

STRATEGICON PRESENTS

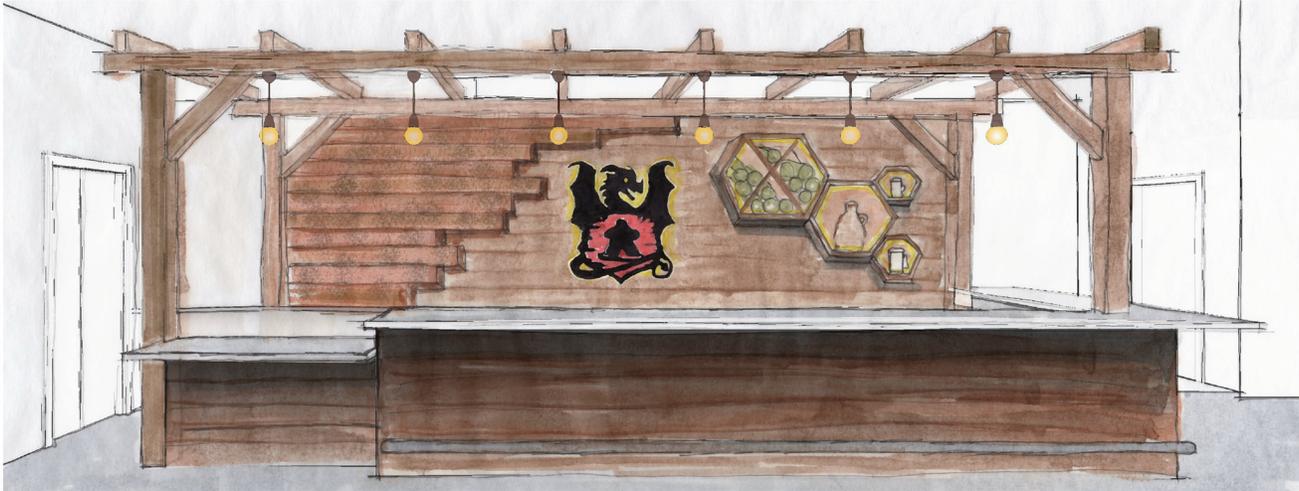
GAMEX

2018



MAY
25-28
LOS ANGELES

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KIMB



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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	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	William Hillstrom
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
Quartermasters	Topher Suarez Danielle Suarez

Welcome

Strategicon welcomes you to Gamex 2018. 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, Collectible Games, General Events, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Party Games, Special Events and Seminars, Video Games, War Games), 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

Big - \$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 2018 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 2018 Special Guest

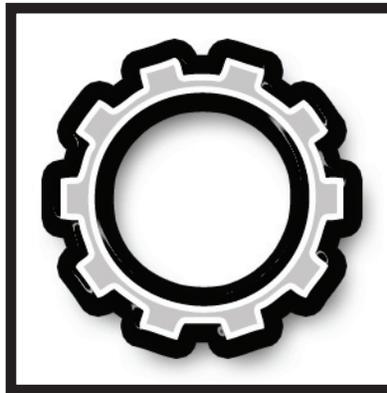
Wade Rockett is a Seattle-based writer, editor, and roleplaying game designer. His credits include the ENnie award-winning 13th Age Game Master's Screen and Resource Book, the adventures Temple of the Sun Cabal and The Wreck of Volund's Glory, and the 13th Age-compatible supplements Deep Magic and Midgard Bestiary. As a copy editor for Wizards of the Coast, he worked on classic D&D settings such as Greyhawk, Dark Sun, and Kara-Tur. Wade also contributed to the Hillfolk RPG by Robin D. Laws, the 13th Age Bestiary 2, and the Midgard Worldbook from Kobold Press. You can find him on Twitter at @waderockett.



jim pinto is a nearly 20-year veteran of the gaming industry, with numerous credits in about a dozen categories, including writing, design, development, from gaming adventures to board games catalog copy. His latest fiasco involves

jim pinto is a multicultural savant. He as most of the world's capitals. His first Japanese culture, favorite novel is French, is Romania, favorite food is Indian, and

He might have also won a few ENnies, award from Inquest magazine, and \$50 sure.



art, and editing. He's written everything to comics to screenplays to hot tub aurochs and paleo-hunters.

knows 'hello' in forty languages, as well book in the gaming industry was about favorite movie is Chinese, favorite country favorite wife is Korean.

two origins awards, a player's choice from a college fiction contest. He's not

He has no children, pets, or lice. jim pinto is allergic to capital letters. jim is appalled by the layout of this page.

GameX 2018 Cover Artist



Jacob Romeo Lecuyer is a concept artist and illustrator currently running the Digital Art and Visual development department of Santa Fe University at Art and Design. He's inspired by sunsets, robots, and cats (duh! look at the cover!). He's illustrated for books, comics, animated shorts, and all manner of entertainment projects but he still hasn't done a board or card game (hint, hint). You can view his work at jacobromeo.com, and his outstanding webcomic Everyone Does Their Chores in Polyuna can be read at Polyuna.com.



Never miss an event! Follow us on Twitter (@Strategicon) for updates & announcements during the con!



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 25

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.	
Noon	1	Chinatown 101	International B	B	A	B	
	2	Liar's Dice Small	International B	A	A	B	
	4	Sea of Nadia DEMO Demo	International B	B	T	B	
	2	Star Realms Event	International B	A	A	B	
	1	The Downfall of Pompeii 101	International B	B	T	B	
	1	Vinhos 101	International B	B	T	B	
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C	
	8	Vanguard 101 Demo	La Jolla	A	A	C	
	1	Vanguard Light Tournament	La Jolla	A	A	C	
	8	Yu-Gi-Oh! 101 Demos	La Jolla	A	A	C	
	4	Cthulhu: Xothic Wars Cthulhu: Xothic Wars	International A	B	T	M	
	1.25	Adrift: Lost at Sea Event	Newport B	A	A	P	
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P	
	1 pm	2	Chinatown Small	International B	A	A	B
		1	Elder Sign 101	International B	B	T	B
4		Eternal Kings DEMO Demo	International B	B	A	B	
2		Forbidden Island Event	International B	A	A	B	
2		The Downfall of Pompeii Event	International B	A	T	B	
3		Vinhos Event	International B	A	T	B	
2		Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C	
2 pm		2	Elder Sign Event	International B	A	T	B
	2	No Thanks! Small	International B	A	A	B	
	1	Roll for the Galaxy 101	International B	B	A	B	
	4	Seanchai - Irish Card Game DEMO Demo	International B	B	A	B	
	3	Space Base Sponsored	International B	A	A	B	
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C	
	4	Blood Rage Blood Rage	International A	A	T	M	
	4	Massive Darkness Massive Darkness	International A	A	T	M	
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M	
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P	
	4	13th Age The Wreck of Volund's Glory	San Lorenzo B	A	T	R	
	4	Demigods, Powered by the Apocalypse Ragna-ROCK	San Lorenzo A	A	T	R	
	4	Dungeons & Dragons 5th Ed. CCC-BWM-001 Howling on the [...] (lvl 5-10)	Plaza B	A	A	R	
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01A The Empty School (lvl 1-4)	Plaza B	A	A	R	
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-03A The Chill Orb [...] (lvl 11-16)	Plaza B	A	A	R	
	4	Dungeons & Dragons 5th Ed. DDAL07-13 Old Bones and [...] (lvl 11-16)	Plaza B	A	A	R	
	4	Dungeons & Dragons 5th Ed. DDAL07-15 Streams of Crimson (levels 17-20)	Plaza B	A	A	R	
	4	FATE Accelerated Epic Crossover - Superheroic Roleplay "Midnighters"	San Lorenzo F	A	A	R	
	4	GURPS The Island	San Lorenzo F	A	T	R	
	4	GURPS 4th Mine Eyes Have Seen the Glory	San Lorenzo A	A	T	R	
	4	Masks (PbtA) Masks: A New Generation	Chair Boardroom	A	T	R	
	4	Mouse Guard Musfire in Lillygrove	San Lorenzo D	A	A	R	
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R	
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R	
	3	Story Pillar System (Home By Dark) A Town Called Malice (Playtest) *	San Lorenzo C	A	M	R	
	3 pm	1	Colt Express 101	International B	B	A	B
		6	Nevermore Unrivaled Super Satellite Sponsored	International B	A	M	B
3		Overlords of Infamy Small	International B	A	M	B	
2		Roll for the Galaxy Event	International B	A	A	B	
2		Santiago Event	International B	A	A	B	
1		Titan 101	International B	B	A	B	
4		(Decipher) Lord of the Rings TCG 101	La Jolla	A	A	C	
2		Yu-Gi-Oh! Advanced Tournament	La Jolla	A	A	C	
11	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G		
4 pm	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P	
	2	Colt Express Small	International B	A	A	B	
	2	CONTROL! DEMO Demo	International B	B	T	B	
	1	Eclipse 101	International B	B	M	B	
	2	The World Cup Game: 1930 Event	International B	A	A	B	

Friday

Fri, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	1	Thurn and Taxis 101	International B	B	A	B
	2	Uncle Screwie DEMO Demo	International B	B	F	B
	2	Yahtzee Free for All #1 Small	International B	A	A	B
	2	Clank! A Deck Building Adventure	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	4	Cthulhu: Xothic Wars Cthulhu: Xothic Wars	International A	B	T	M
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	4	RIFTS Let's Get A Party Going!	San Lorenzo E	A	T	R
	4	Sails of Glory Tournament	Los Angeles C	A	A	W
5 pm	2	Battlestar Galactica 101	International B	B	A	B
	1	Boss Monster 101	International B	B	A	B
	6	Eclipse Expansions Tournament	International B	E	M	B
	2	Monopoly Deal #1 Small	International B	A	A	B
	1	Port Royal 101	International B	B	A	B
	1	The Castles of Burgundy 101	International B	B	T	B
	4	The Pit DEMO Demo	International B	B	T	B
	1	Vanguard Advanced Tournament	La Jolla	A	A	C
	4	Dealer Room Opens!	Pacific	A	A	G
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
6 pm	2	Boss Monster Event	International B	A	A	B
	6	Catan National Qualifier #1 Event	International B	E	M	B
	3	Eternal Kings Small	International B	A	A	B
	1	Heroes of Air Land and Sea 101	International B	B	M	B
	2	Love Letter #1 Small	International B	A	A	B
	2	Once Upon a Time Card Game Event	International B	A	A	B
	1	Power Grid 101	International B	B	T	B
	7	The Castles of Burgundy Big	International B	E	T	B
	1	Magic: The Gathering - Horde: The Siege	La Jolla	A	T	C
	2	Clank! The Mummy's Curse	La Jolla	A	T	C
	2	Star Wars Destiny Standard/Infinite Tournament	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	2	Yu-Gi-Oh! Tournament (Draft)	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	3	Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	4	Syntheticide RPG Regensis	Santa Monica A	A	A	R
	6	Twilight Imperium 4th Ed Tournament	Los Angeles C	E	T	W
	4	Clash of Cultures Event	Los Angeles C	A	A	W
7 pm	1	A Feast for Odin 101	International B	B	T	B
	5	Battlestar Galactica Event	International B	A	A	B
	4	Dead of Winter Event	International B	A	M	B
	4	Heroes of Air Land and Sea Event	International B	A	M	B
	1	Lord of the Rings the Board Game 101	International B	B	T	B
	2	Mandate of Heaven DEMO Demo	International B	B	A	B
	3	Power Grid World Tour: Northern Europe Event	International B	E	T	B
	3	(Fantasy Flight) Game of Thrones CCG 2nd Ed 101	La Jolla	A	A	C
	2	Learn to Crochet and Knit	Exec Boardroom	A	A	G
	1	Meet & Greet *	1635	A	A	G
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina A	A	F	P
	4	Dungeons & Dragons 5th Ed. CCC-BWM-002 The City in the [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-01 Weakness of Rock (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-WWC-02 Dark Waters of Hate (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01B The Wards in [...] (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-14 The Fathomless [...] (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-16 Pools of Cerulean (levels 17-20)	Plaza B	A	A	R
8 pm	3	A Feast for Odin Small	International B	A	T	B
	3	Lord of the Rings the Board Game Event	International B	A	T	B
	2	Phase 10 #1 Small	International B	A	A	B
	1	Project Mars 101	International B	B	T	B
	6	Red Dragon Inn Unrivaled Super Satellite Sponsored	International B	A	M	B
	2	Terraforming Mars 101	International B	B	A	B
	4	Uncle Screwie DEMO Demo	International B	B	F	B
	3	Magic: the Gathering - Friday Night Draft!	La Jolla	A	A	C
	4	Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	La Jolla	A	T	C

Friday

Friday

Fri, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	3	Pre-Release Draft Munchkin CCG: Desolation of Blarg	La Jolla	A	A	C
	2	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	It's own The Drinklings	Newport A	A	T	L
	4	Rising Sun Rising Sun	International A	A	T	M
	2	X-wing Miniatures X-wing Kids Demo and Practice	International A	B	K	M
	4	Zombicide Zombicide	International A	A	T	M
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina A	A	F	P
	1	ICE CREAM EMPIRE Event	Newport B	A	A	P
	1	The Extraordinary Adventures of Baron Munchausen Event	Newport B	A	T	P
	4	Alternity - Dark*Matter No Exit	San Lorenzo B	A	A	R
	3	Apocalypse World Ruma: Dawn of Empire	San Lorenzo B	A	A	R
	4	Call of Cthulhu 7th edition The Call of Hollywoodland	San Lorenzo A	A	M	R
	4	GURPS Project Aspire - Resurgence	San Lorenzo F	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Praxis Black Monk 1 *	Chair Boardroom	A	T	R
	4	Savage RIFTS® New Strawn: Kansas shuffle	San Lorenzo E	A	A	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Trail of Cthulhu Filthy Streets	San Lorenzo D	A	M	R
9 pm	2	Pandemic Survival Sponsored	Carmel	E	T	B
	1	The Mystery Mansion: Storytelling Card Game Event	International B	A	T	B
	1	Unfair 101	International B	B	T	B
	2	Battle of Souls - Extensible Card Game	La Jolla	A	A	C
	0	Dealer Room Closes	Pacific	A	A	G
	1	ICE CREAM EMPIRE Event	Newport C	A	A	P
	3	Ultimate Werewolf - POOLED GAME 1 of 2 Event	Catalina C	A	A	P
	4	Ultimate Werewolf - POOLED GAME 2 of 2 Event	Catalina D	A	A	P
10 pm	2	Comnies! Event *	International B	A	A	B
	2	Port Royal Small	International B	E	A	B
	4	Unfair Event	International B	A	T	B
	2	Uno #1 Small	International B	A	A	B
	2	Battle of Souls - Extensible Card Game	La Jolla	A	A	C
	3	Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	2	Cthulu Wars Cthulu Wars!	International A	A	T	M
	2	MMORPG using tabletop miniatures Party Penguins: Candy Crush Saga *	International A	A	A	M
	2	Two Rooms and a Boom Event	Catalina A & B	A	T	P
11 pm	1	Parsely 1 Event	Newport B	A	T	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 26

