament.

Axis & Allies - Sunday

Join the die-hards w/GM Dave Gerson to play the last A&A tourney of the con.

Battleground: Crossbows & Catapults

Battleground: Crossbows & Catapults puts you in the middle of a real fantasy battle and can be played on almost any flat surface. Carefully

place your weapons and warriors to take out your opponent's forces and defenses, Knight or Orc. Load up the elastic powered weapons to launch the battle discs to do maximum damage to your opponent's side. Use your moves to strategically place your warriors and weapons to both defend your castle and attack your enemy. Aim for the flags and win bonus lives! Be the first to knock over all your enemies to win! Please bring a copy of the game as it is only a two-player game.

Battlestations - Fleet Action

Come test the newest Gorilla Game. Battlestations at the Fleet Action level. All materials provided.

Battletech

Operation Maumbo Drop!

1. Construct one Standard 4 Mech Lance. Max tonnage is 225 tons.
2. Four standard Inner Sphere pilots of 4/5 rating each.
3. Standard Inner Sphere Technology only up to 3060. No Clan Technology allowed.
4. Level two rules plus special weather rules.
5. Random appearance rules for local defense force.
7. No damage repair between battles.
8. No ammo reloads between battles.
9. Victory will be based on number of kills with ties being decided by total tonnage destroyed.
10. Players are required to bring Mechs, one City/Space Port map, and preprinted Mech sheets.
11. Players must arrive ready to begin play immediately.
12. No floating critical hits.

Black Book will be default rules set used.

Scenario: Operation Maumbo Drop! The planet Maumbo. Not much to look at not much to do. One small city. One really small space port. At the moment this rustic hunk of rock is being torn apart by every faction in the Inner Sphere! Your lance has been ordered to advance into the city and link up with the rest of your company. Nothing so far has gone right. Losses have been heavy and the local defense force has come out to play. At least the weather is finally starting to clear.

Cash Flow 101

Designed and developed by Robert Kiyosaki - author of Rich Dad, Poor Dad. The primary object of the game is to get out of the "rat race" by generating passive income that exceeds your total expenses. Players are assigned realistic occupations with a monthly income. The game teaches important concepts, such as how to read an income statement and balance sheet and how one thing affects the other.

Columbia Block Games

Gorden Larsen will display, teach, and demo several Columbia Titles, including their newest "Athens vs Sparta"

Combat Commander

Try this great game of squad combat by GMT

Conquest of Paradise

This new GMT title lets you explore the Pacific during the age of sail

Duel 2

Create, equip, and manage your team of gladiators in one-on-one combat in the arena! Stop by to create your team and then you can fight all weekend.

Dungeon of Dorukan

Why just read about foolish and incompetent adventurers when you can be one yourself? Dive head first into the world of the inexplicably popular fantasy gaming webcomic. Take on the role of one of the six daring adventurers as you explore each room of the mysterious Dungeon of Dorukan in this hilarious satire of the fantasy genre. But beware, for the evil undead sorcerer Xykon awaits you at the bottom of the dungeon, and he has nothing better to do than focus on wiping the floor with your sorry butt. Please bring a copy if you have one, as we may run out.

Dwarves vs Orcs

A tactical game set in the Savage North of the Forgotten Realms. Play either a tribe of orcs or a clan of dwarves. Move your armies across the land, conquer communities and thrash your enemies! Stop by anytime for a setup and you can play all weekend.

Europick

Europick is a wildcard event. Play any game from the list of 15 at any time through the weekend you can find players. Titles include Tikal, (medium) Medici, Reef Encounter, Taj Mahal, Traumfabrik, Primordial Soup, (short) Samurai, Boomtown, and Web of Power. 6 other titles are TBD.

Points are awarded for 1st and 2nd place in each game by this schedule: Long games: 1st = 5, 2nd = 3 medium: 1st = 4, 2nd = 2 short: 1st = 3, 2nd = 1. All games may be played multiple times to achieve maximum allowable points: 10 for long games, 8 for medium, 6 for short. Points may be reduced or added for games with more or fewer than 4 players.

Competition begins 9 am Saturday, ends 10 pm Sunday.

Evil Stevie's Space Pirate Game

Man the bridge of a space ship built of Lego and ply the space lanes, capturing the cargo and riches of a hundred worlds! Convention Guest of Honor Steve Jackson will be running this event. Players may join or leave the game as they wish, and rules are simple and happily taught. Mixing tactical space combat, a touch of roleplaying, and cool Lego pirate space ships means that this game has something for everyone. Costumes are welcomed, encouraged, and rewarded! So grab yer cutlass and laser and set a course for swashbuckling skullduggery! Arrrrr!

Frag

The "first person shooter" without a computer. Run, Shoot, Kill and Die! Just do it to them, more than they do to you!

Hard Vacuum

We will play the Science Gone Mad edition.

High School Drama

Play this fun game with the Designer Boyan Radakovich

Insecta Mutant Kit

The Rainforest edition will be played.

Juniors Boardgame Events 1 to 8

Kids Games. An adult must remain with their child during these events.

Lifeboat

Land Ho! Come for a quick trip aboard a lifeboat with your secret love, hated enemy and a boatload of treasure.

Lords of the Sierra Madre

3-9 player empire-building game of pre-revolutionary Mexico

Lords of the Spanish Main

2-8 player game of empires and skullduggery in the 17th century Caribbean

Mega MUNCHKIN In The Morning

Come play the classic game of monster killing, treasure grabbing, buddy stabbing, and evil cackling. Whether you're an experienced Munchkineer, or a newbie, you'll experience all the fun parts of a role-playing game ... without the role-playing game. This event will include Classic Munchkin, plus Munchkin expansions 2-5 and "Munchkin Dice".

Munchkin "Shanghai Noon"

It's six-guns and karate chops as we blatantly disregard genre boundaries and mix together Munchkin sets for obscene amounts of fun! This event mixes "The Good, The Bad, and the Munchkin" with "Munchkin Fu".

Munchkin "Weird West"

It's more Munchkinly Goodness than you can shake a stick at, as we mix the Western genre with Vampires, and sprinkle some Cthulhu Mythos on top! This game will be a blended Munchkin event, using "The Good, The Bad, and the Munchkin", "Munchkin Bites!", and "Munchkin Cthulhu".

NEW GAME DEMOS

9 am - Table 1 - Chateau Roquefort, Table 2 - Pandemic

10 am - Table 3 - In the Year of the Dragon, Table 4 - Oregon

11 AM - Table 1 - Gumball Rally, Table 2 - Prophecy (limited to one hour)

Noon - Table 3 - Utopia (limited to one hour), Table 4 - 1960 (limited to one hour)

1:00 pm - Table 1 - Pick N Pack, Table 2 - Age of Gods

2:00 pm - Table 3 - Darjeeling

3:00 pm - Table 1 - Good Question!, Table 2 - Pick N Pack

4:00 pm - Table 1 - Chateau Roquefort, Table 2 - Pandemic

5:00 pm - Table 1 - Gumball Rally, Table 3 - Oregon

6:00 pm - Table 1 - In the Year of the Dragon, Table 2 - Utopia

Origins, How we became Human

The new 2-5 player game of Humanity from the Ice Age to the present.

Pirate King

Be a pirate ... become a king! Prizes for everyone who participates.

Pirate King is a game of economic management, property building, and naval combat. Victory can be achieved through force of arms, economics or a combination of the two. Why pay when you can fight? That's the pirate way. But only a wise captain knows when the price of fighting is too high. It all depends on what kind of Captain you want to be on your way in becoming the Pirate King.

Playtest Munchkin Booty with Steve Jackson

The very popular Munchkin series has another new theme. PIRATES! Arrrrr! Come play against Steve Jackson while trying to win the most Munchkinly Pirate Treasure in this playtest session.

Playtest TRIBES with Steve Jackson

Playtest the New Edition of TRIBES designed by Steve Jackson and award winning science fiction author David Brin. Players are living as cavemen and the one with most children, who survive, wins.

Protospiel West - Game Designer Playtest Session

Ever wanted to be involved in developing upcoming new games? Are you a local designer who is interested in getting your game tested? Participate in Protospiel West an organized event where playtesters and designers come together and take part in the development process by giving important feedback and ideas to the game designer. A game designer may submit his game to be playtested to Travis Ball at: tball@limelitemedia.com. If your game is playtested, you will also need to sit on a panel for someone else's game. Each session will last 3 hours and is broken up as follows: 30 minutes to assign players to games and have the designer explain the rules 90 minutes to play the game 10 minutes to fill out player questionnaires 55 minutes of Q&A.

Rail Game 1 TBD

We'll choose a Rail Game, but Empire Builder sounds good :)

Rockets for Chocolates!

Race your friends for chocolates as you learn this incredible 3-dimensional space game! But beware – they may decide to stab you in the back. (Other candies provided for chocolate haters and sugar-free candies are available.)

Roman Civil War

Fight the strategic war at the end of the Triumvirate. Will Crassus, Pompey or Caesar win? This will be an event, with a small prize awarded by the GM

Seafarers of Catan

This will be SeaFarers, not any other version of Catan

Sekigahara

GMT's Newest playtest game on warfare in Feudal Japan

Skräll! Vikings in Space!

Set in space far in the future, Skräll is a very fast paced game for 2 to 6 players that uses a unique modular hex within hex based board system. The Board is assembled each and every time you play. The board combinations are infinite. Prizes will be awarded.

Solaria

In this unique space game of area control, limited actions and resource management, the main action plays out on the five planets that rotate around the sun (Solaria) in different orbits. From the neophyte interplanetary capital on Luna, moon of Prime, to the local governments on the five planets, the newly united races of the Solaria system seek to spread their influence and control the fragile system-wide bureaucracy. As the leader of your race, can you build support on the planets, wisely assign your Councilors, and seize power as the Emperor of Solaria?

Talisman 4th Edition

The fourth edition of Talisman (Black Industries, 2007) will primarily be used. Earlier editions of Talisman will be considered by permission of the judge. As usual, the Prophetess will be modified. A teaching session of the new edition will occur 30 minutes before the scheduled tournament. Bring your own games. Games will be needed.

TV Trivia Tournament

The Tube Test: TV Trivia. Up to eight teams of no more than four players per team. Two hours or less for one round of play.

Uno #3 - Pajama Party

Uno - wear your pajamas

Warzone Demo

Its war! Take command of units on land, in the air, on and under the sea in this dynamic game of strategy. March your forces along the land, or engage in an island hopping campaign to root out resistance and crush it under foot. Deploy submarines, super tanks, battleships and bombers - each with their own miniature figures - to sweep your enemy from the board. Single-player and cooperative team action. Scott Watkins, the creator of Warzone, will guide you through the rules and referee games.

Warzone Tournament

The winner of this tournament will receive 50 dealer dollars!

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 8 game categories:

- | | |
|----------------|--------------|
| Euro Games | Rail Games |
| Strategy Games | War Games |
| Party Games | Family Games |
| Social Games | Card 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 years Orcon (Presidents' Day weekend) Convention.

THE WORLD MAY BE FLAT... DON'T LET YOUR GAME BE

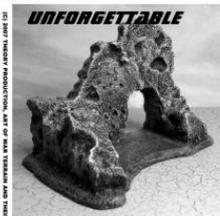


EXCITING

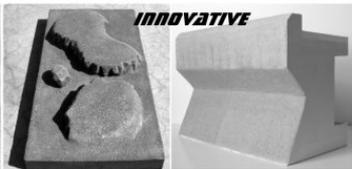
**ART OF WAR
TERRAIN**



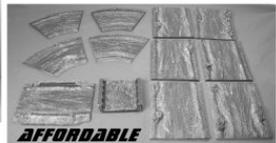
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Collectibles

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Start Time
Fri, Feb 15th

6:00 pm

7:00 pm

8:00 pm

Title

Horrorlix

24 TCG

Warlord: Casual play and demo

World of Warcraft: Quests and Raids

Sat, Feb 16th

9:00 am

10:00 am

11:00 am

Noon

1:00 pm

3:00 pm

4:00 pm

6:00 pm

7:00 pm

8:00 pm

9:00 pm

World of Warcraft : Demo

Magic: The Gathering – Highlander Tournament

Dreamblade

Warlord

UFS - Orcon Rumble

World of Warcraft

Heroscape Tournament

Pirates of cursed Sea

Star Wars Miniatures

Kingdom hearts

Warlord Epic: Poor Man Tournament

Herodlix: Battle Royale

CCG Gathering

Sun, Feb 17th

11:00 am

Noon

1:00 pm

2:00 pm

3:00 pm

5:00 pm

6:00 pm

9:00 pm

Anachronism 2/3 Package Deal

Magic: The Gathering- Booster Draft

Warlord Epic: Doubles

Star Wars Pocketmodel Tournament

Mechwarrior

Magic: The Gathering Standard

Orcon Chunin Exam Tournament

Anachronism 2/3 Ladies' Night

Warlord Epic: Battle Royale

Pirates: Sink-N-Keep

Collectable Mini Gathering

Mon, Feb 18th

10:00 am

11:00 am

Pirates of Caribbean

Marvel Heroscape

24 TCG

Constructed. Directive + 24 card deck.

