

# GAMEX



2016 Flight Manual

Memorial Day

Weekend

May 27 - May 30

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## Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Visit the Registration Desk for assistance.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Tim Keennon
Dealer Room	John Paiva
Registration	Tracy Fryer
	Tiffany LaMarre
Board Games	Shane Sauby
Industry Liaison & Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Mike James
	Frank Vassallo
Role-Playing Games	Jim Sandoval
	Jon-Enee Merriex
	Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Mei Dean Francis
Seminars & Movie Room	Nick Chavez
Library	David Holt
Open Gaming	Michael Fryer
	Robyn L. Nixon
Lots of Stuff	Mark Hyman
	Eric Downing
	Michael J. Russell
Art Director	Kevin Hill
Quartermasters	Topher Suarez
	Danielle Suarez

## Welcome

Strategicon welcomes you to Gamex 2016. Thank you for joining us.

Gamex brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general. We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

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

Again, thank you for coming. Enjoy the adventure.

## Convention Hours

Gamex opens to the public at noon on Friday and closes at 6 pm on Monday. While events such as seminars and tournaments are scheduled, open gaming never closes.

## Game Tournaments and Events

The various Tournaments and Events being held at this convention are listed in the pages of this program in their own event schedules. Tournaments and Events have been broken down into sections (Board Games, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), each with its own special information under the appropriate headings in the program.

## Common Rights of Event Officials

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

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

## Event Registration

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

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event

is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

### **Multiple Section Tournament Entry Limit**

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Guillotine #2). If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven't played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game's tournaments. For Role-Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

### **Walk-in Event Entry**

If openings become available at a game event, you can inform the official in charge of the event that you want to play. Space for walk-in entries is available on a first-come, first-served basis, beginning approximately five minutes prior to the event starting time. If you have been unable to register for an event, it's worthwhile to try walking in. Bringing a copy of the game you want to play greatly increases your registration chances.

### **Late Arrivals**

Show up on time for your game events! Even if you've registered, if you're not on time, it's assumed you're not going to show up and your place may be given away to someone else.

### **Tournament Prizes**

Prizes will be awarded by Strategicon to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Tokens", which are redeemable at face value in the Dealer Room for merchandise (only). These Dealer Tokens are good for the calendar year they are awarded, and Dealer Tokens may be applied toward the payment of any state sales tax on your purchase as well.

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and Gamex can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

### **The prizes for board games will be as follows:**

Events are played for the pure fun of the game

Tournaments are paid out as follows:

Mega - \$50, \$20, \$10, \$5

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

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

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

Sponsored events will often award some type of game or game

expansion

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

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

## **A Guide to Gamex 2016 for Non-gamers**

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend.

We've made a special effort to see to your needs. Enjoy yourself, make new friends, and live some adventures with us that you'll remember. The first thing you should do is walk around and visit the entire convention. Take special notice of Open Gaming and the Dealer Room. Then wander around and just look at everything else. If anything piques your interest, ask someone what they're doing. Don't worry, people ask us all the time to explain these games and you'll find that gamers as a whole are a very friendly and intelligent group who enjoy talking about, and sharing, their hobby. Don't be surprised if they offer you an instant game lesson and invite you to play! You may wish to jump in and have some fun; after all, this is the stuff that good times and friendships are made of!

The convention has many activities such as Auctions, Demonstrations, Seminars, and most importantly Game Tournaments. Many of you are already familiar with such popular family games as Carcassonne, Settlers of Catan, Ticket to Ride, etc. We urge you to sign up for a round at the Board Game registration desk. You'll find that there are many beginners just like you in these enjoyable tournaments, just like you.

Another type of gaming that you'll enjoy is the "Card Game" division. These games include the fast and riotous action games such as Uno, Guillotine, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. Just look for someone with a copy of the game and ask him or her to teach you! You'll be glad to hear that new players have a good chance of beating even the most experienced veterans in these freewheeling fun games.

We have also added many party games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule. We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting story - either for the tabletop or in free-form live-action events. For those who want something a bit more physically exerting, we have "Combat" Live-Action Role-Playing games that bring role-playing games to life with not only live acting, but also physical challenges such as dexterity tasks (disarming mock traps, solving puzzles, or "picking" locks) and live combat with safe, padded weapons.

We have worked hard to ensure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is our hobby, and we do love it. If there is one thing better than gaming, it is sharing our games with new friends.

Enjoy the con!

## GameX 2016 Special Guests

### Jeremy Lennert



Jeremy Lennert has been designing games as long as he can remember, and is particularly obsessed with variable powers, which play a major role in most of his designs. He is best known for his dark fantasy cooperative game Darkest Night, the second edition of which is currently on Kickstarter. He lives in Orange County, CA, where he works as a software developer.

### Michael Coe

Designer, publisher and actor Michael Coe began publishing board games in 2011. He has successfully funded over 10 Kickstarter projects for a collective sum of more than \$1M. His most successful publication, Tiny Epic Galaxies, has been printed in 5 languages and was the second most backed board game project in Kickstarter history.

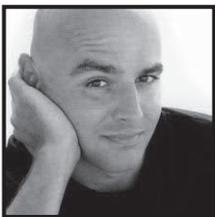
Coe began designing games at a young age, and his deep passion for games is evident in Gamelyn Games' mission: to share inspiration with players, spark creativity within them and provide memorable experiences that bring them together. He and his wife, Brittany, live with their daughter Jolene in Phoenix, AZ.



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## GameX 2016 Artist

### Kevin Hill



Specializing in both traditional media and digital art, lifelong artist, board gamer and timelord Kevin Hill's work has been featured in video games such as Spyro the Dragon, Ghostbusters, F.E.A.R. and Scarface. He currently resides in Anaheim, California, where he splits his time between working as an artist at Disneyland in the Ink and Paint Department and teaching at Coastline Community College. Portfolio and contact info can be found at [www.painterkevin.com](http://www.painterkevin.com).



# Friday

## Master Schedule of Events

\* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

### Fri, May 27

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	1	<b>13 Days: The Cuban Missile Crisis Gaming 101</b>		B	A	B
	1	<b>Armored Core DEMO</b> Demo		A	T	B
	4	<b>Battlestations!</b> Event *		A	A	B
	1	<b>Cards Against Humanity</b> Event		A	M	B
	1	<b>Istanbul Gaming 101</b>		B	A	B
	2	<b>Liar's Dice</b> Small		A	A	B
	1	<b>Lords of Waterdeep Gaming 101</b>		B	A	B
	2	<b>Munchkin Steampunk Deluxe</b> Sponsored		A	A	B
	2	<b>Munchkin Treasure Hunt</b> Sponsored		A	A	B
	2	<b>Perpetual Motion Machine</b> Small		A	A	B
	1	<b>Ticket to Ride Gamex Championship</b> (ongoing through Sunday)		A	A	B
	1	<b>Ticket to Ride Gaming 101</b>		B	A	B
	2	<b>Yahtzee Free for All #1</b> Small		A	A	B
	5	<b>Fire of Eidolon</b>	La Jolla	A	T	C
	2	<b>Dungeons &amp; Dragons 5e</b> DDAL4-2 The Beast (Levels 1-4)	Plaza B	A	A	R
	2	<b>Dungeons &amp; Dragons 5e</b> DDAL4-7 The Innocent (Levels 5-10)	Plaza B	E	A	R
	1	<b>Empires in America 1754- 1762</b> Event		A	A	W
1 pm	2	<b>13 Days: The Cuban Missile Crisis</b> Event		A	A	B
	1	<b>Dead of Winter Gaming 101</b>		B	A	B
	4	<b>Game of Thrones: The Board Game</b> Small		A	A	B
	2	<b>Revolution</b> Event		A	A	B
	1	<b>Saboteur</b> Event		A	T	B
	1	<b>Scepter of Zavandor Gaming 101</b>		B	A	B
	1	<b>The Grizzled</b> Event		A	A	B
	2	<b>Ticket to Ride: Nordic Countries</b> Small		A	A	B
	1	<b>Tokaido</b> Event		A	A	B
	2	<b>Robotech Tactics</b> Modeling Tutorial	International A	A	A	M
2 pm	2	<b>Chez Geek</b> Sponsored		A	A	B
	4	<b>Dead of Winter</b> Event		A	T	B
	1	<b>Fish Cook Gaming 101</b>		B	T	B
	1	<b>Kittens in a Blender</b> Event		A	A	B
	3	<b>Scepter of Zavandor</b> Small		A	A	B
	4	<b>Starship Awesome 3000</b> Sponsored		B	A	B
	2	<b>Thurn &amp; Taxis: Power &amp; Glory</b> Small		A	A	B
	2	<b>Yu-Gi-Oh! Lite Tournament</b>	La Jolla	A	F	C
	2	<b>Munchkin: Marvel Edition</b>	La Jolla	A	A	C
	4	<b>From Car Wars to dice rolls... (Players' choice)</b>	La Jolla	A	A	C
	4	<b>Blood Rage</b> Blood Rage	International A	A	A	M
	4	<b>X-Wing</b> X-Wing Open Gaming & Demos	International A	A	A	M
	4	<b>Zombicide</b> Zombicide	International A	A	A	M
	4	<b>8-Bit Adventures</b> 8-BIT ADVENTURES: Perma-Death!	San Lorenzo	E	A	F
	4	<b>Bad Streets</b> Bad Streets - Playtest	San Lorenzo	C	A	A
	6	<b>Burning Wheel</b> Let's Learn Burning Wheel	San Lorenzo	A	A	T
	4	<b>D&amp;D5E</b> Tenth Imperium Replay: Perseverance	San Lorenzo	E	A	A
	4	<b>D&amp;D 5E (NOT RPGA)</b> The Moon's Song	San Lorenzo	D	A	T
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-03 The Executioner (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-08 The Broken One (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-12 Raiders of the Twilight Marsh (lvl 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX03-14 Death on the Wall (levels 1-4)	Plaza B	A	A	R
	9	<b>Dungeons &amp; Dragons 5e</b> DDEX03-16 Assault on Maerimydra (levels 11-16)	Plaza B	E	A	R
	4	<b>Fate Core</b> Fate Playtest: Fortune & Glory	San Lorenzo	B	A	T
	4	<b>GURPS</b> Garden Variety Adventure	San Lorenzo	F	A	A
	4	<b>GURPS 4th</b> Beware the Boogeyman	San Lorenzo	F	A	T

## Friday

**Fri, May 27**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Monster Hunters (PbtA)</b> Dread's Dark Promise	San Lorenzo B	A	T	R
	4	<b>Nine Lives to Valhalla</b> Nine Lives to Valhalla with Dan Phipps 2nd Session	San Lorenzo D	A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-03: The Bronze House Reprisal		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-04: The Ironbound Schism		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-07: Trouble in Tamran		A	A	R
	5.5	<b>Pathfinder Society</b> SilverHex Chronicles		A	A	R
	10	<b>Pathfinder Society</b> The Dragon's Demand		A	A	R
	4	<b>Powered by a pseudo-apocalypse</b> Fallout Shelter: Finding the Descenders	SL Boardroom	A	A	R
	2	<b>Synthicide</b> Synthicide	San Lorenzo A	A	T	R
3 pm	4	<b>Empire Builder</b> Small		A	A	B
	2	<b>Fish Cook</b> Event		A	T	B
	1	<b>Lord of the Rings Deck Building Gaming 101</b>		B	A	B
	2	<b>Mall Sprawl PLAYTEST</b> Demo		B	A	B
	2	<b>No Thanks!</b> Small		A	A	B
	2	<b>To Court the King</b> Event		A	A	B
	2	<b>Robotech Tactics</b> Robotech Tactics Demo	International A	A	A	M
	4	<b>Sails of Glory Tournament</b> Small		A	A	W
4 pm	4	<b>Battlestations!</b> Event *		A	A	B
	1	<b>Carson City Gaming 101</b>		B	A	B
	1	<b>Coup</b> Small		A	A	B
	4	<b>Lord of the Rings Deck Building #1</b> Small		A	A	B
	1	<b>Ninja All Stars Gaming 101</b>		B	A	B
	1	<b>Pax Porfiriana Gaming 101</b>		B	M	B
	1	<b>The Current Number of the Beast</b> Event		A	T	B
	2	<b>Wits and Wagers</b> Small		A	A	B
	3	<b>Magic: The Gathering Sealed Deck Tournament</b>	La Jolla	A	A	C
	1	<b>Gruff</b>	La Jolla	A	A	C
	2	<b>Munchkin: Marvel Edition</b>	La Jolla	A	A	C
	0.75	<b>Fuse 101</b> Event		A	A	P
5 pm	2	<b>Battlestar Galactica Gaming 101</b>		B	A	B
	3	<b>Carson City</b> Event		A	A	B
	3	<b>Catan National Qualifier</b>		E	A	B
	2	<b>Dragon Rampage</b> Event		A	T	B
	4	<b>Lords of Waterdeep</b> Big		E	T	B
	2	<b>Monopoly Deal #1</b> Big		A	A	B
	2	<b>Ninja All Stars</b> Event		A	A	B
	3	<b>Pax Porfiriana</b> Event		E	M	B
	1	<b>Twilight Imperium Gaming 101</b>		B	A	B
	1	<b>Valeria: Card Kingdoms Gaming 101</b>		B	A	B
	5	<b>Thug Life Demo</b> Demo *		A	A	B
	4	<b>Card Game Gathering</b>	La Jolla	A	A	C
	1	<b>Magic: The Gathering 101</b>	La Jolla	A	A	C
	1	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	F	C
	2	<b>Magic: The Gathering - Live Draft (Cube)</b>	La Jolla	E	T	C
	4	<b>Dealer Room Opens!</b> Dealer Room Opens!		A	A	G
	1	<b>Miniatures</b> Robotech Tactics Workshop		A	A	M
	1	<b>Warhammer 40K</b> Intro to Warhammer 40K	International A	A	A	M
	1.5	<b>Fuse Team Event 1</b> Event		A	A	P
6 pm	2	<b>7 Wonders Expansions Gaming 101</b>		B	A	B
	1	<b>A Study in Emerald Gaming 101</b>		B	A	B
	2	<b>Love Letter #1</b> Small		A	A	B
	2	<b>Power Grid Gaming 101</b>		A	T	B
	2	<b>Rabbit Match DEMO</b> Demo		A	A	B
	2	<b>Ticket to Ride: Switzerland</b> Event		A	A	B
	8	<b>Twilight Imperium Expansions</b> Event		A	A	B
	2	<b>Valeria: Card Kingdoms</b> Event		A	A	B
	2	<b>Munchkin: Marvel Edition</b>	La Jolla	A	A	C
	1	<b>Ninja #1</b> Event	Carmel	A	A	P
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	1	<b>Age of Sigmar</b> Intro to Age of Sigmar	International A	A	A	M
	4	<b>Guild Ball</b> Guild Ball Demos and Casual Play	International A	A	T	M
	4	<b>Imperial Assault</b> Imperial Assault Demos	International A	A	A	M

# Friday

**Fri, May 27**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	6	<b>Lord of the Rings Strategy Game - GW</b> Seige of Helm's Deep	International A	A	A	M
	4	<b>Star Wars: Armada</b> Armada: The Battle for Gamex	International A	A	T	M
	4	<b>Team Yankee</b> Battle for Otisburg!	International A	A	A	M
7 pm	4	<b>1846</b> Small		A	A	B
	3	<b>A Study in Emerald</b> Tournament		E	A	B
	4	<b>Battlestar Galactica</b> Event		E	A	B
	2	<b>Munchkin Nightmare Before Christmas</b> Sponsored		A	A	B
	1	<b>San Juan Gaming 101</b>		B	A	B
	2	<b>Santiago</b> Event		A	A	B
	1	<b>Scrabble</b> Event		A	A	B
	2	<b>Shopkeepers DEMO</b> Demo		B	T	B
	1	<b>XCOM The Board Game Gaming 101</b>		B	A	B
	3	<b>Magic: The Gathering Sealed Deck Tournament</b>	La Jolla	A	A	C
	3	<b>Doomtown Reloaded</b>	La Jolla	E	A	C
	2	<b>Ca\$h 'n Gun\$ Live</b> Ca\$h 'n Gun\$ Live #1		A	A	P
	2	<b>Knit and Crochet meetup</b> Knit and Crochet meetup	Exec Boardroom	A	A	G
	2	<b>Xwing Miniatures</b> Xwing DEMO for Kids	International A	B	K	M
	1	<b>BREW HA HA!</b> Event		A	M	P
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-01 Suits of the Mists (levels 1-2)	Plaza B	B	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-04 The Marionette (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-09 The Tempter (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-06 The Scroll Thief (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-14 Escape from Phlan (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX03-15 Szith Morcane Unbound (levels 5-10)	Plaza B	E	A	R
	4	<b>Shadowrun 5e</b> CMP 2013-01 Dragon's Song 1: Jailbreak Rock	Plaza B	A	A	R
8 pm	3	<b>7 Wonders Expansions</b> Small		E	A	B
	1	<b>Agricola Gaming 101</b>		B	A	B
	4	<b>Battlestations!</b> Event *		A	A	B
	3	<b>Dead Things</b> Event		A	A	B
	4	<b>Eldritch Horror</b> Event	Bel Air	A	T	B
	2	<b>Phase 10 #1</b> Small		A	A	B
	2	<b>Power Grid World Tour: Japan</b> Event		E	T	B
	2	<b>San Juan</b> Tournament		E	A	B
	1	<b>The Castles of Burgundy Gaming 101</b>		B	A	B
	2	<b>XCOM The Board Game</b> Event		A	A	B
	1	<b>Dice Masters: Demo</b>	La Jolla	A	A	C
	2	<b>Munchkin: Marvel Edition</b>	La Jolla	A	A	C
	2	<b>Weiß Schwarz - Gaming 101</b>	La Jolla	B	T	C
	2	<b>Flea Market</b> Flea Market		A	A	G
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	4	<b>Robotech Tactics</b> Robotech Tactics Showdown At Granite City	International A	A	A	M
	2	<b>Warhammer 40K Apocalypse</b> Mega-Apocalypse Set-up and Rules	International A	A	A	M
	4	<b>Zombicide</b> Zombicide	International A	A	A	M
	1	<b>Werewolf Gaming 101</b>		A	T	P
	4	<b>d20/13th Age</b> 13th Age	San Lorenzo E	A	A	R
	4	<b>D&amp;D5E</b> Tenth Imperium Replay: Audentes Fortuna Iuvat	San Lorenzo E	A	A	R
	4	<b>GURPS</b> ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	<b>GURPS</b> Blood War	San Lorenzo F	A	T	R
	2.5	<b>NecronomiZOMBIEcon</b> Playtest - NecronomiZOMBIEcon - There's a Sale [...]	San Lorenzo A	A	T	R
	4.5	<b>Pathfinder Society</b> PFS 4-08: The Cultist's Kiss		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-09: The Blakros Connection		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-21: The Sun Orchid Scheme		A	A	R
	5.5	<b>Pathfinder Society</b> Phantom Phenomena		A	A	R
	4	<b>Shinobigami: Modern Ninja Battle RPG</b> You're a Ninja: The Adventure [...]	San Lorenzo B	A	A	R
	4	<b>Star Wars: Force and Destiny</b> The Legacy of Tulbora	San Lorenzo B	A	M	R
	2	<b>Synthicide</b> Synthicide	San Lorenzo A	A	T	R
	4	<b>The Extraordinarily Horrible Children of Raven's Hollow</b> The [...]	San Lorenzo C	A	T	R
	4	<b>The Sprawl</b> Operation Angel Basin: Setup Session	San Lorenzo D	A	A	R
9 pm	1	<b>Batman Fluxx #1</b> Sponsored		A	A	B
	2	<b>Galactic Explorer PLAYTEST</b> Demo *		B	T	B
	1	<b>Mysterium Gaming 101</b>		B	A	B
	2	<b>Race for the Galaxy: 2 player</b> Small		A	A	B

## Friday

**Fri, May 27**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Tanto Cuore Romantic Vacation</b> Event		A	T	B
	3	<b>The Castles of Burgundy Qualifier</b> Event		E	A	B
	1	<b>Yahtzee</b> Event		A	A	B
	2	<b>Weiß Schwarz - Casual Gathering</b>	La Jolla	A	T	C
	0.1	<b>Dealer Room Closes</b> Dealer Room Closes		A	A	G
	1	<b>Deception Murder in Hong Kong</b> Event		A	T	P
	3	<b>Werewolf #1</b> Event		A	T	P
	1	<b>BREW HA HA!</b> Event		A	F	P
10 pm	2	<b>7 Blunders</b> Tournament		E	A	B
	1	<b>Blue Moon City Gaming 101</b>		B	A	B
	2	<b>Dark Moon</b> Event		A	T	B
	3	<b>Euphrat &amp; Tigris</b> Small		A	A	B
	2	<b>Mysterium</b> Event		A	A	B
	1	<b>Sequence</b> Event		A	A	B
	2	<b>Uno #1</b> Small		A	A	B
	1	<b>Read Between The Wines</b> Event		A	M	P
11 pm	3	<b>Blue Moon City</b> Tournament		E	A	B
	1	<b>Tiny Epic Galaxies</b> Event		A	A	B
	3	<b>Magic: The Gathering Conspiracy Draft Tournament</b>	La Jolla	A	A	C
	2	<b>Two Rooms and a Boom</b> Event		A	A	P
	1	<b>BREW HA HA!</b> Event		A	M	P

\* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

**Sat, May 28**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	4	<b>Battlestations!</b> Event *		A	A	B
	2	<b>Dixit</b> Event		A	A	B
	1	<b>Magic: The Gathering - Late Night Casual Gathering</b>	La Jolla	A	T	C
	3	<b>Werewolf #2</b> Event		A	T	P
	3	<b>Werewolf Millers Hollow Inquisition</b> Event		A	A	P
	3	<b>Continuous WEREWOLF</b> Event		A	A	P
	4	<b>Age of Rebellion</b> STAR WARS - Age of Rebellion	SL Boardroom	A	A	R
	4	<b>The World of Tank Girl</b> Down the Rabbit Hole	San Lorenzo C	A	A	R
3 am	3	<b>Werewolf #3</b> Event		A	T	P
9 am	1	<b>7 Wonders: Duel Gaming 101</b>		B	A	B
	6	<b>Agricola</b> Big		E	A	B
	1	<b>Arcadia Quest Gaming 101</b>		B	A	B
	2	<b>Chivalry DEMO</b> Demo		B	A	B
	1	<b>Concordia Gaming 101</b>		B	A	B
	1	<b>Keep Talking and Nobody Explodes DEMO</b> Demo		B	A	B
	14	<b>MegaCivilization</b> Small		E	A	B
	2	<b>Star Realms</b> Event		A	A	B
	4	<b>Tales of the Arabian Nights</b> Small		A	A	B
	2	<b>The Gallerist Gaming 101</b>		B	A	B
	1	<b>Ticket To Ride Gaming 101</b>		B	A	B
	4	<b>T.I.M.E. Stories Pariah Missouri</b> Event		A	A	B
	2	<b>Knit and Crochet meetup</b> Knit and Crochet meetup	Exec Boardroom	A	A	G
	10	<b>Fire and Fury</b> Gettysburg - the First Day	International A	A	A	M
	12	<b>Warhammer 40K Apocalypse</b> Mega-Apocalypse	International A	A	A	M
	4	<b>Zombicide</b> Zombicide	International A	A	A	M
	4	<b>5th Edition D&amp;D</b> 2CGaming Presents - Total Party Kill Adventures	San Lorenzo E	A	A	R
	4	<b>Bad Streets</b> Bad Streets - Playtest	San Lorenzo C	A	A	R
	4	<b>Call of Cthulhu, 7th Edition</b> A Time to Harvest: Episode One	San Lorenzo A	A	T	R
	4	<b>Cavaliers of Mars</b> Cavaliers of Mars	San Lorenzo B	A	A	R
	4	<b>Cypher System</b> Firefly: No Power in the 'Verse	San Lorenzo E	A	A	R
	4	<b>D&amp;D5E</b> Tenth Imperium: Razatoa, or the Humbled Heart of Darkness	San Lorenzo E	A	A	R

**Saturday**

# Saturday

**Sat, May 28**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	3	<b>D&amp;D 5th Edition</b> The Buried Chamber	San Lorenzo B	B	T	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-01 Suits of the Mists (levels 1-2)	Plaza B	B	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-05 The Seer (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-10 The Artifact (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-08 Tales Trees Tell (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-10 Tyranny in Phlan (levels 5-10)	Plaza B	E	A	R
	9	<b>Dungeons &amp; Dragons 5e</b> DDEX03-04 It's all in the Blood (levels 11-16)	Plaza B	E	A	R
	4	<b>Fate Accelerated</b> Dune: Revenge of the Sietch	San Lorenzo A	A	T	R
	4	<b>Feng Shui 2nd edition</b> Dead Dogs of Ancient China	San Lorenzo F	A	A	R
	4	<b>Fiasco</b> Hocus Focus: A Harry Dresden Fiasco	SL Boardroom	A	T	R
	4	<b>Goobles &amp; Goblins</b> Heroic Kids of Rivenwood	Kid's Track	A	K	R
	4	<b>GURPS</b> Rescue Mission	San Lorenzo F	A	A	R
	4	<b>GURPS</b> The Totally Renamed Pony Game	San Lorenzo F	A	A	R
	4	<b>Homebrood 2nd Edition</b> Zombies ate my Neighbors	San Lorenzo A	A	T	R
	4	<b>ICONS superpowered roleplaying</b> Ex-pansion (Superheroes vs Zombies)	San Lorenzo F	B	A	R
	10	<b>Pathfinder Society</b> PFS 1-46: Eyes of the Ten - Part I: Requiem for the [...]		A	A	R
	5	<b>Pathfinder Society</b> PFS 1-54: Eyes of the Ten - Part II: Maze of the Open [...]		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-04: The Ironbound Schism		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-09: The Blakros Connection		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-10: The Consortium Compact		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-13: Captive in Crystal		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-17: Thralls of the Shattered God		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-19: Labyrinth of Hungry Ghosts		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-21: The Sun Orchid Scheme		A	A	R
	5.5	<b>Pathfinder Society</b> SilverHex Chronicles		A	A	R
	4	<b>The Sprawl</b> Operation Angel Basin: Mission Session	San Lorenzo D	A	M	R
9:30 am	9	<b>Dealer Room Opens!</b> Dealer Room Opens!		A	A	G
10 am	3	<b>7 Wonders: Duel</b> Event		E	A	B
	4	<b>Arcadia Quest</b> Small		A	A	B
	5	<b>Concordia</b> Tournament		E	A	B
	4	<b>Descent Journeys in the Dark</b> Event		A	A	B
	1	<b>Dynasty DEMO</b> Demo		B	A	B
	1	<b>Magic Realm Gaming 101</b>		B	A	B
	1	<b>Seven Dragons: Single Action Dragons</b> Event		A	K	B
	3	<b>The Castles of Burgundy Qualifier</b> Event		E	A	B
	1	<b>Titan Gaming 101</b>		B	T	B
	2	<b>Uno #2</b> Small		A	A	B
	2	<b>XCOM The Board Game</b> Event		A	A	B
	3	<b>Highlander TCG Southwestern Regional Type 1</b>	La Jolla	E	A	C
	1	<b>Pokemon Workshop</b>	La Jolla	A	F	C
	1	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	F	C
	1	<b>Star Trek Attack Wing Demo</b>	La Jolla	A	A	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>Revolution! - or - Castellan (Players' Choice)</b>	La Jolla	A	A	C
	6	<b>AEG Games Open Demos</b>	La Jolla	A	A	C
	1.5	<b>Toddler Tumbler Time</b> Toddler Tumbler Time		B	K	G
	4	<b>Asculum to Zama</b> Battle of Asculum (279 BC)	International A	B	A	M
	6	<b>General Quarters</b> Battle of Midway - DOUBLE BLIND *	International A	A	M	M
	8	<b>Gepanzer Faust</b> Hawkinge, Kent, 1940	International A	A	T	M
	8	<b>Guild Ball</b> Guild Ball Tournament: The PiP Cup!	International A	B	T	M
	7	<b>Paint and Take</b>	International A	A	A	M
	6	<b>Rezolution</b> Rezolution Demo *	International A	A	A	M
	4	<b>Road Wolf</b> DIE HISTORIC ON FURY ROAD!	International A	B	T	M
	6	<b>Star Wars: Armada</b> Star Wars Armada 400 point casual tournament	International A	A	A	M
	2	<b>To Cry A Joust</b> Taste The Lance	International A	A	F	M
	4	<b>Warhammer 40K</b> Intro to Warhammer 40K	International A	A	A	M
	6	<b>Warlands</b> Warlands Demo *		A	A	M
	2	<b>Kid Friendly Movies #1</b>	Carmel	A	A	S
	8	<b>Napoleonic Wars</b> Event		E	M	W
	4	<b>Battle of the Five Armies</b> Small		A	T	W
	10	<b>Virgin Queen (Campaign Tournament)</b> Tournament		E	A	W
11 am	1	<b>Cards of Cthulhu: Beyond the Veil</b> Event		A	A	B

# Saturday

**Sat, May 28**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Epic Roll DEMO</b> Demo		B	A	B
	1	<b>Food Chain Magnate Gaming 101</b>		B	A	B
	2	<b>Lost Cities</b> Event		A	A	B
	5	<b>Magic Realm</b> Small		A	M	B
	1	<b>Merchant of Venus Gaming 101</b>		B	A	B
	1	<b>Robot Turtles</b> Event		A	K	B
	3	<b>Ticket to Ride</b> Tournament		E	A	B
	12	<b>Titan</b> Small		E	T	B
	8	<b>Mystic Vale</b> Demo	International A	A	A	B
	1	<b>Exodus the Trading Card Game Demo</b>	La Jolla	A	F	C
	1	<b>Magic: The Gathering 101</b>	La Jolla	A	A	C
	3	<b>Pokemon</b>	La Jolla	A	F	C
	1	<b>Dragon Dice Demo</b>	La Jolla	A	A	C
	3	<b>Ascension: Chronicle of the Godslayer</b>	La Jolla	A	A	C
	6	<b>Flea Market</b> Flea Market		A	A	G
	4	<b>PLAYER AIDES: Stockpile/Road to Canterbury/Airships/Marrakech</b> [...]	Open Gaming	A	T	G
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	4	<b>Warmachine and Hordes</b> 35 Point Spell Draft	International A	A	A	M
	1.5	<b>PC</b> World of Tanks	Marina	A	A	V
	4	<b>1775 Rebellion Tournament</b> Small		A	A	W
Noon	4	<b>Battlestations!</b> Event *		A	A	B
	4	<b>Food Chain Magnate</b> Event		E	A	B
	4	<b>Merchant of Venus</b> Tournament		E	A	B
	2	<b>Phase 10 #2</b> Small		A	A	B
	1	<b>Sentinels of the Multiverse Gaming 101</b>		B	A	B
	1	<b>Splendor Gaming 101</b>		B	A	B
	4	<b>The Gallerist</b> Small		A	A	B
	1	<b>Warfighter</b> Event		A	A	B
	5	<b>Fire of Eidolon</b>	La Jolla	A	T	C
	3	<b>Exodus the Trading Card "Gamex 2016 Championship"</b>	La Jolla	A	F	C
	3	<b>Magic: The Gathering Sealed Deck Tournament</b>	La Jolla	A	A	C
	3	<b>Dice Masters: Rainbow Draft Tournament</b>	La Jolla	A	A	C
	4	<b>Dragon Dice -Sealed Starter Novice Tournament</b>	La Jolla	B	A	C
	2	<b>Herodlix "Battle Royale"</b>	La Jolla	A	A	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>One More Roll!</b>	La Jolla	A	A	C
	1	<b>Board Game Trading</b> Strategicon Math Trade	Exec Boardroom	A	A	G
	4	<b>Bolt Action</b> Ranger Training	International A	A	A	M
	4	<b>Gladiators</b> HMGS/PSW presents Gladiators		A	A	M
	5	<b>X-Wing</b> X-Wing: 100 point tournament	International A	A	T	M
	4	<b>Xwing Miniatures</b> Xwing kids tournament	International A	B	K	M
	1	<b>Codenames Live</b> Event		A	A	P
	2	<b>Kid Friendly Movies #2</b>	Carmel	A	A	S
1 pm	1	<b>1856 Gaming 101</b>		B	A	B
	2	<b>Catacombs</b> Event		A	A	B
	2	<b>Epic Roll</b> Sponsored		E	A	B
	2	<b>Jaipur</b> Event		A	A	B
	4	<b>Mistborn: House War DEMO</b> Demo		B	T	B
	3	<b>Railroad Tycoon</b> Small		A	A	B
	3	<b>Sentinels of the Multiverse</b> Event		A	A	B
	1	<b>Smash Up Gaming 101</b>		B	A	B
	4	<b>Splendor</b> Big		E	A	B
	1	<b>Magic: The Gathering 101</b>	La Jolla	A	A	C
	4	<b>Middle-Earth CCG - Hero Arda</b>	La Jolla	A	T	C
	2	<b>Magic: The Gathering - Live Draft (Cube)</b>	La Jolla	E	T	C
	6	<b>Dying Kingdoms</b> Dying Kingdoms Tabletop Game		A	T	L
2 pm	6	<b>1856</b> Big		A	A	B
	1	<b>Blood Rage Gaming 101</b>		B	A	B
	2	<b>Concept</b> Event		A	F	B
	3	<b>Formula De: Race of Champions</b> Event		A	A	B
	2	<b>Monopoly Deal #2</b> Big		A	A	B
	2	<b>Shadows Over Camelot</b> Event		A	T	B