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Ticket to Ride: First Journey Event	International B	A	M	B
	2	Magic: the Gathering - Dominaria Sealed	La Jolla	A	A	C
	2	Clay-o-Rama Clay-o-Rama Midnight Death Brawl	International A	A	T	M
	3	Ultimate Werewolf - POOLED GAME 1 of 2 Event	Catalina C	A	A	P
9 am	3	Blue Moon City Small	International B	A	A	B
	1	Bruxelles 1893 101	International B	B	M	B
	2	CONTROL! DEMO Demo	International B	B	T	B
	1	The Cards of Cthulhu DEMO Demo	International B	B	A	B
	8	Titan Tournament	International B	E	A	B
	4	Villains & Henchmen! DEMO Demo	International B	B	T	B
	9	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	2	Knitting and Crochet Meetup	Exec Boardroom	A	A	G
	1	Battlestations 2.0 Battlestations HUGE 101	International A	A	A	M
	4	Rising Sun Rising Sun	International A	A	T	M
	5	Robotech RPG Tactics Robotech Boot camp	International A	A	A	M
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M
	4	13th Age Temple of the Sun Cabal	San Lorenzo B	A	T	R
	4	Demigods, Powered by the Apocalypse Ragna-ROCK	San Lorenzo A	A	T	R
	4	Dungeons & Dragons 5th Ed. CCC-BWM-003 Tales of Two Towers (lvl 11-16)	Plaza B	A	A	R

Saturday

Sat, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Dungeons & Dragons 5th Ed. CCC-WWC-01 In the Face of Fear (levels 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01C The Magician's [...] (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-02B The Savage & [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-17 Cauldron of Sapphire (lvl 17-20)	Plaza B	A	A	R
	4	Fate Accelerated Archons: Adventures in the Awakened World	San Lorenzo B	A	T	R
	3	FIASCO FIASCO - Player's Choice	Chair Boardroom	A	T	R
	4	Gamma World, 4e The Challenge of Alexander 9000	San Lorenzo D	A	A	R
	4	GURPS Gladiators: Arena Combat	San Lorenzo F	A	T	R
	4	GURPS Make it Look Like an Accident	San Lorenzo F	A	T	R
	4	Heroic Dark Heroic Dark Playtest	San Lorenzo D	A	A	R
	4	Palladium RIFTS The Black Warlord	San Lorenzo E	A	T	R
	4	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Powered by the Apocalypse The Great American Novel: A Roleplaying [...]	San Lorenzo C	A	M	R
	4	savage rifts atlantis reemerging	San Lorenzo E	A	A	R
	4	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Star Trek Adventures Force Majeure	San Lorenzo A	A	T	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	4	Wild Talents - ORE WILD TALENTS - Happy Jacks RPG	Santa Monica A	A	T	R
	10	Axis & Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	3	Bruxelles 1893 Event	International B	E	M	B
	4	DOOM: The Board Game Event	International B	A	M	B
	4	Last Days of Athobrae DEMO Demo	International B	B	T	B
	2	Monopoly Deal #2 Small	International B	A	A	B
	4	Seanchai - Irish Card Game DEMO Demo	International B	B	A	B
	7	Terraforming Mars Big	International B	E	T	B
	3	The World Cup Game: 1994 Event	International B	A	A	B
	1	Tutti Frutti Event	Family Area	A	K	B
	4	(ICE) Middle-Earth CCG 101	La Jolla	A	A	C
	2	Star Wars Destiny Standard/Infinite Tournament	La Jolla	A	A	C
	2	Castellan - Learn to Play, then Play to Win!	La Jolla	A	A	C
	2	Munchkin Collectible Card Game 101	La Jolla	A	T	C
	8	Vanguard 101 Demo	La Jolla	A	A	C
	7	Paint and Take - Sponsored by Army Painter	International A	A	A	M
	3	Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	4	Cthulhu: Xothic Wars Cthulhu: Xothic Wars	International A	B	T	M
	10	Mr. Lincoln's War Mr. Lincoln's War Tournament	International A	E	M	M
	6	Warhammer 40K Gamex ITC 40K Grand Tournament	International A	E	A	M
	10	Warhammer 40K 8th edition 40K Mega-Apocalypse	International A	A	A	M
	3	Warlands Core Rules from Aberrant Warlands Battle Royale - Last Man [...]*	International A	A	A	M
	4	X-Wing X-Wing Kids Tournament	International A	E	K	M
	4	X-Wing 1st Edition Last 1st edition X-Wing Tournament	International A	A	T	M
	4	Maria Event	Los Angeles C	A	A	W
	4	Sturm Europa Event *	Los Angeles C	A	A	W
11 am	1	Bob Ross: Art of Chill Game Event	International B	A	A	B
	2	Flash Point: Fire Rescue Event	International B	A	F	B
	2	Forbidden Island Event	International B	A	A	B
	2	King of Tokyo Event	Family Area	A	F	B
	1	Legendary: A Marvel Deck Building Game 101	International B	B	A	B
	2	Uno #2 Small	International B	A	A	B
	3	Ascension #1	La Jolla	A	A	C
	2	Tak: A Beautiful Game #1	La Jolla	A	A	C
	2	Vanguard Light Tournament	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	1	Strategicon Math Trade	Newport C	A	A	G
	1	Car Wars - Homebrew Death Race 2018 - Vehicle Design	International A	A	A	M
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina B	A	F	P
	2	Kid Friendly Movies #1	Carmel	A	A	S
	4	Game of Thrones Small	Los Angeles C	A	A	W
Noon	3	Azul Sponsored	International B	A	A	B
	2	Builders of Blankenburg DEMO Demo	International B	B	A	B
	2	Cat Lady Small *	International B	A	A	B
	6	Champions of Midgard Unrivaled Super Satellite Sponsored	International B	A	M	B
	1	Dinosaur Island 101	International B	B	T	B
	3	Formula D Small	International B	A	A	B

Saturday

Sat, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Ticket to Ride: Rails to Sails 101	International B	B	T	B
	3	Magic: the Gathering - Dominaria Draft	La Jolla	A	A	C
	3	Magic: the Gathering - Dominaria Draft	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Munchkin Treasure Hunt!	Family Area	A	F	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	8	Yu-Gi-Oh! 101 Demos	La Jolla	A	A	C
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	1.5	Speakeasy Event	Catalina A	A	T	P
	4	The Genius Game Tournament	Catalina B	A	A	P
	4	1775: Rebellion Small	Los Angeles C	A	A	W
1 pm	4	Eternal Kings DEMO Demo	International B	B	A	B
	2	IndieDev DEMO Demo	International B	B	A	B
	2	Jamaica Small	International B	A	A	B
	2	Phase 10 #2 Small	International B	A	A	B
	4	The Pit DEMO Demo	International B	B	T	B
	3	Ticket to Ride: Rails to Sails Tournament	International B	E	T	B
	2	Battle of Souls - Extensible Card Game	La Jolla	A	A	C
	3	Exodus World Championship Qualifier Tournament *	La Jolla	A	F	C
	11	Magic: the Gathering - Heads Up Sealed	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	6	'Lord of the Rings Strategy Battle Game' "Escape from Osgiliath"	International A	A	A	M
	3	Warlands Core Rules from Aberrant Warlands Battle Royale - Last Man [...]*	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Mario Kart Practice Wii U / Switch	Marina	A	F	V
2 pm	1	Murder at Blood Mansion 101	International B	B	F	B
	2	Notre Dame Event	International B	A	A	B
	5	Rising Sun Event	International B	A	A	B
	3	The World Cup Game: 2010 Event	International B	A	A	B
	1	Tyrants of the Underdark 101	International B	B	A	B
	4	(ICE) Middle-Earth CCG Arda	La Jolla	A	A	C
	1.5	Magic: The Gathering - Commanderin'	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	Custom (Boffer + Nerf guns) Ragnarök and Roll	Bel Air	A	T	L
	3	Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	4	Car Wars - Homebrew Death Race 2018	International A	A	A	M
	4	Cthulhu: Xothic Wars Cthulhu: Xothic Wars	International A	B	T	M
	4	Ethnos Ethnos	International A	A	T	M
	4	Invisible Enemy Invisible Enemy: Micromachines at War	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	The Chameleon Event	Newport D	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	5	5th Ed. D&D Raiders of the Floating Castle	Santa Monica A	E	M	R
	4	Best Friends Hack Last Monster on Earth (Playtest)	San Lorenzo C	A	T	R
	4	Cats of Cathulhu Cats of Cathulhu	San Lorenzo D	A	A	R
	4	Demigods PBTA Demigods - Happy Jacks RPG	San Lorenzo B	A	T	R
	4	Demigods, Powered by the Apocalypse Ragna-ROCK	San Lorenzo A	A	T	R
	4	Disposable Adventurer Gaming System Treasure in the Ground	San Lorenzo D	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-WWC-03 Tyrant of the [...] (lvl 1-4)	Plaza B	A	A	R
	8	Dungeons & Dragons 5th Ed. DDOPEN2017 Lost Temples of [...] (lvl 1-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. Escape From Rel Astra	Santa Monica A	A	M	R
	4	Fate Accelerated Archons: Adventures in the Awakened World	San Lorenzo B	A	T	R
	4	Fate Core Garribaldi's Curse (The Wizard's First Rule #3)	Chair Boardroom	A	A	R
	4	GURPS Project Aspire - Marlin, TX	San Lorenzo F	A	A	R
	4	GURPS The Island	San Lorenzo F	A	T	R
	4	GURPS Training Day	San Lorenzo F	A	A	R
	4	Mutant Crawl Classics Assault on the Sky-High Tower	San Lorenzo C	B	T	R
	4	Paranoia Implausible Deniability	San Lorenzo D	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Praxis Odin's Eye *	San Lorenzo A	A	T	R
	8	Savage Rifts® Mexican Cargo Run: Muluc Miasma	San Lorenzo E	A	A	R
	3	Spirit of 77 (Powered by the Apocalypse) Return to the Cruise Ship of [...]	San Lorenzo A	A	T	R

Saturday

Sat, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Dept.
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Vampire the Requiem: Second Edition The Requiem Chronicles: Red Flag [...]	San Lorenzo B	A	T	R
	4	RPG Games on Demand	Lower Lobby	A	A	R
	2	The Ladies of Gaming	Carmel	A	A	S
	1	Hearthstone Pc, Android, and ios	Marina	A	A	V
	2	Mario Kart 8 Team Race Wii U / Switch	Marina	A	F	V
3 pm	4	Heroes of Land, Air & Sea DEMO Demo	International B	B	A	B
	2	Mysterium Event	International B	A	A	B
	2	Project Elite Event	International B	A	M	B
	3	Tyrants of the Underdark Small	International B	A	A	B
	2	Yahtzee Free for All #2 Small	International B	A	A	B
	1	Magic: The Gathering - Horde: That Which Was Taken	La Jolla	A	T	C
	2	Vanguard Advanced Tournament	La Jolla	A	A	C
	6	Bolt Action 2nd Edition Quelques part en Normandie	International A	A	A	M
	5	This is WAR! Dropship Down! *	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	25 Words or Less Event	Newport D	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
4 pm	2	Builders of Blankenburg: Fields and Flocks DEMO Demo	International B	B	A	B
	6	KingDomino Unrivaled Super Satellite Sponsored	International B	A	M	B
	1	Little Drop of Poison 101	International B	B	A	B
	4	Rajas of the Ganges Sponsored	International B	A	A	B
	4	Sovereign Chess Sponsored	International B	A	A	B
	2	The Looney Bin Small	International B	A	A	B
	1.5	Magic: The Gathering - Commanderin'	La Jolla	A	A	C
	3	Magic: the Gathering - Dominaria Sealed	La Jolla	A	A	C
	3	Munchkin Collectible Card Draft Event	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	2	Revolution!	La Jolla	A	T	C
	4	Star Wars Imperial Assault Star Wars Imperial Assault Campaign Pt. 1	International A	A	A	M
	4	Warhammer 40K 8th edition Warhammer 40K Demos	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Happy Birthday / Crappy Birthday Event	Newport D	A	A	P
	1	Sparkle Kitty Nights Event	Newport C	A	T	P
	3	Bars & Dice - Short Attention Span Gaming & Raffle! - Special Event	Carmel	A	M	S
	2	Super Smash Bros. 1v1 WiiU	Marina	A	A	V
	5	Frederick Tournament	Los Angeles C	A	A	W
5 pm	1	Kingsburg 101	International B	B	A	B
	1	Little Drop of Poison Event	International B	A	A	B
	2	Love Letter #2 Small	International B	A	A	B
	3	Spartacus: A Game of Blood & Treachery Event	International B	A	T	B
	1	Warfighter DEMO Demo	International B	B	A	B
	1	Magic: The Gathering - Horde: The Maelstrom	La Jolla	A	T	C
	2	Clank! In Space	La Jolla	A	T	C
	2	Yu-Gi-Oh! Advanced Tournament	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	6	Circus Maximus Circus Maximus	International A	A	A	M
	2	Civil Unrest Civil Unrest *	International A	A	A	M
	1	Dirtside Dirtside!	International A	A	A	M
	1	Stupid Users: BETA Event	Newport B	A	T	P
	1	Likewise! Event	Newport D	A	T	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport 5	A	F	P
	1	The Diamond Game Event	Newport B	A	T	P
6 pm	2	Camel Up #1 Small	International B	A	A	B
	6	Catan National Qualifier #2 Event	International B	E	M	B
	4	Descent Journeys in the Dark 1st Ed Event	International B	A	M	B
	3	Eternal Kings Small	International B	A	A	B
	4	Kingsburg Big	International B	E	A	B
	2	Time Barons Event *	International B	A	T	B
	1	Transamerica: Vexation Event	Family Area	A	F	B
	2	OGRE 6th Edition	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	8	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	3	Dirtside Dirtside!	International A	A	A	M
	6	X-Wing 1st Edition Epic ship encounter	International A	A	T	M
	4	The Saber Legion - Custom Saber Dueling Tournament	Pasadena Gard.	A	A	P