Anachronism 2/3 Package Deal

Play 3 warriors with the cards that came in their warrior packs. Best 2-of-3 each round.

Anachronism 2/3 Ladies' Night

no cards with the "male" keyword are allowed.

CCG Gathering

Your favorite CCG retired? Want to get in one more match with your highlander, warcry, battlestar galactica, WWE raw deal, or Buffy ccg deck? How about finding an opponent for L5R, VS or Hecatomb? Bring your cards and join the fun. Door prizes, food and fun.

Collectable Mini Gathering

Your favorite CMG retired? Want to get in one more battle with your mage knight, SportsClix, or crimson skies? How about finding an opponent for Axis & Allies Miniatures, Halo actionclix or star wars space combat? Bring your miniatures and join the fun. Door prizes, food and fun.

Dreamblade

Bring your warband of 16 and dominate the dreamscape.

Herodlix: Battle Royale

Bring your 300- point team and battle until the last man is standing.

Heroscape Tournament

Participate in the Greatest Battle of All Time, when all the heroes and warriors of history and fantasy converge on a battlefield. Players bring order markers, wound markers, dice, cards, and a pre-drafted 400 point Heroscape army. Tons of prizes and giveaways including gift certificate from House Mouse games.

Horrorlix

200 points constructed. Build your force, choose groups of hapless victims for your monsters to chase down, and assemble a crypt of plot cards. Achieve victory by killing enemy monsters, devouring screaming victims, and keeping your own monsters alive thru the course of the brutal combat.

Kingdom Hearts

Nightmare After Christmas Tournament. Standard constructed format.

Magic: The Gathering – Highlander Tournament

15-Card Highlander.

A library is exactly 15 cards. The sideboard is 3 cards. You cannot lose by decking. As much basic land as you wish. Only one copy of any card that is not basic land. Legacy (type 1.5) card pool. Swiss tourney

Magic: The Gathering Standard

Standard (type 2) constructed tourney. Type 2 includes the Time Spiral block, the Lorwyn block, the Tenth Edition Core Set and Coldsnap. Swiss tree pairings with rounds (minimum of 3) based on number of players.

Magic: The Gathering – Booster Draft

Booster Draft

Marvel Heroscape

The city is on the brink of a great battle. Hero or villain- which side are you on? Come join the fun in marvel heroscape.

Mechwarrior

600-point build total four orders per turn. Standard Age of Destruction and MechWarrior Construction rules apply.

Orcon Chunin Exam Tournament

Swiss constructed sanctioned Chunin Exam. We have all of the promos from Bandai including singles, deck boxes, toys and original and new mats. I also anticipate a large amount of new stuff. I will also be prizing out at least a box between all players depending on attendance. It will be a swiss tournament the cost will be \$5.

Pirates of the Caribbean

Constructed tournament. Bring a 30 point fleet from Pirates of Caribbean Pocketmodel set.

Pirates of the Cursed Sea

30 point constructed fleets. Each match uses "The wreck of the Black Galleon" Scenario.

Pirates: Sink-N-Keep

Players bring 1 unopened regular booster pack from any set to use. Players combat the GM in a special scenario. GM uses limited edition and other ships. Any GM ship you sink, you keep (including crew). Several other prizes will also be awarded.

Star Wars Miniatures

Standard Scenario format. Matches will be played using 150-point squads. Squad lists are required. Swiss tree pairings. Top players advance to finals. DCI Sanctioned event.

Star Wars Pocketmodel Tournament

Deck size 30+, and up to 30 build stars of units. Swiss tree pairings, minimum 3 rounds. The Star Wars PocketModel TCG combines the best features of classic TCGs with those of constructible strategy games. Players use characters and action scenes from the movies on their cards to help control their fleets of PocketModel ships as they attempt to destroy each other's objectives.

UFS - Orccoon Rumble

Come one, come all! Bring your UFS deck and prove to everyone why you're #1. Or don't show, and prove to everyone that you're nothing!

Warlord

Constructed Deck, Epic Edition rules and format.

Warlord Epic: Poor Man Tournament

Epic: Poor man Decks for this Epic Edition event may not include any rare or promo cards beyond the Warlord. Show off your deck building and playing skills. Constructed Deck event.

Warlord Epic: Battle Royale

Battle royale. Epic constructed. Do you have what it takes to emerge the sole survivor?

Warlord Epic: Doubles

Do you and your partner have what it takes to emerge victorious? Doubles Partners may not play the same warlord, but all combinations are allowed. Constructed Deck, Epic Edition rules and format.

World of Warcraft

Booster Draft Tournament. Sponsored by Upperdeck.

World of Warcraft : Demo

Demo sessions for World of Warcraft trading card game.

World of Warcraft: Quests and Raids

Come join other World of Warcraft TCG players and raid Onyxia's lair, Magtheridon's lair or the Molten core.

Broadside Bash

Penthouse

Schedule

Friday, February 15, 2008

- | | |
|---------------------|---|
| 1:00 pm to 5:00 pm | Venue setup. |
| 2:00 pm to midnight | Hotel and Convention Check-in open. |
| 6:30 pm to 10:00 pm | Aaron Lovejoy painting and sculpting class. |
| 2:00 pm to midnight | Open gaming. |

Saturday, February 16, 2008

- | | |
|---------------------|--------------------------------|
| 8:00 am to 9:00 am | GT Check-in open. |
| 9:00 am to 9:15 am | Round one table assignments. |
| 9:15 am to 11:45 am | Round one. |
| 11:45 am to 1:00 pm | Lunch. |
| 1:00 pm to 1:15 pm | Round two table assignments. |
| 1:15 pm to 3:45 pm | Round two. |
| 3:45 pm to 4:00 pm | Round three table assignments. |
| 4:00 pm to 6:30 pm | Round three. |
| 6:30 pm to midnight | Open gaming |
| 7:00 pm to 9:00 pm | Flea Market |
| 9:00 pm to 1:00 am | 4000 point Apocalypse |

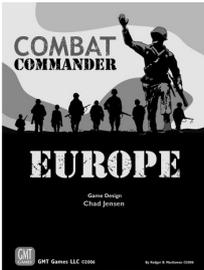
Sunday, February 17, 2008

- | | |
|---------------------|-------------------------------|
| 9:00 am to 9:15 am | Round four table assignments. |
| 9:15 am to 11:45 am | Round four. |
| 11:45 am to 1:00 pm | Lunch. |
| 1:00 pm to 1:15 pm | Round five table assignments. |
| 1:15 pm to 3:45 pm | Round five. |
| 3:45 pm to 4:15 pm | Final scoring and clean-up. |
| 4:15 pm to 4:30 pm | Awards. |
| 4:30 pm to 6:00 pm | Final clean-up. |



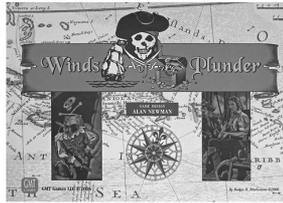
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*Tactical Level
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Combat in
Europe*

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2 Hours**



*Explore and
Exploit with
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**3-5 Players
2 Hours**

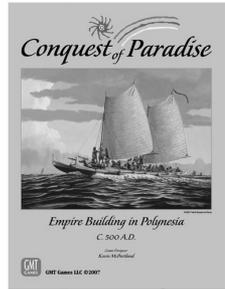
*Refight the Grand
Campaign of the
Napoleonic Wars*

**2-5 Players
2-5 Hours**



*Exploration and
Empire Building
in Polynesia*

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90 Minutes**



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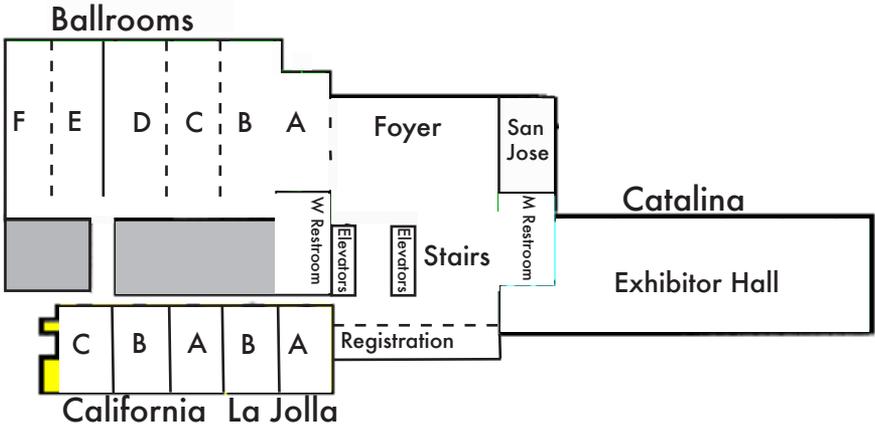
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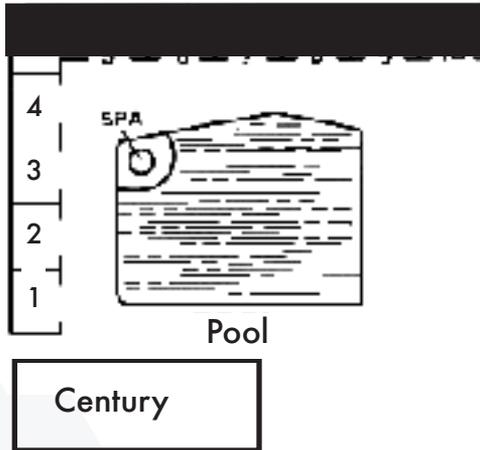
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Hotel Maps

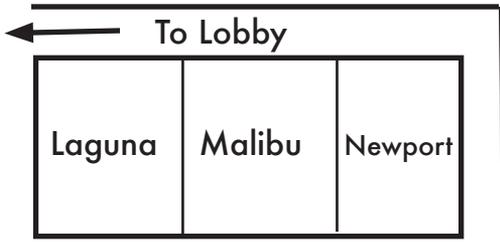
Second Floor



Poolside Conference Rooms



Lobby Level



Come on out and join the fun. We run all kinds of gaming events ALL over Southern California. We also display the list of events for others clubs in So Cal.

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[HTTP://WWW.SOCALGAMERS.INFO](http://www.socalgamers.info)

Miniatures

Ballrooms E-F, Penthouse

Start Time
Fri, Feb 15th

Title

1:00 pm **Broadside Bash**
6:00 pm **Knights of the Air**
6:30 pm **Advanced Painting Lessons**
7:00 pm **Battle of Boldon Hill, 1644**
Mustangs and Messerschmitts

Sat, Feb 16th
8:00 am

Battle of South Mountain
Broadside Bash
Confrontation 4.0 Learn to Play – Demo
Dragonflies + Magic Carpets
MBT
Mad Dash to the Rhine

10:00 am

Flames of War
Meet The Fokkers
Mustangs and Messerschmitts
OGRE/GEV Ceasefire Collapse
They Shalt not pass
This Is War! Demo *

11:00 am

The Return of Kerensky - 3050

1:00 pm **Assault on Sincom Frei**
Pershing's Punitive Expedition
They Shall Not Pass

1:30 pm **All Things Zombie ***
Battle of South Mountain

Man O' War
Raid on Space Dock HTX 3811
Star Wars Showdown!
Wild West - Legends of the Old west

3:00 pm **Battle of Issus**
Slaughterfest of Spawn

6:00 pm **This Is War! Demo ***

7:00 pm **Circus Maximus**
Iraqi Stryker Sweep
Man O' War
Mustangs and Messerschmitts

Start Time
Sat, Feb 16th

Title

Pirates: Race for the Treasure
Savage Worlds : First Person Shooter!
Wargods Bring & Battle

7:30 pm

All Things Zombie *
An Angry Sky
Wild West - Legends of the Old West

Sun, Feb 17th
8:00 am

Battle for the Bridge
Blood on the Sand
MBT
Meeting in the Med
WARRIOR

9:00 am

Broadside Bash

10:00 am

B5 ACTA Tournament
Battle at Freeman's Farms - American Revolution
15mm
Hannibal versus Scipio (15mm)
Mustangs and Messerschmitts
This Is War! Demo *
Warmachine/Hordes Battle tournament

11:00 am

Mein Panzer WW-2

Noon

40K Apocalypse
Knights of the Air

1:00 pm

Assault on Sincom Frei
Liberators! The Battle of Maipo, April 5, 1818

1:30 pm

Man O' War
Pirates: Race for the Treasure
Raid on Space Dock HTX 3811

3:00 pm

Slaughterfest of Spawn

6:00 pm

This Is War! Demo *

7:00 pm

Mustangs and Messerschmitts

8:00 pm

Strategicon Siege!: The Mines of Rakad

Mon, Feb 18th
10:00 am

Mustangs and Messerschmitts

* = Play with the creator

40K Apocalypse

GM: *Beach Area Gamers Geeks and Internet Nerds Society*

Come and Join in one of the great battles of the Imperium! We want to field 50,000 points per side!