## Saturday

Sat, May 28

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Smash Up</b> Tournament		E	A	B
	1	<b>Suburbia Gaming 101</b>		B	A	B
	1	<b>The Current Number of the Beast</b> Event		A	T	B
	3	<b>Highlander TCG Southwest Regional Type 2 Championship</b>	La Jolla	E	A	C
	2	<b>Yu-Gi-Oh! Lite Tournament</b>	La Jolla	A	F	C
	4	<b>Munchkin Tournament</b>	La Jolla	A	T	C
	4	<b>Lanterns - Kitty Paw - Bullfrogs - Fuse</b>	La Jolla	A	A	C
	2	<b>Revolution! - or - Castellan (Players' Choice)</b>	La Jolla	A	A	C
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	3	<b>Juggernaut</b> Juggernaut		A	M	L
	3	<b>Self-created miniatures game</b> Walkers (A Zombie Miniatures Game) #1	International A	A	A	M
	4	<b>Zombicide</b> Zombicide	International A	A	A	M
	4	<b>Call of Cthulhu, 7th Edition</b> A Time to Harvest: Episode Two	San Lorenzo A	A	T	R
	4	<b>Champions 5.5</b> Wait, we aren't the bad guys !	San Lorenzo F	A	A	R
	4	<b>D&amp;D5E</b> Tenth Imperium: Razatoa, or the Humbled Heart of Darkness	San Lorenzo E	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-01 Suits of the Mists (levels 1-2)	Plaza B	B	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-06 The Ghost (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-11 The Donjon (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-09 Outlaws of the Iron Route (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-13 Pool of Radiance Resurgent (lvs 5-10)	Plaza B	E	A	R
	4	<b>Fate Accelerated</b> ShadowPunk: Hot Potato	San Lorenzo A	A	T	R
	4	<b>GURPS</b> ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	<b>Haunted</b> Haunted	San Lorenzo B	A	M	R
	4	<b>Homebrood 1st Edition</b> The Cat Came Back	Kid's Track	A	F	R
	3	<b>Jinkies!</b> The Mystery is A Mystery!	San Lorenzo B	A	T	R
	4	<b>Nine Lives to Valhalla</b> Nine Lives to Valhalla with Dan Phipps	San Lorenzo E	A	A	R
	4	<b>Numenera</b> Welcome to the Ninth World	San Lorenzo C	A	A	R
	10	<b>Palladium Megaverse Phase World Crossover</b> The Criminal Chaos of a [...]	San Lorenzo B	E	M	R
	4	<b>Palladium Robotech RPG</b> MacMartin Island	San Lorenzo C	A	A	R
	4	<b>Pathfinder</b> 2CGaming Presents - Total Party Kill Adventures	San Lorenzo E	A	A	R
	4.5	<b>Pathfinder Society</b> PFS 3-24: The Golden Serpent		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-04: The Ironbound Schism		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-07: Trouble in Tamran		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-08: To Judge a Soul, Part II		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-10: The Consortium Compact		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-11: Ancients' Anguish		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-15: The Deep-market Deception		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-17: Thralls of the Shattered God		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-21: The Sun Orchid Scheme		A	A	R
	5.5	<b>Pathfinder Society</b> Phantom Phenomena		A	A	R
	3	<b>Powered by the Apocalypse</b> Bedlam Hall - "A Truly Awful Birthday Party"	San Lorenzo E	A	A	R
	4	<b>Pugmire (D20)</b> Pugmire: A Good Dog Bad	San Lorenzo F	A	A	R
	8	<b>RIFTS RPG</b> Living RIFTS RPG: Mexican Cargo Run	SL Boardroom	A	A	R
	4	<b>Shadowrun 5e</b> CMP 2013-02 Dragon's Song 2: Berlin Waltz	Plaza B	A	A	R
	2	<b>Synthicide</b> Synthicide	San Lorenzo A	A	T	R
	4	<b>The Hero Instant: Super-Heroic Role-Playing!</b> Sharpen the Contradiction	San Lorenzo F	A	A	R
	4	<b>The Sprawl</b> Operation Angel Basin: Mission Session	San Lorenzo D	A	M	R
	3	<b>Threadbare RPG (PbtA)</b> Threadbare - Mystery?	Kid's Track	A	F	R
	2	<b>PC, (maybe Android, Apple iOS)</b> Hearthstone Standard tournament	Marina	A	A	V
3 pm	4	<b>Blood Rage</b> Tournament		E	A	B
	2	<b>Evolution</b> Event		A	A	B
	3	<b>Fury of Dracula</b> Event		B	A	B
	1	<b>Kingdom Builder Gaming 101</b>		B	A	B
	2	<b>Suburbia</b> Event		A	A	B
	4	<b>The King's Armory</b> Event		A	A	B
	3	<b>Ticket to Ride: India</b> Big		A	A	B
	3	<b>Magic: The Gathering Draft Tournament</b>	La Jolla	A	A	C
	1	<b>Magic: The Gathering - Secret Alliances (Pauper)</b>	La Jolla	E	T	C
	4	<b>PLAYER AIDES: Quadropolis/Isle of Skye/Las Vegas/The King Is Dead</b>	Open Gaming	A	T	G
	4	<b>Age of Sigmar</b> Intro to Age of Sigmar		A	A	M
	6	<b>Warmachine and Hordes</b> 50 Point Steamroller	International A	A	A	M
	1	<b>BREW HA HA!</b> Event		A	M	P

# Saturday

**Sat, May 28**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	1	<b>Kickstarting Your Board Game</b>	Carmel	A	A	S
	2	<b>Warfighter</b> Tournament		A	A	W
4 pm	2	<b>Batman Fluxx #2</b> Sponsored		A	A	B
	1	<b>Castles of Mad King Ludwig Gaming 101</b>		B	A	B
	2	<b>Cutthroat Caverns</b> Event		A	T	B
	3	<b>Kingdom Builder</b> Tournament		E	A	B
	2	<b>Rabbit Match DEMO</b> Demo		B	A	B
	1	<b>Space Hulk: Death Angel Gaming 101</b>		B	A	B
	1	<b>Squarrels</b> Event		A	F	B
	2	<b>Tides of Time</b> Event		A	A	B
	3	<b>Exodus Trading Card Game Booster Draft Tournament</b>	La Jolla	A	F	C
	1	<b>Magic: The Gathering 101</b>	La Jolla	A	A	C
	2	<b>My Little Pony</b>	La Jolla	B	F	C
	2	<b>One More Roll!</b>	La Jolla	A	A	C
	6	<b>25/28mm Napoleonic Club Rules</b> Battle of Alcolea 1808 French vs. [...]	International A	B	T	M
	0.75	<b>Fuse 101</b>		A	A	P
	1	<b>Turning The Lights On Darkest Night</b>	Carmel	A	A	S
	1	<b>PC</b> Minecraft: Spleef	Marina	A	A	V
5 pm	4	<b>Castles of Mad King Ludwig</b> Big		E	T	B
	3	<b>Catan National Qualifier</b>		E	T	B
	3	<b>Cinque Terre</b> Small		A	A	B
	2	<b>Fish Cook</b> Event		A	T	B
	1	<b>Inhabit the Earth Gaming 101</b>		B	T	B
	1	<b>Kingsburg Gaming 101</b>		B	A	B
	2	<b>Love Letter #2</b> Small		A	A	B
	1	<b>Piratissimo</b> Event		A	F	B
	2	<b>Space Hulk: Death Angel</b> Event		A	A	B
	1	<b>Ticket to Ride: Africa Gaming 101</b>		A	A	B
	5	<b>Thug Life Demo</b> Demo *		A	A	B
	4	<b>Card Game Gathering</b>	La Jolla	A	A	C
	1	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	F	C
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	7	<b>Circus Maximus</b> Circus Maximus	International A	A	A	M
	1.5	<b>Fuse Team Event 2</b> Event		A	A	P
	1	<b>Read Between The Wines</b> Event		A	M	P
	4	<b>5th Edition D&amp;D</b> 2CGaming Presents - Total Party Kill	San Lorenzo E	A	A	R
	1	<b>PC - Minecraft 1.9</b> MC: Iron Block Challenge	Marina	A	A	V
6 pm	1	<b>Carcassonne Gaming 101</b>		B	A	B
	1	<b>Down in Flames: Aces High</b> Event		A	A	B
	3	<b>Inhabit the Earth</b> Event		E	T	B
	4	<b>Kingsburg</b> Tournament		E	A	B
	3	<b>Mortals DEMO</b> Demo		B	A	B
	2	<b>Shopkeepers DEMO</b> Demo		B	T	B
	4	<b>Ticket to Ride: Africa</b> Big		A	A	B
	1	<b>Darkrock Ventures</b>	Open Gaming	A	T	C
	1	<b>Yu-Gi-Oh! Game Show</b>	La Jolla	A	F	C
	3	<b>Dice Masters: "Grab Bag" Tournament</b>	La Jolla	A	A	C
	1	<b>Roll For Bunnies: A Rabbit Match Dice Game PLAYTEST</b>	La Jolla	A	A	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>Revolution! - or - Castellan (Players' Choice)</b>	La Jolla	A	A	C
	6	<b>15mm Flames of War</b> HMGS-PSW Presents "North Africa's Rumble!"	International A	A	A	M
	3	<b>X-Wing</b> X-Wing Epic Ship encounter	International A	A	A	M
	1	<b>Ninja #2</b> Event		A	A	P
	1	<b>Comic Book LIVE!</b>		A	T	S
6:30 pm	0.1	<b>Dealer Room Closes</b> Dealer Room Closes		A	A	G
7 pm	2	<b>Camel Up #1</b> Small		A	A	B
	3	<b>Carcassonne</b> Tournament		E	A	B
	2	<b>Dominant Species Gaming 101</b>		B	A	B
	1	<b>King of Tokyo Gaming 101</b>		B	A	B
	3	<b>Outpost</b> Small		A	A	B
	3	<b>Sherlock Holmes Consulting Detective</b> Event		A	A	B
	3	<b>Magic: The Gathering Sealed Deck Tournament</b>	La Jolla	A	A	C

## Saturday

**Sat, May 28**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Middle-Earth CCG - Open Constructed</b>	La Jolla	A	T	C
	2	<b>Yu-Gi-Oh! Tournament</b>	La Jolla	A	F	C
	1	<b>Trivia</b> Super Nerd Trivia	Carmel	A	T	G
	5	<b>Vampire the Masquerade ~ By Night Studios</b> Pillars of Salt LARP	Catalina B-D	B	M	L
	1	<b>Age of Sigmar</b> Age of Sigmar Arena of Death	International A	A	A	M
	1	<b>Warhammer 40K</b> 40k Arena of Death!	International A	A	A	M
	2	<b>Ca\$h 'n' Gun\$ Live #2</b> Event		A	A	P
	4	<b>Dungeons &amp; Dragons 5e</b> DDEP4 Reclamation of Phlan	Plaza B	A	A	R
	5	<b>Pathfinder RPG</b> Pathfinder Society Scenario 6-98: Serpents Rise		A	A	R
8 pm	4	<b>Battlestations!</b> Event *		A	A	B
	3	<b>Dead Things</b> Event		A	A	B
	4	<b>Descent Journeys in the Dark 1st Ed</b> Event		A	A	B
	4	<b>Empire Builder</b> Small		A	A	B
	1	<b>Ghost Stories Gaming 101</b>		B	A	B
	2	<b>King of Tokyo</b> Tournament		E	A	B
	1	<b>Mesopotamia Gaming 101</b>		B	A	B
	2	<b>Power Grid World Tour: France</b> Event		E	T	B
	4	<b>Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney</b>	La Jolla	E	T	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>One More Roll!</b>	La Jolla	A	A	C
	4	<b>BattleTech Alpha Strike</b> BattleTech Alpha Strike Tournament	International A	A	T	M
	4	<b>Blood Rage</b> Blood Rage	International A	A	A	M
	2	<b>Warhammer Fantasy Storm of Magic</b> Storm of Magic Set up and Rules	International A	A	A	M
	4	<b>Zombicide: Black Plague</b> Zombicide: Black Plague	International A	A	A	M
	1.5	<b>Escape Room In A Box: The Werewolf Experiment</b> Event		A	A	P
	4	<b>AD&amp;D 1st edition</b> Tenth Imperium Classic: Razatoa, or the Humbled [...]	San Lorenzo E	A	A	R
	4	<b>Call of Cthulhu 7e</b> Grace Under Pressure	San Lorenzo D	A	T	R
	4	<b>Disposable Adventurer Gaming System</b> Save or Die	San Lorenzo F	A	A	R
	4	<b>Fate Core</b> Fate Playtest: Regency & Romance	San Lorenzo E	A	M	R
	4	<b>GURPS</b> ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	<b>GURPS</b> I Want His Head on a Stick	San Lorenzo F	A	T	R
	4	<b>Monster Hunters (PbtA)</b> Dread's Dark Promise	San Lorenzo A	A	T	R
	4	<b>Palladium Robotech RPG</b> MacMartin Island	San Lorenzo A	A	A	R
	4	<b>Pathfinder</b> 2CGaming Presents - Total Party Kill Adventures	San Lorenzo E	A	A	R
	5	<b>Pathfinder Society</b> 2-SP: Year of the Shadow Lodge		A	A	R
	4	<b>Star Wars: Edge of the Empire</b> The Hard Life	San Lorenzo B	A	T	R
	2	<b>Synthicide</b> Synthicide	San Lorenzo A	A	T	R
	3	<b>Threadbare RPG (PbtA)</b> Threadbare - Mystery?	SL Boardroom	A	F	R
	4	<b>Vampire: The Masquerade V20</b> The Darkest Hour Chronicles: [...]	San Lorenzo B	A	A	R
	2	<b>Happy Jack's RPG Podcast LIVE</b>	Santa Monica	A	T	S
	1	<b>PS4</b> Rocket League 2v2	Marina	A	A	V
9 pm	1	<b>Bling Bling Gemstone</b> Event		A	A	B
	3	<b>Dominant Species Qualifier</b> Event		E	A	B
	2	<b>Galactic Explorer PLAYTEST</b> Demo *		B	T	B
	2	<b>Ghost Stories</b> Event		E	A	B
	4	<b>Lord of the Rings Deck Building #2</b> Small		A	A	B
	2	<b>Mesopotamia</b> Event		A	A	B
	4	<b>Tichu Qualifier</b> Event		A	A	B
	3	<b>D&amp;D Dice Masters: Faeron Under Siege Tournament</b>	La Jolla	A	A	C
	3	<b>Werewolf #4</b> Event		A	T	P
	1	<b>Read Between The Wines</b> Event		A	M	P
	4.5	<b>Pathfinder Society</b> PFS 7-11: Ancients' Anguish		A	A	R
10 pm	2	<b>Abyss</b> Event		A	A	B
	2	<b>San Juan</b> Small		A	A	B
	2	<b>Sheriff of Nottingham</b> Event		A	T	B
	1	<b>BREW HA HA!</b> Event		A	M	P
	4	<b>Numenera - Cypher System</b> A Nano, a Jack & a Glaive Walk Into a Bar...	San Lorenzo C	A	M	R
	2	<b>Dungeon Master Live!</b>	Carmel	A	A	S
11 pm	3	<b>Magic: The Gathering Conspiracy Draft Tournament</b>	La Jolla	A	A	C

## Sunday

\* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

### Sun, May 29

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	4	<b>Battlestations!</b> Event *		A	A	B
	2	<b>Wits &amp; Wagers</b> Small		B	A	B
	1	<b>Magic: The Gathering - Late Night Casual Gathering</b>	La Jolla	A	T	C
	2	<b>Two Rooms and a Boom</b> Event		A	A	P
	3	<b>Werewolf #5</b> Event		A	T	P
	3	<b>Werewolf INQUISITION</b> Event		A	A	P
	2	<b>The World of Tank Girl</b> Down the Rabbit Hole	SL Boardroom	A	A	R
3 am	3	<b>Werewolf #6</b> Event		A	T	P
9 am	1	<b>Dream Factory Gaming 101</b>		B	A	B
	1	<b>Fluxx</b> Event		A	F	B
	4	<b>Power Grid</b> Big		E	A	B
	4	<b>Russian Railroads</b> Event		A	A	B
	10	<b>Warhammer Fantasy Storm of Magic</b> Storm of Magic	International A	A	A	M
	4	<b>Zombicide</b> Zombicide	International A	A	A	M
	4	<b>5th Edition D&amp;D</b> 2CGaming Presents - Total Party Kill	San Lorenzo E	A	A	R
	4	<b>Bad Streets</b> Bad Streets - Playtest	San Lorenzo C	A	A	R
	4	<b>Beast: The Primordial</b> Dreams of the Dark Mother	San Lorenzo B	A	T	R
	4	<b>Call of Cthulhu, 7th Edition</b> A Time to Harvest: Episode One	San Lorenzo A	A	T	R
	4	<b>D&amp;D5E</b> Tenth Imperium: A Colony amongst the Stars	San Lorenzo E	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-01 Suits of the Mists (levels 1-2)	Plaza B	B	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-07 The Innocent (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-09 The Tempter (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX03-14 Death on the Wall (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX03-15 Szith Morcane Unbound (levels 5-10)	Plaza B	E	A	R
	4	<b>Durance</b> Durance	San Lorenzo A	A	T	R
	4	<b>Fate Core</b> Fate Playtest: King of the Streetfighters	SL Boardroom	A	T	R
	4	<b>GURPS</b> ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	<b>Homebrood 1st Edition</b> Ponies in Wonderland	Kid's Track	A	K	R
	12	<b>Pathfinder Society</b> Academy of Secrets		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 2-14: The Chasm of Screams		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-02: Six Seconds to Midnight		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-04: The Ironbound Schism		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-07: Trouble in Tamran		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-13: Captive in Crystal		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-14: Faithless & Forgotten, Part I		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-17: Thralls of the Shattered God		A	A	R
	5.5	<b>Pathfinder Society</b> SilverHex Chronicles		A	A	R
	4	<b>Protocol - by PostWorld Games</b> Jim Pinto's Protocol - U-Pick!	San Lorenzo F	A	A	R
	4	<b>The Sprawl</b> Operation Angel Basin: Mission Session	San Lorenzo D	A	M	R
	4	<b>World of Darkness</b> Darkness on the Train	San Lorenzo B	A	T	R
9:30 am	9	<b>Dealer Room Opens!</b> Dealer Room Opens!		A	A	G
10 am	6	<b>Battlestar Galactica Expansions</b> Event		E	A	B
	3	<b>Dream Factory</b> Tournament		E	A	B
	1	<b>Hiss</b> Event		A	K	B
	4	<b>Middle Earth Quest</b> Event		A	A	B
	5	<b>The Castles of Burgundy Finals</b> Small		E	A	B
	1	<b>Tsuro</b> Event		A	F	B
	2	<b>Uno #3</b> Small		A	A	B
	1	<b>Pokemon Workshop #2</b>	La Jolla	A	F	C
	4	<b>VS System 2PCG Standard Constructed</b>	La Jolla	E	A	C
	1	<b>Star Trek Attack Wing Demo</b>	La Jolla	A	A	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>Revolution! - or - Castellan (Players' Choice)</b>	La Jolla	A	A	C
	1.5	<b>Toddler Tumbler Time</b> Toddler Tumbler Time		A	K	G
	6	<b>Bolt Action</b> Bolt Action Farewell to Mk1 Tournament	International A	A	A	M
	12	<b>Dust Tactics</b> Dust Tactics: Apocalypse Now	International A	A	A	M

# Sunday

**Sun, May 29**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	6	<b>Flames of War using 20mm miniatures</b> Valmontone Italy 1944 FOW [...]	International A	B	T	M
	7	<b>Paint and Take</b>	International A	A	A	M
	6	<b>Pike and Shotte 28mm</b> HMGS-PSW Presents Renaissance Italian Wars	International A	A	A	M
	4	<b>Warhammer 40K</b> Intro to Warhammer 40K	International A	A	A	M
	4	<b>Wings of Glory/Wings of War</b> Curse You Red Baron	International A	A	A	M
	1	<b>Fuse Team Event 3</b> Event		A	A	P
	1	<b>The Meeple Steeple</b>	Carmel	A	A	S
	4	<b>Maria</b> Small		A	A	W
	6	<b>Sturm Europa (Digital)</b> Event *		A	A	W
11 am	1	<b>Blokus Trigon</b> Event		A	F	B
	2	<b>Cards of Cthulhu: Beyond the Veil</b> Event		A	A	B
	3	<b>Chess</b> Event		A	A	B
	1.5	<b>Pandemonium Estate DEMO</b> Demo		B	A	B
	1	<b>Shogun Gaming 101</b>		B	A	B
	1	<b>Tenzi</b> Event		A	F	B
	3	<b>Ticket to Ride: USA 1910</b> Tournament		E	A	B
	8	<b>Mystic Vale</b> Demo	International A	A	A	B
	1	<b>Magic: The Gathering 101</b>	La Jolla	A	A	C
	3	<b>Pokemon</b>	La Jolla	A	F	C
	1	<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	F	C
	1	<b>Dice Masters: Demo</b>	La Jolla	A	A	C
	6	<b>AEG Games Open Demos</b>	La Jolla	A	A	C
	6	<b>Flea Market</b> Flea Market		A	A	G
	4	<b>PLAYER AIDES: Finca/Migration/High Heavens/Guillotine/For Sale</b>	Open Gaming	A	T	G
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	2	<b>Clay-O-Rama</b> Clay-O-Rama Gladiatorial Combat	International A	A	A	M
	6	<b>Gepanzerte Faust</b> Hawkinge Kent Day 2	International A	A	T	M
	1	<b>Board Game Brigade</b>	Carmel	A	A	S
Noon	4	<b>Battlestations!</b> Event *		A	A	B
	1	<b>Catacombs Gaming 101</b>		A	F	B
	1	<b>Great Dalmuti</b> Event		A	A	B
	2	<b>Phase 10 #3</b> Small		A	A	B
	1	<b>Rise of the Zombies</b> Event		A	A	B
	5	<b>Shogun</b> Small		A	A	B
	1	<b>Talisman Gaming 101</b>		B	T	B
	5	<b>Fire of Eidolon</b>	La Jolla	A	T	C
	3	<b>Exodus the Trading Card "Gamex 2016 Championship"</b>	La Jolla	A	F	C
	3	<b>Exodus the Trading Card Tournament</b>	La Jolla	A	F	C
	3	<b>Magic: The Gathering Sealed Deck Tournament</b>	La Jolla	A	A	C
	3	<b>Dice Masters: Rainbow Draft Tournament</b>	La Jolla	A	A	C
	4	<b>Dragon Dice -Sealed Kicker Draft</b>	La Jolla	B	A	C
	4	<b>Star Wars Minis Sealed Booster Draft Virtual Set #11, "Far, Far Away"</b>	La Jolla	E	F	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>One More Roll!</b>	La Jolla	A	A	C
	4	<b>Team Yankee</b> Battle for Otisburg!	International A	A	A	M
	2	<b>To Cry a Joust</b> Taste the Lance	International A	A	A	M
	2	<b>Kid Friendly Movies #3</b>	Carmel	A	A	S
	1	<b>WiiU</b> Super Smash Bros	Marina	A	A	V
1 pm	1	<b>Castle Panic</b> Event		A	A	B
	2	<b>Catacombs</b> Event		A	A	B
	1	<b>In the Year of the Dragon Gaming 101</b>		B	A	B
	1	<b>Kill Dr. Lucky</b> Event		A	T	B
	2	<b>Rabbit Match DEMO</b> Demo		B	A	B
	5	<b>Talisman</b> Small		E	T	B
	3	<b>Thurn &amp; Taxis</b> Small		A	A	B
	1	<b>Magic: The Gathering 101</b>	La Jolla	A	A	C
	4	<b>Middle-Earth CCG - Hero Arda #2</b>	La Jolla	A	T	C
	3	<b>Ascension: Chronicle of the Godslayer</b>	La Jolla	A	A	C
	1	<b>Weiß Schwarz - Gaming 101</b>	La Jolla	B	T	C
	3	<b>Battle Cry Tournament</b> Small		A	A	W
2 pm	1	<b>Blood Bound</b> Event		A	T	B
	2	<b>Community: The Board Game? PLAYTEST</b> Demo		B	A	B

# Sunday

Sun, May 29

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	3	<b>In the Year of the Dragon</b> Small		A	A	B
	1	<b>Manila Gaming 101</b>		B	A	B
	2	<b>Monopoly Deal #3</b> Big		A	A	B
	2	<b>Quilt Show</b> Event		A	A	B
	1	<b>Risk express</b> Event		A	A	B
	3	<b>Ticket to Ride: Europe</b> Tournament		E	A	B
	2	<b>Yu-Gi-Oh! Lite Tournament</b>	La Jolla	A	F	C
	4	<b>Munchkin Tournament</b>	La Jolla	A	T	C
	4	<b>Lanterns - Kitty Paw - Bullfrogs - Fuse</b>	La Jolla	A	A	C
	2	<b>Revolution! - or - Castellan (Players' Choice)</b>	La Jolla	A	A	C
	2	<b>Weiß Schwarz - Gaming 101</b>	La Jolla	A	T	C
	0.1	<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G
	7	<b>Dying Kingdoms</b> Dying Kingdoms Court Game		A	T	L
	4	<b>B-Sieged</b> B-Sieged	International A	A	A	M
	3	<b>Dreadfleet</b> Dreadfleet	International A	A	A	M
	4	<b>Imperial Assault</b> Imperial Assault Tournament	International A	A	A	M
	1	<b>Painting Contest Judging</b>	International A	A	A	M
	3	<b>Self-created miniatures game</b> Walkers (A Zombie Miniatures Game) #2	International A	A	A	M
	4	<b>Zombicide</b> Zombicide	International A	A	A	M
	8	<b>BattleTech RPG</b> Let's Learn BattleTech RPG	San Lorenzo F	A	M	R
	4	<b>Call of Cthulhu, 7th Edition</b> A Time to Harvest: Episode Two	San Lorenzo A	A	T	R
	4	<b>D&amp;D5E</b> Tenth Imperium: The Shining City	San Lorenzo E	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-02 The Beast (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-08 The Broken One (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-10 The Artifact (levels 5-10)	Plaza B	E	A	R
	9	<b>Dungeons &amp; Dragons 5e</b> DDEX03-16 Assault on Maerimydra (levels 11-16)	Plaza B	E	A	R
	9	<b>Dungeons &amp; Dragons 5e</b> DDEX1-11 Dark Pyramid of Sorcerer's Isle	Plaza B	E	A	R
	4	<b>Fate Accelerated</b> The Running Man!	San Lorenzo C	A	T	R
	4	<b>GUMSHOE</b> DISAPPEARING INK: Mystery in Toon Town	SL Boardroom	A	T	R
	4	<b>GURPS</b> GURPS Tournament Finals	San Lorenzo F	A	A	R
	4	<b>Paranoia</b> Patch Job	San Lorenzo B	A	T	R
	4	<b>Pathfinder</b> 2CGaming Presents - Total Party Kill Adventures	San Lorenzo E	A	A	R
	4.5	<b>Pathfinder Society</b> PFS 2-05: Eyes of the Ten - Part III: Red Revolution		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-02: Six Seconds to Midnight		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-04: The Ironbound Schism		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-08: To Judge a Soul, Part II		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-13: Captive in Crystal		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-16: Faithless & Forgotten, Part II		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-17: Thralls of the Shattered God		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-19: Labyrinth of Hungry Ghosts		A	A	R
	5.5	<b>Pathfinder Society</b> Phantom Phenomena		A	A	R
	3	<b>Powered by the Apocalypse</b> Bedlam Hall - "A Truly Awful Birthday Party"	San Lorenzo F	A	M	R
	4	<b>Scion: Hero</b> Gods and Monsters	San Lorenzo C	A	T	R
	4	<b>Shadowrun 5e</b> CMP 2013-03 Dragon's Song 3: Neo-Tokyo Fusion	Plaza B	A	A	R
	2	<b>Synthicide</b> Synthicide	San Lorenzo A	A	T	R
	4	<b>The Sprawl</b> Necropolis	San Lorenzo D	A	M	R
	4	<b>Wild Talents</b> How many hostages?	San Lorenzo B	A	T	R
	4	<b>Wizards of the Coast Revised Edition Star Wars D20</b> Anime-Inspired Star [...]	San Lorenzo E	A	A	R
	2	<b>PC, Android, Apple iOS</b> Hearthstone Wild Tournament	Marina	A	A	V
3 pm	1	<b>Acquire Gaming 101</b>		B	A	B
	3	<b>Cinque Terre</b> Small		A	T	B
	2	<b>Lost Cities</b> Event		A	A	B
	3	<b>Manila</b> Tournament		A	A	B
	2	<b>Mistborn: House War DEMO</b> Demo		B	T	B
	9	<b>Star Wars Imperial Assault</b> Event		A	A	B
	4	<b>StarWing Rogues</b> Sponsored		B	F	B
	2	<b>Yahtzee Free for All #3</b> Big		A	A	B
	5	<b>Thug Life Demo</b> Demo *		A	A	B
	4	<b>Player Aides:</b> Glass Road/Town Center/Gold West/Dr. Eureka/Kodama	Open Gaming	A	T	G
	1	<b>Trivia</b> Super Nerd Trivia	Carmel	A	A	G
	4	<b>Age of Sigmar</b> Intro to Age of Sigmar	International A	A	A	M
	4	<b>Moral Conflict</b> Event		A	A	W

## Sunday

Sun, May 29

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.	
4 pm	4	<b>Acquire: David Woolcott Memorial</b> Tournament		E	A	B	
	1	<b>Down in Flames: Aces High</b> Small		A	A	B	
	1	<b>Ghost Blitz</b> Event		A	F	B	
	1	<b>Pandemic: The Cure Gaming 101</b>		B	A	B	
	1	<b>Richochets Robot</b> Event		A	A	B	
	1	<b>Small World Gaming 101</b>		B	A	B	
	3	<b>Exodus Trading Card Game Booster Draft Tournament</b>	La Jolla	A	F	C	
	3	<b>Magic: The Gathering Sealed Deck Tournament</b>	La Jolla	A	A	C	
	2	<b>My Little Pony #2</b>	La Jolla	B	F	C	
	3	<b>Dice Masters: "Grab Bag" Tournament</b>	La Jolla	A	A	C	
	2	<b>One More Roll!</b>	La Jolla	A	A	C	
	0.3	<b>GRID GAME Raffle Drawing!</b> GRID GAME Raffle Drawing!		A	A	G	
	4	<b>Dragon Rampant</b> Dragon Rampant Tournament	International A	A	T	M	
	2	<b>Space Cadets: Ship vs Ship</b> Event		A	A	P	
	2	<b>MAY The Force Be With You!</b>	Carmel	A	A	S	
	1	<b>PC</b> Minecraft: Spleef	Marina	A	A	V	
	4	<b>Friedrich</b> Small		A	A	W	
	5 pm	1	<b>Alien Frontiers Gaming 101</b>		B	A	B
		1	<b>Bag-O-Loot</b> Event		A	F	B
		3	<b>Catan National Finals</b>		E	T	B
2		<b>Love Letter #3</b> Small		A	A	B	
1		<b>Pandemic: The Cure</b> Event		A	A	B	
4		<b>Small World</b> Big		E	T	B	
2		<b>Targi</b> Event		A	A	B	
4		<b>Card Game Gathering</b>	La Jolla	A	A	C	
1		<b>Yu-Gi-Oh! Demo</b>	La Jolla	A	F	C	
4		<b>Lord of the Rings The Miniatures Game "War of the Last Alliance"</b>	La Jolla	A	F	C	
2		<b>Pirates Pocketmodel: Sink-N-Keep "Godzilla"</b>	Family Area	A	K	C	
3		<b>Star Trek Attack Wing Classic Movies "The Search For Spock"</b>	La Jolla	A	A	C	
0.1		<b>Raffle Drawing!</b> Raffle Drawing!		A	A	G	
4		<b>Board and Miniatures game</b> Cthulhu Wars	International A	A	T	M	
4	<b>5th Edition D&amp;D</b> 2CGaming Presents - Total Party Kill Adventures	San Lorenzo E	A	A	R		
1	<b>PC - Minecraft 1.9</b> MC: Iron Block Hard Challenge	Marina	A	A	V		
6 pm	2	<b>7 Blunders Expansion</b> Event		E	A	B	
	4	<b>Alien Frontiers</b> Tournament		E	A	B	
	3	<b>Galaxy Trucker Expansions</b> Event		E	A	B	
	3	<b>Puerto Rico</b> Small		E	A	B	
	1	<b>Red Dragon Inn Gaming 101</b>		B	A	B	
	2	<b>Shopkeepers DEMO</b> Demo		B	T	B	
	3	<b>Ticket to Ride: Pennsylvania</b> Event		A	A	B	
	1	<b>Darkrock Ventures</b>	Open Gaming	A	T	C	
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C	
	2	<b>Revolution! - or - Castellan (Players' Choice)</b>	La Jolla	A	A	C	
	1	<b>Ninja #3</b> Event		A	A	P	
4	<b>C&amp;C Napoleonic Generals, Marshals, Tacticians</b> Event		A	A	W		
6:30 pm	0.1	<b>Dealer Room Closes</b> Dealer Room Closes		A	A	G	
7 pm	1	<b>Bruges Gaming 101</b>		B	A	B	
	2	<b>Camel Up #2</b> Small		A	A	B	
	1	<b>Clue Museum Caper</b> Event		A	A	B	
	2	<b>Codenames</b> Event		A	T	B	
	3	<b>Dominant Species Finals</b> Big		E	A	B	
	2	<b>Ra</b> Small		A	A	B	
	3	<b>Red Dragon Inn</b> Tournament		E	A	B	
	3	<b>Magic: The Gathering Draft Tournament</b>	La Jolla	A	A	C	
	2	<b>Yu-Gi-Oh! Tournament</b>	La Jolla	A	F	C	
	2	<b>Ca\$h 'n' Gun\$ Live #3</b> Event		A	A	P	
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-03 The Executioner (levels 1-4)	Plaza B	A	A	R	
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-09 The Tempter (levels 5-10)	Plaza B	E	A	R	
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-11 The Donjon (levels 5-10)	Plaza B	E	A	R	
	5	<b>Pathfinder RPG</b> Pathfinder Society Scenario 6-99: True Dragons of [...]		A	A	R	
	4	<b>Shadowrun 5e</b> CMP 2013-04 Dragon's Song 4: Ballroom Blitz	Plaza B	A	A	R	
2	<b>Feedback Forum</b>	Carmel	A	A	S		