Saturday

Sat, May 26

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Dept.
	1		Ninja (Playground Game) Event	Newport C	A	A	P
	1		Pressure Point Event	Newport D	A	T	P
	2		Marvel Vs. Capcom Infinite PS4	Marina	A	A	V
	6		Rune Wars Tournament	Los Angeles C	A	T	W
	4		C&C Napoleonics Intro & Epic Demo Event	Los Angeles C	A	A	W
6:30 pm	0		Dealer Room Closes	Pacific	A	A	G
7 pm	2		Dark Moon Event	International B	A	A	B
	6		Klask! Unrivaled Super Satellite Sponsored	International B	A	M	B
	2		Mandate of Heaven Demo	International B	B	A	B
	3		Power Grid World Tour: United Kingdom & Ireland Event	International B	E	T	B
	2		Co-operative Kingdom Death: Monster	International A	A	M	M
	2		Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	1		Pow Wow Event	Newport D	A	T	P
	1		SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina B	A	F	P
	2		Witchhunt Event	Catalina C	A	A	P
	4		Dungeons & Dragons 5th Ed. CCC-WWC-01 In the Face of Fear (levels 1-4)	Plaza B	A	A	R
8 pm	2		Elder Sign Gates of Arkham Event	International B	A	A	B
	2		Marvel Legendary Phase 1: Avengers Assemble Event	International B	A	A	B
	1		Project Mars 101	International B	B	T	B
	3		Magic: the Gathering - Dominaria Draft	La Jolla	A	A	C
	4		Magic: The Gathering - Pauper Tourney	La Jolla	A	T	C
	3		Star Wars Destiny Draft/Sealed	La Jolla	A	A	C
	2		Chez Geek - Spring Break!	La Jolla	A	M	C
	4		Home-brew Graduate School	Newport A	A	T	L
	4		Homebrew Theatrical The Gate of Light and Shadow	Newport A	A	A	L
	4		Rising Sun Rising Sun	International A	A	T	M
	3		Warhammer 40K 8th edition 40K Ironman Tournament	International A	A	A	M
	4		Zombicide Zombicide	International A	A	T	M
	2		Dexterity Super Fun Time Event	Newport B	A	A	P
	1		WHISKEY BUSINESS! Event	Newport B	A	A	P
	1		Punderdome Event	Newport D	A	M	P
	1		SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina B	A	F	P
	4		Agon Engine Aalsdepp Adventures	San Lorenzo D	A	A	R
	4		Apocalypse World Ruma: Dawn of Empire *	San Lorenzo B	A	A	R
	4		Fantasy Flight Games Star Wars RPG Sith vs. Emo Episode II: Luke is Still [...]	San Lorenzo A	A	A	R
	4		FATE Accelerated Epic Crossover - Superheroic Roleplay "Midnighters [...]"	San Lorenzo F	A	A	R
	4		GURPS Pound of Flesh	San Lorenzo F	A	T	R
	5		Pathfinder RPG EXCLUSIVE: PFS 8-99B The Solstice Scar	Los Angeles A	A	A	R
	4		Protocol House of Keys *	San Lorenzo C	A	T	R
	4		Tales from the Loop Cosmic Encounter	Chair Boardroom	A	T	R
	2		Happy Jacks Podcast - Live from Gamex 2018	Carmel	A	T	S
	2		Injustice 2 #1 PS4	Marina	A	A	V
9 pm	1		WHISKEY BUSINESS! Event	Newport B	A	A	P
	1		Double Feature Event	Newport D	A	M	P
	3		Ultimate Werewolf - POOLED GAME 1 of 2 Event	Catalina C	A	A	P
10 pm	2		Commies! Event *	International B	A	A	B
	2		Incan Gold Event	International B	A	A	B
	2		Pandemic Survival: National Qulaifier Event	Carmel	E	M	B
	3		Dirtside Dirtside!	International A	A	A	M
	2		Two Rooms and a Boom Event	Catalina A & B	A	T	P
	2		Battletech #1 PC	Marina	A	T	V
11 pm	1		Parsely 2 Event	Newport B	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

Sun, May 27

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2		Magic: the Gathering - Dominaria Sealed	La Jolla	A	A	C
	1		Magic: The Gathering - Horde: Walking Corpses	La Jolla	A	T	C
	3		Ultimate Werewolf - POOLED GAME 1 of 2 Event	Catalina C	A	A	P
	4		Ultimate Werewolf POOLED GAME 2 of 2 Event	Catalina D	A	A	P
9 am	3		Dream Factory Small	International B	A	A	B

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Sunday

Sunday

Sun, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	1	Fireball Island 101	International B	B	A	B
	2	Kingdom Builder Small	International B	E	T	B
	1	Stone Age 101	International B	B	A	B
	3	The World Cup Game: 1974 Event	International B	A	A	B
	8	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	4	BattleGroup Operation TORCH: BattleGroup 101	International A	A	T	M
	1	Dirtside Dirtside! 101	International A	A	A	M
	4	Rising Sun Rising Sun	International A	A	T	M
	5	Robotech RPG Tactics Robotech Boot camp	International A	A	A	M
	4	Zombicide: Green Horde Zombicide: Green Horde	International A	A	T	M
	4	Adventures in Middle Earth - 5th Edition Eaves of Mirkwood	San Lorenzo C	A	A	R
	4	Agon Engine Power Supreme	San Lorenzo D	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-BWM-001 Howling on the [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-WWC-02 Dark Waters of Hate (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-03A The Chill Orb [...] (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-13 Old Bones and [...] (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-18 Turn Back the [...] (lvl 17-20)	Plaza B	A	A	R
	4	GURPS Star Trek: Karachi Mission	Chair Boardroom	A	T	R
	4	GURPS The Big Escape	San Lorenzo F	A	A	R
	4	Hillfolk (DramaSystem) The Secret of Warlock Mountain	San Lorenzo A	A	T	R
	4	Palladium RIFTS The Black Warlord	San Lorenzo E	A	T	R
	4	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	rifts living campaign atlantis reemerging	San Lorenzo E	A	A	R
	4	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	4	Synthetic RPG Regensis	San Lorenzo B	A	A	R
	1	Gamer Church	Carmel	A	A	S
	8	Axis & Allies Tournament	Los Angeles C	A	A	W
	8	Kriegsspiel Big	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G
10 am	1	Boss Monster 101	International B	B	A	B
	1	Hit the Throttle! Event	Family Area	A	K	B
	4	Middle Earth Quest Event	International B	A	M	B
	2	Monopoly Deal #3 Small	International B	A	A	B
	2	Pandemic Survival: National Qulaifier Event	Carmel	E	M	B
	4	Seanchai - Irish Card Game DEMO Demo	International B	B	A	B
	5	Stone Age Big	International B	E	A	B
	2	Battle of Souls - Extensible Card Game	La Jolla	A	A	C
	2	Munchkin Collectible Card Game 101	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	7	Paint and Take - Sponsored by Army Painter	International A	A	A	M
	4	Blood Bowl Blood Bowl Demos and Open Play	International A	A	A	M
	2	Clay-O-Rama Family Clay-o-Rama	International A	A	F	M
	3	Dirtside Dirtside!	International A	A	A	M
	8	Dust 1947 Dust 1947	International A	A	A	M
	5	Dust 1947 Dust 1947 Tournament	International A	A	F	M
	8	Modified Bolt Action 2 The Last Tiger	International A	B	M	M
	8	Warhammer 40K Gamex ITC 40K Tournament	International A	E	A	M
	10	Warhammer 40K 8th edition 40K Mega-Apocalypse	International A	A	A	M
	4	Warhammer 40K 8th edition Warhammer 40K Demos	International A	A	A	M
	4	The Saber Legion Tournament	Pasadena Gard	A	A	P
11 am	1	Angry Birds Card Game Event	Family Area	A	K	B
	2	Boss Monster Event	International B	A	A	B
	2	CONTROL! DEMO Demo	International B	B	T	B
	6	Evolution Unrivaled Super Satellite Sponsored	International B	A	M	B
	1	Feudum 101	International B	B	T	B
	2	Marvel Legendary Phase 2: Civil War Event	International B	A	A	B
	2	Uno #3 Small	International B	A	A	B
	2	Tak: A Beautiful Game #2	La Jolla	A	A	C
	8	Vanguard 101 Demo	La Jolla	A	A	C
	1	Vanguard Light Tournament	La Jolla	A	A	C
	6	Flea Market	International F	A	A	G
	0.25	Raffle Drawing!	Pacific	A	A	G
	5	Flames of War Ver3.0 Late War Remagen Bridge 1945	International A	A	T	M
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
Noon	2	Arthur's Game DEMO Demo	International B	B	F	B
	3	Century: Spice Road Small	International B	A	A	B

Sunday

Sun, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Espionage Sabotage DEMO Demo	International B	B	T	B
	4	Feudum Event	International B	E	T	B
	2	Fireball Island Small	International B	A	A	B
	1	Talisman Cataclysm 101	International B	B	T	B
	1	Ticket to Ride: First Journey Event	Family Area	A	K	B
	4	Star Wars Minis Sealed Booster Draft Virtual Set # 14	La Jolla	A	A	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	2	Revolution!	La Jolla	A	T	C
	8	Yu-Gi-Oh! 101 Demos	La Jolla	A	A	C
	2	Yu-Gi-Oh! Light Tournament	La Jolla	A	A	C
	6	Battletech Alpha Strike Dropship raid	International A	A	T	M
	1.5	Prince AJ's Stupendous Scavenger Hunt Tournament	Catalina A & B	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	2	Kid Friendly Movies #2	Carmel	A	A	S
	4	Battle Cry Small	Los Angeles C	A	A	W
1 pm	3	Custom Heroes Sponsored	International B	A	A	B
	4	Eternal Kings DEMO Demo	International B	B	A	B
	2	Geten DEMO Demo	International B	B	A	B
	1	Icon 101	International B	B	A	B
	2	Phase 10 #3 Small	International B	A	A	B
	4	Talisman Cataclysm Small	International B	E	T	B
	2	TerraCards DEMO Demo	International B	B	A	B
	3	Ascension #2	La Jolla	A	A	C
	11	Magic: the Gathering - Heads Up Sealed	La Jolla	A	A	C
	6	'Lord of the Rings Strategy Battle Game' 'Escape from Osgiliath'	International A	A	A	M
	4	Rising Sun Rising Sun	International A	A	T	M
	1	Mario Kart Practice Wii U / Switch	Marina	A	F	V
2 pm	2	Angry Town Event	International B	A	A	B
	1	Dinosaur Island 101	International B	B	T	B
	3	Manila Small	International B	A	A	B
	2	The Acts DEMO Demo	International B	B	A	B
	4	The World Cup Game Event	International B	A	A	B
	4	(ICE) Middle-Earth CCG Arda	La Jolla	A	A	C
	1.5	Magic: The Gathering - Commanderin'	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Open Demos - Dice and Cards!	La Jolla	A	F	C
	1	Vanguard Advanced Tournament	La Jolla	A	A	C
	0.25	Raffle Drawing!	Pacific	A	A	G
	4	Starship Valkyrie Basic Starship Valkyrie: [Strat13] Kapteyn's Star	Bel Air	A	T	L
	2	Painting Contest Judging	International A	A	A	M
	4	BattleGroup Operation TORCH: BattleGroup 101	International A	A	T	M
	3	Dirtside Dirtside!	International A	A	A	M
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	1.5	The Last Banquet Event	Catalina A	A	A	P
	5	2nd Ed. AD&D Mini-Dungeon Potpourri #2	San Lorenzo C	E	M	R
	4	Call of Cthulhu 7th Edition Call of Cthulhu - Fifteenth Generation	San Lorenzo B	A	T	R
	4	Carcass Carcass: Exodus *	Santa Monica A	A	T	R
	4	Dungeon Crawl Classics Tournament of Pigs	San Lorenzo C	A	T	R
	4	Dungeons & Dragons 5th Ed. CCC-BWM-002 The City in the [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-HULB03-01 Weakness of Rock (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-WWC-03 Tyrant of the [...] (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-02A The Sly & [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-14 The Fathomless [...] (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-15 Streams of Crimson (levels 17-20)	Plaza B	A	A	R
	4	Fate Accelerated Archons: Adventures in the Awakened World	San Lorenzo D	A	T	R
	4	Fiasco Where No One Has Gone Before	San Lorenzo D	A	A	R
	4	GURPS Gangsters of Love (Super Space Cowboys)	San Lorenzo F	B	T	R
	4	GURPS 4th Mine Eyes Have Seen the Glory	San Lorenzo F	A	T	R
	4	Monarchies of Mau Lord Krasmus von Mau's Priceless bezoar	San Lorenzo A	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	8	Savage RIFTS® Mexican Cargo Run: Muluc Miasma	San Lorenzo E	A	A	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	3	Story Pillar System (Home By Dark) A Town Called Malice (Playtest)	San Lorenzo D	A	M	R
	4	The Sprawl Touched The Sprawl Touched	Chair Boardroom	A	A	R
	3	RPG Games on Demand: Kids Edition	Lower Lobby	A	F	R
	1.5	Going Cardboard: A Board Game Movie	Carmel	A	A	S