Advanced Painting Lessons

GM: *Aaron Lovejoy*

Want to increase your painting skills? Come join Golden Demon winner Aaron Lovejoy for 3 1/2 hours of painting bliss! Bring your favorite brush, a miniature and some paints. I will give you excellent tips on achieving perfect blends, painting metallics (both nmm and real metallics), proper location of highlights and shadows, color selection and cool basing ideas. This class will benefit both beginner and advanced painters alike! Each student will receive a color wheel as well as a quick reference painting guide (used with permission of French painter Jeremie Bonamant!). Located in Penthouse.

All Things Zombie

GM: *Ed Teixeira*

All Things Zombie isn't "just another zombie game". It's THE zombie game. Winner of the Origins Award for Best Miniatures Game of 2006 is great but the real question is, "Can you make it out alive?" And remember ... zombies may not be your only enemies!

Assault on Sincom Frei

GM: *David Dunn*

A breakaway group of traitorous Space Marines and Imperial Guard hole up on Research Base Sincom Frei, on the planet Scolifia. Loyalist Marines are dropped on Scolifia to quell this uprising and return the research base to its full running capacity. Resistance is minimal since there was an orbital bombardment prior to the assault landings.

An Angry Sky

GM: *Jose Mendiola*

Strap in, Check 6, and fly the angry skies. Pit your flight abilities against pilots in 1 of today's modern jet fighters. Be a Predator or Prey. Limited players up to 8. Experience preferred. Just don't fly too close.

B5 ACTA Tournament

GM: *Francisco Vassallo*

5 point progressive tournament. 1st game 5 point Skirmish 2nd game 5 point Raid 3rd game 5 point Battle Please bring 2 copies of your list for each game, 1 for you, one for me. Your fleet can be represented by counters or miniatures. Prizes provided by Mongoose Games.

Battle at Freeman's Farms - American Revolution 15mm

GM: Adam Hammer and Bob Genso

Play the Battle at Freeman's Farms from the Saratoga Campaign. Participate in this pivotal campaign to control the Hudson river. Will Burgoyne succeed in chopping the colonies in half, isolating New England or will Arnold's bravery and tenacity stop him? An exciting game during the birth of this great nation. Beginners are welcome.

Battle for the Bridge

GM: John Strauch and Brian Strauch

It's July 1941 Panzer Group 4 has broken through the Russian front and elements of the 8th Panzer Div. are racing towards the Luga River. Their orders are to locate, secure and hold a bridge over the Luga till reinforcements arrive. The Russians in the mean time are scraping together every formation they can to stop the Huns and hold the bridge until reinforcements arrive or engineers can blow the bridge.

Battle of Boldon Hill, 1644

GM: Paul Rigby and Richard Rodgers

At the beginning of March 1644, Alexander Leslie, 1st Earl of Leven, led his Scottish Covenanter army into northern England. After several unsuccessful attacks on Newcastle-Upon-Tyne, the Scots headed for the Parliament friendly city Sunderland. The Royalist army of the Marquis of Newcastle-Upon-Tyne followed in pursuit. The two armies met in battle near Boldon Hill. Declare for the Crown or the Parliament and join in on the fun. Sponsored by the San Diego Historical Gamers.

Battle of Issus

GM: Paul Rigby and Richard Rodgers

Darius has taken personal command of the Persian army and has maneuvered to cut the line of supply of the invading Macedonians. Alexander turns his army around and confronts the Persians near the mouth of the Pinarus River. Although outnumbered, Alexander must break the Persian army to continue his conquest of the East. Will Darius stick around to see the Greeks get crushed or will Alexander pull out another victory? Sponsored by the San Diego Historical Gamers.

Battle of South Mountain

GM: Jim Svette and Debbie Svette

The Battle of South Mountain 14 September 1862. After finding the lost copy of "Lee's Special Order 191" General McClellan plans to defeat in detail the widely separated Confederate forces in Maryland. His first objective is to take the passes over the barrier of South Mountain. Guarding them are a few brigades of DH Hill's division. Can Hill's division hold long enough for Longstreet's reinforcements to arrive?

Blood on the Sand

GM: Paul Rigby and Richard Rodgers

The Second Battle of El Alamein is several days old and Rommel has launched his major counter attack. In a freak sand storm, a battery of the Royal Horse Artillery has strayed from its column and has gotten lost only to be found by recon elements of the 15th Panzer. An armored force of the 1 Royal Tank Regiment has been sent to bring the strays in, but will they make it before Panzers catch hold of their prey? Sponsored by the San Diego Historical Gamers.

Broadside Bash

Be part of one of the biggest baddest Grand Tournaments on the circuit. 50 spots will be available for both Warhammer 40K and Warhammer Fantasy. Huge prize support as well as the best terrain ever to grace the battlefield. Located in the Penthouse

Circus Maximus

GM: Terry Stone

Return with us to those thrilling days of yesteryear, when the surface of the Circus Maximus was covered with blood, sweat, dead horses, and body parts of chariots and charioteers. Over 250,000 rabid Romans sat in the stands along with their Emperor intently witnessing the spectacle before them. Who will become this year's champion and the most famous personality in the entire Empire? Feed your horses, check your wheels, grab your whip – the race is about to begin.

Confrontation 4.0 Learn to Play – Demo

GM: Scott Parsons

Confrontation 4.0 Learn to Play – Demo pre-painted figures make the board come to life in the struggle between the mighty Wolfen and Griffin armies. All figures and terrain are provided. Confrontation: The Age of Ragnorak rules will be used and explained. Whether you are a veteran or new to miniatures, this event has something for everyone.

Dragonflys + Magic Carpets

GM: Ted Arlauskas

Magic carpet riding wizards and sky pirates try to rescue one of their own from the Duke's Own Flying Dragonfly Calvary. This 28mm game uses the fast, furious, and fun *Savage Worlds Showdown!* skirmish rules which will be taught.

Flames of War

GM: Mike Verty and Daniel Verty

Massive WW2 20mm using FOW rules. Players with personal figures are welcome to play. All figures must be painted.

Hannibal versus Scipio (15mm)

GM: *Bob Siegel & Kevin Crozier*

"Will this be the Battle of Zama or will Hannibal be able to turn the tables and inflict a lasting defeat on the Romans. Who will be transcendent, the Roman legionaries or the feared Carthaginian war elephants."

Iraqi Stryker Sweep

GM: *Larry Mackey and Dan Munson*

The new QRS Strykers are featured, when US Army command sends a platoon from the Stryker Brigade to clear the road for an important convoy. However a tough mercenary unit of Syrians are backing up the insurgents and the US might have bitten off more than they can chew! IEDs, Apaches, and MILANS oh my! Game designer and webmaster of the modern Xfire website <http://games.groups.yahoo.com/group/moderncrossfire/> Larry Makey of Tacoma, Wash. will be on hand to answer questions and run the game. If you haven't seen the new Quick Reaction Force Strykers they are beautiful miniatures. Stop by and take a look.

Knights of the Air

GM: *Keith Alexander*

Knights of the Air Canvas Eagles is a fast-paced multi-player World War I (1914 - 1918) aerial combat game that is played on a hex game mat. Each game depicts a single dogfight in which each player controls a single aircraft, and attempts to shoot down as many enemy planes as possible without being shot down themselves. There is no limit to the number of players that can play in a single game. - Models/stands/sheets will be provided. - A great game for beginners. - Players welcome to bring their own models - late 1917.

Liberators! The Battle of Maipo, April 5, 1818

GM: *John Fletcher*

Santiago Chile, 1818 - A Spanish Royalist army has been sent to crush Chile's bid for independence. The Royalists won an unexpected victory 2 weeks earlier at Cancha Rayada and now seek to crush the rebel Patriot army under Jose San Martin. Can the Royalists complete their conquest or will the reorganized Patriot army secure Chilean independence once and for all?

Mad Dash to the Rhine

GM: *Robert Boyens and Jesse Boyens*

Can the retreating Germans cross the river before they are cut off by the pursuing Americans And British?

Man O' War

GM: *Jon Wagner & Justin Clouter*

Man O' War Forces of good and evil collide on the high seas of the Warhammer world. Fleet sizes will be determined by the number of players.

Man O' War

Naval warfare in the world of Warhammer Fantasy. Bring your own fleets or use ours. Fleet sizes will be determined with the players at start of game.

MBT

GM: *Chris O'Rourke and Bill Rios*

1/285th scale micro armor battle. US Air Cav strikes at a supply town defended by Russian motorized Guard Battalion. Lots of Apaches and Blackhawks.

Meet The Fokkers

GM: *Steve "The Fokker" Thorne and Scott "Another Fokker" Thorne*
Dawn of the dogfights. WW-1 canvas and wood. Men of valour fly over the war torn battle fields of Europe. Yes no parachute or ejection seat. Maneuver your plane for the perfect kill. The dreaded 6 o'clock.

Meeting in the Med

GM: *Robert Boyens and Jesse Boyens*

The Royal Navy is able to lure the Italians out of their cozy harbors for a showdown in the Mediterranean

Mein Panzer WW-2

GM: *Sacha Schwarzkopf and Gregory Kuntz*

Miracle Mile Gamers presents Mein Panzer WW-2 Phase turn system. Normandy '44.

Mustangs and Messerschmitts

GM: *John Paiva*

WWII Flying School. Learn how to play the most popular miniature aviation game ever, Mustangs and Messerschmitts. You can fly American, German, British, Japanese, Russian, Italian, even French fighters against one another in aerial combat. Easy to learn, mechanics taught within 2 turns. Techniques differ for every aircraft, so it's never the same battle twice. Staff will be on hand to help you through any questions or technique issues. Monday 10 am there will be a tournament event for prizes, including free registration for a future Strategicon convention!

OGRE/GEV Ceasefire Collapse

GM: Brian Bradford

Peace talks between the Combine and Paneuropean forces have broken down once again (the 36th time now). Once again the two forces race across the demilitarized zone to do as much damage as they can before talks resume. All equipment supplied. Beginners welcomed. Several games to be played as time/participants allow.

Pershing's Punitive Expedition

GM: Charles Morfin and David Morfin

It is 1916. Mexico has plunged into revolution and Columbus, New Mexico, has been raided by banditos under Pancho Villa. Woodrow Wilson orders General "Blackjack" Pershing to find Villa's trail and "hang him up by his toes!" To do this, Pershing must influence the people in Mexico to turn against Villa and his supporters. The Mexican President, Carranza, wants Villa too, but disagrees with Wilson's order. War is at its breaking point. This game will use the "homegrown" rules named "Muerte a los Gringos" (Death to the Gringos).

Pirates: Race for the Treasure

GM: Alex Webster

Command a force of Pirates from one of two factions, racing for the buried treasure of Cap'n Bloody Bart Jones. Be the first to the treasure and dig it up, or help your side by stopping the other crew from finding it. But look out for booby-traps and unknown dangers, Bloody Bart didn't make finding his treasure easy. We will be using "Buccaneer, Broadsword, & Blunderbus" (BB&B) rules and all equipment needed will be provided. Beginners are welcomed and encouraged to join in.

Raid on Space Dock HTX 3811

GM: Larry Stehle

Federation Space Dock HTX 3811 is home to the newly constructed Dreadnought NCC-2100 "Federation" after an out-of-sync warp engine burned out most of the ships system after a trail run at full warp. Currently shut down at the dock, the ship is awaiting repairs, under the watchful eyes of several Federation cruisers. The "RED ALERT!" got everyone attention as Klingon ships came in on attack runs. SHIELDS UP! PHASERS ON FULL! This game will be done using Ground Zero Games "Full Thrust" rules and Star Trek, the Original Series ships.

The Return of Kerensky - 3050

GM: Shawn Hendrix

The Innersphere unites to stop the coming invasion of the Clan. MechWarrior suit up it is time to fight for your home! Bring up to 100 tons of Mech's for Clan. 150 Tons for Inner sphere. Clan Pilots are a

3/3 Innersphere are 4/5 The Game Will be fought on a full 3d Hex Based Field.

Savage Worlds: First Person Shooter!

GM: *Ted Arlauskas*

Blast the other players as you battle for control of Dirkastan! Just died?! Don't worry - you'll respawn in a minute! Video game fun with 4" action figures and LOTS of firepower! This 1/18 scale skirmish game uses the Fast, Furious, and Fun! Savage Worlds Showdown! skirmish rules which will be taught

Slaughterfest of Spawn

GM: *Robert Lionheart*

A dozen of Todd McFarlane's grotesque heroes clash in a mega-battle with easy to play rules! This is a fast skirmish game where you control one or two aliens, cyborgs and mutants as both individuals and teams. We will play Mosh Pit, Capture the Flag and other scenarios. Beginners Welcome!