## Sunday

**Sun, May 29**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	<b>Sails of Glory Tournament</b> Small		A	A	W
8 pm	1	<b>Age of Empires III Gaming 101</b>		B	A	B
	4	<b>Battlestations!</b> Event *		A	A	B
	2	<b>Bruges</b> Event		A	A	B
	2	<b>Fireball Island</b> Event		A	A	B
	5	<b>Fortress America</b> Small		A	A	B
	4	<b>Game of Thrones: The Board Game</b> Small		A	A	B
	1	<b>Macao Gaming 101</b>		B	T	B
	2	<b>Power Grid World Tour: Russia</b> Event		E	T	B
	2	<b>Gruff</b>	La Jolla	A	A	C
	2	<b>Munchkin - Players' Choice</b>	La Jolla	A	A	C
	2	<b>One More Roll!</b>	La Jolla	A	A	C
	1	<b>Weiß Schwarz - Gaming 101</b>	La Jolla	B	T	C
	4	<b>Zombicide: Black Plague</b> Zombicide: Black Plague	International A	A	A	M
	1.5	<b>Escape Room In A Box: The Werewolf Experiment</b> Event		A	A	P
	4	<b>D&amp;D5E</b> Tenth Imperium: A Quorum of the Senate	San Lorenzo E	A	A	R
	4	<b>Disposable Adventurer Gaming System</b> Zombies... why did it have to [...]	San Lorenzo C	A	A	R
	4	<b>Faith Corps</b> Star Wars Rebels: Chasing Chopper	San Lorenzo F	A	A	R
	4	<b>Haunted</b> Haunted	San Lorenzo A	A	M	R
	3	<b>Jinkies!</b> The Mystery is A Mystery!	San Lorenzo A	A	T	R
	2	<b>No Thank You Evil</b> No Thank You Evil	SL Boardroom	B	A	R
	4	<b>Paranoia</b> Alpha Annihilators	San Lorenzo A	A	T	R
	4	<b>Pathfinder</b> 2CGaming Presents - Total Party Kill Adventures	San Lorenzo E	A	A	R
	4.5	<b>Pathfinder Society</b> PFS 2-22: Eyes of the Ten - Part IV: Nothing [...]		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 3-24: The Golden Serpent		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-03: The Bronze House Reprisal		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-07: Trouble in Tamran		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-11: Ancients' Anguish		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-15: The Deep-market Deception		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-18: Faithless & Forgotten, Part III		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-19: Labyrinth of Hungry Ghosts		A	A	R
	4	<b>The Sprawl</b> Operation Angel Basin: Mission Session	San Lorenzo D	A	M	R
	4	<b>Wizards of the Coast Revised Edition Star Wars D20</b> Anime-Inspired Star [...]	San Lorenzo E	A	A	R
	1	<b>PC</b> Overwatch 2v2	Marina	A	A	V
9 pm	4	<b>Age of Empires III</b> Small		A	A	B
	2	<b>Galactic Explorer PLAYTEST</b> Demo *		B	T	B
	1	<b>Glory to Rome Gaming 101</b>		B	A	B
	4	<b>Macao</b> Small		E	A	B
	1	<b>Stone Age Gaming 101</b>		B	A	B
	2	<b>The Adventurers</b> Event		A	A	B
	4	<b>Tichu Finals</b> Small		A	A	B
	4	<b>Weiß Schwarz - Casual Gathering</b>	La Jolla	A	T	C
	3	<b>Werewolf #7</b> Event		A	T	P
10 pm	3	<b>Glory to Rome</b> Tournament		E	A	B
	6	<b>Stone Age</b> Small		E	A	B
	1	<b>Xenoshyft Gaming 101</b>		B	A	B
11 pm	4	<b>Nexus Ops</b> Small		A	A	B
	4	<b>Xenoshyft Expansions</b> Event		A	A	B

\* = Play with the creator

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

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

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

M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

T = Traditional Card Games, V = Video Games, W = War Games

**Mon, May 30**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	<b>Werewolf #8</b> Event		A	T	P
	4	<b>Werewolf: Twilight Edition</b> Event		A	A	P
3 am	3	<b>Werewolf #9</b> Event		A	T	P
9 am	1	<b>Catacombs Gaming 101</b>		B	A	B

## Monday

# Monday

**Mon, May 30**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	<b>Jamaica</b> Small		A	A	B
	3	<b>Machi Koro MEGA</b> Special		E	A	B
	1	<b>Saint Petersburg Gaming 101</b>		B	A	B
	4	<b>Zombicide: Black Plague</b> Zombicide: Black Plague	International A	A	A	M
	4	<b>AD&amp;D 1st edition</b> Tenth Imperium Classic: On the Occasion of a War [...]	San Lorenzo E	A	A	R
	4	<b>D&amp;D 5E (NOT RPGA)</b> Mr. Toad's Enchanting Ride	San Lorenzo A	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-04 The Marionette (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-10 The Artifact (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX03-15 Szith Morcane Unbound (levels 5-10)	Plaza B	E	A	R
	4	<b>GURPS 4th</b> Beware the Boogeyman	SL Boardroom	A	T	R
	4	<b>Homebrood 2nd Edition</b> Gangs of New Angelesfranciscoyork.	San Lorenzo C	A	A	R
	4.5	<b>Pathfinder Society</b> Emerald Spire 4 - The Flooded Level		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 6-20: Returned to Sky		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-04: The Ironbound Schism		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-17: Thralls of the Shattered God		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-21: The Sun Orchid Scheme		A	A	R
	5.5	<b>Pathfinder Society</b> SilverHex Chronicles		A	A	R
9:30 am	5	<b>Dealer Room Opens!</b> Dealer Room Opens!		A	A	G
10 am	2	<b>Power Grid World Tour: Italy</b> Tournament		E	T	B
	3	<b>Saint Petersburg Big</b>		A	A	B
	2	<b>Uno #4</b> Small		A	A	B
	2	<b>Munchkin: Marvel Edition</b>	La Jolla	A	A	C
	4	<b>From Car Wars to dice rolls... (Players' choice)</b>	La Jolla	A	A	C
	3	<b>Dreadfleet</b> Dreadfleet	International A	A	A	M
11 am	2	<b>Attika</b> Event		A	A	B
	2	<b>Chivalry DEMO</b> Demo *		B	A	B
	3	<b>Auction</b>	Carmel	A	A	S
Noon	2	<b>Galactic Explorer PLAYTEST</b> Demo *		B	T	B
	1	<b>Legends of Draxia</b> Event		A	A	B
	1	<b>Yahtzee</b> Event		A	A	B
	1	<b>Gruff</b>	La Jolla	A	A	C
	0.3	<b>Grand Raffle Drawing!</b> Grand Raffle Drawing!		A	A	G
1 pm	2	<b>Five Crowns</b> Event		A	A	B
	4	<b>Vegas Showdown</b> Event		A	A	B
2 pm	1	<b>Incan Gold</b> Event		A	A	B
	2	<b>Roll Through the Ages: The Bronze Age</b> Event		A	A	B
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-05 The Seer (levels 1-4)	Plaza B	A	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDAL04-11 The Donjon (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX01-14 Escape from Phlan (levels 5-10)	Plaza B	E	A	R
	4	<b>Dungeons &amp; Dragons 5e</b> DDEX03-14 Death on the Wall (levels 1-4)	Plaza B	A	A	R
	4	<b>Homebrood 1st Edition</b> Spontaneous World Building	San Lorenzo A	A	A	R
	4.5	<b>Pathfinder Society</b> PFS 6-23: The Darkest Abduction		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-03: The Bronze House Reprisal		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-11: Ancients' Anguish		A	A	R
	4.5	<b>Pathfinder Society</b> PFS 7-19: Labyrinth of Hungry Ghosts		A	A	R
	5.5	<b>Pathfinder Society</b> Phantom Phenomena		A	A	R
2:30 pm	0.1	<b>Dealer Room Closes</b> Dealer Room Closes		A	A	G
3 pm	2	<b>Category 5</b> Event		A	A	B

\* = Play with the creator

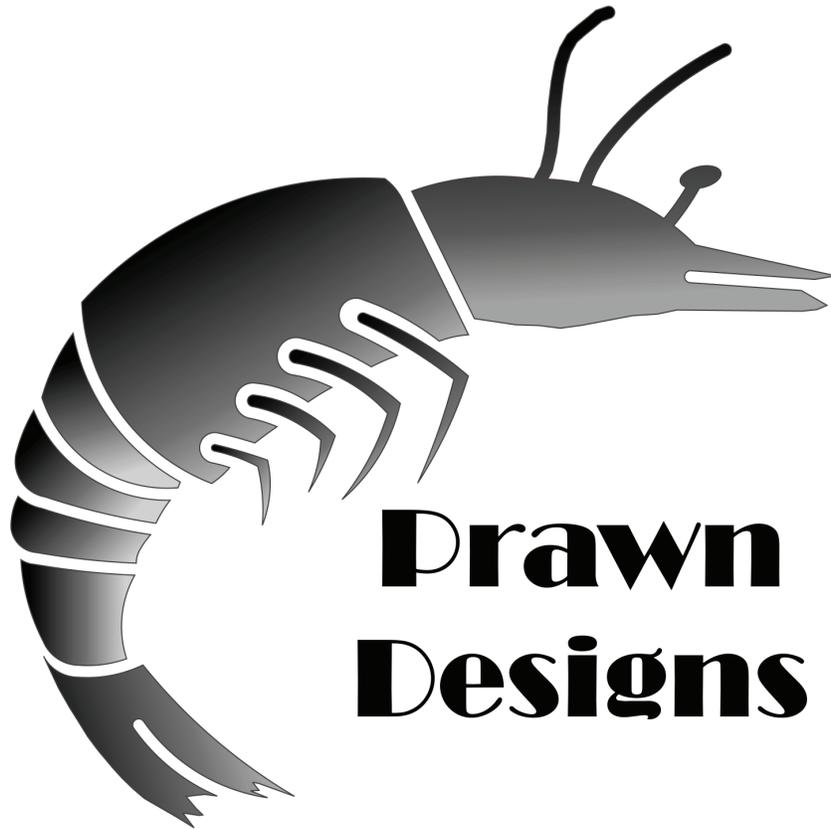
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# Prawn Designs

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## Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of the year.

For 2015 the winners are:

Jack Butler:   1st Darrell Stark  
                  2nd Renee Rose-Perry  
                  3rd Eric Downing

Board Management: Renee Rose-Perry

Card: Mary Taylor

Collectible: Matthew Fox

Dice Rolling: Richard Rodrigues, Samantha Burkes

Resource / Hand Management: Darrell Stark

Social: Jonathan Nowak

Tile / Worker Placement: Sean Growley

Variable Player Powers: Darrell Stark

War: Tim Towery

Strategicon congratulates these fine gamers!

For 2016 and beyond we will be retiring all awards but the Jack Butler award.

# Save Your Convention!

The Hilton has become concerned about the volume of outside food consumed at the convention, and has asked us to remind people of the ...

## **Hotel Food Policy**

Absolutely NO outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.

We don't like this any more than you do, but note the last paragraph. That In'N'Out Double-Double you're eating while reading this can cost the con \$100. We have to cover that cost somehow, and that will mean raising the entry fees to the con. We don't want to do this.

We are working with the Hilton to try to make this work for all of us. To that end we have set up space where you can eat outside in the courtyard on the third floor. Please make use of this space. Signs should be posted as to how to get there.

Thank you for your cooperation on this matter.

## Special Events and Seminars

### Special Events and Seminars

Carmel, Newport C, Santa Monica C

#### **Auction** – Mon 11 am

Gaming stuff. Lots and lots of gaming stuff. Gamex brings you the finest and oddest selection of gaming stuff to be found anywhere in Southern California at our Monday morning game auction. Come see what lurks in the closets of gamers everywhere!

#### **Board Game Brigade** – Sun 11 am

Business Owners William Hillstrom and Norbert Nebusz talk about their office culture-building business, The Board Game Brigade. Watch and ask questions as they run you through a mock board game event. Questions?: WHillstrom@BoardGameBrigade.com

#### **Comic Book LIVE!** – Sat 6 pm

Laughs are guaranteed in this live action, unscripted stage adaptation of comic books and graphic novels! You will see popular comic book characters come to life as our improvisers make up stories on the spot based off a suggestion made by the audience. The show will also feature the cocky and shameless Black Spider-Man in a hilarious Stand Up set and episodes of the web series with the same name.

#### **Dungeon Master Live!** – Sat 10 pm

Making it's Strategicon return. Embark on the Ultimate Improv Adventure! Audience volunteers go on an epic journey in this hilarious stage show!

#### **Feedback Forum** – Sun 7 pm

Comments? Complaints? Suggestions? Have questions regarding the hotel food policy? Here's your chance to get your questions answered and to let us know how we're doing.

### General Events

Pacific Ballroom, Carmel, 1635

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

The Dealer Room is open for the day! Make sure you get your Raffle tickets in early so you have multiple chances to win free Dealer Tokens!

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

The Dealer Room is closed.

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

Our triennial bazaar of the bizarre. Now back in the main lobby

#### **Grand Raffle Drawing!** – Mon Noon

Raffle drawing at the Strategicon Booth in the Dealer's Room! Six tickets will be pulled to win 25 Dealer Tokens each!! There will also be a separate drawing for people in attendance at the time of the drawing for items donated by our Vendors and Strategicon!

#### **GRID GAME Raffle Drawing!** – Sun 4 pm

The drawing for the GRID GAME will pull 10 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon!

#### **Happy Jack's RPG Podcast LIVE** – Sat 8 pm

Come and see the folks at Happy Jacks do their podcast LIVE at Gamex. Pursue the RPG hobby with reckless abandon in the Greek fashion.

#### **Kickstarting Your Board Game** – Sat 3 pm

Michael Coe, founder of Gamelyn Games, creators of the Tiny Epic series, talks about his experience funding board game projects on Kickstarter, how to prepare for one, what to expect from one, and how to embrace Kickstarter success. A short Q&A will be included afterward.

#### **Kid Friendly Movies** – Sat 10 am, Noon, Sun Noon

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

#### **MAY The Force Be With You!** – Sun 4 pm

Watch this you will. A space opera fantasy film screening there will be. And as always, "No disintegrations."

#### **The Meeple Steeple** – Sun 10 am

Eternity: it's the real long-term strategy. Don't miss Strategicon OR church today! Join us for a short Bible-based devotional, 1-2 songs & some pre-play prayers. Get your meeple to the steeple, so you can roll & move with God today. All Christians & curious gamers are welcome.

#### **Turning The Lights On Darkest Night** – Sat 4 pm

Designer Jeremy Lennert shares stories from the development of Victory Point Games' #1 bestseller, Darkest Night. Where did the map cards come from? Why does the Necromancer start in the ruins? What infinite combos nearly made it into the game? Come find out.

#### **Knit and Crochet Meetup** – Fri 7 pm, Sat 9 am

Calling all knitters and crocheters (and those who'd like to learn). Join us for a casual knit and crochet meetup. Discuss the games you've been playing all weekend, and show your WIPs. We can teach your how to knit or crochet. We'll also share a dice bag pattern.

#### **PLAYER AIDES: Finca/Migration/High Heavens/Guillotine/For Sale** – Sun 11 am

#### **PLAYER AIDES: Glass Road/Town Center/Gold West/Dr. Eureka/Kodama** – Sun 3 pm

#### **PLAYER AIDES: Quadropolis/Isle of Skye/Las Vegas/The King Is Dead** – Sat 3 pm

#### **PLAYER AIDES: Stockpile/Road to Canterbury/Airships/Marrakech** – Sat 11 am

Whether you want to learn one (or more) of the featured games or if you've just been hoping for a chance to play them at the convention, the GMs of PLAYER AIDES are happy to facilitate a great experience. We start new games as players show up, all throughout the 4 hour session.

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

Raffle drawing at the Strategicon Booth in the Dealer's Room! Three tickets will be pulled to win 15 Dealer Tokens each!

## General Events

### Strategicon Math Trade – Sat Noon

The Strategicon Math Trade, held on BoardGameGeek a couple weeks before the con, provides a way to safely trade games you're ready to see move on for games you actually want with no shipping cost! Be right on time for a quick, easy exchange! For more info, BGG ID slikkrikk.

## Open Gaming

### Plaza Ballroom A

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

## Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Space), Bel Air

### Gaming 101

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

#### 13 Days: The Cuban Missile Crisis Gaming 101 – Fri Noon

#### 13 Days: The Cuban Missile Crisis – Fri 1 pm

Want to play Twilight Struggle without going through a whole Cold War? Play through the most tense moment at that time, when the US & USSR were at the brink of nuclear war. Play cards to influence the various sides of these tense 13 days while fulfilling hidden agendas.

#### 1846 – Fri 7 pm

An 18xx game set in the Midwestern United States. Differences from other 18xx games include fewer restrictions on actions – such as raising money and using private company powers, the initial distribution of private companies, and paying for virtually all track builds.

#### 1856 Gaming 101 – Sat 1 pm

#### 1856 – Sat 2 pm

Game of stock investment and railroad operation in Canada. Does your company survive or get nationalized into the Canadian Government Railway?

#### 7 Blunders – Fri 10 pm

In this variant of the award-winning 7 Wonders game, lowest score wins! Just as strategic as the regular game, 7 Blunders will make you scratch your head and think of new ways to play! The final round will include the Leaders expansion.

#### 7 Blunders Expansion – Sun 6 pm

7 Blunders with Leaders and Cities.

#### 7 Wonders: Duel Gaming 101 – Sat 9 am

#### 7 Wonders: Duel – Sat 10 am

Two players draft from a display of face-down and face-up cards arranged at the start of a round. A player can take a card only if it's not covered by any others, so timing comes into play as well as bonus moves that allow you to immediately take a second card.

#### 7 Wonders Expansions Gaming 101 – Fri 6 pm

#### 7 Wonders Expansions – Fri 8 pm

Play 7 Wonders as it was meant to be played - with everything! First round will include Leaders and Cities. Final table will include Leaders, Cities, and Babel (Tower, Great projects, or both!).

## Open Gaming

### Super Nerd Trivia – Sat 7 pm, Sun 3 pm

Wage war with the many many many useless facts you've collected through the ages. Pit your geeky knowledge of comics, games, and movies against two other contestants for awesome nerd swag brought to you by Loot Crate. If you can survive the trivia round and the Fact or Fiction round you'll get to duke it out in the CAGE MATCH. That's right! An entire round of Nicolas Cage questions.

### Toddler Tumbler Time – Sat, Sun 10 am

Games for toddlers (5 and under) and their parents. We will have a number of different toddler games to let them get all their energy out and have fun.

#### Abys – Sat 10 pm

A light-to-medium strategy game with stunning artwork that takes place in an underwater fantasy world. Score the most influence points by using ally cards of different colors to recruit valuable lords and gain control of locations before game's end.

#### Acquire Gaming 101 – Sun 3 pm

#### Acquire: David Woolcott Memorial – Sun 4 pm

Place tiles, build hotels, buy stock and merge hotel chains to make money. Whoever has the most money at the end of the game wins - Greed is Good!

#### Age of Empires III Gaming 101 – Sun 8 pm

#### Age of Empires III – Sun 9 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you proceed through three ages, you can launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy, and, if necessary, declare war.

#### Agricola Gaming 101 – Fri 8 pm

#### Agricola – Sat 9 am

Standard banned cards. Occupations pass right, improvements left. Determine start player before draft, 9 card draft.

#### Alien Frontiers Gaming 101 – Sun 5 pm

#### Alien Frontiers – Sun 6 pm

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, An alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas.

#### Arcadia Quest Gaming 101 – Sat 9 am

#### Arcadia Quest – Sat 10 am

Put together a party of 3 pre-built chibi characters and run around a dungeon killing monsters and other players' parties. Figures are based on well-known caricatures.

#### Armored Core DEMO – Fri Noon

This is one of the world's first true R.T.S. board games with actual simultaneous tactical combat. Set in a 3D cityscape, pilot your AC to complete missions, upgrade your armory and become the ultimate Raven.

## Board Games

**A Study in Emerald Gaming 101** – Fri 6 pm

**A Study in Emerald** – Fri 7 pm

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

**Attika** – Mon 11 am

There are two paths to victory – either be the first to connect two temples or to build out all the components of your city state.

**Bag-O-Loot** – Sun 5 pm

Gain points with collections, prevent stealing by turning each into a Bag-O-Loot. Beware, if your loot is a bluff and you're called on it, you lose it. Of course, if a Looter makes the bag, you will end up with their cards.

**Batman Fluxx** – Fri 9 pm, Sat 4 pm

Come play as The Batman and bust some criminals, or maybe you want to side with the villains and bust up the Bat family. It's your choice, and you can change it at any time. That is the hallmark of Fluxx, the game of ever changing rules.

**Battlestar Galactica** – Fri 7 pm

Work as a group to save the remnants of the human race from the evil Cylons and everyday crises, but beware, at least one of you is not what he seems!

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

**Battlestar Galactica Expansions** – Sun 10 am

An exciting semi-cooperative game of mistrust, intrigue, and the struggle for survival. Each table will decide if they are using the Daybreak expansion.

**Battlestations!** – Fri Noon, 4 pm, 8pm

Sat, Sun Midnight, Noon, 8 pm

Adventure in space in this boardgame/rpg of action and adventure with simultaneous ship to ship and boarding action!

**Bling Bling Gemstone** – Sat 9 pm

Come play the exciting dexterity game about trying to mine gems from a cave with your pickaxe!

**Blokus Trigon** – Sun 11 am

It's Blokus with a new angle, pieces made of triangles.

**Blood Bound** – Sun 2 pm

Players assume roles of members of two clans: the brutal, animalistic warriors of the Clan of Beast & the graceful, deadly members of the Clan of Rose. Disguised by secret identity, kidnap the Elder of the opposing clan or give your life for the benefit of your own Elder.

**Blood Rage Gaming 101** – Sat 2 pm

**Blood Rage** – Sat 3 pm

Each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side!

**Blue Moon City Gaming 101** – Fri 10 pm

**Blue Moon City** – Fri 11 pm

Earn crystals by helping rebuild the city and put the large Crystal Obelisk in the middle of the city back together. The player who first manages to pay the required number of crystals to the Obelisk wins the game.

**Bruges Gaming 101** – Sun 7 pm

**Bruges** – Sun 8 pm

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

**Camel Up** – Sat, Sun 7 pm

Players bet on five racing camels in a quick race around a pyramid. The earlier you place your bet, the more you can win – should you guess correctly, of course.

**Carcassonne Gaming 101** – Sat 6 pm

**Carcassonne** – Sat 7 pm

The classic, award winning tile-placement game.

**Cards Against Humanity** – Fri Noon

A card game which involves a judge choosing a question card. Each player contributes card(s) to the judge anonymously. The card czar determines which card(s) are funniest in the context of the question or fill-in-the-blank card.

**Cards of Cthulhu: Beyond the Veil** – Sat, Sun 11 am

Fast paced 1-4 player struggle against the minions and horrors of the Cthulhian army with dice rolling and tactical spending being your only friends. The expansion includes Cult Personalities, new Investigators/Followers, new Items/Curses, and a new Investigation card set.

**Carson City Gaming 101** – Fri 4 pm

**Carson City** – Fri 5 pm

You will assign your cowboys on the board to do an action, buy land, collect money/points, or rob another player. Just because someone took a spot you wanted doesn't mean you can let them take it without a fight. After 4 rounds the player with the most points is the winner.

**Castle Panic** – Sun 1 pm

Defend your castle in this fast paced co-op of boulder smashing and monster bashing.

**Castles of Mad King Ludwig Gaming 101** – Sat 4 pm

**Castles of Mad King Ludwig** – Sat 5 pm

In the tile-laying game Castles of Mad King Ludwig, players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time.

**Catacombs Gaming 101** – Sun Noon, Mon 9 am

**Catacombs** – Sat, Sun 1 pm

Up to 6... with two playing the baddy

**Catan National Qualifier** – Fri, Sat 5 pm

One of two qualifying rounds. All players will play 2 rounds. The top 8 from each qualifying round will advance to the finals. Players who have already qualified in the first qualifier cannot participate in the second qualifier. An entry fee is required.

**Catan National Finals** – Sun 5 pm

The 16 players who have qualified on Friday and Saturday will compete for a seat at the National Catan Championships.

**Category 5** – Mon 3 pm

Each turn, players simultaneously choose and reveal a card, and then add those cards to rows. The 6th card takes a row. Points are won on cards at the end of round. The game is over when a player reaches 74 and the low score wins.

**Chess** – Sun 11 am

A speed chess tournament - Games will be 5 minutes per side

**Chez Geek** – Fri 2 pm

It's Friday night at Chez Geek. Get a job - they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you!

**Chivalry DEMO** – Sat 9 am, Mon 11 am

A two-player card game in which players battle for supremacy in a melee between teams of knights. The goal is to have the most Chivalry at game end, which means strategic thinking and finesse are often more important than simple brute force.

## Board Games

### **Cinque Terre** – Sat 5 pm, Sun 3 pm

Players compete to sell the most valuable produce in the five villages. Players act as farmers and operate a cart in which they will harvest produce and deliver them to the five villages to sell.

### **Clue Museum Caper** – Sun 7 pm

In the tradition of Scotland Yard, this is a hidden movement game where players work together to nab the Thief. The museum itself is 3-d board of hardy plastic. The rounds are quick and everyone has a chance to be the thief. The Ameritrash love child of Scotland Yard and Clue.

### **Codenames** – Sun 7 pm

This social-deduction game for partners pits players against rival spy networks. Bring your partner (or we will match you with one) and defeat multiple spy networks in just 2 hours! This event is comprised of 4 half-hour bouts & will incorporate a meta-game point system.

### **Community: The Board Game? PLAYTEST** – Sun 2 pm

Love the TV show Community? Ever wanted to attend Greendale Community College, play paintball against Jeff Winger, or build a blanket fort with Troy and Abed? Now is your chance! This fan made game has players attend classes, earn credits, and try their best not to step in lava!

### **Concept** – Sat 2 pm

Your goal is to guess words through the association of icons. A team of two players – neighbors at the table – choose a word or phrase that the other players need to guess. Acting together, this team places pieces judiciously on the available icons on the game board.

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

#### **Concordia** – Sat 10 am

A game of building, production, trading and card buying, the basic version to be used.

#### **Coup** – Fri 4 pm

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

#### **Cutthroat Caverns** – Sat 4 pm

Played over 9 rounds, each with a random encounter. Each monster encountered will have a prestige value. Players that land the killing blow gets prestige value for encounter. The surviving player with most prestige is the winner.

#### **Dark Moon** – Fri 10 pm

Do you like hidden traitor games like Battlestar Galactica or The Resistance? In Dark Moon (formerly known as BSG Express), players roll dice behind a screen and submit them to help complete missions, but some are secretly trying to sabotage.

#### **Dead of Winter Gaming 101** – Fri 1 pm

#### **Dead of Winter** – Fri 2 pm

Come try and survive a harsh winter in the middle of a zombie apocalypse. You will need to rely on your fellow colony mates, but beware: It is possible they are plotting to betray you! This is a quasi-cooperative game for 5 players.

#### **Dead Things** – Fri, Sat 8 pm

The zombie board game that plays like a zombie movie. You and three others will try to survive the zombie attack. If one human dies you all lose.

#### **Descent Journeys in the Dark** – Sat 10 am

A game in which one player takes on the role of the overlord, other players take on the roles of heroes. During each game, the heroes embark on quests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his plot.

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

Choose a hero and join the battle? Can you and your party navigate through the dungeon, kill the monsters, avoid the traps, collect the treasure and defeat the final boss monster? If you do, you win. If you don't - well - monsters have to eat too.....

#### **Dixit** – Sat Midnight

One player describes an image on a card to get other players to guess it. Players use that description to play one of their cards hoping other players incorrectly pick theirs instead. Scoring is simple, based on choosing the right cards.

#### **Dominant Species Gaming 101** – Sat 7 pm

#### **Dominant Species Finals** – Sun 7 pm

#### **Dominant Species Qualifier** – Sat 9 pm

An abstract recreation of the encroachment of an ice age and what that entails for the creatures trying to adapt to the slowly-changing earth. Each player assumes the role of one of six major animal classes mammal, reptile, bird, amphibian, arachnid or insect.

#### **Down in Flames: Aces High** – Sat 6 pm, Sun 4 pm

Easy to learn WWII dog fighting card flipping game.

#### **Dragon Rampage** – Fri 5 pm

A strategic dice game for 3-5 players. Each player takes the role of one of the adventurers (all with different abilities) and the goal is to score the most points by fighting against or running from (or some combination of the two) the dragon you just woke up, and tallying up the treasure and gold you obtain in the dungeon.

#### **Dream Factory Gaming 101** – Sun 9 am

#### **Dream Factory** – Sun 10 am

Also known as Hollywood Blockbuster. Players are studio heads who compete for directors, actors, camera, effects, music, guest stars and agents to complete movie scripts. There are bonus points for the best films, best directors, and even worst film - it becomes a cult classic.

#### **Dynasty DEMO** – Sat 10 am

Compete against up to 4 players in a deck builder themed around Dynastic China. Introduces a unique card acquisition mechanic and opportunities for direct, tactical competition with other players. In the final stages of development, so plays like a finished game.

#### **Eldritch Horror** – Fri 8 pm

A cooperative game for one to eight players, based on the fiction of H.P. Lovecraft and inspired by the classic board game Arkham Horror.

#### **Empire Builder** – Fri 3 pm, Sat 8 pm

Use your initial investment to build track. Then pick up commodities where they are grown, mined, or manufactured and deliver them to a lucrative place of demand. Complete a delivery and make the money you need to expand your railroad empire.

#### **Epic Roll DEMO** – Sat 11 am

Learn to play Epic Roll in just a few minutes, and jump straight into a game! A Summon Entertainment staff member will have you gathering treasure and smiting the undead in no time, and once you've honed your skills, stick around for a chance to win prizes in our Sponsored Event!

#### **Epic Roll** – Sat 1 pm

Battle your way through three rounds of Epic Roll for a chance to win a copy of the game or other prizes! Be sure to sign up for our "Epic Roll DEMO" event or stop by our booth for a demo, and get ready to roll!

## Board Games

### **Euphrat & Tigris** – Fri 10 pm

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

### **Evolution** – Sat 3 pm

See if your creation survives and thrives or gets eaten by someone else's predator.

### **Fireball Island** – Sun 8 pm

From 1986 comes this roll and move masterpiece. A 3D board represents the island. Your pawns move through the canyons on the island. The Fireballs are red marbles you roll down the board. The board is beautiful and nothing beats nailing someone with a red fireball marble.

### **Fish Cook Gaming 101** – Fri 2 pm

#### **Fish Cook** – Fri 3 pm, Sat 5 pm

A simple board game in which players take the role of chefs. The game is divided into several "days" that have 2 parts: Morning & Evening. In the morning, players buy ingredients from the fish market & farmer's market: in the evening, they cook recipes & earn money!

### **Five Crowns** – Mon 1 pm

Rummy with a five-suited deck and a twist. The twist is that in each hand the number of cards required to create a meld increases, from three cards in the first hand to thirteen in the last. The game, therefore, consists of eleven hands.

### **Fluxx** – Sun 9 am

Start with draw 1, play 1 - this card game changes with each new rule. There will be several editions of Fluxx to play - Family Fluxx (for kids), Starr Fluxx, Monster Fluxx, and more. Great for all ages.

### **Food Chain Magnate Gaming 101** – Sat 11 am

#### **Food Chain Magnate** – Sat Noon

A heavy strategy game about building a fast food chain. The focus is on building your company using a card-driven resource management system.

### **Formula De: Race of Champions** – Sat 2 pm

Come join the race of champions, with modifications for racers such as Ricky Bobby, the Blues Brothers, the Duke Boys, Speed Racer, and others! The game will be taped for the channel Bandwagon Games, which you can find on Youtube. New game episodes every day!

### **Fortress America** – Sun 8 pm

Depicts an alternate near-future in which all of the world attacks and invades the continental United States.

### **Fury of Dracula** – Sat 3 pm

In Fury of Dracula you undertake a perilous quest, hunting Dracula across Europe and battling him wherever he is revealed. Or you take on the role of the legendary Count Dracula himself as he seeks to thwart these pursuers and plunge the entire continent into an unrelenting and evil darkness.

### **Galactic Explorer PLAYTEST** – Fri, Sat, Sun 9 pm, Mon Noon

A traditional roll and move game that is not very traditional. You can customize your ship, with over 400 combinations of parts and technology. Then roll and explore, colonize, and transport. Maybe you will find an Alien Artifact... or a lifeless rock.