Sunday

Sun, May 27

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Dept.
	1		Hearthstone Pc, Android, and ios	Marina	A	A	V
	2		Mario Kart 8 Wii U / Switch	Marina	A	K	V
3 pm	1		Acquire 101	International B	B	A	B
	1		Carcassonne 101	International B	B	A	B
	4		Catan National Qualifier Finals Sponsored	International B	A	M	B
	1		Little Drop of Poison Event	International B	A	A	B
	6		Onitama Unrivaled Super Satellite Sponsored	International B	A	M	B
	4		Wiz War Event	International B	A	M	B
	2		Yahtzee Free for All #3 Small	International B	A	A	B
	1		Magic: The Gathering - Horde: Gone Fishing	La Jolla	A	T	C
	2		Star Wars Destiny Standard/Infinite Tournament	La Jolla	A	A	C
	2		Vanguard So Cali Con Tournament	La Jolla	A	A	C
	2		Yu-Gi-Oh! Advanced Tournament	La Jolla	A	A	C
	5		This is WAR! Dropship Down! *	International A	A	A	M
	1		SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
4 pm	4		Acquire - David Woolcott Memorial Tournament Tournament	International B	E	A	B
	3		Builders of Blankenburg Small	International B	A	A	B
	3		Carcassonne Small	International B	A	A	B
	4		Sovereign Chess DEMO Demo	International B	B	A	B
	1		The Hobbit 101	International B	B	A	B
	1		Warfighter DEMO Demo	International B	B	A	B
	3		Magic: the Gathering - Dominaria Sealed	La Jolla	A	A	C
	3		Munchkin Collectible Card Draft Event	La Jolla	A	T	C
	2		Munchkin - Players' Choice	La Jolla	A	T	C
	2		Revolution!	La Jolla	A	T	C
	0.25		GRID GAME Raffle Drawing! *	Pacific	A	A	G
	4		Star Wars Imperial Assault Star Wars Imperial Assault Campaign Pt 2	International A	A	A	M
	6		Twilight Imperium: 4th Edition Twilight Imperium	International A	A	T	M
	1.5		Wits & Wagers: Disney Tournament	Newport D	A	A	P
	1		SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	1		Sparkle Kitty Nights Event	Newport B	A	T	P
	1		Made For Play: Board Games and Modern Industry	Carmel	A	A	S
	2		Super Smash Bros. FFA WiiU	Marina	A	A	V
5 pm	1		Dokmus Event	International B	A	A	B
	4		Gaia Project Sponsored	International B	A	A	B
	2		Love Letter #3 Small	International B	A	A	B
	2		The Hobbit Event	International B	A	A	B
	4		The Pit DEMO Demo	International B	B	T	B
	2		Battle of Souls - Extensible Card Game	La Jolla	A	A	C
	1		Magic: The Gathering - Horde: Paradise Lost	La Jolla	A	T	C
	4		Star Wars X-Wing and Star Wars Minis Combined Air and Ground War	La Jolla	A	A	C
	2		Yu-Gi-Oh! Tournament (Draft)	La Jolla	A	A	C
	7		Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	G
	0.25		Raffle Drawing!	Pacific	A	A	G
	1		Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	1		SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	1		The Diamond Game Event	Newport B	A	T	P
6 pm	2		Camel Up #2 Small	International B	A	A	B
	3		Eternal Kings Small	International B	A	A	B
	4		Exploding Kittens Unrivaled Super Satellite Sponsored	International B	A	M	B
	1		Fury of Dracula 2nd Ed 101	International B	B	A	B
	1		Sheriff of Nottingham 101	International B	B	A	B
	4		Star Wars Imperial Assault Event	International B	A	M	B
	1		Altiplano	La Jolla	A	A	C
	2		Munchkin - Players' Choice	La Jolla	A	T	C
	2		OGRE 6th Edition	La Jolla	A	T	C
	3		Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	5		Savage Worlds (Adjusted for you) The I, Me, My ZOMBIE MASH	International A	A	T	M
	1		Ninja (Playground Game) Event	Newport C	A	A	P
	5		Savage Worlds (Adjusted for you) The I, Me, My ZOMBIE MASH	International A	A	T	R
	2		Dragonball FighterZ PS4	Marina	A	A	V
	4		Sails of Glory, Frigates Event	Los Angeles C	A	A	W
6:30 pm	0		Dealer Room Closes	Pacific	A	A	G
7 pm	3		Fury of Dracula 2nd Ed Event	International B	A	A	B
	3		Power Grid World Tour: Baden-Württemberg Event	International B	E	T	B
	1		Puerto Rico 101	International B	B	A	B

Sunday

Sun, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Sheriff of Nottingham Small	International B	A	A	B
	1	Sushi go party! Event	International B	A	A	B
	1	Ex Libris	La Jolla	A	A	C
	2	Ca\$h 'n Gun\$ Live Event	Newport C	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina B	A	F	P
	4	Dungeons & Dragons 5th Ed. CCC-BWM-003 Tales of Two Towers (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-WWC-04 The Black Hand (levels 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-02B The Savage & [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-16 Pools of Cerulean (levels 17-20)	Plaza B	A	A	R
8 pm	1	Center Stage 101	International B	B	A	B
	2	Mandate of Heaven Demo	International B	B	A	B
	2	Marvel Legendary Phase 3: Infinity War Event	International B	A	A	B
	3	Project Mars Sponsored	International B	E	T	B
	4	Puerto Rico Tournament	International B	E	A	B
	3	Magic: the Gathering - Dominaria Draft	La Jolla	A	A	C
	1	Magic: The Gathering - Horde: Twin's Inferno	La Jolla	A	T	C
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	4	Homebrew The Canary Club: A Toast To Doomsday	Newport A	A	T	L
	4	Situation Room The Expanse: Typhon's Legions	Newport A	A	M	L
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Catalina B	A	F	P
	4	Agon Engine Blood Moon	San Lorenzo C	A	M	R
	4	Delta Green Kali Ghati	San Lorenzo B	A	M	R
	4	GURPS Paragon University - Training Day	San Lorenzo F	A	A	R
	4	In Nomine Into the Marches!	San Lorenzo A	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Praxis Black Monk Oubliette *	Chair Boardroom	A	T	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles A	A	A	R
	2	Secret Hitler with Strategicon Staff!	Carmel	A	A	S
	2	Injustice 2 #2 PS4	Marina	A	A	V
9 pm	2	Center Stage Event	International B	A	A	B
	3	Star Wars Destiny Draft/Sealed	La Jolla	A	A	C
	1	WHISKEY BUSINESS! Event	Newport B	A	A	P
	3	Ultimate Werewolf - POOLED GAME 1 of 2 Event	Catalina C	A	A	P
10 pm	2	Commies! Event *	International B	A	A	B
	2	Elder Sign Event	International B	A	T	B
	3	Thurn and Taxis Small	International B	E	A	B
	3	Battlestations 2.0 Battlestations HUGE	International A	A	A	M
	2	Co-operative Kingdom Death: Monster	International A	A	M	M
	2	Battletech #2 PC	Marina	A	T	V
11 pm	3	Nexus Ops Small	International B	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 28

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Magic: the Gathering - Dominaria Sealed	La Jolla	A	A	C
	3	Ultimate Werewolf - POOLED GAME 1 of 2 Event	Catalina C	A	A	P
9 am	3	7 Wonders MEGA	International B	E	T	B
	3	Power Grid World Tour: Québec Tournament	International B	E	T	B
	6	Open Gaming - RNTASYDHWAF(tm)	La Jolla	A	A	C
	4	Rising Sun Rising Sun	International A	A	T	M
	4	Zombicide Zombicide	International A	A	T	M
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01B The Wards in [...] (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-02A The Sly & [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-03A The Chill Orb [...] (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-17 Cauldron of Sapphire (lvl 17-20)	Plaza B	A	A	R
	4	GURPS 4th Mine Eyes Have Seen the Glory	San Lorenzo F	A	T	R
	4	Hillfolk (DramaSystem) Ragnarok	Santa Monica A	A	T	R

Monday

Mon, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Pathfinder RPG Pathfinder Society Games	Los Angeles	A	A	R
	4	Starfinder RPG Starfinder Society Games	Los Angeles	A	A	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G
10 am	2	CONTROL! DEMO Demo	International B	B	T	B
	4	Rival Restaurants DEMO Demo	International B	B	A	B
	3	Seanchai - Irish Card Game DEMO Demo	International B	B	A	B
	2	Uno #4 Small	International B	A	A	B
	3	Vanguard 101 Demo	La Jolla	A	A	C
	3	Yu-Gi-Oh! 101 Demos	La Jolla	A	A	C
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
11 am	4	The Pit DEMO Demo	International B	B	T	B
	6	Villagers and Villains Unrivaled Super Satellite Sponsored	International B	A	M	B
	2	Vanguard Light Tournament	La Jolla	A	A	C
	3	Auction	Carmel	A	A	G
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	2	Mario Kart Madness Wii U	Marina	A	F	V
	5	Napoleonic Wars, 2nd Edition Tournament	Los Angeles C	A	A	W
Noon	4	Sea of Nadia DEMO Demo	International B	B	T	B
	0.25	Grand Raffle Drawing! *	Pacific	A	A	G
	1	SHEEPLE: The Best Game in the Ewe-niverse Event	Newport C	A	F	P
	1	ICE CREAM EMPIRE Event	Newport B	A	A	P
1 pm	4	Vegas Showdown Event	International B	A	A	B
	1	ICE CREAM EMPIRE Event	Newport B	A	A	P
2 pm	4	Dungeons & Dragons 5th Ed. CCC-HULB03-01 Weakness of Rock (lvl 11-16)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-01C The Magician's [...] (lvl 1-4)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. CCC-YLRA02-02B The Savage & [...] (lvl 5-10)	Plaza B	A	A	R
	4	Dungeons & Dragons 5th Ed. DDAL07-18 Turn Back the [...] (lvl 17-20)	Plaza B	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles	A	A	R
	5	Starfinder RPG Starfinder Society Games	Los Angeles	A	A	R
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G
3 pm	3	Category 5 Event	International B	A	A	B

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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



Annual Awards

Annual Awards

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

For 2017 the winners are:

Jack Butler Award: 1st - Darrell Stark
2nd - Eric Downing
3rd - Michael Swinson

Short Board Games: 1st - Darrell Stark
2nd - Eric Downing
3rd - Gilbert Quinonez

Medium Board Games: 1st - Darrell Stark
2nd - Kyle Greenwood
3rd - Eric Downing

Long Board Games: 1st - Nathan Morelli
2nd - Christopher Mills
Eric Downing
Lisa Burola
Martin Deolden
Tracy Sangster

Collectible Games: 1st - Cameron Takahashi
Dave Intner

Video Games: 1st - Jason Bailey

Strategicon congratulates these fine gamers!

We retained the Jack Butler award and the Collectible(s) award; and simplified the board game award categories to have them based on game duration and number of players. Events are now included in all awards.

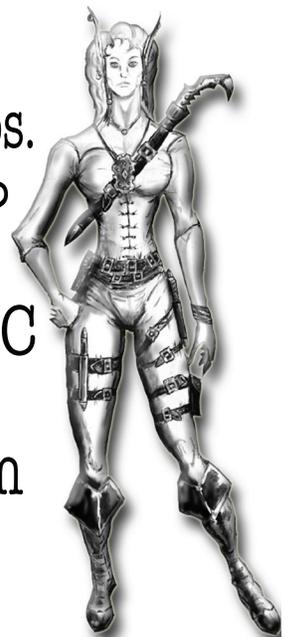


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VISIT OUR BOOTH!

Special Events and Seminars

Special Events and Seminars

Carmel, Newport B

Bars & Dice - Short Attention Span Gaming & Raffle! - Special Event – Sat 4 pm

Specializing in games that can be played in an hour or less, we will host 3-4 games concurrently throughout the session. Actual game selection from our collection will be based on participant interest and game master's whim. You will get 1 raffle ticket for each 15min of game play. One additional raffle ticket per 15 min to the game winner(s)! Time spent learning a new game counts as game play.

Gamer Church – Sun 9 am

A worship service for both Christ Followers and those of the general public who are looking to know more about Christ. This service is open to all and is a Judgment Free Zone.

Going Cardboard: A Board Game Movie – Sun 2 pm

In an era of tech-based entertainment, word is spreading about a new breed of board game. Going Cardboard takes you into the designer "German-style" board gaming scene, from its community of enthusiastic fans to the creative passions of the designers and their journeys from concept to reality. Come get an exclusive look at this cool new movie for our hobby!

Happy Jacks Podcast - Live from Gamex 2018 – Sat 8 pm

Join the Happy Jacks crew for a live recording (and possible streaming) of our show. Share your gaming experiences, ask questions, make demands.

Kid Friendly Movies #1 – Sat 11 am, 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

Made For Play: Board Games and Modern Industry – Sun 4 pm

Ludo Fact, one of the world's largest manufacturers of board and card games, demonstrates with this documentary how a board game makes the leap from an idea to your table.

Secret Hitler with Strategicon Staff! – Sun 8 pm

Come watch the Strategicon Staff play Secret Hitler, a popular social deduction game that sees players outwit and outmaneuver each other to pass policies- fascist or otherwise! Get to know the Administration, Department Heads and Staff of the Strategicon Conventions, and watch them attempt to figure out who's good...who's bad...and who's Hitler!

The Ladies of Gaming – Sat 2 pm

This panel will explore the trials and tribulations of being a female in a male dominated hobby. We will discuss not only negative experiences but positive ones as well. We will also discuss local gaming culture and its influence on the hobby at large. Presented by The Golden State Gaming Network. Planned guests: Laura Butler, Karla Freeman, Ana Bennett

General Events

Pacific Ballroom, Carmel, Executive Boardroom, Plaza Ballroom A, 1635

Artemis Spaceship Bridge Simulator – Fri 3 pm, Sat 9 am, 6 pm, Sun 9 am, 5 pm

The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Strategicon!. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. Children under 16 require parent present to play.

Auction – Mon 11 am

Our thrice-annual redistribution of games. One never knows what games they might find here – come see for yourself!

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

Dealer Room Closes –

Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

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

That's gold in them thar closets! Treasures abound at our thrice annual bazaar of the bizarre.

Grand Raffle Drawing! – Mon Noon

Raffle drawing in the Dealer's Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon Booth in the back of the Dealer's Room to drop off your tickets and see if you have won! Additional tickets drawn for people attending this drawing for more prizes!