Star Wars Showdown!

Choose your favorite Star Wars character and battle across Mos Eisley! Defeat the Empire, save The Rebellion, or collect some credits as a Bounty Hunter. Star Wars skirmish gaming using the Wizards of the Coast Collectible Miniatures and the Fast, Furious, and Fun! Savage Worlds Showdown! skirmish rules which will be taught.

Strategicon Siege!: The Mines of Rakād

GM: *R. T. Maitreya*

The Border Princes are the crossroads of the world, a land of opportunity for heroes and villains, knights and sell-swords, vagrants and warlords, and all those in between. The year is 2530, and Elves, Men, and Dwarves become little more than refugees as Warlord Xuul pours a swarm of Orcs, beasts, and worse through Mad Dog Pass. The scholars of Aldium flee the oncoming tide, and retreat to the well-defended adit of Grung Rakad. There, a host of Men join their long-time allies, the Dwarves of Karak Hirn in a final stand. Bring 1600 points of good or 2400 points of evil (both using 2000 point force organization) for this Warhammer Siege Event. Siege rules will be the modified rules set from previous Strategicon Siege events.

They Shall Not Pass

GM: *Richard Rodgers*

Wargods of Olympus is Crocodile Games' newest rules in its Wargods series. Command a stubborn Spartan Warband or assault the phalanx with your titans and monsters.

This Is War! Demo

GM: *David Dunn*

A 15 mm sci fi ground-based game system being developed by DLD Productions. Fast-paced, D6-based game mechanics in a futuristic ground combat simulation. This is still a game system in progress, so come, move some vehicles and troops, and help with ideas.

Wargods Bring & Battle

GM: *Richard Rodgers*

Bring out your Warbands and play in a large Multi player Wargods game. Pitt your skills against the GenCon Indy Wargods champion. Bring your 1250 point Warband with a Ka 2 Harbinger.

Warmachine/Hordes Battle tournament

GM: *Robyn L Nixon*

WARMACHINE & HORDES 750 Point mixed Steamroller tournament! Bring your 750-point army and expand your domain! This is the next level beyond the basic battle box. Armies must include 1 Warcaster. Swiss style rounds. Battle honors will be awarded to the top players. Add those infantry units and solos to your basic box set and come out stomping! Check in time is 1/2 hour prior to the tournament. Awards for sportsmanship, painting skills and overall general. Privateer Press Tournament rules will be in effect. All figures must be Privateer Press / WarMachine / Rivet Head Studios figures and must be assembled. Absolutely NO substitute or generic figures for use in the tournament. Single Warcaster Remember all standard PP rules are in affect, so Prime, Escalation & Apotheosis rules are in effect!. Each player is responsible for their own armies (750 points), Bring two lists! You get to choose your army from your two lists each round of play! Prizes for: Sportsman, Best Painted, First place, 2nd place , 3rd place , 4th place

WARRIOR

GM: *Steve Reid, Antonio Silva and Skip Gardella*

WARRIOR rules, 1200 (or 1000) point armies, semi tournament style of play. All terrain & scenics provided, players' table location will be random. We should be able to get in two games with a slight break for lunch with the smaller armies. If we have more than four gamers, we can trim easily to 1000 points(subgeneral and one unit).

Wild West – Legends of the Old West

GM: *Wild Bill Rhynes and Pole-Cat Pat Finerty*

An old western town is the backdrop for a multi-mini possie shootout at the OK Corral. Lawmen, Outlaws, Cowboys, Indians, Texas Rangers, and the US Cavalry. All struggling for control of the train station(The Army payroll is due in the 310 from Yuma).

Role Playing

3rd floor, Century, Laguna

Start Time
Fri, Feb 15th

Title

3:00 pm

Houses of the Blooded Houses of the Blooded: The Art of Revenge *

InSpectres InSpectres

Buffy/Angel Unisystem La Croisiere Reveuse

Primetime Adventures Pilot Episode!

Sons of Liberty Sons of Liberty

Buffy the Vampire Slayer Tales of the Slayers: Bloody Night in Coahuila

unWritten Torchwood

7:00 pm

Dungeons and Dragons 3.5 Living Greyhawk/RPGA

8:00 pm

Burning Wheel Burning Wheel - Orcs

Star Wars RPG Saga Edition Darkness Falls, Chapter 2: Toy Soldiers

GURPS 4th Edition: Old West/Horror Fist Full of Tentacles

AD&D 2nd Ed Hard Times

Houses of the Blooded Houses of the Blooded: The Art of Revenge *

Hero System (Champions) Marvel Slugfest

Classic D&D Tournament Space Demon Rock!

Star Wars: Saga Edition Star Wars: Rebellion of Anakin

Classic Marvel (TSR Advanced Set 1986) Super Hero Civil Wars

GURPS 4th Edition: Infinite Worlds Team Depp and the Temple of Doom

The Committee for the Exploration of Mysteries The Crystal Skull of Chalmecat! *

D&D 3.5 The Road to Kingsholm

Sat, Feb 16th

Midnight

Don't Rest Your Head Don't Rest Your Head

Palladium Heroes Unlimited Resident Evil: The Ordeal at Mountain Valley

9:00 am

Dungeons and Dragons 3.5 Living Greyhawk/RPGA

10:00 am

Spycraft 2.0 Cold Warriors

AD&D 2nd Ed Hard Times

Start Time
Sat, Feb 16th

Title

Wilderness of Mirrors Houses of the Blooded:
Roses and Thorns *

GURPS 4th Edition: Fantasy Into the Orclands

GURPS Introduction to GURPS

Buffy/Angel Unisystem La Secte Saignee

Call of Cthulhu (Heizan Enjo) Ninjathulhu - The 34th
Scroll

Goreblade: Heavy Metal Apocalypse Run / Scream
/ Shoot

Sons of Liberty Sons of Liberty *

GURPS 4th Edition: Infinite Worlds Team Depp and
the Eye of the Tiger

Warhammer 40,000 - Rogue Heresy Warhammer
40,000 - Rogue Heresy

Noon

Army of Darkness RPG Can We Please Destroy This
Book?

Dirty Secrets Dirty Secrets

D&D 3.5 Rescue at Spring Valley

Hero System (Champions) The Broken Tooth, Part III

2:00 pm

Dungeons and Dragons 3.5 Living Greyhawk/RPGA

D&D 3.5 / d20 Secrets of Pact Magic I

3:00 pm

Spirit of the Century Century Club vs The Mechano-
Reich

GURPS 4th Edition: Fantasy Full Moon Over
Ivanguard

SPYCRAFT 2.0 Ground Zero

Paranoia XP Mister Bubbles

My Life With Master My Life With Master

Qin: The Warring States Small-Town Heroes

GURPS 4th Edition: Infinite Worlds Team Depp and
the 13 Dwarves and a Hobbit

Buffy the Vampire Slayer The Prophecy

unWritten Torchwood

Warhammer 40,000 - Rogue Heresy Warhammer
40,000 - Rogue Heresy

Unisystem Witchcraft: In the Dark

8:00 pm

Call of Cthulhu Come to the Window

Star Wars RPG Saga Edition Darkness Falls, Chapter
2: Toy Soldiers

Start Time
Sat, Feb 16th

Title

GURPS 4th Edition: Fantasy Full Moon Over Ivanguard

Houses of the Blooded Houses of the Blooded: Roses and Thorns *

Dungeons and Dragons 3.5 Living Greyhawk/RPGA

Hot Chicks: The Roleplaying Game Night of the Hot Chicks

One Can Have Her One Can Have Her

Roanoke (Wushu) Roanoke: Horror in the Lost Colony

Sons of Liberty Sons of Liberty *

Classic D&D Tournament Space Demon Rock!

Pendragon The Adventure of the Knight Scarlet

Dead of Night The Horror Within Anaheim!

GURPS 4th Edition: Cliffhangers The Silver Casket

Classic Marvel (TSR Advanced 1986) The Trip to Mutant World

Call of Cthulhu/TBA Tom Cummings Presents...

Serenity RPG Why Can't It Ever Go Smooth?

Sun, Feb 17th
Midnight

Don't Rest Your Head Don't Rest Your Head

Don't Rest Your Head Subway of Madness

9:00 am **Dungeons and Dragons 3.5** Living Greyhawk/RPGA

10:00 am **Spycraft 2.0** Alibi

GURPS GURPS: Otaku

Houses of the Blooded Houses of the Blooded: Roses and Thorns *

InSpectres InSpectres

Basic Fantasy RPG Irongard

Buffy/Angel Unisystem La Cite Morte

HeroQuest Love & War

Call of Cthulhu (Heizan Enjo) Ninjathulhu-The 34th Scroll

Goreblade: Heavy Metal Apocalypse Run / Scream / Shoot

FATE 3.0 Spirit of the 31st Century

Hero System (Champions) The Massacre

Call of Cthulhu/TBA Tom Cummings Presents...

Start Time
Sun, Feb 17th

Title

Noon

Sons of Liberty Sons of Liberty (Short Game) *
Sorcerer & Sword The Winter of Discontent

2:00 pm

Dungeons and Dragons 3.5 Living Greyhawk/RPGA
D&D 3.5 / d20 Secrets of Pact Magic II

3:00 pm

Call of Cthulhu 2009: Siberia
Spirit of the Century Century Club vs The Mechano-Reich
Spycraft 2.0 Dinner with Harvey
Dungeons & Dragons 3.5 Dungeons & Dragons
Player vs Player
GURPS GURPS: Chez Geek
Houses of the Blooded Houses of the Blooded: The Art of Revenge *
GURPS 4th Edition: Fantasy Into the Orlands
Unknown Armies Jail Break
Buffy the Vampire Slayer Kidnapped
Paranoia XP Mister Bubbles
Shock: Shock: Social Science Fiction
SpecOps Soldiers of Fortune *
Stargate SG-1 (D20/Spycraft) The Dome
Call of Cthulhu/TBA Tom Cummings Presents...
unWritten Torchwood

8:00 pm

Call of Cthulhu 2009: Siberia
Gunsmoke Meta-Poker *
GURPS 4th Edition:CthulhuPunk Heavy Metal Blood Dance
In A Wicked Age... In A Wicked Age...
Dungeons and Dragons 3.5 Living Greyhawk/RPGA
Classic D&D Tournament Space Demon Rock!
Spione Spione
Star Wars: Saga Edition Star Wars: Rebellion of Anakin
Buffy the Vampire Slayer Tales of the Slayers: Scream, Slayer, Scream!
D&D 3.5 We are Legend
Classic Marvel (TSR Advanced 1986) Who is the Juggernaut?

Mon, Feb 18th
9:00 am

Dungeons and Dragons 3.5 Living Greyhawk/RPGA

10:00 am **Mythender** The Chasm of the Deathless Wyrml
(Playtest) *

2:00 pm **Dungeons and Dragons 3.5** Living Greyhawk/RPGA

* = Play with the creator

2009: Siberia

GM: *Denys Mordred*

5. Glimmers in the wind. 4. Shadows take form. 3. They Arrive. 2. Dominion 1. Don't Die.

The Adventure of the Knight Scarlet

GM: *Christopher Kubasik*

Play a knight in Greg Stafford's award winning game of Arthurian Britain! The land is in ruins. Lords and chieftains fight for supremacy. Knights must choose sides as the Boy King rises to power. Each of your characters is approached to go on a quest to help young Arthur. Your knight will be tested as he or she fends off Saxon invaders and pierces a magical forest to gain the aid of The Knight Scarlet to help Arthur on the battlefield. Using the game's compelling system of Passions and Traits, your knight's success or failure will be determined not only by martial prowess but by what he or she chooses how to respond to issues of family, religious virtues, love and more....

Alibi

GM: *Alexander Stokes*

Every good crime needs a better excuse. You've been accused of a crime you might have committed... Now it's time to get your story straight before your date with Tall, Dark, and Hairy in the Roosevelt Island Prison! Navigate the perilous twists and wicked turns of this crime noir adventure for Crafty Games' upcoming street setting, Ten Thousand Bullets! Characters can be provided and new players welcome.

The Broken Tooth, Part III

GM: *Venter Laird*

Having defeated the Priest of Azutomlothra, the heroes must now face the Wyvern he sought to protect. (This game is an on-going storyline run only at the convention.) Please note this is a SIX HOUR game.

Burning Wheel - Orcs

GM: *Colin Jessup*

A few days ago, Cursed Humans and their Foul Elven friends snuck into your home to steal your treasure and slay your Warlord and Chief - He

Who is Mighty and Earned the Ancient Right to be Named Grakthal. Now the blood and hate of the Black Legion stirs for revenge and slaughter, but who will lead them to victory? Who will earn the Ancient Right to be Named and become the new Warlord? Players will take the rolls of Orcs in this game and enter the violent world of their politics and decide who among their ranks will be named Warlord.