### **Galaxy Trucker Expansions** – Sun 6 pm

New building components, aliens that board your ship (and not in a friendly way), boosters, luxury cabins, fly two ships instead of one, and more insanity!

### **Game of Thrones: The Board Game** – Fri 1 pm, Sun 8 pm

An epic board game in which it will take more than military might to win. Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

### **Ghost Blitz** – Sun 4 pm

A fast reaction game. Help Balduin, the house ghost, figure out what item he wanted to make disappear, when the photos he took don't quite match the items. Great for young and older.

### **Ghost Stories Gaming 101** – Sat 8 pm

#### **Ghost Stories** – Sat 9 pm

Players defend a village, with the help of the villagers, against a variety of ghosts. Players win by defeating one of the Incarnations of Wu-Feng (mega-ghost).

### **Glory to Rome Gaming 101** – Sun 9 pm

#### **Glory to Rome** – Sun 10 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used. In addition, much of the game is played from the discard pool, giving players some control over what cards are accessible to opponents.

### **Great Dalmuti** – Sun Noon

Are you royalty, a citizen, or a peon? Every round is a chance to become royalty, but also a chance to be dethroned! Simple game play, with a lot of fun seat-changing. But only one person can ultimately be the Great Dalmuti!

### **Hiss** – Sun 10 am

Get the most snake parts by the end of the game. There are only so many heads and tails and you can only claim snakes that have a head, a tail, and at least one body part.

### **Incan Gold** – Mon 2 pm

A tense game in which you and other adventurers explore an old Incan temple in search of gold and treasure. You secretly choose if you want to continue exploring the temple in search of more treasure or retreat to safety. Each time you brave new territory you find treasure or destruction.

### **Inhabit the Earth Gaming 101** – Sat 5 pm

#### **Inhabit the Earth** – Sat 6 pm

Players use multi-use cards players to introduce and adapt creatures. Each card identifies a creature's class, a continent and terrain that the creature inhabits. It is also represented by a counter which players use to "race" around the continent in order to score the most points.

### **In the Year of the Dragon Gaming 101** – Sun 1 pm

#### **In the Year of the Dragon** – Sun 2 pm

Players take on the role of Chinese rulers around the year 1000. The game plays out in twelve rounds, each round representing one month in a year that seems to go from bad to worse. With disease, drought, and Mongol attacks, Careful planning is the key to survival and victory.

### **Istanbul Gaming 101** – Fri Noon

#### **Jaipur** – Sat 1 pm

This is one of the events of the 2 Player Pentathlon. Jaipur is a fast-paced card game, a blend of tactics, risk and luck. Results from these games will tally into your Pentathlon score.

### **Jamaica** – Mon 9 am

This is a beautiful pirate game with lots of theme. It is a tactical race game with player interaction and side goals (e.g. detouring for treasure). The winner is the player who best balances their position in the race with their success at the side goals.

## Board Games

### **Keep Talking and Nobody Explodes DEMO** — Sat 9 am

One player is the “Defuser”, playing the game on a computer and the remaining players are the “Experts” reading a physical copy of the bomb defusal manual and communicating with each other across the table. The goal is to defuse the bomb in a time limit, typically 5 minutes.

### **Kill Dr. Lucky** — Sun 1 pm

We all have our reasons why we need to kill Dr. Lucky, but we must make sure nobody sees us do it. The problem? Dr Lucky is very lucky, and is difficult to get rid of. Game play and strategy similar to Clue, but in reverse.

### **Kingdom Builder Gaming 101** — Sat 3 pm

#### **Kingdom Builder** — Sat 4 pm

Place your settlements to grow your kingdom greater than all others.

### **King of Tokyo Gaming 101** — Sat 7 pm

#### **King of Tokyo** — Sat 8 pm

Look out! When the dice roll and the Kaiju monsters start growing wings, breathing fire, throwing tanks and smashing buildings, even a 7-year-old could beat you silly! This tournament will incorporate a meta-game point system to keep things to two fierce 45-minute rounds of play.

### **Kingsburg Gaming 101** — Sat 5 pm

#### **Kingsburg** — Sat 6 pm

Roll the dice and influence the King’s Advisors to give you resources with which to expand your village, and prepare for battle at the end of the year!

### **Kittens in a Blender** — Fri 2 pm

Save as many of your kittens as possible before the inevitable happens. Maximize the number of your opponent’s kittens in the blender when the blender activates, while minimizing your own in the resulting purrrree.

### **Legends of Draxia** — Mon Noon

Often described as Dominion with combat. Get random resources. Build your village. Kill Monsters. You start with a random hero that adjusts your victory points in certain ways.

### **Liar’s Dice** — Fri Noon

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

### **Lord of the Rings Deck Building Gaming 101** — Fri 3 pm

#### **Lord of the Rings Deck Building** — Fri 4 pm, Sat 9 pm

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

### **Lords of Waterdeep Gaming 101** — Fri Noon

#### **Lords of Waterdeep** — Fri 5 pm

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

### **Lost Cities** — Sun 3 pm

This is one of the 2 Player Pentathalon Events. Lost Cities is a 2 player game where the object the game is to gain points by mounting profitable archaeological expeditions to the different sites represented by the 5 colors. Your results will tie into your Pentathalon score.

### **Lost Cities** — Sat 11 am

Easy to learn two-player card game with archaeological exploration for the theme. Play 3 hands and add up your score.

### **Love Letter** — Fri 6 pm, Sat, Sun 5 pm

A game of risk, deduction, and luck for 2–4 players. From a deck with only sixteen cards, each player starts with only one card in hand. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

### **Macao Gaming 101** — Sun 8 pm

#### **Macao** — Sun 9 pm

One of Stefan Feld’s most popular games. Players must draft cards, take action cubes, and time their actions perfectly to buy land, move their ships, and unlock new powers.

### **Machi Koro MEGA** — Mon 9 am

You are the new major of a Japanese city, and now you must make it successful. This card collecting game is easy to learn and hard to master. Each player tries to build their own city, with strategy and a little luck, from a wheat field to a metropolis!

### **Magic Realm Gaming 101** — Sat 10 am

#### **Magic Realm** — Sat 11 am

The classic 1979 Avalon Hill fantasy adventure board game.

### **Mall Sprawl PLAYTEST** — Fri 3 pm

A tile placement game in which players draft stores and shoppers for their mall. They also move shoppers around their malls in order to score points.

### **Manila Gaming 101** — Sun 2 pm

#### **Manila** — Sun 3 pm

Barges, freight and profits are what it’s all about in Manila, a speculative contest for 3-5 players. Goods shipments, intended for transport along sea routes, are in danger of gathering dust in the warehouses or being lost at sea in a storm. The ultimate fate of the ships will be determined by the dice.

### **MegaCivilization** — Sat 9 am

A huge version of the legendary development game Civilization, this is a game of skill for 5 to 18 players covering the historical development of ancient civilizations from just after the last Ice Age to the dawn of the new era at the end of the Iron Age.

### **Merchant of Venus Gaming 101** — Sat 11 am

#### **Merchant of Venus** — Sat Noon

The classic Avalon Hill space trading game, reissued by Fantasy Flight. Players explore the board discovering alien cultures and building trade routes. Initial round is to \$2000 with a final round to \$3000. Event is the classic game even with an FFG copy.

### **Mesopotamia Gaming 101** — Sat 8 pm

#### **Mesopotamia** — Sat 9 pm

The center is the Ziggurat, where you must bring 4 sacrifice tokens to win. You bring your sacrifices from 4 huts that you build. To build huts, temples, and Mana, you use rocks and timber that you collect from quarries and forests.

### **Middle Earth Quest** — Sun 10 am

A game of adventure and conflict set in the time leading up to the creation of the Fellowship. One player will adopt the mantle of Sauron and do his best to spread his evil influence across the lands. Up to three players become heroes and will do their best to foil Sauron’s foul plots, and rally the peoples of Middle-earth to their side.

### **Mistborn: House War DEMO** — Sat 1 pm, Sun 3 pm

Become nobles leading the Great Houses of Luthadel in Brandon Sanderson’s Mistborn. Collaborate, broker, & break deals to help or doom the world of Scadrial as you curry for the Lord Ruler’s favor. Preserve the status quo or let the world fall to ruin! Designed by Kevin Wilson.

## Board Games

### **Monopoly Deal** – Fri 5 pm, Sat, Sun 2 pm

The fast-paced, addictive card game where your luck can change in the play of a card! Collect 3 complete property sets, but beware Debt Collectors, Forced Deals and the dreaded Deal Breakers, which could change your fortunes at any time!

### **Mortals DEMO** – Sat 6 pm

Mortals is a cooperative battle arena board game set inside a museum during modern times. You play as a famous once-god of Greek, Norse, or Egyptian mythology battling Death's minions, to save the world.

### **Munchkin Nightmare Before Christmas** – Fri 7 pm

It's a ghoulish new twist on the classic game of Munchkin! Arm yourself with treasures from Halloween Town and Christmas to banish foes such as Oogie Boogie, Doctor Finkelstein, and the Santa Monsters once and for all!

### **Munchkin Steampunk Deluxe** – Fri Noon

Grab your gears, put on your top hat, whack the monsters, and grab the treasure with the power of SCIENCE! Munchkin Steampunk Deluxe brings the zaniness of Munchkin to the pseudo-Victorian steampunk era. Bully!

### **Munchkin Treasure Hunt** – Fri Noon

Now everyone in the family can be a Munchkin! The munchkins move around the board. If you land on a monster, use the Monster cards to find out how tough it is, then roll a dice and use your Treasures to beat it. Earn the most gold to win the game!

### **Mysterium Gaming 101** – Fri 9 pm

#### **Mysterium** – Fri 10 pm

Warwick Manor's new owner is holding a seance to speak with a ghost haunting the manor, seeking justice for their murder in 1982. You are either the ghost or a psychic trying to discover the killer, how, and where through visions. Find the true killer in 7 rounds or lose.

### **Mystic Vale** – Sat, Sun 11 am

Uses the innovative "Card Crafting System", which lets you not only build your deck, but build the individual cards in your deck, customizing each card's abilities to exactly the strategy you want to follow. 2-4 players per game. Come give it a try.

### **Nexus Ops** – Sun 11 pm

A light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles or control the monolith get Energize cards.

### **Ninja All Stars Gaming 101** – Fri 4 pm

#### **Ninja All Stars** – Fri 5 pm

Allows for 2 to 4 players to take control of a team of ninja and battle over objectives. Each Ninja Clan is drawn from a different element. The game's dice mechanic is based on the element system, using dice to determine the outcome of various aspects such as combat, searching, and special abilities.

### **No Thanks!** – Fri 3 pm

The rules are simple. Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card.

### **Outpost** – Sat 7 pm

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase outpost improvements which give various advantages. Improvements are purchased through auctions.

### **Pandemic: The Cure Gaming 101** – Sun 4 pm

#### **Pandemic: The Cure** – Sun 5 pm

A dice-based version of the popular Pandemic board game, plays in 30 minutes. As in the board game, four diseases threaten the world and it's up to your team to save humanity.

### **Pandemonium Estate DEMO** – Sun 11 am

An adventure board game that takes place in a haunted mansion. Featured storyline: The Offering. Duel your friends and be the first player to acquire all of the gemstones. Offer them back to the mansion to earn a pardon, and leave your friends trapped in the mansion forever.

### **Pax Porfiriana Gaming 101** – Fri 4 pm

#### **Pax Porfiriana** – Fri 5 pm

Not the deluxe edition. Game where players play as leaders who plot to overthrow the president of Mexico.

### **Perpetual Motion Machine** – Fri Noon

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

### **Phase 10** – Fri 8 pm, Sat, Sun Noon

A rummy-type card game where players compete to be the first to finish all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc.

### **Piratissimo** – Sat 5 pm

Which pirate ship will be the first to get 10 pieces of treasure to safe harbor? Sounds easy, but you can't do it in one round, sometimes you're forced to take on treasure and then there's the tornado.

### **Power Grid Gaming 101** – Fri 6 pm

#### **Power Grid** – Sun 9 am

The objective of Power Grid is to supply the most cities with power. Players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

#### **Power Grid World Tour: France** – Sat 8 pm

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

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

#### **Power Grid World Tour: Russia** – Sun 8 pm

Its back! For the third straight year Strategicon will be presenting the Power Grid World Tour. Players earn points for each game they play based on the number of players.

### **Puerto Rico** – Sun 6 pm

Players assume the roles of colonial governors on Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings.

### **Quilt Show** – Sun 2 pm

"Quilters" collect fabric cards, which can be exchanged for block tiles. Quilters amass block tiles that they can combine into one or more quilts. At game's end, the quilter with the most prize money wins!

### **Ra** – Sun 7 pm

Ra is one of Reiner Knizia's classic auction games. In this one, the theme is Egyptian and the mechanic is tile collection with multiple scoring paths in eight different tile types.

### **Rabbit Match DEMO** – Fri 6 pm, Sat 4 pm, Sun 1 pm

Players in this semi-cooperative card game match bunny to bunny, bunny to adopter, while dealing with a constant influx of abandoned rabbits, cultural fads, flaky foster homes, Easter and more. Plays 2-4 in 30 min. Come rescue some buns!

## Board Games

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

Double elimination. Use goals through 3rd expansion when available.

### **Railroad Tycoon** – Sat 1 pm

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

### **Red Dragon Inn Gaming 101** – Sun 6 pm

#### **Red Dragon Inn** – Sun 7 pm

The Adventure is over now it's time to unwind! Join your fellow party members at the Red Dragon Inn for an evening of gambling, drinking, and mayhem where the winner is the last one standing!

### **Revolution** – Fri 1 pm

Secretly bid against your opponents to gain the support of the people, win territory, and gather more Gold, Blackmail, and Force.

### **Richochet Robot** – Sun 4 pm

Less of a game and more of a puzzle, which explains why there's such an odd number of solutions possible. Move colored robots to the same colored spaces. Not as easy as it sounds.

### **Rise of the Zombies** – Sun Noon

Its just you and any friends you can find to take on the Zombies in a timed game racing to get to the helicopter before you are overwhelmed.

### **Risk Express** – Sun 2 pm

He came, he rolled, he conquered. Rule the world in this fast, easy to learn Yahtzee style game where the world is at stake!

### **Robot Turtles** – Sat 11 am

Will your turtle be the first to get to its gem? Find out by telling your turtle to laser ice towers, push crates and get around the stone towers one program card at a time.

### **Roll Through the Ages: The Bronze Age** – Mon 2 pm

Players roll dice to obtain commodities and workers to build up their civilizations. Players use their workers to build infrastructure to support additional works or to build monuments. At the same time, commodities are gathered that allow your civilization to develop.

### **Russian Railroads** – Sun 9 am

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

### **Saboteur** – Fri 1 pm

Players are dwarven miners hunting for gold. A pick axe swings down & shatters the mine lamp. The saboteur has struck. But which of the players are saboteurs? Will you find the gold, or will the fiendish actions of the saboteurs lead them to it first?

### **Saint Petersburg Gaming 101** – Mon 9 am

#### **Saint Petersburg** – Mon 10 am

A game of workers, markets, buildings and nobles.

### **San Juan Gaming 101** – Fri 7 pm

#### **San Juan** – Fri 8 pm, Sat 10 pm

A card game based on Puerto Rico. In each round each player selects an available role; producing goods or constructing buildings. The person who picks the role gets a benefit, such as producing more goods or building more cheaply.

### **Santiago** – Fri 7 pm

Negotiation (and back stabbing).

### **Scepter of Zavandor Gaming 101** – Fri 1 pm

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

To increase their power and influence, young magicians enchant jewels and seek out knowledge. An auction mechanism allows them to acquire artifacts and sentinels.

### **Scrabble** – Fri 7 pm

The classic crossword game.

### **Sentinels of the Multiverse Gaming 101** – Sat Noon

#### **Sentinels of the Multiverse** – Sat 1 pm

Join a team of superheroes, each with their own unique deck, to bring down the forces of evil in this popular cooperative game.

### **Sequence** – Fri 10 pm

Play a card from your hand, place a chip on a corresponding space on the game board. When you have five in a row, it's a SEQUENCE.

### **Seven Dragons: Single Action Dragons** – Sat 10 am

Be the first dragon to solidify your territory, only beware, someone might play an event card and change your plans. Standard game rules, but only one action card used, players choice. Recommended for 6 yr olds.

### **Shadows Over Camelot** – Sat 2 pm

Each player is a knight of the Round Table and they must collaborate to overcome a number of quests, from defeating the Black Knight, to searching for the Holy Grail.

### **Sheriff of Nottingham** – Sat 10 pm

Because the most fun you can have is when you're being sneaky and the best way to get to know friendly strangers is to lie to them—why not run for office? You could be the next sheriff! If the merchants let you get away with a few things, you might do the same for them...maybe.

### **Sherlock Holmes Consulting Detective** – Sat 7 pm

You are a member of the Baker Street Irregulars and you are tasked with solving a case Holmes doesn't have the time to solve. Chase leads and question witnesses. At the end of your investigation, you'll have to answer questions pertaining to the case and auxiliary information.

### **Shogun Gaming 101** – Sun 11 am

#### **Shogun** – Sun Noon

Japan during the Sengoku Period: each player is a Daimyo with all his troops. Each has the same 10 possible actions to develop his kingdom. Each round, the players decide which of the actions are to be played out and in which of their provinces. Owning provinces & improvements means points at the end of a "year".

### **Shopkeepers DEMO** – Fri 7 pm, Sat, Sun 6 pm

You are a master crafter in a land of heroes and adventures. Build your shop's reputation by crafting powerful items to earn gold and treasure, building new additions and hiring employees with unique abilities. The shop with the highest reputation wins!

### **Small World Gaming 101** – Sun 4 pm

#### **Small World** – Sun 5 pm

This accessible strategy game from Days of Wonder offers endless possibilities to conquer thy neighbors but limits you from conquering the world. Lighthearted theme, Medium difficulty & Hard to resist! The final table will be played on a custom board, with Expansion races/powers.

### **Smash Up Gaming 101** – Sat 1 pm

#### **Smash Up** – Sat 2 pm

Take turns drafting one of many faction decks. Shuffle them together, combining their separate abilities into a unique 40-card deck of minions and actions with which you'll take bases. It may sound simple, but how simple is it when each combination gives a different experience?

### **Space Hulk: Death Angel Gaming 101** – Sat 4 pm

#### **Space Hulk: Death Angel** – Sat 5 pm

Up to 6 squads of Terminator Space Marines with unique powers embark on a mission to enter a Space Hulk and fight hordes of Deadly Genestealers in this cooperative card game.

## Board Games

### **Splendor** – Sat 1 pm

Collect gems and earn the favor of the Nobles to win.

### **Splendor Gaming 101** – Sat Noon

### **Squarrels** – Sat 4 pm

Be the squirrel to store the most acorns before winter, but other squirrels will try taking them away before you can store them. Requires numbers, and basic reading or pattern recognition.

### **Star Realms** – Sat 9 am

A fast paced deck-building card game of outer space combat. It combines the fun of a deck-building game with the interactivity of Trading Card Game style combat.

### **Starship Awesome 3000** – Fri 2 pm

Learn a new Tactical Space Combat game. No experience necessary, or even allowed. This event is for brand new players only. In SA3000, you pilot a starfighter across a hex grid and use an array of weapons to attack drones and other players.

### **Star Wars Imperial Assault** – Sun 3 pm

Play through a cinematic tale set in the Star Wars universe. One player commands armies of the Galactic Empire. Up to four other players become heroes of the Rebel Alliance. Over the course of the campaign, both the Imperial player and the Rebel heroes gain new experience and skills.

### **StarWing Rogues** – Sun 3 pm

Be a combat pilot in space! Power up your weapons, shields, and engines to dodge asteroids, destroy bots, and take down traitorous mercenaries. You'll learn the game in the first round, and if you've mastered it by the end, you could be the one to take home a cash prize.

### **Stone Age Gaming 101** – Sun 9 pm

### **Stone Age** – Sun 10 pm

A worker placement game where you gather resources to create buildings or buy civilization cards that get you points, while keeping in mind you have to feed your people every round and can also grow your family and tools to help you in future turns.

### **Suburbia Gaming 101** – Sat 2 pm

### **Suburbia** – Sat 3 pm

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas. Your goal is to have your borough thrive and end up with a greater population than any of your opponents.

### **Tales of the Arabian Nights** – Sat 9 am

You are a hero or heroine in a story of adventure and wonder. Seek your destiny and fortune in the land of the Arabian Nights. Learn stories and gain wisdom to share with others; will you be the first to fulfill your destiny? The next tale is yours to tell!

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

### **Talisman** – Sun 1 pm

4th Ed. Revised Rules. The Prophetess reduction in abilities may be used. Because of the recent publication of Cataclysm, it will be used in the final round. Only new decks and five new characters, along with the originals, will be included the same rules of Talisman 4th apply.

### **Tanto Cuore Romantic Vacation** – Fri 9 pm

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

### **Targi** – Sun 5 pm

This is a 2 player Pentathlon event. A 2 player worker placement game where you, as leader of a Tuareg tribe, trade goods from near and far in order to obtain gold and other benefits, and enlarge their family.

### **Tenzi** – Sun 11 am

Tenzi is like a very fast paced Yahtzee. Lots of fun and quick game play. Great party game and lots of variations.

### **The Adventurers** – Sun 9 pm

Don't get squashed by a boulder! ... or drowned for that matter, or melted by lava or thrown off a water fall or squished by moving walls. Escape the temple in this press your luck, dice based game in which the only thing you have to fear is your own greed!

### **The Castles of Burgundy Gaming 101** – Fri 8 pm

### **The Castles of Burgundy Finals** – Sun 10 am

### **The Castles of Burgundy Qualifier** – Fri 9 pm, Sat 10 am

Two qualifiers for the Finals on Sunday. There will be exactly 1 game with the winner from each table qualifying for Sunday's Finals.

### **The Current Number of the Beast** – Fri 4 pm, Sat 2 pm

A fun, fast-paced dice manipulation game. Players must use a combination of cunning and skill to be the first to get their dice to match the number on the current "Beast" card in play.

### **The Gallerist Gaming 101** – Sat 9 am

### **The Gallerist** – Sat Noon

The world of art is evolving. A new job has been created that combines museum curator, art dealer, and artist manager. A Gallerist. You and 3 other players will become the first Gallerists trying to make the most money by selling art, finding artists, and using your influence.

### **The Grizzled** – Fri 1 pm

A cooperative game about survival in the trenches during the first World War where players win or lose together.

### **The King's Armory** – Sat 3 pm

Each player chooses one of seven heroes to lead the King's defenses. Over the course of the game monsters will flood onto the board, rushing down the path, trying to break into the King's Armory. If the monsters succeed, you lose! If you kill them all, including the Boss monster, you all win!

### **Thug Life Demo** – Fri, Sat 5 pm, Sun 3 pm

A fast moving miniatures card game of crimes and street combat. Players take on the role of Bosses leading a gang of Thugs into crimes, schemes and urban warfare, competing for Respect on the streets. The game is out there. Either play it, or get played!

### **Thurn & Taxis** – Sun 1 pm

Build a network of postal routes across the old Habsburg empire. Players collect city cards to form connected chains, scoring VP chits in each area or by extending longer chains

### **Thurn & Taxis: Power & Glory** – Fri 2 pm

Basic game using the Power and Glory map

### **Tichu Finals** – Sun 9 pm

### **Tichu Qualifier** – Sat 9 pm

A partnership game. Players may pick partners in advance. Unmatched players are welcome, but may be unable to play. Matched partners will play other matched. Please be prepared to play both nights \*with the same partner\*.

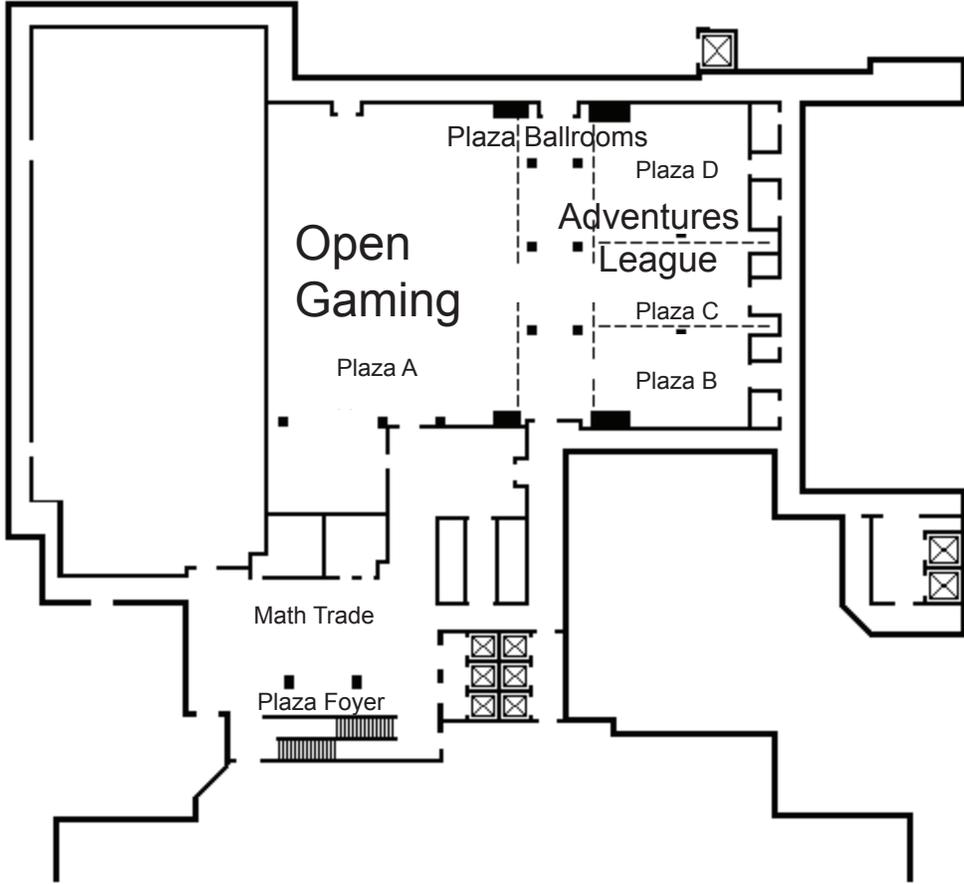
### **Ticket To Ride Gaming 101** – Fri Noon, Sat 9 am

### **Ticket to Ride** – Sat 11 am

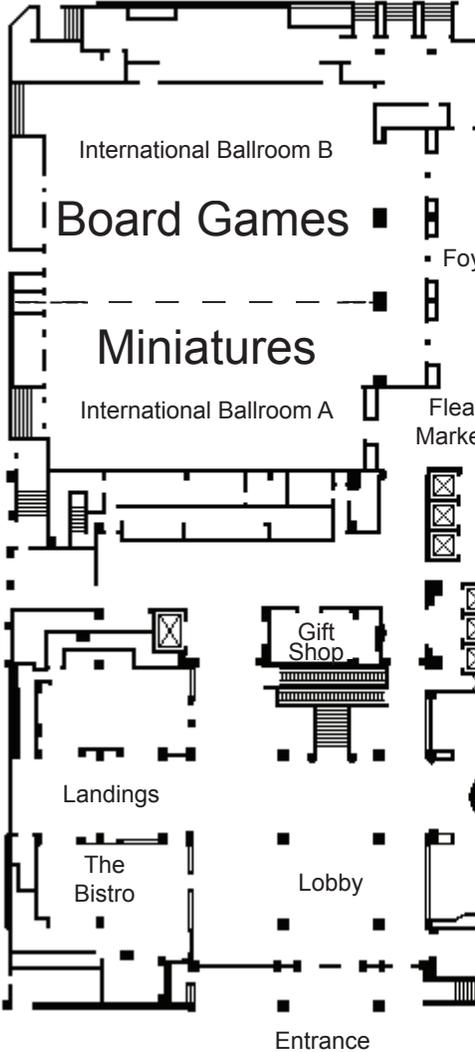
Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities and to the player who builds the longest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

# GameX 2016 Maps

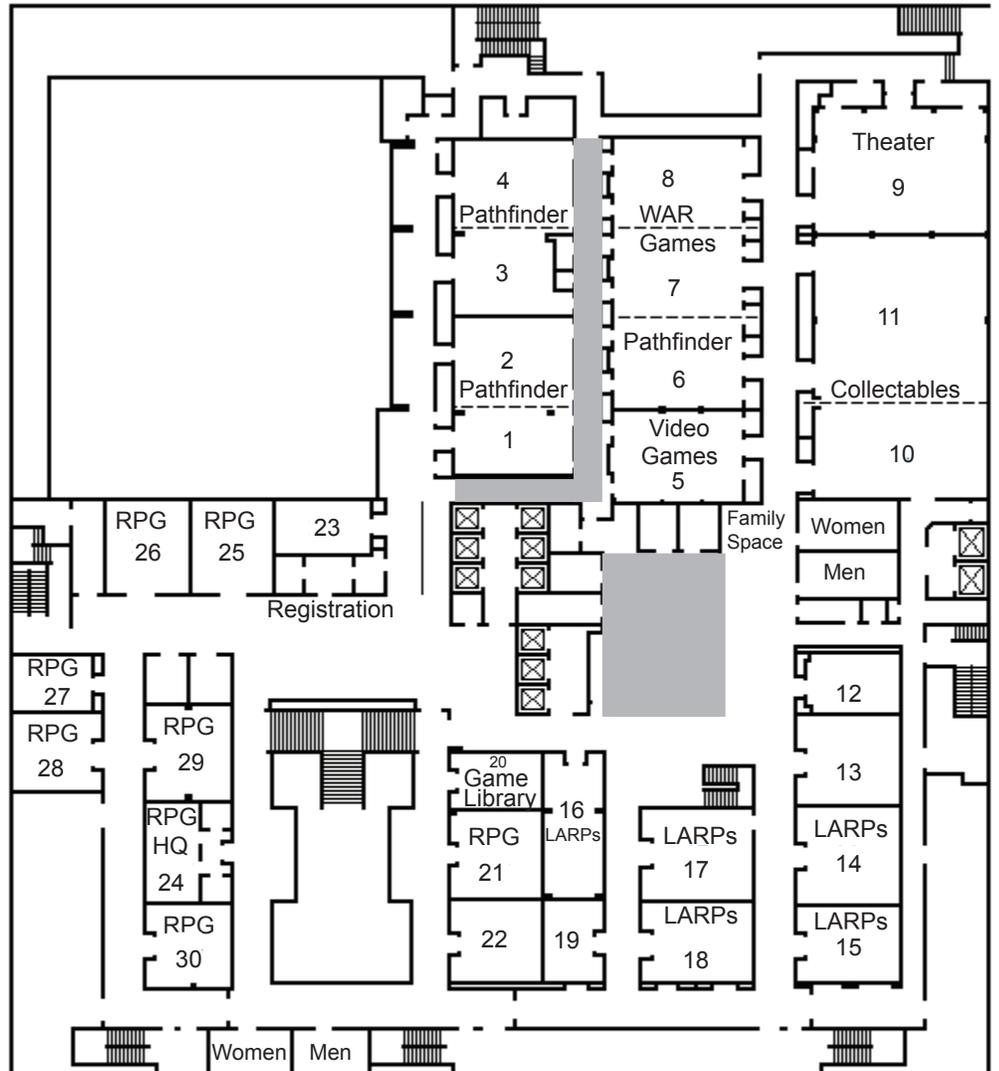
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

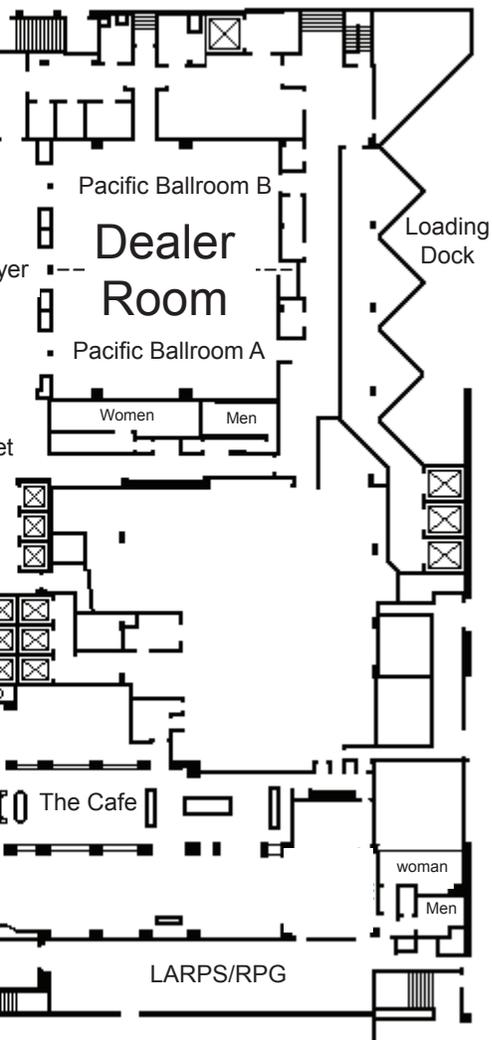


# HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- |                           |                         |                          |
|---------------------------|-------------------------|--------------------------|
| 1. Century A              | 10. La Jolla Ballroom A | 20. Santa Monica A       |
| 2. Century B              | 11. La Jolla Ballroom B | 21. Santa Monica B       |
| 3. Century C              | 12. Catalina A          | 22. Santa Monica C       |
| 4. Century D              | 13. Catalina B          | 23. Executive Boardroom  |
| 5. Marina                 | 14. Catalina C          | 24. Chairman's Boardroom |
| 6. Los Angeles Ballroom A | 15. Catalina D          | 25. San Lorenzo A        |
| 7. Los Angeles Ballroom B | 16. Newport A           | 26. San Lorenzo B        |
| 8. Los Angeles Ballroom C | 17. Newport B           | 27. San Lorenzo C        |
| 9. Carmel Room            | 18. Newport C           | 28. San Lorenzo D        |
|                           | 19. Newport D           | 29. San Lorenzo E        |
|                           |                         | 30. San Lorenzo F        |

## PORT - LOBBY LEVEL



## Board Games

**Ticket to Ride: Africa Gaming 101** – Sat 5 pm

**Ticket to Ride: Africa** – Sat 6 pm

Set in the vast wilderness of Africa at the height of its exploration by intrepid explorers, missionaries and adventurers, The Heart of Africa, focuses on the central and southern “heart” of the continent displayed in a vertical format.