GRID GAME Raffle Drawing! – Sun 4 pm

The drawing for the GRID GAME will pull 8 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

Knitting and Crochet Meetup – Sat 9 am

Bring your coffee or breakfast with you, and relax with us while we knit and crochet together. If you learned to knit or crochet in the 101, extra help will be available here. Feel free to bring your projects to show the group.

Learn to Crochet and Knit – Fri 7 pm

Want to be able to make amigurumi animals or knit a Dr. Who scarf? Learn the basics of crocheting and knitting today! Supplies: Worsted weight (size 4) yarn, in a light or bright color, and a size "I" or "J" crochet hook and/or a pair of size 8 or 9 bamboo 9" knitting needles.

Meet & Greet – Fri 7 pm

Come join our special guest Wade Rockett and guest Jim Pinto for a special Meet & Greet Event. (Room 1635)

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!

Strategicon Math Trade – Sat 11 am

This is a No-Shipping Math Trade specifically for Strategicon attendees. Please arrive promptly at 11 and come prepared knowing what games you are trading/receiving and who you will be getting them from. Please bring a piece of paper with your BGG ID on it to make things easier.

Board Games

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Area), La Jolla

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.

7 Wonders MEGA – Mon 9 am

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times

Acquire 101 – Sun 3 pm

Acquire - David Woolcott Memorial Tournament – Sun 4 pm
Place your tiles and create Hotel Chains. Buy stock in Hotels and anticipate Hotel Mergers to make money. He or she who has the Most Money at the end of the game wins! Greed is Good!

A Feast for Odin 101 – Fri 7 pm

A Feast for Odin – Fri 8 pm

Delve into the world of Vikings and dabble in trading, hunting, raiding, pillaging, plundering, and raiding some more. Build houses, explore new worlds, and every round, have a feast in Odin's name.

Angry Birds Card Game – Sun 11 am

Knock down your structure cards with rolls of the dice, and be the first to actually knock down King Pig with a flick of a die. Yes, you start with the luck of the rolls, but win with good aim.

Angry Town – Sun 2 pm

It is Election Season in Angry Town but instead of the boring voting, debates and campaigns the Candidates FIGHT in the Mayoral Tournament. Angry Town is a Fighting Game influenced Card Game where you pick a candidate and Fight to be the new Mayor of Angry Town!

Arthur's Game DEMO – Sun Noon

A young student presents their final game project from the hobby game design class at the Creative Learning Place taught by Aaron Vanek.

Azul – Sat Noon

In the game Azul, players take turns drafting colored tiles from suppliers to their player board. Later in the round, players score points based on how they've placed their tiles to decorate the palace. The winner of the event will receive a copy courtesy of The Dragon and Meeple.

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with everyday crises while trying to reach Earth. But beware, at least one player is not what he or she seems!

Blue Moon City – Sat 9 am

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

Bob Ross: Art of Chill Game – Sat 11 am

If you want to paint with Bob Ross, you need to be chill, so whoever reaches maximum chill first wins.

Boss Monster 101 – Fri 5 pm Sun 10 am

Boss Monster – Fri 6 pm, Sun 11 am

Inspired by a love of classic video games, Boss Monster: The Dungeon-Building Card Game pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers

Bruxelles 1893 101 – Sat 9 am

Bruxelles 1893 – Sat 10 am

A worker placement game with elements of bidding and majority control. Each player is an architect of the late 19th century and is trying to achieve, through various actions, an architectural work in the Art Nouveau style.

Builders of Blankenburg – Sun 4 pm

Prove you have what it takes to be the Master Builder. Compete in two back-to-back games, with winners from each of the first games making it to the final table. Gain bragging rights and awesome prizes as you build up the town of Blankenburg.

Builders of Blankenburg DEMO – Sat Noon

Build up the town of Blankenburg to earn prestige. Features bidding, resource management, and some area control. Builders introduces the citizen track, an ever growing populace that is willing to pay to stay at varying structures. Build what the people want in order to win.

Builders of Blankenburg: Fields and Flocks DEMO – Sat 4 pm

There's more to Blankenburg than just building. The Fields & Flocks expansion allows players to raise crops and livestock during a new harvest phase. Crops and livestock can be sold to citizens for silver, or the entire field or flock can be attached to a structure for prestige.

Camel Up – Sat, Sun 6 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 101 – Sun 3 pm

Carcassonne – Sun 4 pm

The classic, award winning tile-placement game.

Catan National Qualifier – Fri, Sat 6 pm

Strategicon is hosting another Catan National Qualifier. There are two qualifying heats on Friday and Saturday with a \$10 cash entry fee for each event. Eight players from each qualifier will progress to the final rounds on Sunday.

Catan National Qualifier Finals – Sun 3 pm

The finals of the Catan National Qualifier.

Category 5 – Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and the game is over when a player reaches 74 and low score wins.

Cat Lady – Sat Noon

Players play as Cat Ladies in this quick drafting game. Draft food, toys, costumes, and of course cats! Watch out! Make sure you get enough food to feed your hungry cats!

Center Stage 101 – Sun 8 pm

Center Stage – Sun 9 pm

Form the hottest new musical trio as a celebrity judge on the new hit reality show, Center Stage!

Century: Spice Road – Sun Noon

Players are caravan leaders who set up spice trading routes on the famed silk road.

Board Games

Champions of Midgard Unrivaled Super Satellite – Sat Noon
\$10 entry. 3 or 4 man pods, top 2 advance. 90 minute Rounds based on Players, final 4 playing to one winner. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Chinatown 101 – Fri Noon

Chinatown – Fri 1 pm

Players negotiate to acquire the resources which will make them the most money.

Colt Express 101 – Fri 3 pm

Colt Express – Fri 4 pm

Howdy ya'll, now give me yer wallet! That's right, time to rob a train and make some serious cash, but what's this? A bunch of other fellers are trying to do the same! Players loot a 3D train, while dodging bullets and trying to be the richest bandit in the west!

Commies! – Fri, Sat, Sun 10 pm

A 4-7 player social game that combines the secret card play of BSG, shifting alliances of Diplomacy, and the social interaction of Werewolf. Commies! is easy to learn and simultaneous play keeps the pace quick. Will The Party Ever End?

CONTROL! DEMO – Fri 4 pm, Sat 9 am, Sun 11 am, Mon 10 am
2-5 players compete with one another over several rounds to take control of 6 different alien worlds.

Custom Heroes – Sun 1 pm

This new card crafting game from John D Clair, the creator of Mystic Vale, turns the traditional card shedding game on it's head allowing you to modify the cards in your hand. The winner of this event will receive a copy of the game courtesy of The Dragon and Meeple.

Dark Moon – Sat 7 pm

Players roll dice behind a screen and submit them to help complete missions, but some are secretly trying to sabotage.

Dead of Winter – Fri 7 pm

You represent a group of survivors battling zombies during a harsh winter.

Descent Journeys in the Dark 1st Ed – Sat 6 pm

A semi-cooperative game in which two to five players will take on the antagonistic roles of heroes and Overlord. Up to four players will choose characters with a wide assortment of skills and innate abilities to be the heroes who will explore dungeons in search of treasure and adventure. One player will take on the role of the Overlord and will control the dungeon's many traps, puzzles, and monsters.

Dinosaur Island 101 – Sat Noon, Sun 2 pm

Dokmus – Sun 5 pm

Lead your tribe to glory on the island of Dokmus and become a legend!

DOOM: The Board Game – Sat 10 am

In Doom: The Boardgame, demonic invaders have broken through from another dimension into the Union Aerospace Corporation's Mars base. Marines have been deployed to the base to protect UAC personnel and destroy the invaders.

Dream Factory – Sun 9 am

Also known as Hollywood Blockbuster. Players are studio heads who compete for directors, actors, cameramen, 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

Eclipse 101 – Fri 4 pm

Eclipse Expansions – Fri 5 pm

With your interstellar civilization, explore new star systems, research technologies and build spaceships to defend and attack with.

Elder Sign 101 – Fri 1 pm

Elder Sign – Fri 2 pm, Sun 10 pm

A cooperative dice game of supernatural intrigue for 1 to 8 players. Take on roles of investigators racing against time to stave off the return of Ancient Ones. Put sanity and stamina to the test to locate Elder Signs, eldritch symbols used to seal away Ancient Ones

Elder Sign Gates of Arkham – Sat 8 pm

The evil Gods have opened the gates of Arkham. Come play Arkham Horror the dice game. This expansion will challenge your ability and your sanity.

Espionage Sabotage DEMO – Sun Noon

Espionage Sabotage is a board game about two rival countries at war. The larger of the two countries took an army platoon as prisoners of war, and made a missile aimed right at the smaller country. The smaller country sends a team of espionage agents to prevent the incoming doom.

Eternal Kings – Fri, Sat, Sun 6 pm

A two-player card game that combines the classic strategy of chess with the diverse combos of a card game! You control your experience in the game: first by constructing your own unique deck of cards, then by using their unique abilities to destroy your opponent on the field of battle!

Eternal Kings DEMO – Fri, Sat, Sun 1 pm

A two-player card game that combines the classic strategy of chess with the diverse combos of a card game! Play time is approximately 60 minutes.

Evolution Unrivaled Super Satellite – Sun 11 am

\$10 entry. 3 or 4 man pods, top 2 advance. 90 minute Rounds based on Players, final 4 playing to one winner. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Exploding Kittens Unrivaled Super Satellite – Sun 6 pm

\$10 entry. Using Exploding Kitten 3 Round tournament structure and 5 man pods with a 60-minute round time limit. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Feudum 101 – Sun 11 am

Feudum – Sun Noon

Feudum (Latin for fiefdom) is an economic medieval game of hand and resource management for 2-5 players. With many strategies at their disposal, players optimize four actions per turn in attempt to score the most victory points over five epochs.

Fireball Island 101 – Sun 9 am

Fireball Island – Sun Noon

Players move their explorer pawns up the sides of the mountain along paths and through caves, trying to reach the top of the mountain, retrieve the idol's giant ruby, and take it down the other side to the waiting boat. However, beware the idols ferry as he shoots out fireballs.

Flash Point: Fire Rescue – Sat 11 am

The call comes in... "Ep, what is your emergency?" On the other end is a panicked response of "FIRE!" You don the protective suits that will keep you alive, gather your equipment and rush to the blazing inferno.

Board Games

Forbidden Island – Fri 1 pm, Sat 11 am

A secluded island home to the ancient empire of the Archeans. Legend has it the Archeans possessed the ability to control the Earth's four elements (fire, water, wind, earth) through sacred items. Will you be able to obtain all the items before the island sinks?

Formula D – Sat Noon

A high stakes Formula One type racing game where the players race simulated cars with the hope of crossing the finish line first. Manage your car's gears to maneuver turns and win the game. It takes dice rolling to a whole new level of racing fun.

Fury of Dracula 2nd Ed 101 – Sun 6 pm

Fury of Dracula 2nd Ed – Sun 7 pm

A game of Gothic adventure, one player takes the role of Dracula while up to four others attempt to stop him by controlling Vampire hunters from the famous Bram Stoker novel.

Gaia Project – Sun 5 pm

The creators of Terra Mystica take us to space! 14 different factions look to terraform the galaxy in this new implementation of the game. Can you develop the technology to rule the galaxy. The winner of this event will receive a copy courtesy of The Dragon and Meeple

Geten DEMO – Sun 1 pm

A fun game where you roll dice and maneuver through a dungeon maze, encounter challenges, and defeat monsters.

Heroes of Air Land and Sea 101 – Fri 6 pm

Heroes of Air Land and Sea – Fri 7 pm

Players control a faction, competing to expand their kingdom into new territory. Even the greatest kingdoms begin as small townships, therefore players begin with only a basic town hall, a couple of peons, and a single warrior.

Heroes of Land, Air & Sea DEMO – Sat 3 pm

A 4X-style board game with miniatures that tells the epic tale of orcs vs. humans, dwarves vs. elves, and other races battling kingdoms, and the individuals who turn the tides of war.

Hit the Throttle! – Sun 10 am

The player to get both their cars to the finish line first, wins. Each player is assigned two cars, but the dice limit which of the six cars you get to move. Fast and fun.

Icon 101 – Sun 1 pm

Incan Gold – Sat 10 pm

Do you risk it all or do you count up your treasures and play it safe. This press your luck card game will Challenge your ability to out wit your opponents and take all the treasure yourself.

IndieDev DEMO – Sat 1 pm

A worker placement game where players are heads of a video game studio. Complete video game projects, hire employees, take on side jobs, and create marketing campaigns. Earn prestige to be the best studio. Will you be a AAA juggernaut or an indie darling?

Jamaica – Sat 1 pm

You and your pirate friends are wagering who can make it around Jamaica first. Collect your gold and collect your gun powder in this beautiful pirate game of combat and conquest.

Kingdom Builder – Sun 9 am

Place your settlements to build the greatest kingdom.

KingDomino Unrivaled Super Satellite – Sat 4 pm

\$10 entry. 3 or 4 man pods, top 2 advance. 90 minute Rounds based on Players, final 4 playing to one winner. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

King of Tokyo – Sat 11 am

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!

Kingsburg 101 – Sat 5 pm

Kingsburg – Sat 6 pm

Influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a "battle".

Klask! Unrivaled Super Satellite – Sat 7 pm

\$10 Entry. Single Elimination. 1 on 1 Matches, best 2 out of 3 games. 90 minute Rounds based on Players. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Last Days of Athobrae DEMO – Sat 10 am

Play of one of 5 unique city-states. As the planet begins to collapse beneath your feet, the resources you need grow scarcer, and your opponents more desperate. The first civilization to build a ship and get its people off the planet wins.

Legendary: A Marvel Deck Building Game 101 – Sat 11 am

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 Rule: Challenges that result in an exact bid will not result in the removal of a players final die, if they were not the challenger.

Little Drop of Poison 101 – Sat 4 pm

Little Drop of Poison – Sat 5 pm, Sun 3 pm

The rats and the weasels have always been at each other's throats. It isn't in their peasant natures to be overly aggressive. But needs to be done can be done with a little drop of poison...