Can We Please Destroy This Book?

GM: Darnell Coleman

You were on a camping trip when you found an old house and then a time glitch occurs and the Spirit of Willie talks to you. A Gate opened and you found yourself partying with Edward the Longshanks. Evil Dead mayhem ensues. Now you have to get rid of one Necronomicon and pull a William Wallace too. Please note this is a SIX HOUR game.

Century Club vs The Mechano-Reich

GM: Colin Jessup

Reckless Pulp Action and Adventure a World of Tomorrow that never was. News Alert! -Mad Man Invades America! Doctor Von Blitzkrieg and his Terrifying Mechano-Reich lays siege to the Big Apple! The Armed Forces are helpless against his Robotic Army! Only the Daring Heroics of the Century Club can thwart his plans for world domination!

The Chasm of the Deathless Wyrms! (Playtest)

GM: Ryan Macklin

In this playtest of a new, independent game design, take on the role of grand Heroes traveling to Mythic Scandinavia in search of beasts to kill. In this playtest of a new, independent game design, take on the role of grand Heroes traveling to Mythic Scandinavia in search of beasts to kill for glory and respect! Get a first peek at Ryan Macklin's new game design and become legends in this game world.

Cold Warriors

GM: Alexander Stokes

Seven strangers wake up in a room, seven spies with only one thing in common – a mission that ended in tragedy. But that was decades ago and they've all moved on, joining seven of the foremost covert organizations on earth, seven groups that have alternately helped and hunted each other for years. How did they get here? What deadly secret do they share and why is it worth killing for? This event showcases the basic Spycraft 2.0 game system! Characters can be provided and New players welcome.

Come to the Window

GM: Colin Dimock

Come to the window, my baby, with me, And look at the stars that shine on the sea! There are two little stars that play bo-peep With two little fish far down in the deep And two little frogs cry "Neap, neap, neap" I see a dear baby that should be asleep. Standard Call of Cthulhu - Characters provided.

The Crystal Skull of Chalmecatl

GM: Eric Boyd

Your characters have returned from an expedition to uncover an ill-rumored Aztec artifact in the jungles of Central America, and now their peers await a full report of their adventures. Dive into a freewheeling storytelling game of pulp exploration.

Darkness Falls, Chapter 2: Toy Soldiers

GM: Joe Burns

As the dark side continues to cast its shadow over the galaxy, and Jedi continue to be hunted by the Republic, the rag-tag group of clones and Jedi must delve into the underground labyrinth of a aeons old jedi temple to discover a secret that may save us all. This is a more fluid/cinematic game where Roleplaying takes precedence.

Dinner with Harvey

GM: Scott Stokes

Who is Harvey Bunt? Someone better find out quick because two hours ago he took a dozen of the world's movers and shakers hostage at an exclusive dinner party. In a race against the clock, your team must find a way to resolve this explosive situation before it escalates out of anyone's control! Engage in a desperate saga of tragedy and terror in this tense mind game set in Crafty Games' newest espionage setting, World on Fire!

Dirty Secrets

GM: Jesse Burneko

This hardboiled detective game inverts the traditional role-playing model and uses distributed authority to guide a single investigator searching for the truth. Together the group will craft a modern day crime story composed of lies, corruption and murder in the vein of Dashiell Hammet, Raymond Chandler and Ross MacDonald. Please note this is a SIX HOUR game.

The Dome

GM: Kenneth Kaler

The Tok'ra want to make friends with a Goa'uld system Lord?!? And

General Hammond wants your team to help? As always when the Tok'ra are involved, it's not as simple as it sounds. Join SG-15 as they travel through the Stargate to work it all out. (Characters provided)

Don't Rest Your Head

GM: Colin Jessup

You have been living on the street for sometime, you have no idea how long it has been since you slept last. If you sleep the monsters will find you and if you are lucky they will kill you. If you aren't they will make you one of them. But now the Blue Lady has entered the City and she has brought hope and the possibility of Sleep. If you are willing to fight for it. Will you join her Crusade and defeat the mythology of your Madness? What ever happens, Don't Rest Your Head. Please note this begins at 11:59pm Saturday nite.

Dungeons & Dragons Player vs Player

GM: David Arvizu

You are "The Best of the Best" and your god has chosen you to fight to the death against the champions of other gods... This is a "Battle Royale" style game, the goal is to be the last man standing. Start with 120,000 "credits" to buy your character level and up to 7 magic items (magic items sell for one-half the market price listed in the DMG 3.5 edition) Use 85 stat points to divide among the six basic attributes: Str Int Wis Dex Con Chr (minimum attribute score 3 maximum 25, before racial adjustments. You pay for stats points on a 1 to 1 basis. Only racial adjustments can bring you over 25) Character creation: use ONLY the 3 Core Books. Hit points are at Max. Please note this is a SIX HOUR game.

Fist Full of Tentacles

GM: Wes Otis

1873: A gang leveled Hawks Point, Colorado. You're the only law that can bring these murders to justice. You have to hunt them down. You're sure they're just base animals, nothing you can't handle.

Full Moon Over Ivanguard

GM: Christopher Knox

A call for help has been received from the small mountain town of Ivanguard. The local sheriff Sir Basil of Rathbone sends word of a fearsome beast terrorizing the town. You and your motley crew of Outlanders, Templars, and Pagan Wizards have been dispatched to deal with this disturbance. What will you find in Ivanguard? Only time will tell!

Ground Zero

GM: Scott Stokes

Twenty minutes ago, your London field office was leveled by the latest in a string of deadly terrorist bombings. Luckily, you were in the field at the time. Now your team has been diverted to find the bombers before they strike again! Too bad you're not the only ones on the trail. Too bad the others can't tell you from the bad guys. Happy hunting! This event showcases Crafty Games newest setting, World on Fire! Characters can be provided if needed. 1st Timers very Welcome.

Gunsmoke Meta-Poker

GM: Matt Eklund

The game about a game of poker in the Old West. Each player is a gambler trying to win money, respect, friendship, and the heart of the saloon girl (not necessarily in that order). This is **not** a poker event, but knowledge of basic Texas hold 'em or the "poker hands" is helpful.

GURPS: Chez Geek

GM: Michale Shupe

This turns the popular Chez Geek card game by SJ Games into a roleplaying style in a scenario that can be best described as "Big Brother" meets "Supernatural" Due to the nature of the game, it is not recommended for pre-teens.

GURPS: Otaku

GM: Michale Shupe

In a world where everything anime was shoved forcibly into one incredibly bizarre world, time has no meaning. Crossing the eons is as easy for some as crossing the room. Will you conquer the world or even get to school on time?

Hard Times

GM: Legio-IX

All Adventurers have Hard Times. Sitting in this very inn you recall warriors in fine armor, drinking the locals' best. They had gold aplenty, spoils from lands you never knew existed. You knew what path lay ahead of you: fame, fortune, and plenty of coin. Now jobs even for seasoned adventurers are rare, and most are wild goose chases. So you sit and remember the dreams of youth. But now a stranger from the desert lands far to the south has come seeking adventurers. From the crowd in the inn, it appears you are not the only one low on coin. Pre-gen characters (or create your own) based on 500k xp (10th lvl ftr). Only official TSR books will be used, no Skills & Powers, Players Option, or Psionics allowed. Swag will be awarded.

Heavy Metal Blood Dance

GM: *Wes Otis*

New York is crawling with net runners, corporate twits and drugged crazed hookers, but so what? Life has always been this way, right? No one cares on the Edge. Apathy is the best medicine man. Let life wash away and don't mind what others are taken from you. You're not a chump... right?

The Horror Within Anaheim!

GM: *Ryan Macklin*

The characters take a vacation to Disneyland to retreat from the daily grind and spend some time with their families. But something lurks in the happiest place on Earth, something that craves human flesh....

Houses of the Blooded: Roses and Thorns

GM: *John Wick*

Young, beautiful and dangerous. Nobles from all over Shanri arrive to Shara Yvarai's coming out party for a chance at trade, Romance... and murder. *Roses and Thorns* is a one-shot story for up to six players. Bring your wit, your charm and your favorite hidden dagger.

Houses of the Blooded: The Art of Revenge

GM: *John Wick*

Injury and insult. Sharp words and a sharper knife. Your sister was left in a pool of blood and tears. It is time for the sacred and holy Art of Revenge. A one-shot story for up to six players. Leave your mercy at home.

In A Wicked Age...

GM: *Vasco Brown*

Gods, demons and mortals contend with one another for power. Law and civilization are new and no one is their master. A simple midwife can set in motion the downfall of tyrants and great empires. Your birth is not your own to choose, but your fate is what you make it. *In A Wicked Age* is a game of sword and sorcery utilizing an evocative set of "oracles" to facilitate dynamic characters, situations and conflicts.

InSpectres

GM: *Vasco Brown*

Vampires stealing your newspaper? Ghosts disrupting your satellite tv? Does your dog keep you up at night talking in dead languages? We'll fight the forces of darkness, so you don't have to! *InSpectres* is a humorous game about the burgeoning supernatural investigation and elimination market. Start a company and try to stay afloat long enough to cash in those sweet, sweet stock options. Or die trying!

Into the Orlands

GM: *Wes Otis*

A elf child, thought to be the future savior of Yrth, has been kidnapped by Orcs. Now your party must travel across Yrth to save him before they sacrifice him to their gods and war breaks out all over the planet.

Introduction to GURPS

GM: *Michale Shupe*

This will walk players through creating simple characters for a "Reality TV" like game and run them through a short game.

Irongard

GM: *Paul Madison*

A short introductory adventure written by Ed Greenwood for *Dungeon Magazine*. Revised for the *Basic Fantasy RPG*, a rules-lite game for old-school gaming. Rules are available for free at <http://basicfantasy.org/downloads.html>

Jail Break

GM: *Holly Campbell*

From the "Unknown Armies: One Shots" supplement, by Greg Stolze. You play a prison escapee or hostage holding up in an old farm house. Naturally, all is not as it seems.

Kidnapped

GM: *Nicholas Butler*

As the pool of slayers grow after the event, someone is kidnapping them and using them for awful unspeakable evil. Can you stop them and rescue the slayers in training?

La Cite Morte

GM: *Michael M. Kelly*

Esmee: The Crescent City Slayer Ep. 4.10. Esmee's Watcher lies in death-like coma, Roy's once strong spirit dying within him. The Slayer and her friends must enter a deadly spiritual underworld to save him, but can they restore him, and at what terrible cost?

La Croisiere Reveuse

GM: *Michael M. Kelly*

Esmee: The Crescent City Slayer Ep. 4.8. Things take a turn towards the romantic, yet surreal as the Slayer and her friends are forced to take a luxury cruise from Haiti back to New Orleans. Have dreams become reality or has reality become the dream?

La Secte Saignee

GM: Michael M. Kelly

Esmee: The Crescent City Slayer Ep. 4.9. A new wave of snake-like vampires infests New Orleans, and it takes much more than a simple stake to destroy them. Who is the evil power behind these serpent-like vamps, and how can the Slayer and her friends stop them from spreading?

Living Greyhawk/RPGA

High magic and daring adventure in the world of Greyhawk! Come play Dungeons and Dragons 3.5 in the largest pencil-and-paper organized game setting in the world. New players and walk ins always welcome.

Love & War

GM: Christopher Kubasik

You are of the barbarian tribe in Dragon Pass: violent, proud, and fierce. Your clan leader has fallen in love with a noble woman visiting an outpost of the civilized Lunar Empire. Whether it is madness or the gods' will, his desire is to have her. Your character might be a warrior, a priestess, a healer, a farmer. But one way or another the quest to capture this woman will affect you and demand action. Torn between loyalties to family, clan, the gods, and your own ambitions whether you go with love for your clan leader or with a heavy heart for the trouble this plan will bring will be up to you. Where your character draws the line on what actions to take or not take is up to you. Like the characters of The Iliad itself, what choices the characters make in the face of conflict is what makes the story.

Marvel Slugfest

GM: Venter Laird

Come duke it out with some of Marvel's most popular heroes. Use strategy, brute force, alliances (or a combination of all three) to wind up the last hero standing and you'll take home the title Slugfest Champion.

The Massacre

GM: Venter Laird

Danger is nothing new to the residents of Hell's Kitchen, and the discovery of a body hardly draws a second glance. But ten bodies in the span of one week? A killer is stalking the streets of Hell's Kitchen and the police are low on clues and yellow tape. Fortunately for the residents in Hell's Kitchen, justice wears a different sort of uniform. It's time for four of Marvel's favorite heroes to put on their costume, hit the streets, and put an end to a monster's murderous rampage.