**Ticket to Ride: Europe** – Sun 2 pm

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

**Ticket to Ride Gamex Championship** – Fri Noon

Scores will be given to players of each of the T2R games. Highest score on Sunday night will be crowned the T2R champion for Gamex.

**Ticket to Ride: India** – Sat 3 pm

**Ticket to Ride: Nordic Countries** – Fri 1 pm

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

**Ticket to Ride: Pennsylvania** – Sun 6 pm

The Pennsylvania map adds a share mechanism to the basic game. Each time that a player completes a route, they claim a share of one of the companies depicted next to that route. At the end of the game, whoever holds more shares of a company than all other players receives points as a reward.

**Ticket to Ride: Switzerland** – Fri 6 pm

In addition to being specifically designed for a smaller numbers of players the map has several new features. Locomotive cards are used exclusively for tunnels. Some destination cards have an end point inside Switzerland and others end in adjacent countries.

**Ticket to Ride: USA 1910** – Sun 11 am

Players collect cards of various types of train cars they then use to claim railway routes in North America. Additional points come to those who fulfill goal cards that connect cities and to the player who builds the longest continuous route. The 1910 expansion will be used.

**Tides of Time** – Sat 4 pm

This is one event in the 2 Player Pentathalon. Tides of Time is a drafting game for two players. Each game consists of three rounds in which players draft cards from their hands to build their kingdom. The results from this event will tie into your Pentathalon score.

**T.I.M.E. Stories Pariah Missouri** – Sat 9 am

The year is 1854, in the border state of Missouri, before the American Civil War. As agents you must find the Time Fault to ensure that the civil war WILL occur.

**Tiny Epic Galaxies** – Fri 11 pm

Each player controls a galactic empire, aiming to expand their influence by acquiring highly contested planets and increasing their cosmic armada. The game revolves around an innovative dice-rolling combo mechanic.

**Titan Gaming 101** – Sat 10 am

**Titan** – Sat 11 am

This event will have a 6-player final - played until there is only one Titan left alive. Can \*you\* be the One, leading your Colossi to victory? First-round heats, when needed, will be 2-4 hours, time-limited highest-point players from first-round heats advance to the final.

**To Court the King** – Fri 3 pm

In this game, the players are petitioners at the royal court, trying to gain the King’s favor. To do so, they must first gain the help of the servants and petty officials at the court, who can then help them gain access to the nobility, who, in turn, can help to reach the king.

**Tokaido** – Fri 1 pm

Each player is a traveler crossing the “East Sea Road”, one of the most magnificent roads of Japan. While traveling, you will meet people, taste fine meals, collect beautiful items, discover great panoramas, and visit temples and wild places.

**Tsuro** – Sun 10 am

Play pieces together to create a path to victory! Block others’ paths and be the last one on the board. Easy to learn, appropriate for all ages. No reading required.

**Twilight Imperium Gaming 101** – Fri 5 pm

**Twilight Imperium Expansions** – Fri 6 pm

The classic Sci Fi game of exploration, diplomacy, and conquest.

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

Players race to empty their hands and catch opposing players with cards left in theirs in this classic card game.

**Valeria: Card Kingdoms Gaming 101** – Fri 5 pm

**Valeria: Card Kingdoms** – Fri 6 pm

The land of Valeria is under siege by hordes of monsters. You and your fellow Dukes must recruit citizens and buy domains to build up your kingdoms and slay the foul creatures that lurk in the surrounding lands.

**Vegas Showdown** – Mon 1 pm

Build your own hotel/casino by bidding against the other players to build rooms and arrange them on your own player board. The player who builds the most famous hotel/casino wins the game.

**Warfighter** – Sat Noon

Play as a Spec Ops soldier by yourself or in a squad, and outfit yourself with weapons, skills, equipment, and squad-mates.

**Wits and Wagers** – Fri 4 pm, Sun Midnight

A trivia game where you don’t have to know any trivia to win, Wits & Wagers is also a betting game. Players write down their answers, and players wager on who is right. The closest answer pays out according to the odds on the betting mat.

**XCOM The Board Game Gaming 101** – Fri 7 pm

**XCOM The Board Game** – Fri 8 pm, Sat 10 am

Players assume different roles and work together to defeat an alien invasion. Each role has a different function and the game encourages players to discuss strategies.

**Xenoshyft Gaming 101** – Sun 10 pm

**Xenoshyft Expansions** – Sun 11 pm

In this cooperative, deck-building, Sci Fi Horror survival game, players represent different departments of the military arm of a deep space mining company. The miners have accidentally aroused a number of viscerally horrific creatures and it is up to the players to repel them.

**Yahtzee** – Fri 9 pm, Mon Noon

The classic dice rolling game.

**Yahtzee Free for All** – Fri Noon, Sun 3 pm

A new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

## Party Games

### Party Games

#### International Ballroom

**BREW HA HA!** – Fri 7 pm, 9 pm, 11 pm, Sat 3 pm, 10 pm  
Live on Kickstarter at <http://kck.st/1WAFiJG>. Players sample beer, then combine their cards to create hilarious, accurate, or just plain ridiculous descriptions of what they taste. Then comes character assassination, where you use the cards to describe each other!

**Ca\$h 'n' Gun\$ Live** – Fri, Sat, Sun 7 pm  
You're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their teammates.

**Codenames Live** – Sat Noon  
You've heard of Codenames, the hit game where you have to get your team to guess your hidden words. Now try it mixed with Charades and Double Dare.

**Continuous WEREWOLF** – Sat Midnight  
Villages will send their Dead to the next village for 3 rounds... and then will complete their games as normal. Each game is independent of the next. Rounds are accelerated to promote focusing on the task of killing werewolves and engaging ALL players.

**Deception Murder in Hong Kong** – Fri 9 pm  
Players take on the roles of investigators attempting to solve a case but the killer is one of the investigators! The Forensic Scientist has the solution but can express the clues only using tiles while the investigators (and the murderer) attempt to interpret the evidence.

**Escape Room In A Box: The Werewolf Experiment** – Sat, Sun 8 pm  
A unique tabletop experience where players solve puzzles, crack codes & find hidden clues to thwart a mad scientist's plot to turn them into werewolves. Based on real life Escape Rooms, this game is full of "Aha!" moments, complex puzzles, and lots of surprises!

**Fuse 101** – Fri, Sat 4 pm  
**Fuse Team Event** – Fri, Sat 5 pm, Sun 10 am  
Put together a team of 3-5 and try and defuse all the bombs! A real-time co-operative game that employs 25 dice and 65 cards. Each game is set to a ten-minute timer, and players must work together in that ten minutes to defuse all of the bombs. Each event can host 7 teams

**Ninja** – Fri, Sat, Sun 6 pm  
A simple playground game whose objective is to take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called Best Ninja.

### Collectibles

#### La Jolla

**AEG Games Open Demos** – Sat 10 am, Sun 11 am  
Come try games from AEG's 5-minute fun line like love letter, lost legacy, & cypher....or try smash up, agent hunter or a variety of other AEG games

**Ascension: Chronicle of the Godslayer** – Sat 11 am, Sun 1 pm  
GM: Brandon Weiss  
Tournament. A deck-building game where players spend Runes to acquire more powerful cards for their deck.

**Read Between The Wines** – Fri 10 pm, Sat 5 pm, 9 pm  
Forget what the bottle says, Read Between The Wines inspires players to write their own creative descriptions with the help of 54 theme cards like, "If this wine had a job, what would it do?" No formal wine knowledge needed - it's full-bodied fun for everyone!

**Space Cadets: Ship vs Ship** – Sun 4 pm  
A fun and frantic cooperative game for 6-16 players who take on the roles of Bridge Officers of a Starship. Each officer must accomplish his specific task in order for the team to successfully complete the mission. The mission: Destroy the ship of the other team.

**Two Rooms and a Boom** – Fri 1 pm, Sun Midnight  
A massive hidden role social deduction game for 6-30 players, with a new game starting every 30 minutes (join any time)! The Blue Team has the President. The Red Team has the Bomber. Players are randomly sent into two different rooms. During the game players will move from room to room. If the Bomber is in the same room as the President at the end of the game, then the Red Team wins otherwise the Blue Team wins.

**Werewolf Gaming 101** – Fri 8 pm  
**Werewolf** – Fri 9 pm, Sat, Sun Midnight. 3 am, 9 pm, Mon Midnight, 3 am

The 16th century village of Miller's Hollow, villagers have been mysteriously disappearing in the middle of the night? The townsfolk are starting to get suspicious that some of their members are really werewolves. Paranoid fingers will be pointed & innocents will be hanged~!?

**Werewolf INQUISITION** – Sun Midnight  
Two new roles will be introduced into this game mode. Typical werewolf, albeit we may combine this with a CONTINUOUS mode given the GM availability. The GRAND INQUISITOR and the FENG SHUI characters will be presented.

**Werewolf Millers Hollow Inquisition** – Sat Midnight  
From the twisted minds that brought you Continuous Werewolf comes Werewolf Inquisition. All the classic characters will still be there, but a new character has been added – the Inquisitor! Each night two people will be chosen to sit in the middle of the circle and be judged!

**Werewolf: Twilight Edition** – Mon Midnight  
Same Werewolf game, but with a third team. Bella, Edward and Jacob are a third team. Edward is killing additional villagers as the lone Vampire, but with a twist - it's a Cupid lovers love triangle. Jacob wakes up with the Wolves, but he is really a member of team Bella. Join us for this epic version of Werewolf.

**Card Game Gathering** – Fri, Sat, Sun 5 pm  
Players' choice from a variety of card games – Conspiracy, Overlords of Infamy, Boss Monster 2, and several others from Haba USA. Each game takes about an hour or less. Come join in anytime during the time block.

## Collectibles

### **Darkrock Ventures** – Sat, Sun 6 pm

GM: Ian Stedman, Patricia Stedman  
(5players, 35-50 Mins. teach&play) Quick-playing worker-placement game set in deep space. Players are asteroid miners attempting to extract as much wealth as possible from the asteroid before their opponents do, all while being harassed by the constant thread of alien marauders.

### **D&D Dice Masters: Faeron Under Siege Tournament** – Sat 9 pm

GM: Sarah-Beth Roach  
Rainbow draft Tournament. 6 player pods. 12 pack draft (per player) from Faeron Under Siege set. Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator cards, and 2 Basic Action Cards. Prizes.

### **Dice Masters: "Grab Bag" Tournament** – Sat 6 pm, Sun 4 pm

GM: Melissa Weiss  
New to Dice Masters? Looking for something casual? Get a free random grab bag to play with (6 cards, 15 dice team). Players need to bring their own dice bag, 8 sidekick dice, and at least 2 basic action cards and dice.

### **Dice Masters: Demo** – Fri 8 pm, Sun 11 am

GM: Rich Pizann  
Come learn to play the collectible dice-building game of comic book superheroes and fantasy warriors. Marvel, DC, Yugioh, D&D

### **Dice Masters: Rainbow Draft Tournament** – Sat, Sun Noon

GM: Rich Pizann  
Six player pods. 12 pack draft (per player) from Civil War set. Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator cards, and 2 Basic Action Cards. Prizes.

### **Doomtown Reloaded** – Fri 7 pm

GM: Richard Matney

### **Dragon Dice Demo** – Sat 11 am

GM: Clifford Broadway, Shiloe Swisher  
Enjoy a friendly demo of Dragon Dice - - a fast-rolling game with a grassroots fan revival that has lifted it from cult status back to prominence. Players use colorful dice to represent armies of different fantasy races which battle over essential terrain.

### **Dragon Dice – Sealed Kicker Draft** – Sun Noon

GM: Clifford Broadway, Ric Parrish  
Players receive 3 sealed Kicker Packs (retail value 30) of any race they choose and construct an army of 36 health, 50% magic limit, standard tourney rules. Prizes: Rare Promotional Dice DragonSlayer & DragonZealots: 4-health champions with special powers. Entry fee: 15.

### **Dragon Dice – Sealed Starter Novice Tournament** – Sat Noon

GM: Clifford Broadway, Nicole Roberts  
Demo before event! Players receive a 2-player Sealed Starter Box (retail value 40) and plays a 36 health army, no magic limit, standard tournament rules. Prizes: Rare Promotional Dice DragonSlayer & DragonZealots: 4-health champions with special powers. Entry fee: 20

### **Exodus the Trading Card "Gamex 2016 Championship"** – Sat, Sun Noon

GM: Craig Chenoweth  
Constructed. Prize support includes promo cards for everyone, raffles at the end of each round, plus dealer dollars, ribbons, "Champion" playmat, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards for top 3 finishers.

### **Exodus the Trading Card Game Demo** – Sat 11 am

GM: Craig Chenoweth  
Come try Exodus. Draw phase, Energy phase, Creature phase, and Attack phase. Thru the game, players can also play Symmetry cards that slightly bend the rules of the four phases. When a player loses 10 Life Points, they are out of the game. Demos take about 15 min and run all day

### **Exodus the Trading Card Tournament** – Sun Noon

GM: Craig Chenoweth  
Constructed. Prize support includes promo cards for everyone, raffles at the end of each round, plus dealer dollars, ribbons, "Champion" playmat, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards.

### **Exodus Trading Card Game Booster Draft Tournament** – Sat, Sun 4 pm

GM: Craig Chenoweth  
Booster Draft. Prize support includes promo cards for everyone, raffles at the end of each round, plus a prize pool of dealer dollars, ribbons, sealed boosters, oversized art cards, Limited Edition cards, and autographed cards.

### **Fire of Eidolon** – Fri, Sat, Sun Noon

GM: Ian Stedman  
(6 players, 30-45 Min. teach&play) launching on Kickstarter this Summer! Ultra-quick and highly thematic co-op dungeon crawler designed like a video game from the Super NES era. Enjoy tile placement and Zelda-like labyrinths in this epic adventure designed by Michael Lipton.

### **From Car Wars to dice rolls... (Players' choice)** – Fri 2 pm, Mon 10 am

GM: Steve Jackson Games  
Plenty of Steve Jackson fun to choose from! Car Wars, Mars Attacks: The Dice Game, Chez Geek, Zombie Dice, and more will be available for you to play and enjoy. This is a great way to wind down the weekend!

### **Gruff** – Fri 4 pm, Sun 8 pm, Mon Noon

GM: Brandon Weiss  
Players create a customized team of monster goats called "Gruffs" led by a shepherd. You win the game by crushing through the enemy line of gruffs and defeating the opposing shepherd. Easy to learn and quick to play.

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

GM: Rich Pizann  
400 pt. teams. 4 players per map. Battle Royale. Shock the turtle starts turn 4. 2 actions. Prizes

### **Highlander TCG Southwestern Regional Type 1** – Sat 10 am

GM: Geoff Colman  
Southwestern Regional Type 1 Standard Constructed Championship. Prize support TBA. Proxy cards ARE allowed, but must have the COMPLETE game text, type, title, restriction number (if any), gem assignments and not be easily distinguishable by casual observation.

### **Highlander TCG Southwest Regional Type 2 Championship** – Sat 2 pm

GM: Geoff Colman  
Southwestern Regional Type 2 Standard Constructed Championship. Prize support TBA. Proxy cards ARE allowed, but must have the COMPLETE game text, type, title, restriction number (if any), gem assignments and not be easily distinguishable by casual observation.

## Collectibles

### **Lanterns - Kitty Paw - Bullfrogs - Fuse** – Sat, Sun 2 pm

GM: Karla Freeman

Whether you enjoy the mechanics of tile placement, dexterity & reaction, area control, or cooperative dice games, you will enjoy one of these games. They are quick to learn, quick to play, and loaded with fun!

### **Lord of the Rings The Miniatures Game "War of the Last Alliance"** – Sun 5 pm

GM: Mel Campbell

Dark Lord Sauron and the Forces of Mordor fighting the Alliance of Elves and Men and Dwarves, led by Durin IV: The armies will already be pre-made and the minis will be brought by the GM. Participants will field the Forces of Good. Evil will be commanded by the GM.

### **Magic: The Gathering 101** – Fri 5 pm, Sat 11 am, 1 pm, 4 pm, Sun 11 am, 1 pm

GM: Dae Kim

Learn to play Magic: The Gathering. Deck construction and how to play. Cards provided or bring yours.

### **Magic: The Gathering Conspiracy Draft Tournament** –

Fri, Sat 11 pm

GM: Dae Kim

Conspiracy Draft Tournament. 3 Conspiracy booster packs, table of 3-5 players. Prizes.

### **Magic: The Gathering Draft Tournament** – Sat 3 pm, Sun 7 pm

GM: Dae Kim

Shadows of Innistrad Draft Tournament. 3 booster packs, swiss, 3 rounds, prizes.

### **Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney** – Sat 8 pm

GM: Michael Arsollon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card other than basic lands. Your deck must contain exactly 100 cards. Swiss rounds. Prizes including the Golden Binky for the winner.

### **Magic: The Gathering - Late Night Casual Gathering** –

Sat, Sun Midnight

GM: Michael Arsollon

Are you a Planeswalker? Discuss, trade, and play the world's original trading card game without the pressures of being in a competitive tournament.

### **Magic: The Gathering - Live Draft (Cube)** – Fri 5 pm, Sat 1 pm

GM: Michael Arsollon

Its the cube you draft while you play! The GM will provide all cards used in this casual multiplayer event.

### **Magic: The Gathering Sealed Deck Tournament** – Fri 4 pm, 7 pm, Sat Noon, 7 pm, Sun Noon, 4 pm

GM: Dae Kim

Shadows of Innistrad Sealed Tournament. 6 booster packs, swiss, 3 rounds, prizes.

### **Magic: The Gathering - Secret Alliances (Pauper)** – Sat 3 pm

GM: Michael Arsollon

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

### **Middle-Earth CCG - Hero Arda** – Sat, Sun 1 pm

GM: Larry Page

Welcome to MECCG! Arda is an open format where you are one of 5 Wizards gathering treasures and recruiting armies/allies among the Free Peoples to combat the evil of Sauron! The map and all cards will be provided- just bring your lucky dice (D6s), and beginners are welcome!

### **Middle-Earth CCG - Open Constructed** – Sat 7 pm

GM: Larry Page

Welcome to Middle-Earth CCG! This is a 3-round Swiss format for Hero, Lidless Eye/Ringwraith, Fallen Wizard, and Balrog decks, so bid to be the champion for the Free Peoples, Sauron, or your own cause! Decks are standard 30/30 with 30-card sideboard, and bring your lucky dice!

### **Munchkin: Marvel Edition** – Fri 2 pm, 4 pm, 6 pm, 8 pm, Mon 10 am

"Munchkin: Marvel Edition" comes complete with Treasure and Armor and plenty of monsters to fight, plus Allies, Affiliations, Powers, and custom S.H.I.E.L.D. Agent Role cards, and is the perfect game for Munchkin fans who are ready for an epic Marvel battle!

**Munchkin - Players' Choice** – Sat, Sun 10 am, Noon, 6 pm, 8 pm  
Whether you're new to the World of Munchkin, or a long-time fan, this game is for you. Most of the varieties of Munchkin will be here to choose from.

### **Munchkin Tournament** – Sat, Sun 2 pm

This is the first of two stand-alone Munchkin tournaments. All the Munchkin fun of backstabbing friends and stealing stuff, and a chance to win loot to boot! Official tournament rules will apply. Experience is recommended, but all are welcome. 2 hours qualifier, 2 hours final.

### **My Little Pony** – Sat, Sun 4 pm

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. You compete against another player to solve problems with your friends, which will help you score points and win.

### **One More Roll!** – Sat, Sun Noon, 4 pm, 8 pm

GM: Steve Jackson Games

Some of the most fun dice games on the planet! In Mars Attacks: The Dice Game you are an alien blowing up the world city by city. In Zombie Dice you are a zombie hunting brains. In Chupacabra you are snacking on livestock. Try your hand at these and more!

### **Pirates Pocketmodel: Sink-N-Keep "Godzilla"** – Sun 5 pm

GM: Victor Bugg

Kids event. Special Format. Three teams of two players each vs each other team and vs Godzilla. Ships provided. Food, Snacks and prizes for everyone.

### **Pokemon** – Sat, Sun 11 am

GM: Charles Watson

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

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

GM: Charles Watson

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

### **Revolution! - or - Castellan (Players' Choice)** –

Sat, Sun 10 am, 2 pm, 6 pm

In "Revolution!", secretly bid against your opponents to gain the support of the people, win territory...and gather more Gold, Blackmail, and Force! In "Castellan", up to 4 players work together to build a castle, yet claim their own courtyards.

## Collectibles

### **Roll For Bunnies: A Rabbit Match Dice Game PLAYTEST** – Sat 6 pm

GM: David Moskowitz

We got dice, we got rabbits...and more rabbits. Come see if you can handle the flood of bunny foo-foos in this stripped-down, dice-based version of our gamer-tested, rescue-approved rabbit game. Each game lasts about 20 min.

### **Star Trek Attack Wing Classic Movies "The Search For Spock"** –

Sun 5 pm

GM: Bryan Hart

Your 120 pt. fleet must be faction pure/fleet pure. This means every card & ship must come from the same faction. Ships must be 50 points maximum (at start of game), unless the ship's base cost is 43+ then you may include up to 8 points of fleet resources.

### **Star Trek Attack Wing Demo** – Sat, Sun 10 am

GM: Bryan Hart

Join us & learn how to play Material will be provided to learn the game. All ages are welcome!

### **Star Wars Minis Sealed Booster Draft Virtual Set #11, "Far, Far Away"** – Sun Noon

GM: Mel Campbell

Sealed brand new set booster draft tourney. Each participant will receive 1 full set of 45 cards from the new set and 2 sealed booster sheets, to make a 150pt team. The tourney will consist of 3-4 swiss rounds.

### **VS System 2PCG Standard Constructed** – Sun 10 am

GM: Geoff Colman

VS System 2PCG by Upper Deck. Standard Constructed 60 Card deck with a L1 Main Character. Prize support in hand, Starlord clear plastic L1 Main Character for 1st prize, Dr. Strange playmat as door prize. Participation cards to the first 24 signed up. 1v1 format.

## Family Games

For Gamex 2016 we put together a selection of family-oriented games in several departments. This show there are over 50 sections – we hope something for everybody. Many of these events will be hosted in the Family Area while others will be hosted in the their departments designated space. Please check the schedule!

### **Kids Only Events**

Board Games: Hiss, Robot Turtles, Seven Dragons: Single Action Dragons

Collectible Cards and Minis: Pirates Pocketmodel: Sink-N-Keep "Godzilla"

General: Toddler Tumbler Time (2)

Miniatures: X-Wing - Kids Demo, X-Wing Kids Tournament

RPGs: Goobles & Goblins - Heroic Kids of Rivenwood, Homebred - Ponies in Wonderland

### **Family Events**

Board Games: Bag-O-Loot, Blokus Trigon, Catacombs Gaming 101, Concept, Fluxx, Ghost Blitz, Piratissimo, Squarrels, StarWing Rogus, Tenzi, Tsuru

Collectible Cards and Minis: Exodus the Trading Card Game Demo, Exodus the Trading Card Game Booster Draft Tournament (2), Exodus the Trading Card "Gamex 2016 Championship" (3), Exodus the Trading Card Tournament, Lord of the Rings The Miniatures Game "War of the Last Alliance", My Little Pony (2), Pokemon (2), Pokemon Workshop (2), Star Trek Attack Wing Demo, Star Wars Minis Sealed Booster Draft Virtual Set #11, "Far, Far Away", Yu-Gi-Oh! Demo (5), Yu-Gi-Oh! Game Show, Yu-Gi-Oh! Lite Tournament, (3) Yu-Gi-Oh! Tournament (2)

Miniatures: Clay-O-Rama!, To Cry A Joust - Taste The Lance, Intro to Age of Sigmar (2), Intro to Warhammer 40K (2), Paint and Take

Party: Brew Ha Ha!

RPGs: 8-BIT ADVENTURES: Perma-Death!, Homebrood - The Cat Came Back, Threadbare - Mystery? (2)

### **Weiß Schwarz - Casual Gathering** – Fri, Sun 9 pm

GM: Michael Arsollon

Discuss, trade, and play this diverse anime trading card game without the pressures of being in a competitive tournament.

### **Weiß Schwarz - Gaming 101** – Fri 8 pm, Sun 1 pm, 2 pm, 8 pm

GM: Michael Arsollon

A trading card game based on various anime series. There is the Weiß side, which is for cute anime and the Schwarz for cool anime. Learn the basic rules and try out the game!

### **Yu-Gi-Oh! Demo** – Fri 5 pm, Sat 10 am, 5 pm, Sun 11 am, 5 pm

Come and learn how to play Yu-Gi-Oh! the popular trading card game based off the hit TV series. Participants will receive a demo pack of cards to start their very own Yu-Gi-Oh! Duell Demo last 15 minutes

### **Yu-Gi-Oh! Game Show** – Sat 6 pm

Come join us for a hilarious spin off of jeopardy combined with Yu-Gi-Oh! Anyone can join with little to no knowledge of the Trading card game and/or TV show. Prizes for all participants.

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

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or similar deck of your own. Lite tournament for any level of play

### **Yu-Gi-Oh! Tournament** – Sat, Sun 7 pm

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or you can join with a deck of your own. Competitive tournament for a higher level of play

## Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

Aquarius, Candy Land, Chicken Cha Cha Cha, Crafty Badger, Elephant's Trunk, Walter Wick Can You See What I See?, What's Missing?

5+

Aquarius, Bug Out, Clue Jr, Coconuts, Color Stix, FlipOut, Monster Factory, Sherlock, Skippity, Seven Dragons: Shuffle Hands, Toc Toc Woodsman, Whac a mole

6+

7 ate 9, Aquarius, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring O Flamingo, Rory's Story Cubes: Actions, Sorry Sliders, Stomple, Tiki Topple, Uno, Zip Zap

**STRATEGICON PRESENTS**

# Gateway 2016

September 2 - 5, 2016

at the

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## STRATEGICON SCHEDULE

<b>Convention</b>	<b>Dates</b>	<b>Location</b>
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orcon 2017	Feb 17-20	Hilton Los Angeles Airport
Gamex 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport
Orcon 2018	Feb 16-19	Hilton Los Angeles Airport
Gamex 2018	May 25-28	Hilton Los Angeles Airport
Gateway 2018	Aug 31 - Sep 3	Hilton Los Angeles Airport

## LARPs

### LARPs

Bel Air, Catalina, Newport, 3103

#### **Dying Kingdoms Court Game** – Sun 2 pm – Dying Kingdoms

GM: robert telmar

In the name of His Imperial Majesty Amdir Vespasian, Regent William of Ravenskar invites the leaders of the world's nations to a council in Albeira. This council will debate an appropriate response to the sauren threat. Anyone with knowledge of the strategic situation or tactics employed by the "Black Scale Sauren," is encouraged to advise the council as it formulates a strategy and convince any who do not recognize the severity of the threat.

An Imperial ball will be held to honor visiting dignitaries on the evening before the council, the twenty-ninth day of Late Spring. Astute followers of Illumin politics will no doubt know, the true negotiations and bargains are struck during the salons and parties of the Albeiran elite. Such gatherings attract all manner of hangers on and influence peddlers interested in bending the ears of the rich and powerful.

#### **Dying Kingdoms Tabletop Game** – Sat 1 pm – Dying Kingdoms

GM: robert telmar

Come join the tabletop version of the Dying Kingdoms LARP game. We have multiple tables of GM's running adventures in the fantasy world of Dying Kingdoms, many of which lead up to the court game on Sunday.

### Video Games

#### Marina

#### **Hearthstone Standard tournament** – Sat 2 pm

Double-elimination Hearthstone tournament featuring the just-released Whispers of the Old Gods expansion. Will be available to play on PCs, and iOS/Android play may be possible. This will be Standard Format.

#### **Hearthstone Wild Tournament** – Sun 2 pm

Double-elimination Hearthstone tournament featuring the newly-added Wild Format. Will be available to play on PCs, and iOS/Android play may be possible.

#### **MC: Iron Block Challenge** – Sat 5 pm

STANDARD Iron Block Challenge, Timed tournament. Players compete to build a home on the world surface with a 5x5 interior, physical light source, door and iron block at the center. The fastest build time wins!

#### **MC: Iron Block Hard Challenge** – Sun 5 pm

HARD Iron Block Challenge, Timed tournament. Players compete to build a home on the world surface with a 5x5 interior, physical light source, door and iron block at the center. NEW! Players must include a glass block in each wall. The fastest build time wins!

#### **Juggernaut** – Sat 2 pm – Juggernaut

GM: Ryan McMullan

It is July 3, 1950. The Korean War is eight days old. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. And you have invented a computer that can see the future. JUGGERNAUT is a live-action game about free will for 4-6 players and 1-2 hours that plays like a creepy Twilight Zone episode.

#### **Pillars of Salt LARP** – Sat 7 pm – Vampire the Masquerade ~ By Night Studios

GM: Patric Thomas

With the defection of Tara, and the ascendency of John David Hopkins to the Princehood, San Diego is at a crossroads. The Brujah who have held off the Sabbat from taking all of California have left, leaving the Domain undefended. The court has to make some hard choices, to get people to come and defend it.

#### **Minecraft: Spleef** – Sat, Sun 4 pm

A simple, fast, and fun game of Spleef for Minecraft! Players will fight by digging the ground out from under their foes with their Shovels! The last player standing wins! Accounts will be provided, but we encourage using your own.

#### **Overwatch 2v2** – Sun 8 pm

Blizzard's newest masterpiece, Overwatch, bursts onto the scene! Pick a teammate, pick a fighter, and go against another pair of players to attack and defend critical locations in this new First-Person Shooter.

#### **Rocket League 2v2** – Sat 8 pm

Whoever thought that playing soccer with rocket-powered cars could be so fun? Pick a teammate and go against another team to score your goals and prevent theirs! Double Elimination rules.

#### **Super Smash Bros** – Sun Noon

Featuring some of the greatest Nintendo characters ever, as well as a good selection of guest characters, Super Smash Bros is one of the most popular video games at the convention! Double Elimination rules. Additional rules explained at the tournament.

#### **World of Tanks** – Sat 11 am

This will be a 1v1 in an invite only training room. You will face one other player and whoever wins will move one to the next round. Just think of Wargaming League but a 1v1 version.



## Miniatures

### Miniatures

#### International Ballroom A

**35 Point Spell Draft** – Sat 11 am – Warmachine and Hordes  
GM: Justin Leyva

-In this format players create one 35 point list and all Warcaster/Warlock spells/animus are drafted. -Prize support provided by Privateer Press, The Monstore, and Strategicon.

**40k Arena of Death!** – Sat 7 pm – Warhammer 40K  
Players bring any single character or unique character model up to 400pt value. Each character will be placed "in the Arena" and fight each other until a single model remains!

**50 Point Steamroller** – Sat 3 pm – Warmachine and Hordes  
GM: Justin Leyva  
In this format players go Head-to-Head for Prizes and Glory. 2 Lists, 50 Points, Death Clock, Divide and Conquer (1), Death Clock, Strength of Schedule Scoring.

**Age of Sigmar Arena of Death** – Sat 7 pm – Age of Sigmar  
Players bring any single character model up to 15 Wounds. Each character is then placed "in the Arena" and fight 'til the last model is standing!

**Armada: The Battle for Gamex** – Fri 6 pm – Star Wars: Armada  
GM: Frank Vassallo  
Bring your 400 point list and get some friendly games in.

**Battle for Otisburg!** – Fri 6 pm, Sun Noon – Team Yankee  
GM: Tim Keennon  
Captain Bannon must take his armored team and stop a Soviet spearhead into the sleepy German town of Otisburg. Loaner armies available, or bring your own.

**Battle of Alcolea 1808 French vs. Spanish HMGS-PSW** – Sat 4 pm – 25/28mm Napoleonic Club Rules  
GM: Michael Verity

General of Division Dupont, marching towards Cordova in 1808, encountered the improvised Spanish defenders under de Echavarri at the bridge of Alcolea. Historically, the action was somewhat brief and the Spanish scattered upon general contact. But with better defense, the Spanish could have slowed Dupont's advance and maybe changed some of the early history of the Peninsular war before the battle of Baylen 1808.

**Battle of Asculum (279 BC)** – Sat 10 am – Asculum to Zama  
GM: tom black  
The battle at Asculum was the 2nd encounter between Pyrrhus' Macedonian army and Roman legions. The two armies were likely close to the same size at 40,000 men each. Roman casualties totaled nearly 8,000, while Pyrrhus lost some 3,000, including many of his officers. Pyrrhus later famously commented on his victory, stating, "One more such victory, and we are undone". This is the origin of the term Pyrrhic victory.