Lord of the Rings the Board Game 101 – Fri 7 pm

Lord of the Rings the Board Game – Fri 8 pm

The hobbits have one goal, getting the ring to Mt. Doom and destroy it. In this co-op game players must work to resolve conflicts across 4 adventure boards using cards and gear accumulated along the way. Each conflict could mean sacrifice, solution, or death. Can they survive?

Love Letter – Fri 6 pm, Sat, Sun 5 pm

A game of risk, deduction, and luck. 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.

Mandate of Heaven – Sat 7 pm, Sun 8 pm

Mandate of Heaven DEMO – Fri 7 pm

A deck-builder in which you play a faction vying for power in dynastic China. Build up your Military and Civics power in provinces, expanding your influence and draw more resources and people under your control. Prove that you have the Mandate of Heaven!

Manila – Sun 2 pm

There are four shipments that need to get to Manila - jade, ginseng, silk and nutmeg. The aim of the game is to bet on the outcome of these shipments,

Marvel Legendary Phase 1: Avengers Assemble – Sat 8 pm

The Avengers Initiative has been called by Director Nick Fury. Now, in humanities time of need, you a SHIELD Commander have been tasked to recruit earth's mightiest heroes to protect it. Know that it will take teamwork to win the day but even large threats loom on the horizon

Board Games

Marvel Legendary Phase 2: Civil War – Sun 11 am

While you have managed to save the world your heroes are now at each other's throats. It will take you and your fellow commanders to defeat the villains pulling the strings. Hurry before there are no more heroes to protect the earth from its greatest challenge yet

Marvel Legendary Phase 3: Infinity War – Sun 8 pm

Its the fight of your life as Thanos is here. Will you and your teams of heroes be enough to stop him? Or will the power of the Infinity stones corrupt you? It's your last chance as everything you have been fighting for leads up to this. Can you save the world one last time?

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.

Monopoly Deal – Fri 5 pm, Sat, Sun 10 am

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!

Murder at Blood Mansion 101 – Sat 2 pm

Mysterium – Sat 3 pm

In the 1920s, Mr. MacDowell, a gifted astrologist, immediately detected a supernatural being upon entering his new house in Scotland. He gathered eminent mediums of his time for an extraordinary séance, and they have seven hours to contact the ghost and investigate any clues that it can provide to unlock an old mystery.

Nevermore Unrivaled Super Satellite – Fri 3 pm

\$10 entry. 3 or 4 man pods, top 2 advance. 90 minute Rounds based on Players, final 4 playing to one winner. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

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.

No Thanks! – Fri 2 pm

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.

Notre Dame – Sat 2 pm

In the shadow of the Notre Dame cathedral, players compete for prosperity and reputation. As head of his family, each player tries, through clever use of his action cards, to advance the power and prestige of his family, The player with the most prestige at the end is the winner.

Once Upon a Time Card Game – Fri 6 pm

The award-winning storytelling card game that encourages creativity and collaborative play. One player is the Storyteller, and begins telling a story using the fairytale elements on Story cards, guiding the plot toward an Ending Card, while the others vie to tell their own.

Onitama Unrivaled Super Satellite – Sun 3 pm

\$10 Entry. Single Elimination. 1 on 1 Matches, best 2 out of 3 games. 90 minute Rounds based on Players. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Overlords of Infamy – Fri 3 pm

Take on the role of an Evil Overlord with a personal goal of making your subjects as miserable as possible, while other overlords are doing the same to their subjects.

Pandemic Survival – Fri 9 pm

An extreme version of Pandemic where teams of 2 players face off simultaneously with the same objective: be the first team to find all 4 cures or the last team standing. This is a non-qualifying event.

Pandemic Survival: National Qualifier – Sat 10 pm, Sun 10 am

An extreme version of Pandemic where teams of 2 players face off simultaneously with the same objective: be the first team to find all 4 cures or the last team standing. The winning team will qualify for the national championships. 18 and over per ZMAN rules

Phase 10 – Fri 8 pm, Sat, Sun 1 pm

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

Port Royal – Fri 10 pm

A card game where you collect gold from ships to hire traders, sailors, mademoiselles, jesters, governors, admirals and also complete expeditions to get points and more gold. Press your luck and watch out for taxes and ships of the same color!

Port Royal 101 – Fri 5 pm

Power Grid 101 – Fri 6 pm

Power Grid World Tour: Baden-Württemberg – Sun 7 pm

The clocks move differently here: The main change focuses on the order of phases of a game round. First, you buy power plants, then you rearrange the player order. Furthermore, as this province is small, several transregional locations may be connected only starting in »step 2«.

Power Grid World Tour: Northern Europe – Fri 7 pm

The seven countries in Northern Europe use very different energy sources for their electricity production. Depending on which regions are chosen the players will be confronted with a changed set of power plants.

Power Grid World Tour: Québec – Mon 9 am

Québec places great emphasis on energy production via ecological power plants. Once an eco-plant has been added to the power plant market, it will remain until purchased or removed.

Power Grid World Tour: United Kingdom & Ireland – Sat 7 pm

Players can operate 2 different networks on these isles. With no connection between Ireland and Great Britain, starting the 2nd network costs the player dearly. Additionally, this region changed from a resource exporter to importer, so »Step 3« starts earlier on this map.

Project Elite – Sat 3 pm

A co-operative, real-time, speed-dice, tactical, tower-defense-like game in which players roll dice with symbols as fast as they can allowing them to do various actions with their character on the game board.

Board Games

Project Mars 101 – Fri, Sat 8 pm

Project Mars – Sun 8 pm

Work as a space industry contractor racing to be the first company with the technology and engineering levels to send humans to Mars.

Puerto Rico 101 – Sun 7 pm

Puerto Rico – Sun 8 pm

In this classic game, 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.

Rajas of the Ganges – Sat 4 pm

In this new strategy game the dice themselves are your most important currency. Use them to gain fame and wealth. The first player whose fame and wealth markers meet up on the track wins the game. The winner of this event will receive a copy courtesy of The Dragon and Meeple.

Red Dragon Inn Unrivaled Super Satellite – Fri 8 pm

\$10 entry. 3 or 4 man pods, top 2 advance. 90 minute Rounds based on Players, final 4 playing to one winner. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Rising Sun – Sat 2 pm

Clans must use politics, strength and honor to rule the land in this board game with amazing miniatures set in legendary feudal Japan.

Rival Restaurants DEMO – Mon 10 am

Restaurant Themed Board game that pits restaurant owners (and chefs) against one another in a race to be the most popular restaurant in town. 3-6 Player Game. 50-80 Minutes.

Roll for the Galaxy 101 – Fri 2 pm

Roll for the Galaxy – Fri 3 pm

A dice game of building space empires for 2-5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who best manages his workers and builds the most prosperous empire wins!

Santiago – Fri 3 pm

Players use bribing conniving, and backstabbing, aka negotiation, to control resources and fatten their wallets.

Seanchai - Irish Card Game DEMO – Fri 2 pm, Sat, Sun, Mon 10 am

Go on an adventure into Ireland's past! Seven vibrant suits to match for points and bonuses, Shamrock cards grant extra turns, Wild Cards (Leprechaun and Faery) capture anything! Dark Powers are discarded against opponents, but counter cards may be in their possession! The game plays in about 90 minutes.

Sea of Nadia DEMO – Fri, Mon Noon

You will take control of a hero and travel on a ship around the map, collect keys, open chests full of treasures, gain captain powers, get best merchant offers, cooperate with others to stop the most rich ones or maybe trick other hunters by messing their plans or even steal their keys or treasures and many more!

Sheriff of Nottingham 101 – Sun 6 pm

Sheriff of Nottingham – Sun 7 pm

Who can make the most money smuggling goods into Nottingham? Who is the best Sheriff who can call out lies and tomfoolery happening at his boarder. The smuggler with the most gold wins, only if they can lie, cheat, and bribe their way past the sheriff with their goods.

Sovereign Chess – Sat 4 pm

Sovereign Chess DEMO – Sun 4 pm

A two-player game, where opponents take control of pieces from ten neutral armies to defeat their opponent. Anyone with a basic knowledge of traditional chess will quickly adapt to this game.

Space Base – Fri 2 pm

Gather your fleet for Space Base by John D Clair, creator of Mystic Vale. Space Base is a quick-to-learn, quick-to-play dice game. Upgrade your ships and be the first to score 40 points. The winner of the game will receive a copy of the game courtesy of The Dragon and Meeple.

Spartacus: A Game of Blood & Treachery – Sat 5 pm

An exciting game of twisted schemes and bloody combats inspired by the hit STARZ Original series. Each player takes on the role of a Dominus, head of a rising house in the ancient Roman city of Capua. Each house is competing for Influence to gain the favor of Rome.

Star Realms – Fri Noon

Fight for control of the galaxy in this easy to learn deck builder.

Star Wars Imperial Assault – Sun 6 pm

In the campaign game, Imperial Assault invites you to play through a cinematic tale set in the Star Wars universe. One player commands the seemingly limitless armies of the Galactic Empire, threatening to extinguish the flame of the Rebellion forever. Up to four other players become heroes of the Rebel Alliance, engaging in covert operations to undermine the Empire's schemes.

Stone Age 101 – Sun 9 am

Stone Age – Sun 10 am

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.

Sushi go party! – Sun 7 pm

Sushi Go Party!, an expanded version of the best-selling card game Sushi Go!, is a party platter of mega maki, super sashimi, and endless edamame. You still earn points by picking winning sushi combos, but now you can customize each game by choosing à la carte from a menu of more than twenty delectable dishes.

Talisman Cataclysm 101 – Sun Noon

Talisman Cataclysm – Sun 1 pm

Fourth edition revised or fourth edition will be used depending on availability. The Prophetess reduction in powers will be used. For the final round, Talisman/Cataclysm, and other possible Expansions will be included depending on availability..

TerraCards DEMO – Sun 1 pm

Do you wish to colonize Mars? The red planet has long been thought of as our next home. But no one has succeeded in colonizing the planet...until you. You, the Player, must compete with others to create the best colony. Many ways to win, many ways to die. Are you ready?

Terraforming Mars 101 – Fri 8 pm

Terraforming Mars – Sat 10 am

Tournament played with two rounds of qualifying and then finals or if needed semi finals and finals. Drafting will be used. If possible the second round and semi-finals will be played on expansion boards. All rounds except the finals will be time limited to 90 minutes plus scoring.

Board Games

The Acts DEMO – Sun 2 pm

Take on the role of disciples in the early church. Starting in Judea, you spread throughout the Roman Empire, saving souls. Each turn you can preach, pray, plant churches, and perform mighty miracles. With multiple paths to victory, every game is unique.

The Cards of Cthulhu DEMO – Sat 9 am

A card game that pits you against the forces of The Great Cthulhu and other Elder Gods. It doesn't matter if you are a rookie investigator or a battle-hardened investigator. Each game ends with you saving the world, or dooming us all to eternal torment.

The Castles of Burgundy 101 – Fri 5 pm

The Castles of Burgundy – Fri 6 pm

Players assume the role of princes trying to build the greatest estates in the land by becoming more prosperous than their competitors. Over the course of five rounds, players collect points by trading, livestock farming, city building and scientific research.

The Downfall of Pompeii 101 – Fri Noon

The Downfall of Pompeii – Fri 1 pm

The year is AD 79. Pompeii, sitting at the foot of Vesuvius, is at the high point in its development. Who will survive the eruption of Vesuvius unscathed?

The Hobbit 101 – Sun 4 pm

The Hobbit – Sun 5 pm

Help Bilbo get to the Lonely Mountain as you, the players, play the dwarves. Tackle adventure locations for gems and the player with the most wins, but you all must help Bilbo get across Middle Earth, or all is lost.

The Looney Bin – Sat 4 pm

A fast paced deduction game.

The Mystery Mansion: Storytelling Card Game – Fri 9 pm

Reviving the Victorian craze for 'myrioramas', the twenty picture cards can be placed in any order to create seamless scenes. Almost infinite combinations of cards provide endless storyscaping possibilities.

The Pit DEMO – Fri 5 pm, Sat 1 pm, Sun 5 pm, Mon 11 am

An upcoming sci-fi dungeon-crawler adventure set in the SWORD OF THE STARS universe of video games. Players take turns searching for supplies, looting rooms, and battling monsters, all to face the mastermind behind it all.

The World Cup Game – Sun 2 pm

Replay the 2002 World Cup! This is the main game in a "World Cup" series of FOUR games running at Gamex 2018 AND will run Gateway. All players will play cards to place tiles onto WC games all being played at the same time ... though only a few teams will be their own.

The World Cup Game: 1930 – Fri 4 pm

Replay the 1930 World Cup! This is the the starting game in a "World Cup" series of FOUR games running at Gamex 2018 with the main game (2002) running Sunday afternoon. All players will play cards to place tiles onto WC games being played at the same time (some their own).

The World Cup Game: 1974 – Sun 9 am

The World Cup Game: 1994 – Sat 10 am

The World Cup Game: 2010 – Sat 2 pm

Replay the 1974/1994/2010 World Cup! Part of the "World Cup" series of FIVE games running at Gamex 2018 with the main game playing Sunday at 2 PM (also run at Gateway). All players will play cards to place tiles onto WC games being played at the same time (some their own)

Thurn and Taxis – Sun 10 pm

Build postal routes across a map of southern Germany and neighboring countries, using them to place post offices and earn bonus points for finishing provinces and constructing long routes.

Thurn and Taxis 101 – Fri 4 pm

Ticket to Ride: First Journey – Sat Midnight

Dumb people rejoice! We're playing a dumbed down version of Ticket to Ride for the late night crowd. Yes, it's designed for children, but expect fierce competition.

Ticket to Ride: First Journey – Sun Noon

Collect train cards, claim routes on the map, and work on connecting the cities on your tickets. Try to be the first to complete six tickets.

Ticket to Ride: Rails to Sails 101 – Sat Noon

Ticket to Ride: Rails to Sails – Sat 1 pm

Collect cards of both ships and rails. Build harbors when you have connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects. Great Lakes and The World may be used for final rounds.

Time Barons – Sat 6 pm

A fast-paced tactical card combat game. You play as one of the time barons, shadowy figures who have shaped mankind's destiny since the dawn of time. Manipulate your followers, manage your hand,, and advance through 4 time periods.