Mister Bubbles

GM: *Ed Murphy*

Congratulations, Troubleshooter! Your friend The Computer has chosen you for an important and fun assignment carefully matched to your recorded level of mission experience. You are to report immediately to Transbot Tubeway Platform A8:C7:60:FF for transport to Briefing Room ****CARRIER INTERRUPT PLEASE WAIT**** followed by escort to standard PLC outfitting. If there are optional service firm services available after outfitting, you may be required to volunteer for additional duties at this time ****CARRIER INTERRUPT PLEASE WAIT**** and standard time to complete a mission of this variety is 5 Hours 12 Minutes from time of mission alert delivery. Upon completing your mission in the standard time, report to Transbot Tubeway Platform B1:22:FF:C2 for transport to debriefing, where you will provide a quantitative assessment of your mission success. PAID ADVERTISEMENT ChocoLike Vita-Yum Meal Substitute Bars Now 47 percent more popular in DMM Sector, and growing all the time!

My Life With Master

GM: *Holly Campbell*

It's tough being a minion. The townspeople fear you, the Master loathes you, and you don't even particularly like yourself. Let's see if we can fix any of this.

Night of the Hot Chicks

GM: *Scott Corum*

The FIRST EVER public Demo of the new *HOT CHICKS Roleplaying Game* by Scott Corum and Victor Gipson! Mankind's technology and greed have outstripped his morals. Dark magics rampage across the land, and alien terrors abound. Villainy runs amok, and every villain wants the same thing - Hot Chicks! Now, the future of the Earth will be decided by the brave few in a kung-fu, magic, cybernetics, psionics, and super-powered brawl that will end with mankind's redemption, or its damnation!

Ninjathulhu - The 34th Scroll

GM: *Dan Sheer*

In 1582, the warlord Tokugawa Ieyasu sent a group of Iga Ninja to Itsukushima to retrieve a scroll. It was a mission fraught with danger, madness, and seafood. Possibly the first con game in the US run with the Japanese "Heizan Enjo" supplement rules. Characters provided, beginners welcome.

One Can Have Her

GM: *Jesse Burneko*

In this 1940s film noir inspired game, players take on the role of men with criminal pasts confronting their enemies, evading the police, and pursuing their life's ambition. They are tied together by relationships with the same woman but in the end only One Can Have Her.

Pilot Episode!

GM: *Christopher Kubasik*

Players and GM create a concept and characters for a new TV show – and then play out the pilot episode! A collaborative story-telling experience, the game revolves around engaging characters, swiftly moving storylines, and players rewarding each other for great bits of dramatic business and ideas.

The Prophecy

GM: *Nicholas Butler*

It's just another typical day for the slayer and friends when a warning of great importance rears its ugly head doomsday the end of all things can you stop this prophecy or will the world end this night.

Rescue at Spring Valley

GM: *Eric Gerhardt*

Hobgoblin mercenaries have raided a nearby village and captured the princess. You have been sent on a daring rescue mission to bring her back alive. An adventure for 8th level characters. Characters provided. Please note this is a SIX HOUR game.

Resident Evil: The Ordeal at Mountain Valley

GM: *Joe Burns*

It is late October in an idyllic college town nestled among the mountains of the Northwest. Beneath the surface sinister events occur, and Mountain Valley suddenly finds itself in the throes of a zombie outbreak. A tiny band of survivors must struggle to cope in a world that has been turned upside down. This will be a more fluid game where roleplaying and the cinematic will take precedence. Please note this begins at 11:59pm Friday nite.

The Road to Kingsholm

GM: *Steel*

1st Level Characters must see a caravan arrives safely in Kingsholm. Pre-generated characters.

Roanoke: Horror in the Lost Colony

GM: *Eric Boyd*

In 1587, the colony of Roanoke was established. Three years later everyone had vanished without a trace. A game of action and horror as we tell the tale of the doomed colony.

Run / Scream / Shoot

GM: *Robert Lionheart*

Born for war, abandoned by your gods, surrounded by monstrous bloodlust and wailing guitars! Human warriors, bestial warlocks and their mutated servitors must survive the Wyrms Worlds. Come playtest an old school fantasy RPG of magic, mutation and heavy metal madness to be published in 2008.

Secrets of Pact Magic I & II

GM: *Dario Nardi*

Discover the depths and wonders of pact magic as a binder of dead gods and lost souls. Join our demonstration low-level adventure. Includes pre-gen PCs, a complementary table copy of Secrets of Pact Magic and free e-tools for GMs. In Catalina (Exhibitor Hall) at Pact Magic booth.

Shock: Social Science Fiction

GM: *Eric Boyd*

Create a science fiction tale in the tradition of Philip K. Dick, Ursula K. LeGuin, and Bruce Sterling as your characters and their world deal with the shockwaves of the future.

The Silver Casket

GM: *Wes Otis*

1939, The Germans roll into Poland and war has begun. Hitler has his sights on controlling the world and feels the best way to achieve this is with a device called the silver casket. The U.S. doesn't realize that Nazis are at their back door, looking to unleash a unholy terror. If the plan works, the U.S will not be able to enter the war and the world will burn.

Small-Town Heroes

GM: *Mike Olson*

Things are relatively peaceful in the little town of Nao. Surrounded by farms and verdant fields, it's spared much of the conflict and intrigue that plague the rest of the Zhongguo until the arrival of a mysterious woman sets off a series of unsettling events that reveal Nao for what it really is. High-flying wuxia action with France's #3 RPG!

Soldiers of Fortune

GM: Matt Eklund

A rogue Egyptian general has sold a stockpile of nerve gas to an unknown terrorist group. The Americans want the gas recovered as evidence against Egypt. The Egyptians want the gas and all evidence destroyed. And the terrorists want the gas to... well you figure it out. Simple and easy design allows character creation at the start of the game. Campaign. Survive and/or succeed to gain exp.

Sons of Liberty

GM: Josh Roby

Have you ever had Alexander Hamilton wind up your clockwork power armor, leap out of Thomas Paine's ornithopter, and land in the middle of the Battle of Yorktown to punch General Cornwallis in the face? No?... Well, would you like to? Sons of Liberty, the roleplaying game of freedom and badassery, is the newest game from Kallisti Press where you play the Founding Fathers of America in a madcap clockpunk re-imagining of the American Revolution. Join Benjamin Franklin, Abigail Adams, Paul Revere, and George Washington in the fight for truth, justice, and the American way.

Sons of Liberty (Short Game)

GM: Josh Roby

Have you ever had Alexander Hamilton wind up your clockwork power armor, leap out of Thomas Paine's ornithopter, and land in the middle of the Battle of Yorktown to punch General Cornwallis in the face? No?... Well, would you like to? Sons of Liberty, the roleplaying game of freedom and badassery, is the newest game from Kallisti Press where you play the Founding Fathers of America in a madcap clockpunk re-imagining of the American Revolution. Join Benjamin Franklin, Abigail Adams, Paul Revere, and George Washington in the fight for truth, justice, and the American way. Note this is a TWO HOUR game session.

Space Demon Rock!

GM: Robert Lionheart

A rock fortress born in deepest hells tumbles down through the stars to destroy your fair kingdom. Dare you teleport into the meteor to complete four quests and shatter the demon rock forever? Cool prizes as always!

Spione

GM: Jesse Burneko

Less Ian Fleming and more John le Carre, Spione takes a strong political and psychological approach to espionage fiction. Set in

historical Cold War Berlin the group guides two spies caught between the dehumanizing demands of their trade and the personal connections that define their very identity. KGB? CIA? It doesn't matter which "side" you're on - it's all the same morally bleak landscape of The Cold.

Spirit of the 31st Century

GM: *Mike Olson*

Good news, everyone! Take on the roles of the Planet Express crew in this death-defying "Futurama" adventure using the FATE 3.0 found in Evil Hat's popular "Spirit of the Century" RPG. No experience with FATE is necessary, but a working knowledge of "Futurama" wouldn't hurt (which, if you've read this far, you probably already have). Welcome to the world of tomorrow!

Star Wars: Rebellion of Anakin

GM: *Tim Jenkins*

Prepare for a Star Wars adventure set in an Alternate universe where Anakin Skywalker kills Palpatine and flees Coruscant. In search of Sith artifacts to revive the Sith and destroy the Jedi that took so much from him. Join the group of heroes set forth by the Republic to halt the advance of Anakin Skywalker and the return of the Sith.

Subway of Madness

GM: *Ryan Macklin*

Have you ever been so exhausted that the world shifted before your very eyes? The shadows are tangible, the howl of wind deliberate, every glance a malicious stare? This is only the beginning for the Awake, people who have been without sleep for so long that they've discovered a strange place filled with nightmares made real, held at bay only by the fantastic powers these people find in their insomnia. Please note this begins at 11:59pm Saturday nite.

Super Hero Civil Wars

GM: *Robert van Peer*

The Super Powered people of Los Angeles are fighting each other and no one seems to know why. A Pre-generated Super Hero team (The Stalwarts) is available. GM may allow Mutant PCs after examining them.

Tales of the Slayers: Bloody Night in Coahuila

GM: *Morgan Ellis*

They call her La Cazavampiros, the Hunter of Vampires. The Vampires killed her family, and the man she loved. Now she wanders the dusty highways of Mexico on the trail of the Vampire who was behind it

all. Finally in a little town just south of the Texas border she has found him and it's time for revenge. A Tales of the Slayers game, Robert Rodriguez Films meet Buffy the Vampire Slayer.

Tales of the Slayers: Scream, Slayer, Scream!

GM: Morgan Ellis

The Vampires of New York City have decided to rid themselves of the Slayer once and for all. An ancient demon is being summoned to destroy the Slayer Line forever, you dig? All they need is the Slayer as a sacrifice. But Nikki Wood isn't going to make it easy for those jive turkeys. A Tales of the Slayers game, 70's Exploitation Cinema meets Buffy the Vampire Slayer.

Team Depp and the 13 Dwarves and a Hobbit

GM: Scott Corum

It seemed like a good idea at the time: Recruit versions of Johnny Depp's most popular characters from all over the Infinite Worlds and use them as a hard-corps Strike Team! But when a really short spy infiltrates the initial quest of Bilbo Baggins, can even the daring of Ed Wood and the mystical power of Crusoe prevent the One Ring from falling into the hands of Reich-5?

Team Depp and the Eye of the Tiger

GM: Scott Corum

It seemed like a good idea at the time: Recruit versions of Johnny Depp's most popular characters from all over the Infinite Worlds and use them as a hard-corps Strike Team! But when a mysterious Inter-World Pirate calling himself "Sinbad" begins to threaten Infinity Inc.'s operations between parallel worlds, can even the brains of Ichabod Crane and the wits of Willy Wonka make shipping safe?

Team Depp and the Temple of Doom

GM: Scott Corum

It seemed like a good idea at the time: Recruit versions of Johnny Depp's most popular characters from all over the Infinite Worlds and use them as a hard-corps Strike Team! But when an Echo-Timeline close to Homeline starts resonating with chants to Kali and supernatural energy, can even Captain Jack Sparrow and Edward Scissorhands stop the menace of the Temple of Doom?

Tom Cummings Presents...

GM: Tom Cummings

Play a Strategicon tradition. Join Tom in another riveting tale of ordinary folks caught in extraordinary circumstances.

Torchwood

GM: *alejandro jose gervasio duarte*

Torchwood is a top secret organization that is above the law and beyond any earthly government. Each Torchwood office is completely self contained and consists of 4 to 5 agents that protect the Earth by acquiring any and all alien artifacts that come from space or the rifts in timespace. Because "In the 21st Century it's all going to change!"

The Trip to Mutant World

GM: *Robert van Peer*

The PCs will be traveling to a world where the North American continent is run mostly by mutant led governments. A key government official in the world the PCs come from has been abducted and the PCs have to find and rescue him

Warhammer 40,000 - Rogue Heresy

GM: *Denys Mordred*

The game you've been waiting two decades to play has arrived - it's the new 40K RPG from Black Industries! As acolytes of the Imperial Inquisition - agents, experts and specialists - you are the front line in the Imperium's shadowy struggle against the forces of corruption within and the horrors without. Too bad that despite all your training, nothing could have prepared you for what you are about to experience.

We are Legend

GM: *Darnell Coleman*

Your group are the only survivors in a Big City called Westminster. Inside the city is a lot of undead. An ex movie star named Smith injected the party with his blood. Then went insane. You must find out why he went insane and how to get the blood from Westminster to the other places of Civilization.

Who is the Juggernaut?

GM: *Robert van Peer*

The X-Men are enjoying a rare vacation visiting the Dazzler before she begins a new tour with a Universal Amphitheater concert. While at the Dazzler's beachfront home they find the deceased body of Cain Marko, stripped of the Juggernaut powers. 20 different X-Men will be available as PCs.

Why Can't It Ever Go Smooth?

GM: *Kenneth Kaler*

A simple smuggling job... Get the goods to the destination without any "Alliance Entanglements", and don't look in the boxes. Your team and your ship are up to the task, right? (Characters provided.)