**Battle of Midway - DOUBLE BLIND** – Sat 10 am – General Quarters  
GM: John Paiva  
Two teams will square off in a true Double Blind event! Each 4 person team will completely control their forces beginning 0800 May 30, 1942. Control fleet movement, aircraft readiness status, scouting patrols, EVERYTHING. No experience needed with either the General Quarters rules or miniatures rules in general, everything provided. The rules are simplified "beer and pretzels" with none of the strategy sacrificed!

**BattleTech Alpha Strike Tournament** – Sat 8 pm – BattleTech Alpha Strike  
GM: Chris M  
300pt. Alpha Strike tournament. Bring your mechs or armies will be available if you would like. The game is fast, fun, and easy to learn. No experience required, we are more than happy to teach this newer and faster incarnation of the old classic BattleTech. Feel free to contact me with any questions or concerns.

**Blood Rage** – Fri 2 pm, Sat 8 pm – Blood Rage  
In this fast-paced yet highly strategic game, 2 to 5 players take control of Viking clans, invading, pillaging, and battling in a quest to gain as much glory as possible before Ragnarok finally consumes the land!

**Bolt Action Farewell to Mk1 Tournament** – Sun 10 am – Bolt Action  
GM: Frank Vassallo  
750 Point tournament. Bring your most fun list. Mk2 is coming, make the most of Mk1. The tables will be filled with terrain, city, bocceage, etc. plan accordingly.

**B-Sieged** – Sun 2 pm – B-Sieged  
A fully-cooperative, castle defense board game that combines exciting combat action with classic resource management.

**Circus Maximus** – Sat 5 pm – Circus Maximus  
GM: Jaime Vann  
Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed.

**Clay-O-Rama Gladiatorial Combat** – Sun 11 am – Clay-O-Rama  
GM: Patrick Sewell  
Come build your own warrior out of play-doh and then battle it out with everyone else. Special abilities like Poke, Throw and Reshape Limb add to the insanity! Most fun at the con that doesn't involve chariots...unless you build one! Great for all ages.

**Cthulhu Wars** – Sun 5 pm – Board and Miniatures game  
GM: Mark Hom  
Cthulhu Wars is a strategy boardgame in which the players take the part of alien races and gods taken from the Cthulhu mythos created by H. P. Lovecraft. The game is physically large, and includes sixty-four figurines of the cultists, monsters, aliens, and Great Old Ones that range in height from approximately 20 mm to nearly 180 mm.

**Curse You Red Baron** – Sun 10 am – Wings of Glory/Wings of War  
GM: Robert Boyens & Jesse Boyens  
Come fly your favorite WWI or WWII (or both) plane against a soon-to-be ex-friend. Everything provided. HMGS event.

**DIE HISTORIC ON FURY ROAD!** – Sat 10 am – Road Wolf  
GM: Ilan Mitchell-Smith  
"If I'm gonna die, i'm gonna die historic on Fury Road!" -Nux  
"My name is Max, and my world is Fire and Blood. And repainted matchbox cars." -"Mad" Max Rockatansky Road Wolf is a fast-paced and simple minis game that's free to download and tons of fun. The GM (Immortan Ilan) will teach the rules, supply all cars and trucks, and then run two short, linked battle/races through an apocalyptic wasteland of fun.

## Miniatures

### **Dragon Rampant Tournament** – Sun 4 pm – Dragon Rampant

GM: Donald Tseng

Come gather your old lead figurines, dust off your neglected fantasy army, and march towards victory once again! Dragon Rampant is a fun and dynamic game based off the historical hit, Lion Rampant. Beginners welcome. 24pt. lists 3 rounds 1.5hr turns 0 loss, 1 tie, 3 win. Glory will break ties for 1st, 2nd, and 3rd place.

### **Dreadfleet** – Sun 2 pm, Mon 10 am – Dreadfleet

GM: Andy Salazar

Dreadfleet makes war on the turbulent seas of the Warhammer world. At your command are two fleets of ships. Naval combat. As your ships engage in furious battle, it's down to you, the fleet captain, to make important split-second decisions. Do you bring all guns to bear on the closest enemy warship, or do you sail into position for a furious broadside?

### **Dust Tactics: Apocalypse Now** – Sun 10 am – Dust Tactics

GM: Thomas Farr & Victor Bugg

Dust Tactics, a Game of Small Unit Warfare in 1947 Alternate Possibility. Come join us for the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you're so inclined. Beginners Welcome, all materials provided, join any time!

### **Gettysburg - the First Day** – Sat 9 am – Fire and Fury

GM: Robert Boyens & Jesse Boyens

6mm recreation of the first day of Gettysburg. Command a brigade, division, corps or army. See if Bobby Lee can break through Meade's defenses and march on Washington.

### **Guild Ball Demos and Casual Play** – Fri 6 pm – Guild Ball

GM: David Blood

Come by and learn to play Guild Ball, or get in a casual game. Guild Ball is a medieval fantasy soccer game, with weapons. It has stunning miniatures, fast action, and deep tactical gameplay. For demos, everything is provided. For casual play, bring your minis, mat, token and dice.

### **Guild Ball Tournament: The PiP Cup!** – Sat 10 am – Guild Ball

Join us for a 16 player, 4 round Guild Ball tournament! We are aiming for a sanctioned event, so pre-registering is a requirement, along with a fully painted team. Please see the event on [socalguildball.com](http://socalguildball.com), or email [info@playitpainted.com](mailto:info@playitpainted.com) for more details.

### **Hawkinge, Kent, 1940** – Sat 10 am – Gepanzer Faust

GM: Stephen Phenow

A British infantry brigade attacks the German 2nd Parachute Regiment reenforced by a battalion of the 1st Para regiment at Hawkinge bomber field in South Kent Sept 17, 1940 during Operation Sealion.

### **Hawkinge Kent Day 2** – Sun 11 am – Gepanzerte Faust

GM: Dan Munson

The defense of Hawkinge Airfield by the German 2nd Parachute Regiment continues. This is part of the Operation Sealion Campaign.

### **HMGS-PSW Presents "North Africa's Rumble!"** – Sat 6 pm – 15mm Flames of War

GM: Mark Nicholson and Adam Hammer

Old Blood n Guts throws out a green, but rugged Battalion of Armor and Infantry to team up with Veteran British Tommies. Their mission is to crush an assaulting force of the Afrika Korps and the Italian Folgore. Play this large sized, multi-player demo style game where all materials are provided and players of all experience levels are welcome.

### **HMGS/PSW presents Gladiators** – Sat Noon – Gladiators

GM: Don Hawthorne

HMGS-PSW presents "Gladiators", classic game of man-to-man combat in the Roman arena using 54mm figures. Up to 16 players compete in four multiple-elimination rounds to determine the champion.

### **HMGS-PSW Presents Renaissance Italian Wars** – Sun 10 am – Pike and Shotte 28mm

GM: Mark Nicholson and Adam Hammer

The French Army is attempting to destroy the Imperial Spanish Forces where the town of Milano is at stake. Play this exciting and fast paced, pitched battle where combined arms tactics are critical to success. The forces are very colorful and diverse featuring Swiss Pike, French Gendarmes, Landsknechts, and Arquebusiers just to name a few. Beginners are welcome and all models and supplies will be provided.

### **Imperial Assault Demos** – Fri 6 pm – Imperial Assault

GM: James Forest

Come learn the skirmish version of Fantasy Flight's Star Wars: Imperial Assault.

### **Imperial Assault Tournament** – Sun 2 pm – Imperial Assault

GM: James Forest

Bring your 40 point Rebel or Imperial strike team and see if you can tip the balance of power in the Galaxy. Using Fantasy Flights latest tournament rules. 3 Rounds.

### **Intro to Age of Sigmar** – Fri 6 pm, Sat, Sun 3 pm –

Age of Sigmar

Come and learn to play Warhammer: Age of Sigmar! All materials provided, beginners welcome!

### **Intro to Warhammer 40K** – Fri 5 pm, Sat, Sun 10 am –

Warhammer 40K

Come and learn to play Warhammer 40K! All materials provided, beginners welcome!

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

Massive battle for 40K players to join in! Decide the fate of worlds! 20,000 points per player. Loaner armies available, new players welcome!

### **Mega-Apocalypse Set-up and Rules** – Fri 8 pm – Warhammer 40K Apocalypse

All rules and SoCal Crusader rules will be discussed at this time. Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset! Deployment begins at 8pm.

### **Modeling Tutorial** – Fri 1 pm – Robotech Tactics

GM: Allan Sylvia III

Teaching you how to carefully remove your model pieces from the spurs, paint them, decorate them and glue them together with the right techniques and materials needed to play, or put them up on display

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

GM: Sarah Cary

Come join us in the International Ballroom at the Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff on the other side of the table. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday. Children under 10 must be supervised.

### **Painting Contest Judging** – Sun 2 pm

GM: Victor Bugg

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

## Miniatures

### **Ranger Training** – Sat Noon – Bolt Action

GM: Justin Rodrigues

WW2 company sized games. Bolt action is a quick small unit action game. Come learn with us and join the action.

### **Rezolution Demo** – Sat 10 am – Rezolution

GM: Tony Kenealy

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

### **Robotech Tactics Demo** – Fri 3 pm – Robotech Tactics

GM: Allan Sylvia III

Teaching new and old players of the Robotech Tactics Miniatures game, how to play the game casually, for tournaments, and how to use new and old techniques and tactics to overcome your opponents.

### **Robotech Tactics Showdown At Granite City** – Fri 8 pm –

Robotech Tactics

GM: Allan Sylvia III

Demonstration of the Robotech Tactics Miniatures game, open to the public, player participation is approved and accepted.

### **Robotech Tactics Workshop** – Fri 5 pm – Miniatures

GM: Victor Bugg

Come assemble, model and paint your Robotech Tactics models with us. Glue, paint, and tools provided.

### **Seige of Helm's Deep** – Fri 6 pm – Lord of the Rings Strategy Game - GW

GM: Harmon Ward

For years Saruman has marshaled his armies in secret. Now is the time when the hammer of Isengard falls on the weakened fortress of Helm's Deep. Lead your armies to victory against the ancient foe. Everything provided. Bring some skill, luck and a camera!

### **Star Wars Armada 400 point casual tournament** – Sat 10 am –

Star Wars: Armada

GM: Greg Mazourek

Bring your best attitude and your most mundane list. 3 round tournament 2 hour games. Standard MOV rules.

### **Storm of Magic** – Sun 9 am –

Warhammer Fantasy Storm of Magic

Come decide the fate of worlds! Unlimited wounds, but must be from same army list. Must have at least one Arcane Fulcrum. Loaner armies available.

### **Storm of Magic Set up and Rules** – Sat 8 pm –

Warhammer Fantasy Storm of Magic

No wound limit, but all models must be from the same army. Minimum 1 arcane fulcrum. Set up and rules discussion.

### **Taste the Lance** – Sat 10 am, Sun Noon – To Cry a Joust

GM: Kemo Calvou

The trumpets blare, the King yells 'Kick!' Does your valiant steed thunder toward your opponent or will it stall, jumping in place to your great embarrassment? Knights of the Order 'Consilio Conventum', defend your title. Lower your Lance and Bloody the Bugger! Make them Taste The Lance.

### **Valmontone Italy 1944 FOW HMGS-PSW** – Sun 10 am – Flames of War using 20mm miniatures

GM: Daniel Verity

US 5th Army has launched breakout of the Anzio enclave, directing his breakout spearheads towards the Alban Hills and distant Rome. Task force Howze and the US 3rd Division ordered to seize Highway Route 6 from arriving elements Herman Goring Panzer Division.

### **Walkers (A Zombie Miniatures Game)** – Sat, Sun 2 pm – Self-created miniatures game

GM: Joshua Scharpf

You ran out of gas in the middle of town, and you need to do some repairs. Easy... if it wouldn't be for the Zombies! Walkers is a miniatures game by Joshua Scharpf, and inspired by Last Night on Earth with a very easy to pickup rule set. You are welcome to join any time. (or as they say "Walk-ins are welcome... as long as you don't bite!")

### **Warlands Demo** – Sat 10 am – Warlands

GM: Tony Kenealy

Presented by Aberrant Games. Warlands pits the last human survivors against each other and unnatural horrors from the wastelands and dead cities. From skirmishes to epic battles, Warlands sing with screams of the dying and the roar of machines. All materials provided, join any time, prizes awarded!

### **X-Wing: 100 point tournament** – Sat Noon – X-Wing

GM: Frank Vassallo

100 point 3 round tournament.

### **Xwing DEMO for Kids** – Fri 7 pm – Xwing Miniatures

GM: Patrick Sewell

Come learn how to play Xwing with all materials provided. Easy to learn, plays fast and looks great on the table. You will learn all you need to play on your own as well as be prepared for the kids tournament tomorrow.

### **X-Wing Epic Ship encounter** – Sat 6 pm – X-Wing

GM: Bill Fretze

Ever wanted to see how your TIE fighter would do against a CR-90 Corvette? Well now you can. We will be running multiple 4/5 player Large Ship games. 2 players will run the ship + escorts 2/3 players will try and take it out. -Tantive/Raider/ Assault Carrier will have 130 points, escort has 80 -Attackers get 2x120 or 3x80 point lists. Make 2 lists, an 80 points and a 120 point list. Games either be 4 or 5 players depending on participation. The large ships will be provided.

### **X-Wing kids tournament** – Sat Noon – Xwing Miniatures

GM: Patrick Sewell

Tournament for kids under the age of 16. Bring your own 100 point squadron or use one of the provided squadrons. Minimum of two rounds for everyone with more depending on number of players and ranking.

### **X-Wing Open Gaming & Demos** – Fri 2 pm – X-Wing

GM: Alex Hackert

Get to Gamex early for some casual X-Wing games. Demo games will be available for people who want to learn to play.

### **Zombicide** – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm – Zombicide

This game will be for the modern version of zombicide. Mission will be chosen based on number of players.

### **Zombicide: Black Plague** – Sat, Sun 8 pm, Mon 9 am –

Zombicide: Black Plague

This game will be for the Fantasy version of zombicide. Mission will be chosen based on number of players.

## War Games

### War Games

#### Los Angeles B & C

##### **1775 Rebellion Tournament** – Sat 11 am

Control the major factions and allies that participated in the American Revolution. British Regulars, Loyalist Militia, Hessian Mercenaries, American Continental Army, Patriot Militia, French Regulars and Native Americans. Fast and easy to learn.

##### **Battle Cry Tournament** – Sun 1 pm

A low complexity game of American Civil War battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield. Easy to learn, Fun to play

##### **Battle of the Five Armies** – Sat 10 am

The Battle for Middle Earth: 5 armies clash to see who will win control and be the One Ruler. As commander of either the Human, Dwarfs, Elves, Orcs or Goblins, you decide where to attack, which lands you will defend and how to build your armies. Learn the rules in 15 minutes.

##### **C&C Napoleonic Generals, Marshals, Tacticians** – Sun 6 pm

Command Napoleon's French and Prussian, Russian and Austrian forces in a series of battles to earn the title of "Grand Marshall." All with Richard Borg's easy to learn and use card driven wargame system.

##### **Empires in America 1754- 1762** – Fri Noon

Gold Banner Edition of this solitaire game of the French Indian War. Command French forces, assign your generals, and build your defenses to stop the invading British armies. Will you hold out or be overwhelmed at the Plains of Abraham?

##### **Friedrich** – Sun 4 pm

Friedrich is a 3 or 4 player strategic lvl war game of the Seven Years War in Europe. A design for effect game with simple mechanics. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required. Dealer Tokens awarded.

### Roleplaying

#### Plaza Ballroom D, Newport, San Lorenzo

##### **RPG Games on Demand**

Games on Demand is a new model being implemented by the RPG department. This model of short format 2 hour games has been popular at conventions like Origins and Gen Con. GM's will have a variety of games ready to go on a first come first serve basis. Once a table is full the game starts. Do you have a couple of hours to kill in between events? Come on over to the 2nd floor in San Lorenzo F and try something completely out of the ordinary at Strategicon. Saturday and Sunday from 9 am to whenever the GM's want to stop.

##### **13th Age** – Fri 8 pm – d20 / 13th Age

GM: Matt Chapman

There's no longer room to doubt The 13th Age is about to end. The Dragon Empire may fall, or conquer the world the Abyss may unleash it's hordes or be sealed forever, but whatever happens, the world will never be the same. You have a chance to turn the sails of history just enough to avoid the shipwreck of civilization. If you want an interactive story-driven game, with familiar d20 mechanics, this is your table.

##### **2CGaming Presents - Total Party Kill** – Sat, Sun 9 am, 2 pm, 5 pm, 8 pm – 5th Edition D&D

GM: Steven Gordon

Whether you're new to the game or a seasoned veteran, test yourself against one of our 6 challenging encounters! Pick one of three difficulties: normal, hard, or lethal! Will you prevail? Premade characters available, or bring your own (levels 3 to 5)!

##### **Maria** – Sun 10 am

A three-player war game based on the War of Austrian Succession. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required. Dealer Tokens awarded.

##### **Moral Conflict** – Sun 3 pm

Compete or co-operate to develop your world power in the middle of the 20th Century. Can you make decisions in all five dimensions? Military War, Economic Crisis, Diplomatic Pressure, Technology Race, and Moral Conflict Play with the designer Dave Stennett!

##### **Napoleonic Wars** – Sat 10 am

The Napoleonic Wars, 1805 - 1815, brings you a fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history.

##### **Sails of Glory Tournament** – Fri 3 pm, Sun 7 pm

Recreates naval combat in the Age of Sail (1750- 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanics.

##### **Sturm Europa (Digital)** – Sun 10 am

Digital version of Sturm Europa.

##### **Virgin Queen (Campaign Tournament)** – Sat 10 am

This will be the full 7 turn 1559 scenario. Minimum of 3 players. Note we are scheduled for 11 hours, this being an entire Saturday tournament, with scheduled breaks. Winner receives 50 dealer dollars (in each game). All other participants receive 10 dealer dollars.

##### **Warfighter** – Sat 3 pm

Play as a Spec Ops soldier by yourself or in a squad, and outfit yourself with weapons, skills, equipment, and squadmates.

##### **2-SP: Year of the Shadow Lodge** – Sat 8 pm – Pathfinder Society

When a famous Pathfinder returns to the Grand Lodge in Absalom with a long sought after Azlanti artifact of power, the Society celebrates the achievement by throwing a massive party in Absalom's arena. When the artifact is stolen during the party, it's up to you and the other bands of Pathfinders present at the celebration to get it back.

##### **8-BIT ADVENTURES: Perma-Death!** – Fri 2 pm – 8-Bit Adventures

GM: Rob Hebert

Players take on the roles of classic 8-bit heroes from diverse vintage video game settings to find the Source Codex and save their world from the Glitch, a malevolent force that brings perma-death to every sprite and board it touches! Play with the designer in this fast-paced, tongue-in-cheek dungeon crawler. Pre-gens supplied bonus gifts for all players!

## RPGs

### **Academy of Secrets** – Sun 9 am – Pathfinder Society

A dungeon adventure for 13th-level characters. Every year the Acadamae opens its gates to the city to host the Breaching Festival, where the most skilled infiltrators are invited to enter the magically guarded Hall of Wards or die trying. Testing their luck against the university's strongest defenses, the competitors pull out all the stops as they vie for a chance at a fortune in gold and magical treasure.

### **Alpha Annihilators** – Sun 8 pm – Paranoia

GM: Ed Murphy

Your best buddy The Computer has decided that your Troubleshooter team has earned an easy mission. It will only take a few days, and will be loads of fun. In Its infinite wisdom, It has cancelled your scheduled "Radiation Containment Training". You have three days to relax and prepare yourselves for your Holo-Vid debut as contestants on the highly rated and not-at-all deadly Alpha Annihilators! [Insert applause here]

### **A Nano, a Jack & a Glaive Walk Into a Bar..** – Sat 10 pm –

Numenera - Cypher System

GM: Jay Pillay

The displacement field was successful and you find yourselves on the 9th floor. Your arrival has triggered a security alarm, disrupting your carefully laid plans. You have only moments to decide your next course of action before you are caught. You hear the whirring of servos and motors coming online. Will you and your party make it out alive?

### **Anime-Inspired Star Wars The Ultimate Sith Lord Campaign** –

Sun 2 pm, 8 pm – Revised Edition Star Wars D20

GM: Allan Sylvia III

This campaign will take players from Level 1 to Level 20, where they will follow the creation and evolution of the Ultimate Sith Lord that fueled the creation of the Sith Empire and the Jedi Academy respectively. The fear of this unstoppable force in the galaxy is a call to arms for every Force-Sensitive being in the universe. And it will come down to the players to find a means of defeating it once and for all.

### **ASPIRE - Reborn** – Fri 8 pm, Sat 2 pm, 8 pm, Sun 9 am – GURPS

GM: Michale Shupe

ASPIRE stands for the Agency for Supernatural and Paranormal Research, Investigation and Exploration. Join a campaign that's been running for 18 years at Strategicon in this X-Files meets Urban Fantasy world with many pregenerated characters available! Part of the GURPS Tournament, the Finals (complete with prizes!) which will run on Sunday at 2pm. Play in just two games to be in the running!

### **A Time to Harvest: Episode One** – Sat, Sun 9 am –

Call of Cthulhu, 7th Edition

GM: Arthur Severance

This organized play campaign is set in 1930. What starts as a field trip to Vermont leads a group of student investigators from Miskatonic University in Arkham into a dark web of terror and intrigue. Otherworldly plans, if brought to fruition, spell doom. The race to save humanity has begun! Pregelated characters will be provided.

### **A Time to Harvest: Episode Two** – Sat, Sun 2 pm – Call of

Cthulhu, 7th Edition

GM: Arthur Severance

This organized play campaign is set in 1930. What starts as a field trip to Vermont leads a group of student investigators from Miskatonic University in Arkham into a dark web of terror and intrigue. Otherworldly plans, if brought to fruition, spell doom. The race to save humanity has begun! Pregelated characters will be provided.

### **Bad Streets - Playtest** – Fri 2 pm, Sat, Sun 9 am – Bad Streets

GM: JiB

"Bad Streets," is a powered by the Apocalypse game of gritty street level crime drama where cops solve crimes in their own, often, rebellious manner, while always remaining cool and stylish. This is a playtest of a still in development game system.

### **Bedlam Hall - "A Truly Awful Birthday Party" (PLAYTEST)** –

Sat, Sun 2 pm – Powered by the Apocalypse

GM: David Kizzia

From the makers of "Spirit of 77" comes a new RPG that takes you somewhere simply dreadful - Bedlam Hall. It's time to celebrate the birthday of the youngest daughter of the family. Let's hope no one gets stabbed this year. All levels of experience are welcome, nobody's getting out alive anyway. Come join the playtest!

### **Beware the Boogeyman** – Fri 2 pm, Mon 9 am – GURPS 4th

GM: Mook

When the sun sets and the children sleep, the Boogeyman tries to feed on their nightmares. Luckily, the children have you to protect them: a cat, a dog, an action figure, a toy dinosaur, and their imaginary friends (a furry monster and a unicorn). Can you successfully confront the Boogeyman and put an end to his reign of childhood terror? NO GURPS knowledge required.

### **Blood War** – Fri 8 pm – GURPS

GM: Gary Mack

The urban peace that made the streets safe to walk, threatened by gang war. You are an elite fighter unrivaled skill in the toughest gang on the streets, at least that's what you tell yourself. As a member of a Dagger Squad your job is to solve things. You report to NO ONE except your patrons in the Underworld Syndicate who will display your headquarters on the wall of their headquarters if you fail to prevent this war.

### **Cavaliers of Mars** – Sat 9 am – Cavaliers of Mars

GM: michael cantin

This is Cavaliers of Mars: a roleplaying game of swashbuckling adventure on a dying world. Live, fight, and love on Mars a world of red death and strange mystery, a world of savagery and romance.

### **CMP 2013-01 Dragon's Song 1: Jailbreak Rock** – Fri 7 pm –

Shadowrun 5e

The runners are hired to bust the dragon Perianwyr out of prison in Denver.

### **CMP 2013-02 Dragon's Song 2: Berlin Waltz** – Sat 2 pm –

Shadowrun 5e

The runners are hired to escort Perianwyr to his Berlin hoard.

### **CMP 2013-03 Dragon's Song 3: Neo-Tokyo Fusion** – Sun 2 pm –

Shadowrun 5e

Jetsetting to find a missing band for a Dragon – what could possibly go wrong?

### **CMP 2013-04 Dragon's Song 4: Ballroom Blitz** – Sun 7 pm –

Shadowrun 5e

The runners head to Seattle where Perianwyr accesses the last of his magical hoards to restore his power, and rescue him from Clockwork and survive an assault by the dragon Paletooth.

### **Darkness on the Train** – Sun 9 am – World of Darkness

GM: Gary Gandara

Our Heroes are stuck on a luxury train in the ... dead of winter. One of the passengers is murdered. Can our heroes figure out who did it before the train returns to civilization ?

## RPGs

### **DDAL04-01 Suits of the Mists (levels 1-2) –**

Fri 7 pm, Sat 9 am, 2 pm, Sun 9 am – Dungeons & Dragons 5e  
Strange things are afoot in the Moonsea. The factions have called all those willing and able to investigate strange occurrences in the region surrounding Phlan. Dark whispers and unseen terrors lurk in the misty shadows between this world and someplace much more sinister. Unveil the horrors before it is too late! Part one of Misty Fortunes and Absent Hearts.

### **DDAL04-02 The Beast (levels 1-4) –** Fri Noon, Sun 2 pm – Dungeons & Dragons 5e

Something strange is afoot within the Quivering Forest. So much so that even the elves of Greenhall have left their homes to seek out help from their newfound neighbors. But, their tales of a strange beast are not earning them any favor especially among the Vistani, whom the elves suspect is to blame for their ills. Return once more to the Quivering Forest and learn the terrifying truth!

### **DDAL04-03 The Executioner (levels 1-4) –** Fri 2 pm, Sun 7 pm – Dungeons & Dragons 5e

The locals are spreading rumors of the emergence of an age-old relic in a remote farming village. Surely you won't be the only one to seek it, but can you afford to not be successful in this mission? And why haven't they claimed it for themselves? Part three of Misty Fortunes and Absent Hearts.

### **DDAL04-04 The Marionette (levels 1-4) –** Fri 7 pm, Mon 9 am – Dungeons & Dragons 5e

A Vistani fortuneteller has called you out by name during the burgomeister's private reading. She raved of an army of the dead, a delicate powder box, and a beautiful yet dangerous woman. Now the burgomeister wants to know why you're more important than he is... Part four of Misty Fortunes and Absent Hearts.

### **DDAL04-05 The Seer (levels 1-4) –** Sat 9 am, Mon 2 pm – Dungeons & Dragons 5e

The time has come to venture beyond the village of Oraşnou and explore the realm of Barovia. However, in your travels, you happen across an unusual tribe of people-distrusted denizens of the Demiplane of Dread. Do the Vistani truly possess the ability to see the future, or is it simple parlor tricks and deceit? Part five of Misty Fortunes and Absent Hearts.

### **DDAL04-06 The Ghost (levels 1-4) –** Sat 2 pm – Dungeons & Dragons 5e

Old hatreds die hard, but sometimes it is necessary to set aside petty, personal disagreements for the greater good. The hag, Jeny Greenteeth, is wise and may prove instrumental in the troubles that lay ahead. Your task will not be easy, however, the dark forces of Barovia have agents everywhere, and eyes from beyond the grave no doubt watch your every move.

### **DDAL04-07 The Innocent (levels 5-10) –** Fri Noon, Sun 9 am – Dungeons & Dragons 5e

Continue your adventures in Barovia!

### **DDAL04-08 The Broken One (levels 5-10) –** Fri 2 pm, Sun 2 pm – Dungeons & Dragons 5e

Continue your adventures in Barovia!

### **DDAL04-09 The Tempter (levels 5-10) –**

Fri 7 pm, Sun 9 am, 7 pm – Dungeons & Dragons 5e  
Continue your adventures in Barovia!

### **DDAL04-10 The Artifact (levels 5-10) –**

Sat 9 am, Sun 2 pm Mon 9 am – Dungeons & Dragons 5e  
Continue your adventures in Barovia!

### **DDAL04-11 The Donjon (levels 5-10) –**

Sat 2 pm, Sun 7 pm, Mon 2 pm – Dungeons & Dragons 5e  
Continue your adventures in Barovia!

### **DDEP4 Reclamation of Phlan –** Sat 7 pm – Dungeons & Dragons 5e

For too long, the Maimed Virulence has held Phlan in its grasp. The factions have begun to muster and sounded the call to battle throughout the Moonsea. Allies new and old will be called upon to aid in their attempts to reclaim the ancient town. Are you one of the few bold enough to answer the call to battle?

### **DDEX01-06 The Scroll Thief (levels 1-4) –** Fri 7 pm – Dungeons & Dragons 5e

Scholars Square is a relatively quiet corner of Phlan, but a series of odd thefts have the headmasters of various schools in the area concerned. The headmasters' pleas for help have gone unanswered by the Black Fist, and the Lord Sage of Phlan decides to reach out to you and your kind to bring those responsible to justice.

### **DDEX01-08 Tales Trees Tell (levels 1-4) –** Sat 9 am – Dungeons & Dragons 5e

Despite the shaky alliance that exists with the elves of the Quivering Forest, they do not suffer trespass in their realm lightly, especially from common folk from nearby Phlan. A woodworker's recent blunder into the forest might set off a diplomatic incident. Can you help find him and mollify the aggravated elves?

### **DDEX01-09 Outlaws of the Iron Route (levels 1-4) –** Sat 2 pm – Dungeons & Dragons 5e

The Iron Route, an important trade road east of Phlan, is beset by competing bandits. An exiled Black Fist officer leads his band of mercenaries turned cloaked ruffians, while a mysterious dragonborn sorcerer commands screaming savages from the north. In this war for supremacy over the trade route, the beleaguered merchants are the victims, and Phlan suffers from a lack of important supplies.

### **DDEX01-10 Tyranny in Phlan (levels 5-10) –** Sat 9 am – Dungeons & Dragons 5e

The Maimed Virulence has come. The future of the Cinnabar Throne and the lives of the denizens of Phlan are in jeopardy. The Cult of the Dragon rejoices, and the Black Fist is powerless to stop them. How will the factions of the city respond to this threat? Can Phlan be saved this time?

### **DDEX01-11 Dark Pyramid of Sorcerer's Isle –** Sun 2 pm – Dungeons & Dragons 5e

Long unoccupied, the pyramid on Sorcerer's Isle now flows with strange magical energy, warping creatures and the landscape around it. The Cult of the Dragon and Red Wizards of Thay have taken notice, and it's up to you to keep whatever power dwells there out of their hands. An adventure for 5th-10th level characters.

### **DDEX01-12 Raiders of the Twilight Marsh (levels 5-10) –** Fri 2 pm – Dungeons & Dragons 5e

A black dragon's treasure horde has been located in the Twilight Marsh, and within it are secrets that hold interest to the factions. With the dragon marauding over the countryside, the horde is left unguarded. Now is the time to plunder its lair!

### **DDEX01-13 Pool of Radiance Resurgent (levels 5-10) –** Sat 2 pm – Dungeons & Dragons 5e

Vorgansharax rules Phlan, using the Cult of the Dragon to extend his noxious gaze. But the green dragon seeks far more than control of the beleaguered town – ultimate power is nearly within reach. Will he reactivate the Pool of Radiance and ascend to greater prominence amongst his kind?

## RPGs

### **DDEX01-14 Escape from Phlan (levels 5-10) —**

Fri 7 pm, Mon 2 pm — Dungeons & Dragons 5e  
Three important citizens of Phlan, who stand against the tyrannical dragon that rules, seek to escape and find refuge across the Moonsea. Can you extricate those that are vital to the factions before it's too late?

### **DDEX03-04 It's all in the Blood (levels 11-16) — Sat 9 am —**

Dungeons & Dragons 5e  
Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcane have extended an intriguing offer, but can the drow be trusted, and for how long?

### **DDEX03-14 Death on the Wall (levels 1-4) —**

Fri 2 pm, Sun 9 am, Mon 2 pm — Dungeons & Dragons 5e  
First Lord Torin Nomerthal and several his advisors will be leaving Hillsfar to inspect the Wall with only a small contingent of Red Plumes. The chance to strike is now! Part Two of Six Knives for Torin Nomerthal.

### **DDEX03-15 Szith Morcane Unbound (levels 5-10) —**

Fri 7 pm, Sun 9 am, Mon 9 am — Dungeons & Dragons 5e  
With allies gained from denizens of the Underdark, the former drown enclave of Szith Morcane is on the precipice of being retaken. During the battle for Szith Morcane, secrets of the drow community are revealed. What will you do with this knowledge, and how will it affect the outcome of the conflict?

### **DDEX03-16 Assault on Maerimydra (levels 11-16) —**

Fri, Sun 2 pm — Dungeons & Dragons 5e  
With allies gained from denizens of the Underdark, the former drown enclave of Szith Morcane is on the precipice of being retaken. During the battle for Szith Morcane, secrets of the drow community are revealed. What will you do with this knowledge, and how will it affect the outcome of the conflict?

### **Dead Dogs of Ancient China — Sat 9 am — Feng Shui 2nd edition**

GM: Chris Czerniak

A relative of the Emperor has gone missing and rumor has it that she might be in the small county of Changfeng. Finding her is important but there is more going on than meets the eye as you realize the Eaters of the Lotus has plans to regain their power in ancient China.