Titan 101 – Fri 3 pm

Titan – Sat 9 am

You're one Bad-Ass Mutha! You rightfully want to be Sole King of the Land, and Might makes Right, but you can't do it alone. Roam the Land and muster fantastic creatures to aid your Righteous Cause and put those other Pathetic Whining Loser King Wanna-be's DOWN!

Transamerica: Vexation – Sat 6 pm

Be the first to connect all your cities. Connect to other peoples tracks to share the routes. And with vexation your two color specific tracks provide a path only you get you use, vexing your opponents.

Tutti Frutti – Sat 10 am

Collect as many matching tiles as possible before your options run out. The tiles have different fruits on either side, so, when you match a tile, the other side becomes your next match. Each game is no more that 10 minutes, so we will plan on multiple rounds.

Tyrants of the Underdark 101 – Sat 2 pm

Tyrants of the Underdark – Sat 3 pm

Each player leads a house of Drow in a section of the Underdark. Players gain points by controlling sites, recruiting valuable minions, promoting minions to your inner circle, and assassinating troops, and whoever ends the game with the most points wins.

Uncle Sreowie DEMO – Fri 4 pm, 8 pm

A brand new multi-player card game launching this spring. GameX 2018 will be our first public viewing. Check us out at www.unclescrewie.com The game involves the components of strategy card games like bridge, poker, and gin.

Unfair 101 – Fri 9 pm

Unfair – Fri 10 pm

Build the city's greatest theme park, whatever it takes! Mix your favourite themes, from Pirate, Robot, Vampire, Jungle, Ninja, and Gangster. Build attractions and upgrade them to match blueprints, stack up towering rides, or simply make the most cash.

Board Games

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

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

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.

Villagers and Villains Unrivaled Super Satellite – Mon 11 am
\$10 entry. 3 or 4 man pods, top 2 advance. 90 minute Rounds based on Players, final 4 playing to one winner. Winner Qualifies for Unrivaled World Tabletop Championship in Las Vegas, NV where they play for a share of over \$300,000 in Prizes and receives a travel award of \$599

Villains & Henchmen! DEMO – Sat 9 am

Play bad guys trying to break a fellow villain out of maximum security prison! Acquire awesome powers, defeat meddling heroes, and overcome troublesome obstacles to win! Scores the most Villain Points to be named the "villain" the others will be mere "henchmen"!

Vinhos 101 – Fri Noon

Vinhos – Fri 1 pm

As winemakers in Portugal, the players develop their vineyards and produce wine to achieve maximum profit. The object of the game is to produce quality wines that can be exchanged for money or victory points.

Warfighter DEMO – Sat 5 pm, Sun 4 pm

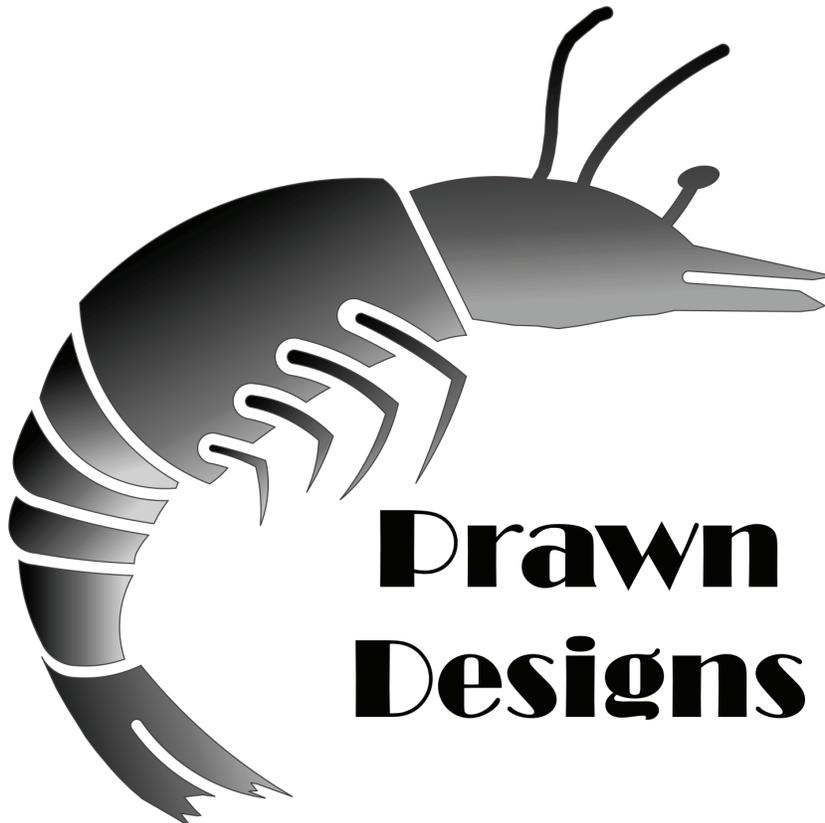
A card game for 1 to 6 players. Command the world's best forces and complete vital assault missions around the world.

Wiz War – Sun 3 pm

Wizards wage no-spells-barred magical duels deep in an underground labyrinth. This classic board game of magical mayhem for 2-4 players, created by Tom Jolly in 1983, pits players' wizards against each other in a stupendous struggle for magical mastery.

Yahtzee Free for All – Fri 4 pm, Sat, Sun 3 pm

Yahtzee Free for All is a new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!



Prawn Designs

Laser Cutting and Engraving
Custom Board Game Accessories

www.prawndesigns.com

Info@prawndesigns.com

Family Games

Family Games

For Gamex 2018 we put together a selection of family-oriented games in several departments. This show there are over 25 sections – we hope something for everybody. Some 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 or with the respective department HQ!

Kids Only Events

Board Games: Angry Birds Card Game, Hit the Throttle!, Ticket to Ride: First Journey, Tutti Frutti

Miniatures: X-wing Kids Demo and Practice, X-wing Kids Tournament

Video: Mario Kart 8

Family Events

Board Games: Arthur's Game Demo, Flash Point: Fire Rescue, King of Tokyo, Murder at Blood Mansion 101, Transamerica: Vexation, Uncle Screwie Demo(2)

Collectible Cards & Miniatures: Exodus World Championship Qualifier Tournament, Munchkin Treasure Hunt!, Open Demos - Dice & Cards!(11)

Miniatures: Dust 1947 Tournament, Family Clay-o-Rama

Party: SHEEPLE: The Best Game in the Ewe-niverse(25)

RPG: RPG Games on Demand: Kids Edition

Video: Mario Kart 8 Team Race, Mario Kart Madness, Mario Kart Practice(2)

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

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

5+

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

6+

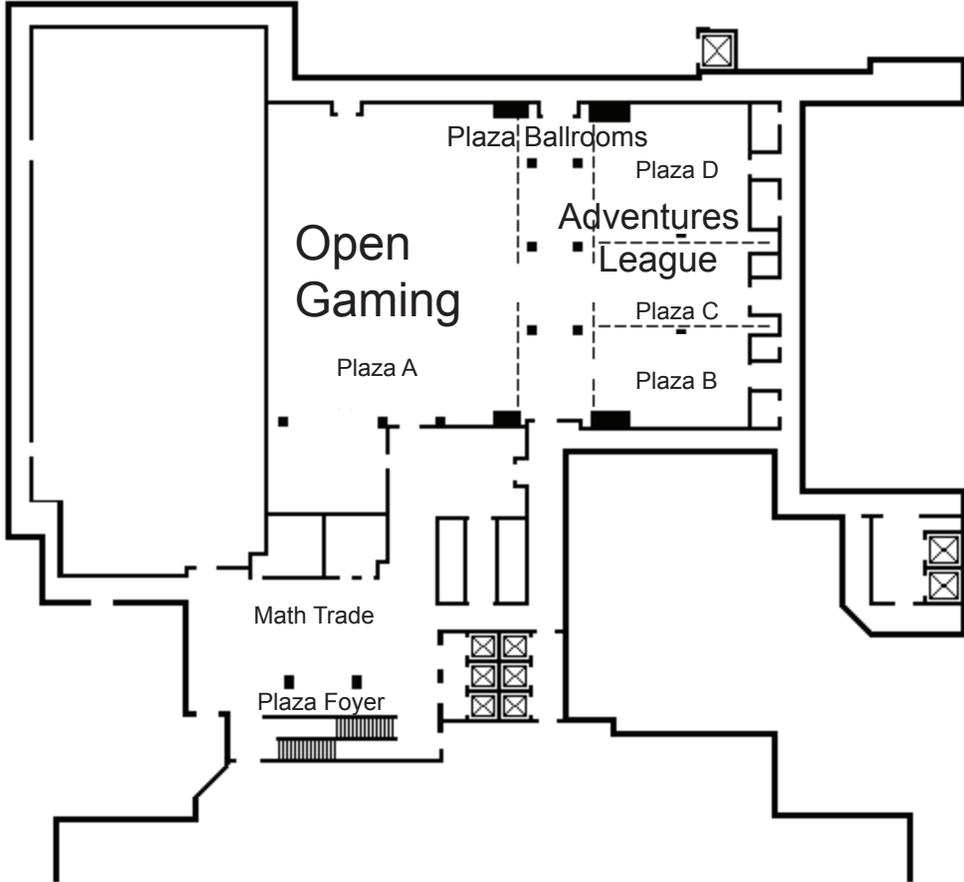
7 ate 9, Beer & Pretzels, Big Fish Lil' Fish, Catan Jr, Checkers, Chess, Cirplexed, Differences?, Disney Spot It!, Duck, Duck Go!, duck! duck! SAFARI!, Guess Who, Horse Fair Card Game, Igor: the monster building game, Mmm ... Brains!, Mousetrap, Operation, Qwirkle, Qwirkle Cubes, Rat-a-Tat Cat, Ring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

STRATEGICON SCHEDULE

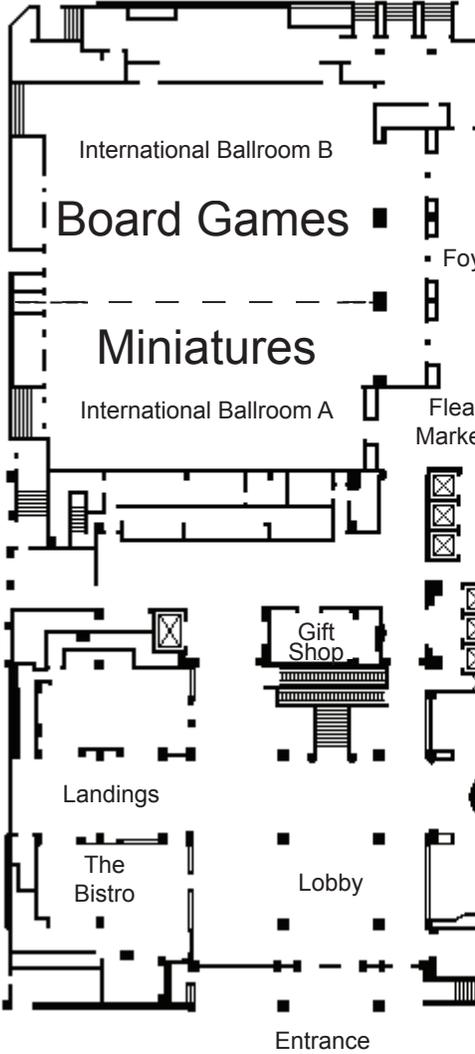
Convention	Dates	Location
Gateway 2018	Aug 31 - Sep 3	Hilton Los Angeles Airport
Orcon 2019	Feb 15-18	Hilton Los Angeles Airport
Gamex 2019	May 24-27	Hilton Los Angeles Airport
Gateway 2019	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orcon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Hilton Los Angeles Airport
Gateway 2020	Sep 4-7	Hilton Los Angeles Airport

GameX 2018 Maps

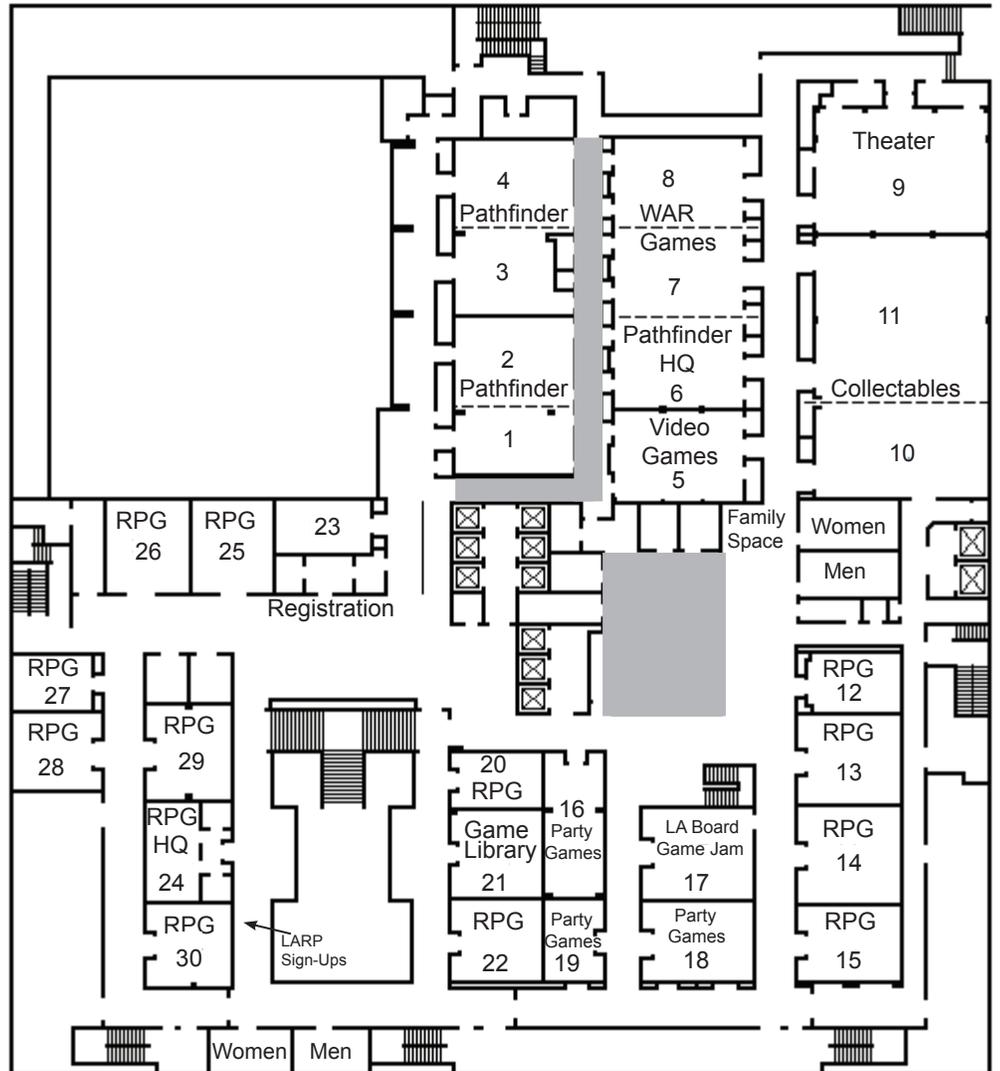
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