The Winter of Discontent

GM: Jesse Burneko

One year ago Myra VanHolten's fiancé, Kurt, was brutally murdered by bandits on their wedding day. Even her sorcerous heritage couldn't bring him back and a botched ritual left her with nothing more than a cloak with a mind of its own. Could it be all that's left of Kurt? Now, on the eve of her lover's death her father has brought her startling news. He has found her a new husband. This short scenario has the players collectively playing the single protagonist Myra to her ultimate fate. Please note this is a TWO HOUR game.

Witchcraft: In the Dark

GM: Chris Czerniak

Witchcraft is a world very like our own but with a much darker side. The monsters and horrors that fill our legends walk the earth, hunting and using us for their own purposes. A reckoning is soon to arrive and a small band of unaligned Gifted are given the power to save the world, or destroy it.



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LARPs

Poolside 1-4, Laguna, San Jose, Catalina F

Start Time
Fri, Feb 15th

Title

2:00 pm **Beyond the Veil LARP** Live Effects 2.02
8:00 pm **The Upgrade!** Jeepform

Sat, Feb 16th

10:00 am

ApocaLARP - Trial by Fire ApocaLARP
The Upgrade! Jeepform

2:00 pm **One World By Night All Day** oWOD

3:00 pm **Angel Tears Falling** In Nomine (modified for LARP)

Camarilla - Mage LARP Mage: The Awakening

Camarilla - Vampire LARP Vampire: The Requiem

Sun, Feb 17th

10:00 am

ApocaLARP - Trial by Fire ApocaLARP

2:00 pm **Night Boat** In Nomine (modified for LARP)

3:00 pm **Mobs of Des Moines** *

8:00 pm **Mystery of the Senator's Mill** Red Queen LARP *

The Upgrade! Jeepform

* = Play with the creator

Angel Tears Falling

GM: *Barbara Fuentes, Claudia Dievendorf*

It's raining on her wedding day, and the bride seems to think that's the worst of her concerns. She doesn't seem to notice that one of her guests is an angel with a gun. No experience with In Nominae required. This game is designed to be easy to play for players who have never LARPed before. Costumes (modern day wedding, with rain gear) are welcome but not required.

ApocaLARP - Trial by Fire

GM: *Rob McDiarmid*

In the summer of 2047, the world went to hell. Tidal waves flooded, communications networks crashed, bombs fell, and zombies infected all they could bite. Many banded together into rough paramilitary organizations to learn to survive. You must complete an audition mission that tests your skills in several different areas, including accuracy, dexterity, cleverness, and combat prowess. This game is a short boffer larp obstacle course that includes shooting Nerf guns,

picking simulated locks, foam sword fighting, and roleplaying. No previous experience required. The course will take approximately 20 minutes to complete. Compete against your friends and see who can get the best score. Saturday and Sunday at 7 PM, prizes will be given for the top scores.

Beyond the Veil LARP

GM: Andrew Rowe

In the dark fantasy world of the Veil, you don't just play your character - you live the role. Join us for a day of live action role-playing and excitement! The game uses a simple skill-based system no prior experience is necessary. Participating in boffer-based live combat is optional. A great introduction to LARPing.

Camarilla - Mage LARP

GM: Jason Orman

By forging mystical paths to realms beyond the material world, the Awakened (known as wizards, sorcerers, and mages) can impose the laws of those higher realms on this world. Doing so, they can shed light on what hides in the World of Darkness and work great wonders tempered only by their wisdom. Yet for all their power and insight, the Awakened are still human, subject to the same failings and shortsightedness all humanity suffers. They must temper their wonders with wisdom, lest the friction between opposing laws of disparate realities cause an uncontrollable Paradox. Nor can they cavalierly expose the secrets their Awakenings reveal to them. Some secrets are hidden from Sleeping humanity for good reasons, and it is only the proud, foolish mage who casts into the light those things best exiled to shadow.

Camarilla - Vampire LARP

GM: Dominick Balsamo and Jason Orman

Without doubt, vampires are monsters. Monsters, though, need not always be unthinking, unfeeling terrors empty of remorse, or even compassion or other human traits. Indeed, vampires can exceed their deathless curse, themselves becoming antiheroes or even heroes. Then again, some vampires truly remain monsters. This is the purpose of Vampire: The Requiem. It is a Modern Gothic Storytelling game, a roleplaying game that allows you to build chronicles that explore morality through the metaphor of vampirism. In Vampire, you "play the monster," and what you do as that monster both makes for an interesting story and might even teach you a little about your own values and those of your fellows.

Mobs of Des Moines

GM: Judson Lester and Ryan McMullan

It's all about the C-notes, baby. It's 1923 in Des Moines and prohibition has created new opportunities for power in those who disregard the law and bring people what they want. The wise guys in New York and Chicago have already established empires of hooch and dames, but now it's your turn to set up shop in your home town. Take your place in your crime family then deal, betray, undermine, and wack these other wise guys who think they got the moxy. Whether you're the Don, the Lieutenant, the Consigliere or the Proprietor of illegal business, opportunities abound to enrich your family and yourself. Who will pocket the most C-notes on the sly? Who will be the family to rule the Mobs of Des Moines? A Live Action Roleplaying game. Beginners welcome (easy rules, no LARP experience necessary). Costumes from the 1920's optional but encouraged (fedoras welcome). Mature audiences only.

Mystery of the Senator's Mill

GM: Barbara Fuentes, Angela Martin

It's spring, 1450 a.i. The stormy weather has brought the riverboat men and other riffraff into the Broken Head Tavern, and made the smell of the Senator's Mill nearly bearable. There a simple fight over a simple affair embroils three kingdoms, four religious orders, three sentient species, and a really fabulous curried mutton. Playtest of the Red Queen LARP system, set within the Empire of Nardus of the world of Nef-Etnus.

Night Boat

GM: Barbara Fuentes, Claudia Dievendorf

Adrift in the Atlantic, your only wish is for a second chance, to live awhile longer to set some things right. Your wish is granted in the form of an 18th century sailing ship, but the devil is in the details. No experience with *In Nominae* required. This game is designed to be easy to play for players who have never LARPed before. Costuming from any historical period, especially 1790 to near-future, is optional but warmly appreciated. (repeat story from Gateway 2007)

One World By Night All Day

GM: Frank Perkins

A LARP set in the original World of Darkness setting. Part of the One World By Night, which seeks to link existing chronicles to join a consortium of games that all exist in the same world. Originally starting with chronicles in the Chicago and Washington DC areas, One World by Night takes the elements that White Wolf has set up to their next logical step.

The Upgrade!

GM: Paul Tevis

A "Temptation Island"-like game about (our) fascination with participants in reality shows. Exotic locations, exotic gaming style, secret sex, and fish-shaped signs. Do you dare to take your relationship on a test-drive on the Upgrade! island resort? The West Coast premiere of Jeepform, a Scandinavian style of freeform play. Find out more at jeepen.org.

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Radiance House

d20 system

Seminars and Special Events

Newport, Ballroom D, Foyer

Start Time
Fri, Feb 15th
8:00 pm

Title
Flea Market

Sat, Feb 16th
10:00 am

Flea Market
War College: Modeling Conflict Initiation Part 1
War College: Modeling Conflict Initiation Part 2 *
What's New at Steve Jackson Games?
Breaking into the Game Field
Broadside Bash Flea Market

Noon
2:00 pm
5:00 pm
7 pm

Sun, Feb 17th
10:00 am
8:00 pm

Flea Market
Feedback Seminar

Mon, Feb 18th
11:00 am

Game Auction

* = Play with the creator

Breaking into the Game Field

Come and learn from Steve Jackson's wisdom and experience as he discusses what it takes to create a successful game and get it published in the current gaming industry climate. Newport.

Broadside Bash Flea Market

A special flea market in the Penthouse. Find those rare old GW figures you've been looking for. Open to all convention attendees for shopping. Broadside Bash attendees given priority to sell. Otherwise, standard Orcon flea market rules apply.

Feedback Seminar

We've moved. Did it help? Did it hurt? Were we crazy or was it about time? We've had a year to run this thing. Are we doing a good job? Again, no weapons please. Newport.

Flea Market

Bargains galore to be found in our gaming bazaar. Foyer.

Game Auction

Bargain central. You never know what you'll find here. Ballroom D.

War College: Modeling Conflict Initiation Part 1

Jon Compton will demonstrate techniques used to model the initiation of conflict and the effectiveness of deterrence. Using an agent based model, deterrence will be shown to be unstable given the correct circumstances and that, given rational actors, conflict may still be inevitable despite the presence of nuclear weapons on one or both sides. He will then discuss how the model can be used to analyze current conflicts in order to generate scenarios for modern wargames. Newport.

War College: Modeling Conflict Initiation Part 2

Joseph Miranda will give a presentation on the Pentagon and wargaming. In the last several years, the Defense community and policy makers have become increasingly interested in wargaming. The call has gone out for simulations on Middle Eastern conflict, especially those which model unconventional warfare and insurgency. The talk will cover such topics as what the Pentagon is looking for in wargames, how wargames deal with conflicts such as the one now raging in the Middle East, and how to design unconventional simulations. Joseph Miranda and Jon Compton of MCS Group demonstrated the prototype of the BATTLE FOR BAGHDAD game for the Military Operations Research Society and the Center for Army Analysis. This wargame puts players in command of a faction attempting to gain military and political control of the Iraqi capital in the period 2003-today. They will be running a game at Orcon and up to six players can participate. Newport.

What's New at Steve Jackson Games?

Podcasters Eric Burgess of "Boardgame Babylon" and Paul Tevis of the "Have Games Will Travel" will be interviewing Steve Jackson. A general question and answer session will be included. Hear from Steve Jackson himself about upcoming releases and projects in the works at Steve Jackson Games. Get involved for the opportunity to win product! Newport.

Computer and Video Games

Malibu

Earn a free badge by helping in the Video Game Room! If you'd rather spend your weekend playing instead of working, how about volunteering your computer? Leave your computer or game console in the room for the duration of the convention and earn a badge without having to work any hours yourself. Stop by the Video Game Room in Malibu and talk to the staff.

Start Time	Title
Sat, Feb 16th 7:00 pm	Guitar Hero Guitar Hero

Sun, Feb 17th 11:00 am	Halo Tournament Xbox (Original)
7:00 pm	Rogue PC

Guitar Hero

Go head to head with other players to see who's the best performer!

Halo Tournament

Deathmatch action in the original game. Additional details available in the Video Games room.

Rogue

There's a reason this game is still a classic! Come see how much gold your adventurer can find.

Gateway 2007 Winners

Boardgame Name	1st Place	2nd Place	3rd Place
1830 Rail Slot	Nancy Ballard	Joe Gray	Bill Gallagher
18XX Classic	Joe Gray	Brian Simmon	Andrew Schoonmaker
18XX Pot Luck	David Willis	Andrew Schoonmaker	Bill Gallagher
25 Words or Less	Edward Roske, Ed Quiroz	Ian Rodriguez, Michael Fryer, Phil Fleischman	
Alhambra	Tanya Aldrich	Vincent Langston	Larry York
American Megafauna	Phil Eklund	Stacy Alexander	Eric Gruber
Amun Re	Daniel Eppolito	Shannon Beets	Ted Blegen
Apples to Apples	Ethan Mossman	Samantha Peay	Robin Erb, Anna Peay
Arimaa	Ben Tobin	Judson Lester	Stacey Alexander
Axis and Allies #1	Dave Gershon	Tim Towery, Dale Conklin	
Axis and Allies #2	Dearl Albright	Gary Coppa	
B&B			
Battle Cry	Ben Tobin	George Nickols	Rick Lepore
Blokus #1	Erin Gerton	Daniel Eppolito, Tanya Aldrich	
Blokus #2	Robert Neff/Gary Milante		Scott Samaral
Blue Moon City	Darrell Stark	Ruth Rodriguez	Bradley Burcar
Bohnanza	Phil Fleischmann	Leo Rodrigues	Ruth Rodrigues
Carcassonne	Heide Nichols	Danny Crouch	David Gerson
Cartagena	Darrell Stark	Stanton Peay	David Koontz
Catch Phrase	Himoru, Anna Peay, Robin Erb, Todd Schlinkbernd	Sam Peay, Hilda Erb, Leonard Lopez	
Cave Troll	Bradley Burcar	Victor Ippolito	Belle Barsi
Caylus	Daniel Eppolito	Shane Sauby	Thomas Dunaj
Charades	Charlotte Hoover, Mae Wilson, Joe Neelon, Neil Figuivacion	Kevin Bryant, Sam Peay, Anna Peay, Himoru, Winton Lemoine	Todd Schlickbern, Ian McAleere, Daniel Wilson, Mike Fryer, Tim Oates
Citadels	Bernie Escarcega	Chris Venuti	Vince Langston
Cleopatra & the Society	Pearl Newton	Wendy Newton	Danny Crouch
Cloud 9	Mary Taylor	Nathaniel Taylor	Pearl Newton
Colosseum	Brad Parker	Eru Elder	Robert Neff
Combat Commander	David Siskin	Scott Van Essen	
Cowboys:Way of the Gun	Vic Bugg	David Koontz	Devin Micarthy
Cribbage	Gary Milante	Lori Greene	Dean Taylor
Diplomacy	Dan Schlick	Gary Coppa	Victor Ippolito
Empire Builder	Steve Loeb	Louis Newman, Patrick Haver	Dave Willis, Terry Newton
Euro Rails	Peter Van Ettinger	Jim Wilson	Glenn Davenport
Family Business	Ian McAleese	Robert Neff	Adam Taylor
Fluxx #1	Sam Cohen	Joe Neelon	Erich Sforza