### **DISAPPEARING INK: Mystery in Toon Town — Sun 2 pm —**

GUMSHOE

GM: Robert Hebert

When a washed-up toon celebrity goes missing, you and the rest of the Inkerton Detective Agency are hired to find them—but every lead pulls you deeper into a conspiracy that seems to threaten Toon Town itself! Players take on the roles of cartoon investigators in a modern-day Roger Rabbit GUMSHOE homebrew.

### **Down the Rabbit Hole — Sat, Sun Midnight — The World of Tank Girl**

GM: Michale Shupe

One of the Department of Water and Power's little secrets - a series of catacombs under one of their facilities. Does it have immense stashes of water (or better yet, beer?) Or is it just a boring labyrinth where nothing at all threatening happens... Naw couldn't be. A short romp into the strange (and mature) World of Tank Girl using the Masterbook system. You must be at least this high to play. Or tall, whatever.

### **Dread's Dark Promise — Fri 2 pm, Sat 8 pm —**

Monster Hunters (PbtA)

GM: Robert Quintero (Happy Jacks Listener)

St Merritt California is a small coastal town with a limitless future...that is if it can keep its dark past a secret. As the sun sets you and your friends are just looking for a safe place to bed up for the night...maybe you should have waited till the next exit. Character creation will take place at the table. Newcomers are welcome.

### **Dreams of the Dark Mother — Sun 9 am — Beast: The Primordial**

GM: Louis Garcia

You are one of the Begotten, the living embodiment of a primal nightmare of humanity. Your soul, your Horror, is a monstrous creature - maybe something that humanity dreamed and wrote down and still speaks of in legends, or maybe some outlandish horror that no living person has ever seen. You are a Beast, and you must feed. Your Hunger drives you, and your Hunger might damn you. Presented by the Dead Gamers Society

### **Dune: Revenge of the Sietch — Sat 9 am — Fate Accelerated**

GM: Seth Halbeisen

The Harkonnen Dogs have Raided the Sketch and took captives! They've taken the reverend mother! Mahdib has commanded us to retrieve them! We are Fadaykin now! Death to Harkonnen! We are Fremmen! We own the desert!

### **Durance — Sun 9 am — Durance**

GM: Chris Czerniak

On a remote planet far from civilization, the worst criminal scum from a dozen star systems have been dumped, charged with building new lives under the watchful eye of Authority. Within a brutal hierarchy of savagery and servility, convicts and guards alike must make hard choices. Every colonist has their own code of conduct and their own aspirations—ambitions that invariably come at the expense of others.

### **Emerald Spire 4 - The Flooded Level — Mon 9 am — Pathfinder**

Society

Designed for level 3-5 characters. Originally a series of storerooms and guardrooms, it was inhabited some two centuries ago by a clan of derro who attempted to experiment on the Emerald Spire's planar resonance. These experiments backfired drastically, multiplying the natural portals to the Elemental Plane of Water and ultimately drowning the level.

### **Ex-pansion (Superheroes vs Zombies) — Sat 9 am — ICONS**

superpowered roleplaying

GM: Juan Natera

St George (AKA The Mighty Dragon), Zzzap, Cerberus, The Driver, Corpse Girl, Stealth, Captain Freedom and his Unbreakable soldiers, these are the heroes that helped bring some "normalcy" to Los Angeles after the zombocalypse. The survivors have setup a second outpost called Eden used for growing much needed food, but there is still much work to do. Some medical equipment is needed to help with Zzzap's recovery, and better means of communication between outposts are required.

### **Fallout Shelter: Finding the Descenders — Fri 2 pm — Powered by**

a pseudo-apocalypse

GM: Tomer Gurantz

Today a group of us from Vault 456 leaves on a journey through the wasteland, to Vault 321, to meet with the Descenders. Homebrew mashup with elements of Powered By The Apocalypse, Fallout Shelter, and Lego.

## RPGs

### **Fate Playtest: Fortune & Glory** – Fri 2 pm – Fate Core

GM: Morgan Ellis

Fabulous treasures await those who can find them, buried in hidden tombs and lost temples for untold centuries. Journey to far off lands of adventure and earn your fortune and claim glory by dodging dangerous traps and twists at every turn. A Fate Core Playtest Game of Pulp Adventure.

### **Fate Playtest: King of the Streetfighters** – Sun 9 am – Fate Core

GM: Morgan Ellis

Metro City where The King of the Streetfighters Martial Arts Tournament has drawn in fighters from all over the world. You all have reasons to fight, but are you a bad enough dude to unleash your fatal fury in a final fight on the streets of rage in a contest of mortal kombat to prove you have mastered the art of fighting and crown yourself the king of the streetfighters? A Fate Playtest of Arcade Fighting Action.

### **Fate Playtest: Regency & Romance** – Sat 8 pm – Fate Core

GM: Morgan Ellis

It is a truth universally acknowledge that, romance between two people who have never met can never take place. It is the eve of the Duchess's Grand Ball any you can make sure that introductions are made and one such perfect romance can take it's natural course, provided the whims of fate, or the machinations of other jealous suitors don't interfere. A Fate playtest of romance, matchmaking, and manners.

### **Firefly: No Power in the 'Verse** – Sat 9 am – Cypher System

GM: Matt Chapman

You can do the job fast and cheap, but it won't be safe. Or you can do it fast and safe, but it won't be cheap. But it will definitely be fast, because we've got Reever's on our tail. You've got a loyal crew, a rickety starship, and lightyears of open sky. What could possibly go wrong?

### **Gangs of New Angelesfranciscoyork.** – Mon 9 am – Homebrood 2nd Edition

GM: Mikal Saltveit

In the far flung future of 2015, roving gangs of guitar players make life a living hell for the populace of New Angelesfranciscoyork.

### **Garden Variety Adventure** – Fri 2 pm – GURPS

GM: Julie Scott

How hard can it be to steal a plant from a garden? If the plant is rare, the garden owned by a half-angel, and guarded by creatures unknown, maybe harder than you think. But the reward is impressive and you do need new armor. Probably worth the risk. Probably.

### **Gods and Monsters** – Sun 2 pm – Scion: Hero

GM: Louis Garcia

You are a Scion, the offspring from one of the Gods of old, who never really went away. You have the power of your parent God and you live and walk among humankind. The titans, nemesis of the old Gods have returned and they threaten humanity. Your time is now. You are a Scion. You are a hero. Presented by the Dead Gamers Society: RPG Lab

### **Grace Under Pressure** – Sat 8 pm – Call of Cthulhu 7e

GM: Ronjon

You are on the sea floor, 1500 feet below the surface. Around you is only cold and dark, the sun's rays bring nothing to this world. The pressure in this lethal place is over 600 pounds per square inch. You and your companions are aboard the RSV Wallaby, a prototype research vessel on its maiden voyage. You are not alone.

### **GURPS Tournament Finals** – Sun 2 pm – GURPS

GM: Mook

This is the finals for the GURPS tournament. List of finalists will be posted at the RPG headquarters no later than 1:30 pm on Sunday.

### **Haunted** – Sat 2 pm, Sun 8 pm – Haunted

GM: Jesse Burneko (Sat), Gretchen Burneko (Sun)

A role-playing game about a murderer being stalked by the ghost of his victim. One player takes on the role of the murderer, another player takes on the role of the ghost, and everyone else plays a rotating cast of secondary characters as needed. Will the murderer be brought to justice or go free? Will the ghost be banished or bring about revenge? Will crisis be averted or brought to disaster?

### **Heroic Kids of Rivenwood** – Sun 2 pm – Goobles & Goblins

GM: Ryan McMullan

Rivenwood is in trouble and only its heroic kids can save it! In this game for ages 5-14 you will create heroic characters and a magical world for adventure. No experience necessary.

### **Hocus Focus: A Harry Dresden Fiasco** – Sat 9 am – Fiasco

GM: Mike Leader

It was all going according to plan... Occult Chicago. There's so much right there for the taking—money, power, fame, respect—it feels like all you need to do is just reach out and grab it. You've got supernatural powers, a foolproof plan, and then? Easy street. What could go wrong? ...But then Harry Dresden showed up and it all went to Hell. Come and play the villains in the Dresdenverse!

### **How many hostages?** – Sun 2 pm – Wild Talents

GM: Kurt Hanna - Happy Jacks Listener

Comic-book superheroes in a world gone mad! The recent proliferation of super-powered individuals has created some great heroes, and some terrifying villains. In the meantime, crime is a problem that still has yet to be solved. You are superheroes from different regions of Los Angeles who have come together to solve one particular problem.

### **I Want His Head on a Stick** – Sat 8 pm – GURPS

GM: Gary Mack

Death is not good for business, particularly a nobleman death. Some dim witted fool killed the son of a low ranking nobleman. Now all of the Syndicate's operations must be halted until the furor dies down. Meanwhile the Syndicate is bleeding out gold like a mark with a gut wound, something they hate. As a member of one of the Dagger Squads you are now hunting a dim witted fool. Your orders: I want his head on a stick.

### **Jim Pinto's Protocol - U-Pick!** – Sun 9 am – Protocol - by

PostWorld Games

GM: Mike Leader

Protocol is a series of Story Roleplaying games that cuts through the jib-jab and goes straight to dramatic scenes. Players are both directors of and characters in the action. This go around, I will have the following Protocols for the players to choose from: Moonmen from Mars Rocket Squad Power Station Dinner Guests Perdition Eons Want to know more about these titles? Click here: <http://bit.ly/1T01XuE>

### **Let's Learn BattleTech RPG** – Sun 2 pm – BattleTech RPG

GM: Daryle Landers

If you've ever been interested in roleplaying a Mech Pilot in a game and not just playing as the Mech but more as the pilot who goes from Mech to Mech battling it out, then this is the Demo for you. BattleTech RPG is a slightly complex sci-fi system where you can play any imaginable sci-fi character. Together we will make characters and play this gritty action system. Experienced BattleTech RPG players are invited.

## RPGs

### **Let's Learn Burning Wheel** – Fri 2 pm – Burning Wheel

GM: Daryle Landers

If you are versed in independent roleplaying games of note or popularity then you're aware of Burning Wheel's unique fan attraction. A slightly complex character development centered fantasy system where even its detractors recommend all GM's owning a copy to simply marvel at its ambition and accomplishment. We together, will make characters and play this renown system. Experienced Burning Wheel players are invited.

### **Living RIFTS RPG: Mexican Cargo Run** – Sat 2 pm – RIFTS RPG

GM: cameron cleveland

Sci-fi, Fantasy, Cyberpunk, & Post Apocalypse. I use music for Immersive Role playing. I supply Pre-gen characters for players. This living campaign lets players build and advance characters, develop their personalities, and forge relationships. I offer character tracking to allow players to take their PC they created for the campaign to any of these gatherings and play it in the adventures offered.

### **MacMartin Island** – Sat 2 pm, 8 pm – Palladium Robotech RPG

GM: Allan Sylvia III

MacMartin Island, a Testing Ground for the most advanced and skilled pilots are witness to the tragic events of the Macross Saga (Robotech Series) in a Parallel Story. When the SDF-2 Macross is launched during an orbital attack from the Zentraedi, the crew members stationed at MacMartin island fend off against the invading Alien Forces, as the SDF-1 Macross Spacefolds to Pluto and begins its journey home.

### **Mr. Toad's Enchanting Ride** – Mon 9 am – D&D 5E (NOT RPGA)

GM: Ron Shaw

In a time and land when magic items are the stuff of tales and legends, the Dwarven Clergy have miraculously been able to produce a stream of items which they claim are blessed by their gods. In truth they have a secret to their craft, your adventuring troupe has been hired to escort this most precious secret to a safer location, to keep it away from curious eyes... what could possibly go wrong?

### **Necropolis** – Sun 2 pm – The Sprawl

GM: Jesse Burneko

The last guy to have seen a sunrise died last week. As long as anyone can remember Necropolis has been shrouded in mists. You can wander the alleys or drive down the highways but you always end up back downtown. No one knows what the mist is made of. Some say it's nanotech gone wrong, others say it's the souls of the dead shredded like a legally damning document. Necropolis is a Cybergothic setting for The Sprawl.

### **Nine Lives to Valhalla with Dan Phipps** – Fri 2 pm, Sat 2 pm –

Nine Lives to Valhalla

GM: Dan Phipps

The Age of Man has ended. You stalk the blasted wastes, following DEATH and the will of old gods to worthy foes. You are warriors without peer, brutal and cunning, vicious and savage. Dark-seeing eyes and silent step. Your band is among the last great hunters to walk the earth. DEATH walks at your side. You are a cat. Come play a game about Viking cats with that game's designer and seek adventure in Castle Rex!

### **No Thank You Evil** – Sun 8 pm – No Thank You Evil

GM: Matt Chapman

Are you a Super Smart Princess who Experiments with Science? Or a Cool Robot who Plays with Ooey Goopy Things? Be whatever you want to be, and save the day in the land of Storia. Conventional board games constrain players' actions, but No Thank You, Evil! sets kids' imaginations free: Their options are limited only by their creativity. Together, the players create a story as they make their way through the adventure!

### **Operation Angel Basin: Mission Session** –

Sat 9 am, 2 pm, Sun 9 am, 8 pm – The Sprawl

Operation Angel Basin is a series of linked missions set in a neon and chrome cyberpunk Sprawl. In this Mission Session players will use the badass professional operatives they made in the Setup Session to perform missions for and against the global megacorps and change the face of the Sprawl.

### **Operation Angel Basin: Setup Session** – Fri 8 pm – The Sprawl

GM: Hamish Cameron

Operation Angel Basin is a series of linked missions set in a neon and chrome cyberpunk Sprawl. In this setup session we will collaboratively create the Sprawl that will serve as the core setting. We'll create the important sections of the Sprawl, the global megacorporations that control it, and the badass professional operatives who move in their shadows.

### **Patch Job** – Sun 2 pm – Paranoia

GM: Ed Murphy

The Computer requires your attendance at a briefing regarding Commie sabotage in DON Sector. Treasonous actions have breached transportation protocols. Happiness futures plunge following unscheduled property destruction and multiple citizen death. The Computer's loyal servants in CPU have arranged for your escort to the briefing room in one hour. Consult with your supervisor to excuse yourself from regular duties.

### **Pathfinder Society Scenario 6-98: Serpents Rise** – Sat 7 pm – Pathfinder RPG

GM: Robyn Nixon

A PFS designed for 7th-level pregen characters. Political maneuvering, espionage, smuggling, and diplomacy have set the stage: the Aspis's most ambitious attack on the Pathfinder Society. All that remains: several preparations that only an elite team of agents can arrange, and once the fireworks begin, strike quickly and mercilessly and escape. This adventure the players portray agents of the Aspis. by John Compton.

### **Pathfinder Society Scenario 6-99: True Dragons of Absalom** – Sun 7 pm – Pathfinder RPG

GM: Robyn Nixon

A Pathfinder Society Scenario designed for 4th-level pregens. For years, the Society has enjoyed an alliance with the Sewer Dragons, a tribe of kobolds beneath Absalom. A patrol discovers a wounded member of the Society and a message, the Kobolds must move quickly, intercept a threat from seizing their territory—if not Absalom itself! A special adventure the players portray kobolds as heroes. By Thurston Hillman.

### **PFS 1-46: Eyes of the Ten - Part I: Requiem for the Red Raven** – Sat 9 am – Pathfinder Society

A Pathfinder Society Scenario designed for 12th level characters (Tier 12). You and your fellow veteran Pathfinders are sent, along with Venture-Captain Adril Hestram, to revolution-torn Galt to deliver the famous sword, the Pale Maiden, to the newly re-opened Woodsedge Lodge. All is not as it seems, however, when the lodge is attacked during a ceremony and a famous Pathfinder is murdered.

## RPGs

**PFS 1-54: Eyes of the Ten - Part II: Maze of the Open Road** — Sat 9 am — Pathfinder Society  
Pathfinder Society Scenario designed for 12th level characters (Tier: 12). The mysteries of the Woodsedge Lodge continue as you and your fellow Pathfinders are sent to devil-tainted Chelias and the steamy jungles of the Mwangi Expanse to find two missing venture-captains.

**PFS 2-05: Eyes of the Ten - Part III: Red Revolution** — Sun 2 pm — Pathfinder Society  
Designed for 12th level characters. You and your fellow Pathfinders are hot on the trail of the traitor to the Pathfinder Society as Venture-Captain Eliza Petulengro once again sends you into the Maze of the Open Road to track the traitors' co-conspirators. Stepping through a portal, you find yourself on the cold, red desert planet Akiton, fourth planet from the sun and Golarion's outward neighbor.

**PFS 2-14: The Chasm of Screams** — Sun 9 am — Pathfinder Society  
A Pathfinder Society Scenario designed for 7th to 11th level characters. When the Decemvirate sends the PCs on a mission into the desolate Mindspin Mountains to retrieve a much-needed alchemical reagent from a hermitic ex-Pathfinder known as the Phitones of Axioms, the players soon find themselves deep in the mythical howling caves commonly referred to as the Chasm of Screams.

**PFS 2-22: Eyes of the Ten - Part IV: Nothing Ventured, Nothing Gained** — Sun 8 pm — Pathfinder Society  
A Pathfinder Society Scenario designed for 12th level characters. In the secret upper levels of the Pathfinder Society's headquarters, you must survive the deadly defenses laid in place by the masked Decemvirate and save one of their number from an assassin's blade. Nothing Ventured, Nothing Gained is the fourth and final scenario in the Tier 12 Eyes of the Ten campaign arc.

**PFS 3-24: The Golden Serpent** — Sat 2 pm, Sun 8 pm — Pathfinder Society  
Designed for levels 5-9 The Pathfinder Society sends a team of agents to meet an important contact in an unassuming restaurant in Absalom's Ivy District, but not everything is as it seems. What the Pathfinders find there will lead them into a lion's den of danger & intrigue in the City at the Center of the World.

**PFS 4-08: The Cultist's Kiss** — Fri 8 pm — Pathfinder Society  
Designed for levels 7-11. An active cell of the cult of Lissala has been discovered in the Varisian town of Palin's Cove. Seeking a chance to learn about this long-lost faith not from millennia-old relics but from its current practice, a team of Pathfinders travels to the industrial seaside settlement to uncover the secret coven & infiltrate its services in the guise of prospective converts.

**PFS 6-20: Returned to Sky** — Mon 9 am — Pathfinder Society  
Designed for levels 7-11. Part of a Numerian relic once thought scattered to the winds has found its way back to the savage land of super-science, & the Pathfinder Society must track down the component if they are to unlock the device's secrets. Clues point to the economic hub Chesed, where only the descendants of a shattered clan can share where their revered ancestor buried the strange artifact.

**PFS 6-23: The Darkest Abduction** — Mon 2 pm — Pathfinder Society  
Designed for levels 7-11. The occasional unexplained disappearance is common enough in Ustalav, yet a rash of unexplained abductions has led to fearful speculation on the verge of panic in the streets. Hoping to improve the Pathfinder Society's reputation in Ustalav, Venture-Captain Basia Kalistoff has offered her lodge's services in putting an end to this crime wave.

**PFS 7-02: Six Seconds to Midnight** — Sun 9 am, 2 pm — Pathfinder Society  
For levels 3-7. A strange confluence of circumstances leaves the researchers of Uringen understaffed & in need of able-bodied assistants. Conveniently, recent Pathfinder Society experiments call for a rare reagent found only in that area, & the two organizations have negotiated a mutually beneficial deal. Can the PCs reach the settlement in time to witness this extraordinary event & handle the phenomenon's aftermath?

**PFS 7-03: The Bronze House Reprisal** — Fri 2 pm, Sun 8 pm, Mon 2 pm — Pathfinder Society  
Designed for levels 5-9. A recent assault on the Pathfinder Society has renewed hostilities with the Aspis Consortium, & clues left behind point to one of its masterminds: the gold agent Maiveer Sloan. By infiltrating one of the Consortium's artifact-smuggling operations, the PCs can sabotage their rivals' criminal operations & send a clear message: No attack will go unanswered.

**PFS 7-04: The Ironbound Schism** — Fri 2 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, Mon 9 am — Pathfinder Society  
For levels 7-11. The cataclysmic Earthfall shattered the ancient civilization, & like its slumbering runelords who fled the destruction, many ruins lie hidden. The Ironbound Archipelago was once part of Edasseril, & word has reached the Pathfinder Society that an ancient ruin has emerged on the isle of Flintyreach. Can the PCs gain the locals' trust & brave the giants' wrath to secure this archaeological treasure?

**PFS 7-07: Trouble in Tamran** — Fri, Sat 2 pm, Sun 9 am, 8 pm — Pathfinder Society  
For levels 1-5. Less than a decade ago, the Pathfinder Society established a lodge in Nirmathas, an act that infuriated the nation's expansionist rival Molthune. The latter outlawed the Society soon after, & ever since Pathfinders have relied on smugglers like the Guaril Karela to slip supplies past the Molthuni blockade for both the lodge & the Society's war-torn neighbors. Something has intercepted those shipments.

**PFS 7-08: To Judge a Soul, Part II** — Sat, Sun 2 pm — Pathfinder Society  
Designed for levels 3-7. Venture-Captain Bakten's past lives & the history of northern Tian Xia are interwoven, & with the PCs' assistance he has uncovered a troubling legacy secreted within the mountains of Zi Ha. It is up to the Pathfinders to ascend into the ice-capped mountains to unveil the crimes of past generations & save one of the region's greatest heroes.

**PFS 7-09: The Blakros Connection** — Fri 8 pm, Sat 9 am — Pathfinder Society  
Designed for levels 5-9. A recent attack on the Gr& Lodge became all the more heinous when one of the invading agents employed an eldritch relic to abduct a high-ranking Pathfinder. In order to release the captive, the Society must understand the relic & track down the fleeing operative—a mission that leads the PCs into Absalom's most prestigious archives to uncover a dark secret

**PFS 7-10: The Consortium Compact** — Sat 9 am, 2 pm — Pathfinder Society  
For levels 1-2. The Aspis Consortium pays well, but few can stand its tactics for long. One operative, fed up with the Consortium, has contacted the Pathfinder Society with an offer: assist her in leaving the Aspos, & she will supply the Society with insider intelligence about their rival. It's up to the PCs to navigate Diobel earn the defector's trust, & deal a telling blow to their Aspis foes.

## RPGs

**PFS 7-11: Ancients' Anguish** — Sat 2 pm, 9 pm, Sun 8 pm, Mon 2 pm — Pathfinder Society  
Designed for levels 7-11. When the Jeweled Sages, an ancient order of Osirian scholars, fled Qadiran invaders millennia ago, some perished, & others disappeared deep into territories once held by the pharaohs of old. With the help of the Jeweled Sages' long-abandoned tools, the eminent Tahonikepsu has discovered one of the sages' last known whereabouts in the wilds of Nex. What secrets lie within the ruins?

**PFS 7-13: Captive in Crystal** — Sat, 9 am, Sun 9 am, 2 pm — Pathfinder Society  
For levels 5-9. Recent events have left the Master of Spells Aram Zey unable to fulfill his duties, & without his expertise, the Pathfinder Society struggles to resolve pressing arcane matters. The Decemvirate has reopened the decade-old case of the most qualified replacement: former Master of Spells Sorrina Westyr, who disappeared while handling a powerful wayfinder that the Society has since kept closely guarded.

**PFS 7-14: Faithless & Forgotten, Part I** — Sun 9 am — Pathfinder Society  
For levels 1-5. Ever since the tragedy at Delvehaven decades ago, the infernal empire Cheliox has rarely allowed Pathfinders to explore its many ruins & archaeological treasures—even then only after its recently alienated liaison Zarta Dralneen fought for that privilege. Cheliox has once again extended its hand to the Society, inviting its agents to search an abandoned keep that dates back to the Chelish civil war.

**PFS 7-15: The Deep-market Deception** — Sat 2 pm, Sun 8 pm — Pathfinder Society  
For levels 3-7. When the Pathfinder Society claimed the Hao Jin Tapestry in Tian Xia, it seemed as though the Aspis Consortium's influence there had ended. An informant recently identified an Aspis resurgence in Goka's Deepmarket, & Venture-Captain Amara Li hopes that a small team can ferret out the villains & prevent any greater atrocities. Can the PCs neutralize the Consortium's local ringleader?

**PFS 7-16: Faithless & Forgotten, Part II** — Sun 2 pm — Pathfinder Society  
Designed for levels 1-5. The Society's excavations continue, now taking the PCs to the long-contested territory of Kharijite—Cheliox's southernmost territory, where the great Arch of Aroden bridges the Hespereth Strait & establishes an Avistani foothold in Rahadoum's backyard. There, an ancient Taldan ruin suggests that empire's great Armies of Exploration traveled even farther than believed possible.

**PFS 7-17: Thralls of the Shattered God** — Sat, Sun 9 am, 2 pm, Mon 9 am — Pathfinder Society  
Designed for levels 5-9. After 2 years of blood & bravery, the Fifth Mendevian Crusade has struck a terrible blow to the Worldwound's demons & reclaimed lost territory. The Pathfinder Society has earned the right to explore & salvage what it can of the lost sites under Mendev's control, & it has identified one ruin as a priority.

**PFS 7-18: Faithless & Forgotten, Part III** — Sun 8 pm — Pathfinder Society  
For levels 1-5. Tragedy has struck, & the Society's attention must turn from academics to action as they infiltrate a seemingly impenetrable facility in the heart of Ostenso, one of Cheliox's greatest ports. They must act quickly, for only the distraction of a national holiday can provide the PCs the cover they need to get in, get the job done, & get out without drawing the attention of an entire city's guards.

**PFS 7-19: Labyrinth of Hungry Ghosts** — Sat 9 am, Sun 2 pm, 8 pm, Mon 2 pm — Pathfinder Society  
Designed for levels 3-7. Following a successful mission into the mist-shrouded & shifting Gloomspires, the Pathfinder Society sent another team to explore the tomb of the legendary pirate Sevenfingers. Unfortunately, this team never returned. The spires have momentarily halted, allowing a new team to brave the tomb's many dangers, hopefully rescuing their allies in the process.

**PFS 7-21: The Sun Orchid Scheme** — Fri 8 pm, Sat 9 am, 2 pm, Mon 9 am — Pathfinder Society  
Designed for levels 1-5. With the power to vastly extend life, the sun orchid elixir is one of the most prized items in the Inner Sea—and as a result one of the most dangerous to transport. After his shipments of sun orchid elixir vanished without a trace two years in a row, the ruler of Pashow is desperate to ensure that his next delivery goes off without a hitch.

**Phantom Phenomena** — Fri 8 pm, Sat, Sun, Mon 2 pm — Pathfinder Society  
A series of six Quests designed for 1st-level characters. Phantom Phenomena includes six, 1-hour adventures that take the PCs to a superstitious village, a lightning-scarred woodland, an ancient Kellid monolith, a haunted manor, an occult university, and finally into the storm-choked mountains. Experience the adventures in any order to create a unique story.

**Playtest - "NecronomiZOMBIEcon - There's a Sale At Penny's!"** — Fri 8 pm — NecronomiZOMBIEcon

GM: David Kizzia  
Tired of zombies? How about Cthulhu? HOW ABOUT ZOMBIES FIGHTING CTHULHU?? BOOM! Take THAT, STRATEGICON! From the people that make Spirit of 77 comes something even weirder. Don't take it seriously, you're already dead and heavily armed. Character sheets will be provided. All experience levels welcome, and no one's getting out alive. (Not like you're starting that way...)

**Ponies in Wonderland** — Sun 9 am — Homebrood 1st Edition  
GM: Mikal Saltveit  
A magical portal takes you deep into a land even more magical than your own.

**Pugmire: A Good Dog Bad** — Sat 2 pm — Pugmire (D20)  
GM: michael cantin  
In the world of Pugmire, Dogs have inherited a land after Man, where they seek to find their histories, and somehow-themselves, along the way. All good Dogs know to follow the code of Man. But what truly makes a Dog good? What makes a Dog bad? ... and what happens when they no longer know the difference?

**Rescue Mission** — Sat 9 am — GURPS  
GM: Julie Scott  
The gates of Citadel Highwater haven't been opened to non-Elves in 100 years, but that wasn't going to stop the area's best non-Elven merchant, Devin Softboots! Or not. Can you rescue him from prison before he pays the price for trespassing? For a fee, of course.

**Save or Die** — Sat 8 pm — Disposable Adventurer Gaming System  
GM: Ian ChristianScher  
Adventuring is a perilous profession. This is especially true when drops, falls, and every random unstable bridge could be your untimely demise. Luckily you have an abundance of friends/relatives standing by to avenge your death. Even better you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming with extra death!

## RPGs

**ShadowPunk: Hot Potato** — Sat 2 pm — Fate Accelerated

GM: Seth Halbeisen

Finished the job, but it was messy. It always gets messy. There's a lot of noise on the street, big movers pushing their people around, but that's ok cus were about to get paid. Just have to hand off the goods. Why's our contact so damn late?

**Sharpen the Contradiction** — Sat 2 pm — The Hero Instant: Super-Heroic Role-Playing!

GM: Ira Taborn

A cry rings out! A pair of robots are attacking the local train depot and only a team of superheroes can stop them! The Hero Instant is a Superhero Themed TRPG system that balances tactical crunch and simple, but deep character creation. Use one of the premade characters or create a new hero on the spot.

**SilverHex Chronicles** — Fri 2 pm, Sat, Sun, Mon 9 am — Pathfinder Society

Designed for 1st-level characters. The Silverhex Chronicles includes six, 1-hour adventures that take the PCs to a graveyard in Gralton, a mist-choked forest in Ustalav, a brainwashed village in Razmiran, an ancient crash site in Numeria, and the perilous city of Daggermark. Experience the adventures in any order to create a unique story

**Spontaneous World Building** — Mon 2 pm — Homebrood 1st Edition

GM: Mikal Saltveit

The players will get to test Mikal's spontaneous creativity by providing their own adventure hook through mad libs.

**STAR WARS - Age of Rebellion** — Sat Midnight — Age of Rebellion

GM: Jeff McArthur

You are operatives in the Juvex-Senex sector trying to build up the local rebel cell. Your commander has sent you on a mission that will make its first mark in the area for the rebellion. This is part of the grand campaign being portrayed in RPG Storytime on Bandwagon Games. The choices and actions in this game will be part of the overall story, and portrayed in the show. See the first one at: <http://bit.ly/24aCXpL>

**Star Wars Rebels: Chasing Chopper** — Sun 8 pm — Faith Corps

GM: Mike Olson

Before the Rebellion, there were the Rebels. When their cranky astromech Chopper vanishes in the middle of a mission, the crew of the Ghost are at a loss. But it's not just the droid they're after -- Chopper's carrying secret information that could spell trouble for the Empire... or the Ghost. Can they find him before he ends up in Imperial hands? And can they trust anyone along the way? Find out! By playing!

**Syntheticide** — Fri, Sat 2 pm, 8 pm, Sun 2 pm — Syntheticide

GM: Dustin DePenning

WHEN ROBOTS ARE GODS, KILLING HUMANS IS FAIR GAME. You and your fellow players take the role of Sharper: free agent criminals exploring society's corpse. By working jobs, you will make friends and enemies amongst gangs, corporations, and pirates. And the Tharnaxist Church, the only thing resembling law, will stay well out of your way. But that's if they don't catch you killing their sacred creations: a synthetic.

**Tenth Imperium: A Colony amongst the Stars** — Sun 9 am — D&D5E

GM: Maslon Barry

Our heroes ponder the wonders of creation.

**Tenth Imperium: A Quorum of the Senate** — Sun 8 pm — D&D5E

GM: Maslon Barry

Our heroes engage in a delicate maneuver of realpolitik.

**Tenth Imperium Classic: On the Occasion of a War with a Demon King** — Mon 9 am — AD&D 1st edition

GM: Maslon Barry

Our heroes travel through dimensions of time and space to confront the unknown.

**Tenth Imperium Classic: Razatoa, or the Humbled Heart of Darkness** — Sat 8 pm — AD&D 1st edition

GM: Maslon Barry

Our heroes brave the wilds of Razatoa and the terrible secret hidden therein. A dungeon module for Tenth Imperium.

**Tenth Imperium: Razatoa, or the Humbled Heart of Darkness** — Sat 9 am, 2 pm — D&D5E

GM: Maslon Barry

Our heroes brave the wilds of Razatoa and the terrible secret hidden therein. A dungeon module for Tenth Imperium.

**Tenth Imperium Replay: Audentes Fortuna Iuvat** — Fri 8 pm — D&D5E

GM: Maslon Barry

Confront a fickle goddess!

**Tenth Imperium Replay: Perseverance** — Fri 2 pm — D&D5E

GM: Maslon Barry

Confront an ancient evil and kick-off the 2016 Campaign!

**Tenth Imperium: The Shining City** — Sun 2 pm — D&D5E

GM: Maslon Barry

Our heroes discover a new world - a world of magic!

**The Buried Chamber** — Sat 9 am — D&D 5th Edition

GM: Riley Gibbs

Builders have encountered a buried chamber once dedicated to Dremdar, the god of death. Initial expeditions have proven lethal, and the foreman has hired you to secure the safety of his workers by venturing down into the chamber yourself. This is a 1st-level 5th Edition D&D adventure for 4-6 players, with moderate difficulty. Pre-generated characters will be available.

**The Cat Came Back** — Sat 2 pm — Homebrood 1st Edition

GM: Mikal Saltveit

Little did Professor Schrote know that his late night taxidermy hobby had developed a life of its own.