Fluxx #2	Charlotte Hoover	Robert Neff, Daniel Wilson	
Formula De	David Humphreys	George Nickols	Matt Grimaldi
Formula Motor Racing	Dylan Venuti	Chris Venuti	Tim Maloney
Fortress America	Ed Dobrowolski	Bruce Ballard	Brian Bradford
Goa	Andrew Schoonmaker	Seth Jaffee	
Guillotine #1	Belle Barsi	Mary Taylor, Edward Roske	
Guillotine #2	Alexa Quiroz	Marc Ward, Bruce Nelson	
Hammer of the Scots	Rick Lepore	Darnell Coleman	
Hannibal Rome vs Carthage	Mark Luta	Sebastian Sohn	
Hearts #1	Dan O'Farrell	Don Bryant	Jon Pepper
Hearts #2	Gerald Delker	Rick Lepore	Don Bryant
Hey that's my Fish	Tanya Aldrich	Adam Taylor	Nate Taylor
History of the World	Don Schlick	Randy Richards	
Illuminati	Dane Ilario	Sean Thompson	"KreeAh"
Imperial	Kurt Kechley	David Siskin	Matthew Smith
In the Shadow of the Emperor	Donell Stark	Jeff Snyder	Jennifer Schlickland
Ingenious	Barbara Newton	Marc Gilutin	Tom Jolly
Iron Dragon	James Thomas	Anne Sidell	Jim Cowan
Jigsaw Puzzle	Highlander, Odin	Kevin, Pat	
Joan of Arc	Aaron cappocchi	Erin Gerton	John Margerum
Juniors Event #1 (Zooloretto)	Samantha Kline	Jacob F	Leo Rodriguez
Juniors Event #2 (Candyland)	Jacob F	Leo Rodriguez	Andrew
Juniors Event #3	Jacob Fraigun, Andrew	Samantha Kline	Leo
Juniors Event #4	Jacob fragun	Leo Rodriguez	Alexa Quiroz
Juniors Event #5	Tom Berry	Alexa Quiros	Andrew Johnson
Juniors Event #6	Andrew	Samantha	Jacob
Juniors Event #7	Jacob Fraigun		
Juniors Event #8	Jacob Fraigun		
Khet	Mathew Wilson	Scott Van Essen	Davin Mines
Liar's Dice #1	Aaron Jensen	Robert Charboneau	
Liar's Dice #2	Jasen Hansen	Ian Rogriguez	Darrell Stark
Lords of the Sierra Madre	David Koontz	Gerald Delker	Tonas Dunaj
Lost Cities	John Brader	Armand Morton	Danny Grouch
Lost Worlds	Chris Johnson		
Merchant of Venus	Bruce Nelson	Jim Cowan	Roderick Lee
Midgard	David Koontz	Brad Broors	Steve Koontz
Mille Bornes #1	Don Brian	Bruce Nelson	Terran Peay
Mille Bornes #2	Don Bryant	Charlotte Hoover	Mary Taylor
Modern Art	David Gerson	Matthew Wilson	Scott Van Essen
Modern Naval Battles	Nick Peay	Stanton Peay	Claude Balls
Monsters Menace America	Lisa Marcus	Vincent Langston	Kris Miller
Munchkin	Terran Peay	RM Mchaughlin	Jasen Hanse
Mykerinos	Brad Parker	Sam Cohen	Matt Hyra
Napoleonic Wars	Paul Tevis	Mark Luta	Barry Lew
Nexus Ops	Bradley Burcar	Keith Brush	Erin Gerton
No Thanks	Charlotte Hoover	Matthew Wilson	Lori Greene
Notre Dame	Scott Samarel	Shannon Beets	Matthew Smith
Nuclear War	Sean Thompson		
On the Underground	Seth Jaffee	Jasen Hansen	Bill Beyermann

Once Upon A time	Todd Schlickbernd	Anna Peay, Robin Erb, Sam Peay	
Owners Choice	Aaron cappocchi	Eric Burgess	Chris Johnson
Palabra	Joe Neelon	Chris Johnson	Edward Roske
Pez #1	Nathaniel Taylor	Melissa Noland	Don Bryant
Pez #2	Odin8186	Nathaniel Taylor	Lori Greene
Phase 10 #1	Debra Brinkman	Krysta Fryer	Joe Neelon
Phase 10 #2	Samantha Peay	Debra Brinkman	Krysta Fryer
Phase 10 #3	Lori Greene	Tanya Aldrich	Erich
Pillars of the Earth	Jamie Bussio	Leland Pike	Tim Oates
Pit #1	Odin8186	Sam Peay	Krysta Fryer
Pit #2	Mike Fryer	Krysta Fryer, Odin8186	
Pitch Car #1	Edward Roske	Aaron Cappocchi	Hunter Hardenberg
Pitch Car #2	Debby Brinkman	John Nickols	Aaron Cappochi
Poker - 5 Card Draw	Bruce Ballard	Robin Ripley	Dan O'Farrell
Poker - 7 Card Stud	Kree'Ah Stonecutter	Mike Russell	Scott Samarel
Poker - Texas Hold 'Em	Aaron Cappocchi	Don Bryant	Stephanie Mandelsberg
Power Grid	Robert Neff	Chris Johnson	Tim Oates
Princes of Florence	Seth Jaffee	Eric Elder	Shane Sauby
Puerto Rico	Nancy Ballard	Danny Crouch	Seth Jaffee
Quelf #1	John Nickols, Russell Ring	Wendy Newton, Pearl Newton	
Quelf #2	Martin Bowers	Jamie Bussio	Pearl Newton, Lori Greene
Ra	Bradley Burcar	Jamie Bussio	Lars Kristiansson
Railroad Tycoon	Brian Simons	Scott Samuel	Mathew Smith
Robo Rally #1	Joe Neelon	Tanya Aldrich	Ted Blegen
Robo Rally #2	Phil Fleishmann	Dean Taylor	Joe Neelon
Saint Petersburg	Larry York	Bruce Schlickbernd	Bill Beyermann
San Juan	Joshua Kaufman	Colin Anderson	Shannon Beets
Scepter of Zavandor	Joseph Will	Burt Hunt	Peter Von Ettinger
Seafarers of Catan	Tanya Aldrich	Mike Fryer	Bill Beyermann
Settlers of Catan	Jasen Hansen	Gary Milante	Cynthia Siskin
Silverton/Rail Baron	Stanley Friesen, Glenn Davenport		
Spades #1	Hilda Erb, Scott Samarel	Gayle Charboneau, Gerald Delhr	
Spades #2	Richard Marquez, Melissa Noland	Vanessa Pepper, Jon Pepper	Dave O'Brien, Fern Carasquillo
Spades #3	Melissa Campbell, Gayle Charboneau	Melissa Noland, Heide Nichols	
Stack Market	Darrell Stark	Ian Rogriguez	Andreas Pluchar
Struggle for Rome	Darnell Stark	Alison Cuyler	Beth Voss
Talisman	Marsha Waldon(Amazon)	uSean Thompson(Scout)	Dane Ilario(Dragon Priest)
Through the Desert	Leo Rodriguez	Burt Hunt	Ruth Rodrigues
Thurn and Taxis	Joshua Kaufman	Darrell Stark	Shannon Beets
Tichu	Chris Johnson, Stephanie Kellcher	Erich Sforza, Burt Hunt	
Ticket to Ride	Marc Gilutin	Stanley Friesen	Erich Sforza
Ticket to Ride - Marklin	Clint Corley	Leonel Rodrigues	Dave O'Brien
Ticket to Ride Europe	Steve Loeb	William Beyermann	Robin Erb
Tigris & Euphrates	Neil Figuracion	Bruce Schlickbernd	Phil Fleischmann

	Ted Blegan, Chris Johnson, Eduardo Quiroz, Stephanie Kelleher		
Times Up			
Titan #1	Ben Tobin	Joseph W.	
Transamerica #1	Leo Rodriguez	Bernie Escarcega	Jesse Escobedo
Transamerica #2	Danny Crouch	Steve Loeb	Robert Neff
	Lloyd Adams, Chris Allen, Don Bryant, Mick mandelsburg, Joe Neelon, Lisa Patterson	Hilda Erb, Ryan Gan, Bruce Nelson, Anna Peay, David singh	
Trivial Pursuit			
Twilight Struggle	Keith Schoose	Rick Le Pore	Roderick Lee
Ubongo	Dean Taylor	Tanya Aldrich	Terran Peay
	Vincent Langston (Myfayt)	Edward Roske	Marc Ward
Uno #1			
Uno #2	Andreas Pluchar	Matt Fitzgibbons	Glenn Lasker
Uno #3 Pajama Party	Krysta Fryer	Vincent Langston	Anna Peay
Uno #4	Kelsey Gaines	Nathaniel Taylor	Kevin Bryant
Uno #5	Marc Broad	Andreas Pluchar	Debra Brinkman
			Clint Corley, Darrell Stark
Vegas Showdown	Gary Milante	Chris Venuti	Terry Newton
Vinci	Thomas Dunaj	Michael Urban	
Weapons of Mass Destruction	Charlotte Hoover	Mathew Wilson	Hilda Erb
Winds of Plunder	David Siskin	Jeff Snyder	Barry Goldstein
Wits and Wagers	Rick Lepore	Jon Pepper	Keith Brush
Wiz war - live action	Victor Ippolito	Bradley Burcar	Benton Redman
Zooleretto	Barbara Newton	David Koontz	
Computer Game	1st Place		
Civilization III	Gerald Delker		
Diablo II	Polly Aylor		
Guitar Hero	Stephanie Kelleher		
Painting Category	1st Place	2nd Place	3rd Place
Best of Show	Toby Walker		
GW Sci-Fi Unit	Jeffrey Vaca	Toby Walker	Jason Eberwein
GW Sci-Fi Single	Toby Walker	Matt Mandzale	Jeffrey Vaca
GW Fantasy Unit	Matt Mandzale	Kenneth Fonarow	Jeffrey Vaca
GW Fantasy Single	Jeffrey Vaca	Kenneth Fonarow	Mike Varga
GW Vehicle	Jeffrey Vaca	Toby Walker	Jason Eberwein
Non-GW Fantasy Single	Robyn Nixon	Katherine "Kate" Wadey	Matt Mandzale
Non-GW Fantasy Unit or Group	Katherine "Kate" Wadey	Hugh Singh	Robyn Nixon
		Katherine "Kate" Wadey	
Historical Single			
Historical Unit or Group			Kenneth Fonarow
Beginner (12 years & younger)	Anthony Stenzel		
Collectible Game	1st Place	2nd Place	3rd Place
Clout Clinch	Lon Grabowski	Ray Grabowski	
Heroclix: Royale Rumble	Harry Kruger		
Heroscape	Anthony Abeyta	Greg Salcido	Devin Gold

Horrorclix Monster Bash	Ken Hughes		
Magic: the Gathering	Jim Gorz	Andrew Nagy	Sean Gold
Naruto Academy	Robert Charboneau		
Naruto Genin	Robert Charboneau		
Pirates	Jack Sokol	Jocelyn Einsenhour	Art Severance
Pirates: Sink-N-Keep	Chuck Watson	Ashley Charboneau	Tim Wilson
Star Wars Miniatures	Fred Carmelia	Daniel Watson	Chuck Watson
Star Wars Pocketmodel	Erik Foster		
UFS	William Rutan	Konstantine Retalas	Mike Shea
Warlord CCG	Rami Silverman		
Warlord Pre-release	Lisa Patterson		
World of Warcraft CCG	Travis Day	Gareth Hughes	Greg Schneider
Yu-Gi-Oh!	Robert Charboneau	David Hays	Jeff Lubyker
Miniatures Game	1st Place	2nd Place	3rd Place
	Darrian Dalangin (Best Overall) Jeff Vaca (Best Painted) Chris Peckenpaugh (Best Army) Rick Brandow (Best Sportsmanship)		
40K RTT			
Dark Age	Wade Ourant	Bill Harris	Brant Polkowski
Fantasy RTT	Stefon V	Curtis Cooper	Jon Napper/ Mike Gunso
Star Wars	Fred Carmelia	Daniel Watson	Chuck Watson
Warmachine/Hordes			Patrick
Z50	Parker Gibson	Dave Rinehart	Mijcnayake

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