**The Criminal Chaos of a Corporate Killing** — Sat 2 pm —

Palladium Megaverse Phase World Crossover

GM: Daryle Landers

You're one of the sixth most illusive criminals in the "Galactic Federated Economy" galaxy, an elitist within your specialty. Singularly hunted by your "Achilles Heel" and nemesis which you've only survived by evading. With a vague memory, all of you have just been captured by the galaxies most powerful industrialist "Marcus Zaten" who will consign you to death if you do not unite and pay his price for your freedom!

**The Darkest Hour Chronicles: Underground Kingdom** — Sat 8 pm — Vampire: The Masquerade V20

GM: Louis Garcia

In the eternal night, a hidden jyhad flares. In this eternal struggle, the immortals... the kindred...vampires each come to a crossroads between their long dead humanity and the beast within...this is their darkest hour. Presented by the Dead Gamers Society. New player friendly, experienced players most welcome

## RPGs

**The Dragon's Demand** – Fri 2 pm – Pathfinder Society  
A module designed for level 1-3 characters. Founded by a famous dragonslayer, the small town of Belhaim has become a sleepy rural community just off the beaten path, a settlement where everyone knows everyone and strangers are the talk of the town. But when Belhaim's peace and quiet is shattered by the sudden collapse of the last standing tower of its founder's castle, things quickly bloom out of control.

**The Extraordinarily Horrible Children of Raven's Hollow** – Fri 8 pm – The Extraordinarily Horrible Children of Raven's Hollow  
GM: Gretchen Burneko

The Extraordinarily Horrible Children of Raven's Hollow is a card-driven storytelling game intended to produce a grim picture book narrative in the vein of Edward Gorey & Lemony Snicket. Each player takes on the role of a child plotting terrible mischief against adults and each other. These "pranks" may prove fatal to their targets or an adult may grow wise to the mischief and send the offender off to the orphanage.

**The Hard Life** – Sat 8 pm – Star Wars: Edge of the Empire  
GM: Steven Rodriguez

The deal went wrong, fast. What started as a simple courier mission turned out to be trafficking at its worst. Now the Imperials are hot on your tail, and the priority is survival. Pull on your contacts, use your training, and escape the Navy while pulling off the biggest heist yet.

**The Legacy of Tulbora** – Fri 8 pm – Star Wars: Force and Destiny  
GM: Steven Rodriguez

The blood soaked legacy of Tulbora still hangs over the planet of Vinarys IV, a struggling trade world in the Inner Rim. The Jedi would attempt to bring peace to this holy place that enshrines the power of the individual. Play as an unlikely and tenuous group of Sith with a lust for knowledge and power, each carrying their own objective. Claim the mantle that is rightly yours.

**The Moon's Song** – Fri 2 pm – D&D 5E (NOT RPGA)  
GM: Ron Shaw

The Village of Winding River on the edge of Dark Forest has been beset by an unknown marauder who kills nightly. There are whispers of a ghostly lupine form that leaves blood and death in its wake... Can you draw out the werewolf in time to stop it from claiming its next victim? (This is an attempt to playtest homebrew Lycanthropy rules for 5th Ed D&D)

**The Mystery is A Mystery!** – Sat 2 pm, Sun 8 pm – Jinkies!  
GM: Tobias Strauss

Its that time again. Gather up the gang and go solve that mystery. It's the mystery of . . . well, that's a mystery too! Have a groovy snack (c) and jump in the Clue Cart, it's gonna be a bumpy ride!

**The Running Man!** – Sun 2 pm – Fate Accelerated  
GM: Seth Halbeisen

What's the number one rated show in the whole wide world? That's right!!!! It's THE RUNNING MAN!!! Let's see how long our new contestants can last! These cons are have been hand picked, and are ready to go! So... LETS START RUNNING!

**The Totally Renamed Pony Game** – Sat 9 am – GURPS  
GM: Michale Shupe

Transport yourself to a world of sentient animals who routinely save the world, as a little Pony, or any other sort of animal you'd like to be! Fast creation rules and pregenerated characters both provided. Part of the GURPS Tournament (with Prizes!) Play in just two GURPS games to potentially qualify for the finals at 2pm Sunday!

**Threadbare - Mystery?** – Sat 2 pm, 8 pm – Threadbare RPG (PbtA)

GM: Stephanie Bryant

"Plushie or plastic, mate?" In Threadbare RPG, you play a jury-rigged toy in a broken, stitched-together world. Combat-light system using 2d6. Special at Gamex: a new adventure! What will it be? A big social scene with factions working for their own interests A journey to an unknown land? A wild ride on an unstoppable blue train? Join us and find out! (Kid-appropriate. Some dice/addition required.)

**Wait, we aren't the bad guys !** – Sat 2 pm – Champions 5.5

GM: Gary Gandara

Our superhero group finds themselves outside the law. Can they restore their good name or find themselves on the most wanted list.

**Welcome to the Ninth World** – Sat 2 pm – Numenera

GM: Matt Chapman

Explore a world of mystery and danger, a world a billion years in the future, defined by the detritus of bygone eras. The ancients left behind the numemera—bits of their civilizations inscrutable to the people of the Ninth World. Items and places of power and wonder. Explore this world, find and master the numemera, and build a better future! New players welcome. Pre-generated characters available.

**You're a Ninja: The Adventure of being a Ninja** – Fri 8 pm – Shinobigami: Modern Ninja Battle RPG

GM: Ira Taborn

"Shinobigami" is a TTRPG from Japan, where you're part of a powerful ninja clan doing, ya know, ninja things. Built with an easy character creation with shared setting creation, Shinobigami is about exciting combat, secret techniques, and even darker secrets. Being translated by Kotodama Heavy Industries, play this exciting "new" RPG in its pre-alpha, pre-first draft state.

**Zombies ate my Neighbors** – Sat 9 am – Homebrood 2nd Edition

GM: Mikal Saltveit

It was just a quiet day in the neighborhood. Until Lady Elaine's latest scheme was revealed.

**Zombies... why did it have to be Zombies?!** – Sun 8 pm – Disposable Adventurer Gaming System

GM: Ian ChristianScher

Adventuring is a perilous profession. This is especially true with the hungry dead trying to eat your brain. Luckily you have an abundance of friends/relatives standing by to avenge your death. Even better you level just as fast as you die. Character creation and leveling in under a minute! High speed old school dungeon crawl gaming with zombies!



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

## Hotel Food Policy

Absolutely NO outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.

We're  
**Baaaack!**

## ST☆RB☆TTLES DESTROYER

The original StarBattles (Mainline) has been recreated with new ships, more weapons, and a new design concept:

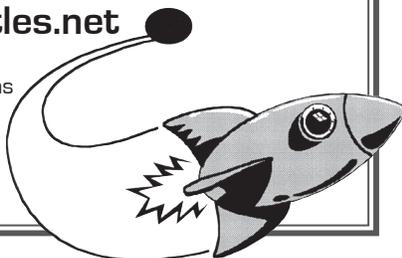
**"Spoils to the Victor!"**

The rules are in PDF format while the ship control sheets are available by mail (saves a few trees as well as shipping costs).

Check out our web site for more information...

[www.StarBattles.net](http://www.StarBattles.net)

FCS  
Future Combat Simulations  
Paradise, California  
North America, Earth, Sol



## Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

### Categories

- \* Fantasy Single
- \* Fantasy Unit
- \* Fantasy Large
- \* Science Fiction Single
- \* Science Fiction Unit
- \* Science Fiction Large
- \* Historical Single
- \* Historical Unit
- \* Historical Large
- \* Open
- \* Strategikids

\* Single: All single 25 mm-35 mm human-sized and smaller models. Model should be on an appropriately sized base. The majority of miniatures fit into this size range. The upper limit may reasonably include things such as an orc on a boar (fantasy), Space Marine Terminator (science fiction), and mounted cavalry (historical). Judges reserve the right to move entries intended for the Single category to Large.

\* Unit: Groups of two to twelve miniatures grouped together as a cohesive unit. Entry should follow legal games system rules where available. It is suggested you use some form of tray for loose units but is not required.

\* Large: All miniatures larger than a normal 28 mm human-sized model. This may include models such as dragons (fantasy), tanks and similar vehicles (science fiction and historical), and large-scale models.

\* Open: Entry can be anything from a single model straight out of the package to a sweeping diorama with dozens of figures. Have dueling dragons, blow-up tanks, or a completely scratch-built model? This is where it goes. The only restriction is that entries can be no larger than 18" x 18" x 18".

\* Strategikids: For contestants 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

### Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.
9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

10. All entries must be reclaimed by noon Monday. Entries must be reclaimed by the person submitting them unless plans have been established and approved beforehand. ID will be required.

11. All entries will be photographed, and submission into the competition indicates permission for Strategicon to use such images for any purpose, including posting to the online photo gallery.

### Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
Arcane Wonders	Northstar Games
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Blue Panther	Out of the Box Games
Cannon Fodder Games	One Small Step Games
Cold War Miniatures	Paizo Publishing
Columbia Games	Pegasus Hobbies
Cryptozoic	Prawn Designs
Days of Wonder	Privateer Press
Educational Insights	Queen Games
Fantasy Flight Games	Reaper Paints & Miniatures
Galaxy Press	Rio Grande Games
Gamecraft Miniatures	Sierra Madre Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Impact Miniatures	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
LITKO Game Accessories	Wizkids
Looney Labs	Zenescope
ManaWerx	Z-Man Games

### Shopping

#### Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:  
Friday 5 pm to 9 pm  
Saturday 9:30 am to 6:30 pm  
Sunday 9:30 am to 6:30 pm  
Monday 9:30 am to 2:30 pm

Individuals found selling wares at Gamex in an unauthorized manner (i.e., not as an authorized dealer in the Dealer Room, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

#### Gamex 2016 Dealer Room Vendors:

2C Gaming	Fantization Miniatures
Blue Panther LLC	Gamecraft Miniatures
Board of Games	Gamelyn Games
Capere	Gamer Concepts
Crazy Bob's Dream	Hooks and Chains Adornments
Manufacturing	James C. Jenista
Dan Verssen Games	Knapsack Games
Dapper Devil	Ninja Star Games
Dr. Hogan-Berry's Jewelry	Party Penguins Minis

Play 5  
Quad Nine Art  
Seth's Games and Anime  
Spellbinder Games  
Strategicon Marketing  
Summon Entertainment  
Table Top Adventures

The Broken Token  
The Monstore  
Victory Point Games  
Wargamma  
Warehouse  
Whatever Leather

## The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, etc.

Sheet do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

## Flea Market

### The Flea Market has moved back upstairs for 2016

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections. Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

## Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables (should any disputes among sellers arise).
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes – no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

## Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are usually cash only and delivery on payment.

## Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!

2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!

3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.

4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.

5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

## Product Policy

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

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

## Notice from the State of California

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

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

## Game Auction

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

## Auction Registration Rules

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

## A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted

(Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

## Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

## Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

## Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

## Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

## Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.

## Orcon 2016 Winners

Board Games	1st Place	2nd Place	3rd Place
10 Days in ...	Patricia Liu	Walter Wichowski	Joman Diec
1880: China	Andrew Schoonmaker	Todd Van Der Pluym	Richard Heller
7 Blunders	Kyle Greenwood	Sarah-Beth Roach	Patrick Carino
7 Wonders	J Karen Star	Ben Hicks	Matt Schwartz
A Study in Emerald	Eric Noel	Aidan Rooney	Andy Mcguire
Acquire: David Woolcott Memorial	Jonner	Bruce Schlickbernd	Ramon Vinluan
Age of War	Patricia Liu	Eddie H	Hector Reyes
Agricola	Lumin Sperling	Alexander Kinzle	Lisa King
Airlines: Europe	Jonner	Kyle Greenwood	Ramon Vinluan
Alien Frontiers	Bill Persaud	Anthony Chung	Roger Ritchie
Alien Frontiers	Alex Vayhinger	Nathan Demoura	Brian Rush
Aquarius	Ben Hicks	Keith Aldrich	Tanya Aldrich
Backgammon	Bradley P. Thomas	Randall Bart	Samantha Burkes
Bag-O-Loot	Logan Felice	Darian Felice	Sam Felice
Blokus	Nathan Ramsay	Mara Kenyon	Joshua Zehner
Blood Rage	Derrick Lui	Neil Hamre	Mark Stoxen
Blood Rage	Marisa Kanter	Caleb Jones	Ana Garcia
Blood Rage	Joshua Beller	Erich Sforza	Aj Harris
Blue Moon City	Darrell Stark	Bootsie Brenner	Eric Downing
Camel Cup #1	Michael Swinson	Scott Samarel	Gilbert Quinonez
Camel Cup #2	Gilbert Quinonez	Darrell Stark	Michael Swinson
Campaign Trail	Kyle Greenwood		
Campaign Trail	Chris Hines, Veronica Hines		
Carcassonne	Darrell Stark	Eric Downing	Vincent Weibert
Castles of Mad King Ludwig	Jenn Van Persaud	Mara Kenyon	Kirk Udvardi
Catan National Qualifier Finals	Sammy Lai	Lumin Sperling, Michael Rooney	Zachary Pitts
Category 5	Lisa Burolo	Jonathan Nowak	Michelle Mills
Cavern of Gossamer from Journey to the West	Madeline Barnicle		
Chaosmos	Aidan Rooney	Art Moy	
Chaosmos	Aidan Rooney	Asa Schiller	
Chaosmos	Nathanael Bergquist	Jason Luan	
Civilization	Paul Schulzetenberg	Jed Christiansen	Bill Gallagher
Cock & Bull: The American Pub Game.	Ashley Adams	Nathan Demoura	
Cock & Bull: The American Pub Game.	Georgia Acuna	Jason Demoura	
Concordia	Gerald Delke	Lauren Clark	Todd Van Der Pluym
Conquest at Kismet	Sara Bell		
Coup	Kristen Jaffe	Daniel Rush	Black Market Rep
Darkest Night	Michael Soto	Melody Soto	Jeremy Lennert
DC Deck Builder: Crisis	Nick Bentz	Matt Hyra	David Moskowitz
Dead of Winter	Kimberly Mumford	Kyle Montpas	Otto Moses
Diamonds	Jaye R.	Lisa Burolo	John Spence
Dice City	Edan Ortner	Sam Nazarian	Judy Ann Blake
Dogs of War	Paris Themmen		
Dominant Species	Lauren Clark	Hallie Stringer	Aj Harris
Dream Factory	Matt Schwartz	Winton Lemoine	Brian Rush
Elysium	Alex Georges	Alex Arjad	Joman Diec
Empire Builder	Paul Slavich	Sergio Alvarez	Ryan Burbridge
Endeavor	David Mines	Jon Wagner	
Family Business	Brian Rush	Jennifer Partlow	Jason Demoura
Family Business	Nathan Demoura	Tino Forever	Eric Downing
Family Fluxx	Joseph Perez	Sullivan Weibert	Asa Schiller
Fish Cook	Cameron Takahashi	Allison Takahashi	Yoshi Takahashi
For the Crown	Jesse Albini	Thomas Diendorf	
Formula D	Steve Nanning	Mark Stoxen	Andreas Pluchar
Galaxy Trucker	Michael Swinson	J Karen Star	Richard Rodrigues
Glory of the Three Kingdoms	Adam Resendez, Asa Schiller	Christopher Raba, Aidan Rooney	
Glory to Rome	Mara Kenyon	Jenn Van Persaud	Eddie H

Guillotine	Sullivan Weibert	Matt Schwartz	Ramon Vinluan
Hiss	Perrin Weiss	Anakin Ramirez	Keith Aldrich
History of the World	Geoffrey Greer	Ryan Burbridge	Eric Gerber
Hoppers	Ta -Te Wu		
Hot Pursuit: Spy Hunters	Jenn Van Persaud		
Hyperborea	Johnathan Pulos, Rick Baptist	Andy Mcguire, David Mines	Mustafa Alammam, Fred Eyrich
In The Year of the Dragon	Michael Swinson	Edward Williams	Ronnie Chen
Jamaica	Angela Demoura	Kim Chen	Jason Demoura
Kill Dr. Lucky	Nick Butler	Darian Felice	Allen Eckhouse
King of Tokyo	Gilbert Quinonez	Mjay Barbosa Vanillager	Anakin Ramirez
Kingdom Builder	Edan Ortner	Matt Schwartz	Jay Spowart
Kingsburg	Eric Downing	Brandon Muller	Mac Clay
Last Chance	Nathan Demoura	Jason Demoura	Alejandro Becerra
Legendary Showdown	Martin Padilla	Dean Taylor	
Liar's Dice	Bill Gallagher	Robert Neff	Gilbert Quinonez
Lords of Waterdeep	Sean Growley	Donovan Shickley	Jenn Van Persaud
Love Letter #1	Nicole Paoli	Kyle Montpas	Nathaniel Taylor
Love Letter #2	Zachary Pitts	Mike Patterson	Kyle Schooley
Love Letter #3	Nathaniel Taylor	Judy Ann Blake	Madeline Berrei
Machi Koro	Rachel Moore	Daniel Barrett	Aaron Scotti
Machi Koro	Aidan Rooney	Rachel Moore	Christopher Alexander
Manila	Ronnie Chen	Kim Chen	Michael Swinson
Merchant of Venus	Winton Lemoine	James Thomas	Brian Alvarado
Mesopotamia	Walter Wichowski		
Modern Art	Michael Swinson	Scott Samarel	Kyle Greenwood
Monopoly Deal #1	Darrell Stark	Rick Senki	Daniel Glenn
Monopoly Deal #2	Sharon Ezra	William Merritt	Rachel Moore
Monopoly Deal #3	Christopher Sprute	Lea Vicerai	Toni Johnson
Mr. Card Game	Martin Padilla	Otto Moses	Trevor Lee
Munchkin	Nick Chavez	Kimberly Shaver	Jonathan Nowak
Munchkin for Begginers	Mac Clay	Bella Shean	Chris Ramirez
Mystery Express	Karen Haugland	Anna Marie Farquhar, Peter Farquhar	
Nexus Ops	Darrell Stark	Atticus Gifford	Eric Downing
No Thanks!	Darrell Stark	Peter An	Lisa Burola
Outpost	Todd Van Der Pluym	Jim Cowan	Madeline Berrei
Panamax	Lisa King	Winton Lemoine	Alexander Kinzle
Paperback	Michael Swinson	Rick Senki	Kurt Stenzel
Perpetual Motion Machine	Jaye R.	Russell Howell	Jonner
Phase 10 #1	Jaye R.	Sharon Ezra	Rachel Moore
Phase 10 #2	Rachel Moore	Lisa Burola	Jaye R.
Phase 10 #3	Robert Lamarre	Harper Alvarado	Robert Larson
Power Grid	Bruce Schlickbernd	Randall Bart	Martin Padilla
Power Grid World Tour: Benelux	Bootsie Brenner	Robert Neff	Bruce Schlickbernd
Princes of Florence	Tim Oates	Alfonso Weilbach	Eddie H, J Karen Star
Puerto Rico	Darrell Stark	Jonathan Flagg	Erick Vallejos
Rabbit Match	Brandon Gonsalves	Gabrielle Gillette	
Railroad Tycoon	Scott Samarel	Stephen Stewart, James Thomas	
Red Dragon Inn	Darrell Stark	Samantha Burkes	Scott Brown
Red Dragon Inn	Cameron Takahashi	Andreas Pluchar	Mike Robinson
Revolution	Randall Bart	Aj Harris	Richard Rodrigues
Revolution! Anarchy	Zack Washington	Mong Yang	Bill Harris
Robo Rally	Nick Chavez	Daniel Barker	Dean Taylor
Saint Petersburg	Darrell Stark	J Karen Star	Edan Ortner
San Juan	Michael Swinson	Eric Downing	Gilbert Quinonez
Scrabble	Paul Slavich	Samantha Burkes	
Sentinels of the Multiverse	Dave Intner	Ruby Intner	Paul Slavich
Small World	Nathan Demoura	Nathan Ramsay	Bill Persaud
Smash Up	Matthew Cohen	Nancy Sprute	Laurel Essick
Smash Up	Jason Demoura	Harman Eric	Ben Hicks
Splendor MEGA	Erich Sforza	Sean Growley	Mara Kenyon

Squarrels	Babar Ali	Daniyar Ali	Kristin Herkstroeter
Star Fluxx	Tori Butler	Jenn Van Persaud	Nick Butler
Stupid Fight Prototype	Elliot Hughes		
Talisman	Leonard Lopez	Emily Alvarado	
Tanto Cuore		Andrew Ma	Jeremy Arias
The Castles of Burgundy	Sean Growley	Gilbert Quinonez	Alex Haley
The Current Number of the Beast	Brandon Muller		
The Scepter of Zavandor	William Merritt	Scott Samarel	Jonathan Flagg
Thurn & Taxis	Matt Schwartz	Ramon Vinluan	Robert Larson
Ticket to Ride	Michael Swinson	Jeannette Albright	Brandon Muller
Ticket to Ride Champion Event	Jaye R.	Robert Larson	Jeannette Albright
Ticket to Ride: Africa	Jaye R.	Matt Schwartz	Jay Spowart
Ticket to Ride: Europe	Robert Neff	Robert Larson	Scott Samarel
Ticket to Ride: India	Evans Ehren	Madeline Barnicle	Bradley P. Thomas
Ticket to Ride: Nordic Countries	Bradley P. Thomas	Chris Mills	
Ticket to Ride: Switzerland	Winton Lemoine	Gabrielle Gillette	Robert Larson
Ticket to Ride: Team Asia	Sam Nazarian, Joman	Renee Rose-Perry, Natalie	Edan Ortner, Patricia Lin
Ticket to Ride: USA 1910	Diec	Zehner	
Timeline	Jaye R.	Brandon Muller	Jonathan Flagg
Titan	Georgia Acuna	Michael Rooney	
Tokaido	Tall Paul	Richard Potthoff	Alan Potts
	Alicia Marie Varenas	Kenny Johnson	Bill Harris
Tsuro	Kurt Stenzel, Daniel		Anthony Stenzel
	Glenn		
Twilight Imperium 3rd ed	Nick Bentz	Joshua Beller	Matthew Weber
Twilight Imperium 3rd ed	Matthew Weber	John Oh	Kyle Greenwood
Ultimate Spiderman - Matching	Keith Aldrich		
Universal Rails	James Thomas	Jay Shufeldt	Craig Caven
Uno #1	Gilbert Quinonez	Jaye R.	Rachel Moore
Uno #2	Lisa Burolo	Matt Schwartz	Michelle Olson
Uno #3	Laura Fitzgerald	Sharon Ezra	Aaron Scotti
Uno #4	Mary Taylor	Bradley P. Thomas	Monica Riche
Vegas Showdown	David Mines	Nathan Demoura	Kyle Greenwood
Villains & Henchmen! The Hero Headquarters	Erich Sforza	Ale	
Villains & Henchmen! The Military Compound	Luke Willenberg	Jennifer Campbell	Clark Campbell
Villains & Henchmen! The Space Station	Jordan Weinstein	Samantha Livesay	Erich Sforza
Villains & Henchmen! The Super Prison	Luke Willenberg	Brandon Willenberg	
Viticulture	Karen Haugland	Richard Crook	William Merritt
Yahtzee	Toni Johnson	Martin Padilla	Samantha Burkes
Yahtzee	Lisa Burolo	Toni Johnson	Joshua Beller
Yahtzee Free for All #1	Jaye R.	Michelle Olson	Richard Rodrigues
Yahtzee Free for All #2	Danielle Pressler	Lisa Burolo	Samantha Burkes
Yahtzee Free for All #3	Danielle Pressler	Michelle Olson	Jaye R.
Yamslam	Megan Takahashi	Cameron Takahashi	
Zombie Dice	Steve Packard	Sean Devereaux	Daniel Rush
Zombie Dice	Judy Ann Blake	Nathan Demoura	Luke Johnson
<b>Collectible Cards &amp; Minis</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
7PM Magic: The Gathering Live Draft (Cube)	Brian Smith	Jason Kramer	Matthew Fox
Ascension: Chronicle of the Godslayer	Angharad Caceres	George Caceres	Lisa Adams
Ascension: Chronicle of the Godslayer	Rami Silverman	Matthew Wilkerson	Sara Bell
Covalent Crisis	Becky Pagels	Gerrod Garcia	
Dice Masters: "Grab Bag"	Jason Luan	Dave Intner	Nathanael Bergquist
Dice Masters: "Grab Bag"	Nathanael Bergquist	Oliver Caceres	Jason Luan
Dice Masters: Rainbow Draft	Chris Hadtrath	Daniel Barker	Ben Strickland
Dice Masters: Rainbow Draft	Henry Caceres	Benjamin Ziegert	David Ziegert
Doomtown: Reloaded (ECG)	Nick Chavez	Corby Kennard	Scott Brown
Exodus Trading Card Game "Orcon 2016"	Cheyenne Cummings	Skyler Caceres	John Brown
Exodus Trading Card Game Booster Draft	Beth Ritchie	Charles Watson	Bradann Farr
Exodus Trading Card Game Booster Draft		Beth Ritchie	Craig Chenoweth
Exodus Trading Card Game	John Brown	Beth Ritchie	Marcelo Figueroa
Gruff	Rich Pizann		Eric Silverman
Gruff		Brandon Weiss	
Gruff - 6 man draft	Daniel Watson	Patrick Dettmar	Diane Grotjohn

Heroclix- Battle Royale	Geoff Colman	Mason Stewart	
Highlander CCG Los Angeles City Championship	Victor Bugg	Geoff Colman	
Highlander CCG State of California Championship	Victor Bugg	Geoff Colman	
Lord of the Rings Minis "The Battle of Helms Deep"	Andre Bashay	James Branzuela	Richard Skallerud
Magic: The Gathering - Friday Night Magic Draft	Daniel Del Pilar	Cameron Takahashi	Steven "Woody" Wood
Magic: The Gathering Draft	Matthew Fox	Salvador Caceres	
Magic: The Gathering Draft	Joe Block	Matthew Fox	Eva N Barda
Magic: The Gathering Draft	Steven "Woody" Wood		
Magic: The Gathering Keith Aldrich Pauper	Michael Arsollon	Tanya Aldrich	Eva N Barda
Magic: The Gathering Planechase (Pauper)	Michael Arsollon	Noah Massaro	Mason Stewart
Magic: The Gathering Secret Alliances (Pauper)	Chris Waters	Michael Arsollon	Matt + Kevin
Magic: The Gathering Two-Headed Giant Sealed	How Not to Win	C+K	Robert Hall & Daniel Del Pilar
Magic: The Gathering Two-Headed Giant Sealed	Matt Fox & Jaime Estrada	Jason Kramer & Samantha Allan	
Middle Earth CCG (MECCG) - Hero Arda	Gene Berry		
Middle Earth CCG (MECCG) - Open Format	Gene Berry		
New Terra	Steven Wineke	Becky Pagels	Becky Pagels
New Terra	Jay Vales	Nathan Hansen	
Pathfinder adventure card game Burnt Offerings	John Willy		
PFS ACG #0-0A: On the Horizon	Kelly Estanol	Rich Pizann	Keith Estanol
Pirates Pocketmodel: Sink-N-Keep 'Minions'	Tabby Caceres	Oliver Caceres	Skyler Caceres
Pokemon	Karina Jacques	Jonathan Nowak	Tabeitha Perez
Pokemon	Karina Jacques	Jonathan Nowak	Child 1 Of Zehner
Star Trek Attack Wing Search For The Pegasus	Braden Boe	Evan Moreno-Davis	Frank Yuan
Star Wars Minis - Sealed Booster Draft	Andre Bashay	James Branzuela	Richard Skallerud
Yu-Gi-Oh! Game Show	Austin Birdwell	Ryan	
Yu-Gi-Oh! Lite	Rachel Moore	Marcelo Figueroa	Rachel Moore
Yu-Gi-Oh! Lite	Austin Birdwell	Leo Alfaro	Ryan
Yu-Gi-Oh! Lite	Luke Johnson	Tabeitha Perez	Frank Perkins
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Circus Maximus	Veronica Hines	Dennis Mcgeehan	Brian Olson
Highlander Single Elimination	Michael S Gregory Jr	John Teves	Brian Olson
Infinity Beginner Tournament	Mark Nicholson Jr	Danny Rush	Christopher Lovell
Kings Cup Tournament	Mike Riley	William Stilwell	Mark Nicholson
Lion and Dragon Rampant Tournament	Pete Porfido	Gerg Mazourek	William Stilwell
Star Wars Armada 400 point tournament	Alexander Nobles	Patrick Mullins	Quentin Bohn
Steamroller Tournament	Heather Fins	John Teves	Scott Brown
X-Wing Kids Tournament	Joseph Perez	Vincent Rosetti	Max Blue
X-Wing: 100 point tournament	Alex Vayhinger	Mal	James Joyce
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Best of Show	Joshua Howdeshell		
Fantasy Large	Kythera Contreras	Jennifer Starling	Terry Simon
Fantasy Single	Terry Simon	Kaitlyn Pickett	Joshua Howdeshell
Fantasy Unit	Terry Simon	Kythera Contreras	
Historical Large	Terry Simon		
Open	Terry Simon		
Sci Fi Large	Eric Engel	Kevin Hill	Laochailan Partlow
Sci Fi Single	Joshua Howdeshell	Joshua Howdeshell	
Sci Fi Unit	Nicholas Lavarini	Frank Vassallo	Eric Engel
Strategikids	Sarah Willy		
Show Favorite	Terry Simon		
<b>RPGs</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
GURPS Final	Scott York	David Scott	Julie Scott
<b>Traditional Card Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Hearts	Stephen Wight	Randall Bart	Pamela Tien
<b>Video Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Lol: Shadow Isles 3v3	Kris Freeman, Malaclypse, Nathaniel Buckhorn	Sean Bailey, Andrew Narzynski, Nathan Nanning	
MC: Iron Block Challenge	Jared Patterson	Charlotte Senki	
MC: Iron Block Hard Challenge	Charlotte Senki	Logan Felice	Matt Alvarez
Minecraft - Spleef	Pim Hensel	Jared Patterson	

Rocket League Doubles	Matt Alvarez, Jason DuVall	Darign Meeks, Oliver Caceres	Tabeitha Perez
Super Smash Bros Wii U 1 v 1s	Jared Patterson	Marcus Walker	Daniel Martinez
Super Smash Bros Wii U Free For All	Tyler Weipert	William Jackson	Cedric Snow
<b>War Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
1775 Rebellion	Walter Wichowski	Craig Caven	
Axis and Allies	Tim Towery, Dale Conklin	Dearl Albright, Mike Benton	
Battle Cry	Chris Ramirez	Ivan Yospe	
C&C Napoleonics Generals, Marshals, Tacticians	Braden Boe	Maximilian Krochman	
Maria	Kurt Stenzel	Braden Boe	Anthony Stenzel
Sails of Glory	Eder Sousa	Aaron Chapman	
Sails of Glory		Eric Delgado	
Virgin Queen (Campaign)	Anthony Stenzel	Farrell Covell	Jean Clare Sarmiento
Virgin Queen (Campaign)	Abhaya Hess	Terry Newton	Joel Cohick

## Hotel Food Policy

Absolutely NO outside food or beverage items, including alcohol, are permitted in public and convention areas. This includes the hotel lobby, registration and gaming areas, meeting rooms, theater and dealer room. If you wish to have food in any of these areas, it must be purchased from the hotel.

Any attendee, staff member or exhibitor bringing coolers, fast food bags, bottles, cases of beer or soft drinks, delivery boxes, grocery items or other outside food into public convention areas will be directed to take it back to their hotel rooms or the third-floor Courtyard.

Convention staff must enforce the Hilton's outside food policy. The convention can and will be fined for individual infractions, so your cooperation is appreciated.

## A Word (or two) from the Con Man

*Evacuate? In our moment of triumph? I think you overestimate their chances.*

Sometimes just when you think you've got it all figured out things come out of left field to derail a perfectly good plan.

As many of you have heard, last show we topped 2100 attendees – our largest show since the early 1990s and the largest show this group has run since taking over the cons 9+ years ago. This show may very well hit 2000 attendees – the first ever for a GameX.

But that would be too easy. As some of you might have noticed, there's an, shall we say, a heightened emphasis on disseminating information on the hotel food policy. Why? Well, go ahead and read it – I'll wait.

### I have seen the writing on the wall

The hotel has decided to crack down on outside food brought into convention space. That is their right – it's in our contract with the hotel.

But why now? That's a whole lot of speculation, and quite frankly I'm not inclined to do it here. There's certainly a bottom

line aspect to it someplace, but beyond that it's anyone's guess.

Note that we've had it good for the last 35+ years we've been in hotels in that the hotels have mostly looked the other way. Not any longer. That said, Northern California conventions (with one conspicuous exception) have operated under these terms for years and have very similar restrictions.

But for us the choice is one of put up or pay up, and this puts us all in a bind.

So please, be understanding when we say we have to enforce this. We don't want to any more than you want to have to deal with it, but this really is out of our control. We are working to sort this out for the long term, but for the short term we have to deal with it.

At least we have someplace we can eat on the third floor. It's not ideal, but it's a start.

### It's a con! Have fun!

Distractions aside, Let's have a good time. That's what we're here for, after all.

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## T-Shirts!

Design 1



Design 2



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

Front

(available in non tie-dye as well)



Design 3 (all year)

Back



### Gamex 2016 pin!

Roll a good year with the limited-edition Gamex 2016 enamel lapel pin! It looks as good on a lanyard or badge holder as it does on an actual lapel. Note: DMs will not respect this die. \$5 at the Strategicon booth.



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