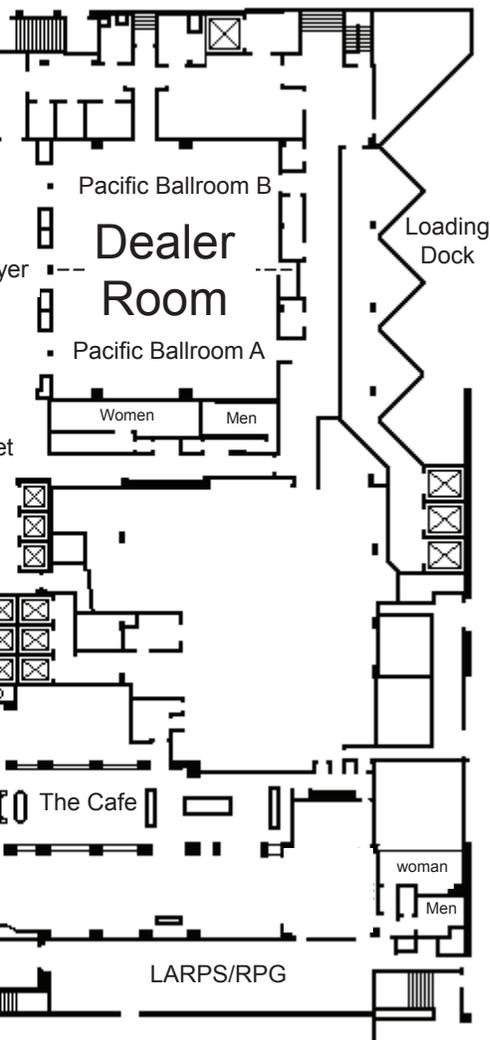


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 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



LARP events can also be found on the 3rd floor. See LARP HQ for specific room numbers.

Party Games

Party Games

Chairman's Boardroom, Malibu Gardens, Newport, San Lorenzo E

25 Words or Less – Sat 3 pm

Can you get your teammates to shout out the 5 words on your card in 1 minute, using the fewest clues possible?

Adrift: Lost at Sea – Fri Noon

Adrift is a co-op survival card game where the Oregon Trail meets a 16th Century Spanish Shipwreck. Each game generates a unique sea shanty about your adventure. Cooperate with your mates to sustain yourselves, circumvent storms, and keep the boat from capsizing on this journey!

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 team mates.

Dexterity Super Fun Time – Sat 8 pm

A block of fun dexterity games. Sure you're super tired but that's when dexterity games are the best! Come play Bling Bling Gemstone, Lift it, and More!

Double Feature – Sat 9 pm

If you're a movie fan, then this is the game for you! Players compete to quickly name a movie that links 2 different category cards. All you need to know are the movies you've seen!

Happy Birthday / Crappy Birthday – Sat 4 pm

Are you the best at giving people gifts they like? Or gifts they hate? Either way, you'll be a winner in this party game mash-up of Happy Birthday and Crappy Birthday.

ICE CREAM EMPIRE – Fri 8 pm, 9 pm, Mon Noon, 1 pm

Live on Kickstarter right now and you can back our game at <https://kck.st/2HJMJD>! Come playtest ICE CREAM EMPIRE before we manufacture the first run of this fun family board game where you learn to build a business one scoop at a time! Come get the scoop now!

Likewise! – Sat 5 pm

A lively party game where it pays to think alike! Players combine a "description" card and a "subject" card to create a category. Players write something that fits that category and the most matched answer wins the round!

Ninja (Playground Game) – Sat, Sun 6 pm

Take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called the best ninja.

Parsely – Fri, Sat 11 pm

Become one with your fellow players as you play a live action version of a computer text adventure. Depending on the crowd we'll try and play an adventure that no one has played before. If you don't make it to this one, come back Saturday at 11pm for the next one!

Pow Wow – Sat 7 pm

In this hilarious bluffing game, each player wears a feather with a number. You can see every player's feather but your own. Who will guess the sum of all the numbers and who will try to bluff?

Pressure Point – Sat 6 pm

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

Prince AJ's Stupendous Scavenger Hunt – Sun Noon

At Orccon the Prince was pleased with the feast you prepared. This time he wants the perfect burger recipe. It shall be called The Prince Burger, and the designer of this burger will win his prized Dealer Tokens. Not just a scavenger hunt. It's Stupendous!

Punderdome – Sat 8 pm

A game for pun lovers! Draw two cards and make bad puns connecting the prompts. The most terrible punster wins!

SHEEPLE: The Best Game in the Ewe-niverse –

Fri Noon, 2 pm, 3 pm, 4 pm, 5 pm, 7 pm, 8 pm,
Sat 11 am, Noon, 2 pm, 3 pm, 5 pm, 7 pm, 8 pm,
Sun 11 am, Noon, 2 pm, 3 pm, 4 pm, 5 pm, 7 pm, 8 pm
Mon 10 am, 11 am, Noon

A hilarious party game where you start as a sheep, and are trying to evolve into sheep-person. 1. Pick a category 2. Frantically Brainstorm. 3. Compare Answers – Items only score points if other players also put them down. So to win, you must THINK LIKE A SHEEP!

Sparkle Kitty Nights – Sat, Sun 4 pm

A saucy, social party game for 4-8 players. Play as teams of knights, matching magical words, using dark magic and wild powers so that you and your friends can escape cursed towers!

Speakeasy – Sat Noon

A social deduction game for 10-30 people, similar to Two Rooms and a Boom or The Resistance. Whom in this pub is a friend? Whom is a foe. Or is it 'who'? Is 'whom' a secret code? Better buy them a drink and find out...

Stupid Users: BETA – Sat Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm

Not your typical card game. It's a fast paced, trash talking, turn on a dime, IT vs Zombies, army building card game where you steal or loot anything to win. Visit: StupidUsersBETA.com to learn more and read the comic

The Chameleon – Sat 2 pm

It's like Codenames meets Spyfall: Everyone knows the secret word except for the chameleon, and players have to give a clue to the secret word without giving it away, while the chameleon tries to blend in without being caught. Great fun for party and word game fans!

The Diamond Game – Sat, Sun 5 pm

An engaging social deduction, game experience for 7-10 players of any level. You are a member of an elite inner circle, whose leader is now testing whether the circle will remain loyal or will betray Him/Her through the ultimate test.

The Extraordinary Adventures of Baron Munchausen – Fri 8 pm

A storytelling game that invites you and your friends to spin yarns of your most outrageous exploits. During the game, each player must tell a story, while the other players attempt to interject and stage interruptions or distractions.

The Genius Game – Sat Noon

15 players will compete in a series of games that will challenge their skills in strategy, logic, and negotiation. After each game players will be eliminated until only 1 remains and is crowned, The Genius. PRIZES for the top finishers: Board games AND dealer dollars!

Party Games

The Last Banquet – Sun 2 pm

A social deduction game for up to 25. Each player is a guest at the feast and needs to help his faction reach its goal and ensure that this will truly be the king's last banquet.

The Saber Legion – Sun 10 am

The Saber Legion - Custom Saber Dueling – Sat 6 pm

The world's largest full combat system and competition where we showcase our love for Star Wars through our love of the iconic blade that made the franchise famous. Come see our event and cheer our legionnaires on and see if you would like to join our ranks!

Two Rooms and a Boom – Fri, Sat 10 pm

A game for 10-25, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President, then BOOM! Ages 13+

Ultimate Werewolf - POOLED GAME 1 of 2 – Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

Ultimate Werewolf - POOLED GAME 2 of 2 – Fri 9 pm, Sun Midnight

SIGNING UP FOR THIS GAME ENTERS YOU INTO A POOL WHERE YOU MAY BE PLACED IN ANY OF THE POOLED GAMES IN THIS TIME SLOT Try to survive the night as hungry werewolves hunt villagers in this once-peaceful hamlet. Can you rid the village of wolves before you become their next meal?

WHISKEY BUSINESS! – Sat, Sun 8 pm, 9 pm

Launching on Kickstarter in June and you get to play this great dice game just before the world sees it for the first time. Drinking is not required so all ages can playtest it. WHISKEY BUSINESS! is a risky business of manufacturing whiskey using stones!

Witchhunt – Sat 7 pm

WitchHunt is a unique social deduction game in that all players are assigned both a role and a team, but dead players still make important decisions in the game. All the fun of games like Mafia or Werewolf, with none of the annoying player elimination!

Wits & Wagers: Disney – Sun 4 pm

Bring your whole family for this special game of Wits & Wagers featuring trivia questions all related to Disney, written specifically for this event. All ages welcome. Dealer dollars will be awarded!



Collectibles

Collectibles

La Jolla

Altiplano – Sun 6 pm

GM: Jacqueline Chao

A bag-building game along the lines of Orléans set in the South American highlands of the Andes.

Ascension – Sat 11 am, Sun 1 pm

GM: George Carceres

A deck-building game where players spend Runes to acquire more powerful cards for their deck and armies to slay the monsters invading the world.

Battle of Souls - Extensible Card Game – Fri 9 pm, 10 pm, Sat 1 pm, Sun 10 am, 5 pm

GM: William Brevard

Players battle each other with ancient warriors such as Aztec, Samurai and many more. Not a trading card game with starter decks and boosters – every box contains a full set

Castellan - Learn to Play, then Play to Win! – Sat 10 am

Players work together to build a castle. Wall and tower pieces link to form courtyards. The player who finishes a courtyard claims it with a Keep. Learn to play, and then play to win.

The winner of this game goes home with their own copy of Castellan! (Ages 10+)

Chez Geek - Spring Break! – Sat, Sun 8 pm

Take your quest for Slack on the road -- the geeks are going on Spring Break! In addition to new cards that celebrate the ups and downs of travel you also get to change the rules with our brand-new, giant Event cards! Chez Geek House Party Edition with the two latest expansions.

Clank! A Deck Building Adventure – Fri 4 pm

Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow.

Clank! In Space – Sat 5 pm

The evil Lord Eradikus has all but conquered the galaxy. He may rule with an iron grip, but his most prized artifacts are about to slip through his cyborg claws. You and your fellow thieves sneak aboard his ship, hack your way into its command module, and steal from him.

Clank! The Mummy's Curse – Fri 6 pm

In this newest Clank! expansion, untold riches await you inside the pyramids of the Ancients – but they are well protected. An undying Mummy guardian spreads a vile curse to those who would rob its tomb. And, inevitably, the treasure has attracted a dragon. Can you escape?

(Decipher) Lord of the Rings TCG 101 – Fri 3 pm

GM: Larry Page

Relive the glory days of the original LotR trilogy by playing the TCG based on the movies! Bring your own preconstructed decks, or use mine- I have plenty of decks from the Fellowship, Two Towers, and Return of the King blocks! Fellowship boosters for all participants- join us!

Ex Libris – Sun 7 pm

GM: Jacqueline Chao

A worker placement game in which players draft "book" cards to expand their personal library in order to become the Grand Librarian.

Exodus World Championship Qualifier Tournament – Sat 1 pm

GM: Jake Medina, Lexi Medina

This is THE Premiere West Coast Qualifier Event for Exodus TCG Worlds 2018! Compete for your chance to win an invitation to the invite-only World Championships in July and influence the storyline with the deck you play. Entry promo card given to all participants. Additional prizes to Top 3 include Limited Edition sketch cards and new artist-signed cards. 1st, 2nd, 3rd and 4th Place will receive an invitation to Exodus Worlds 2018.

(Fantasy Flight) Game of Thrones CCG 2nd Ed 101 – Fri 7 pm

GM: Larry Page

Portray one of the Great Houses of Westeros, or the Nights Watch, and compete in Military, Intrigue, and Power challenges! I'm a newcomer to this game system, but enjoy the thematic game play! Veterans and beginners alike are welcome- please bring your decks if you have them.

(ICE) Middle-Earth CCG 101 – Sat 10 am

(ICE) Middle-Earth CCG Arda – Sat, Sun 2 pm

GM: Larry Page

This is the original Lord of the Rings CCG by ICE, from the mid-1990s! Be one of the Wizards of Middle-Earth and compete to be the leader of the Free Peoples against the forces of Sauron. Veterans and beginners alike are welcome, you can bring your own decks or use one of ours!

Magic: The Gathering - Commanderin' – Sat 2 pm, 4 pm, Sun 2 pm

GM: Phil DeLuca

A casual tournament - this uses the standard Commander/EDH rules and will be 3 or more players per table. See the link at the Commanderin' MTG Podcast home page for more information. Summary: Infinite combos before 60 minutes are bad. Don't take long turns.

Magic: the Gathering - Dominaria Draft – Sat, Sun 8 pm

GM: Dae Kim

Draft with 3 Dominaria booster packs. Promos and Prizing provided! \$15 Entry

Magic: the Gathering - Dominaria Draft – Sat Noon

GM: Josh Badger

Draft with 3 Dominaria booster packs. Promos and Prizing provided! \$15 Entry. Event begins at 12:30PM

Magic: the Gathering - Dominaria Sealed – Sun 4 pm

GM: Josh Badger

Sealed with 6 Dominaria booster packs. Promos and Prizing provided! \$20 Entry

Magic: the Gathering - Dominaria Sealed – Sat, Sun, Mon Midnight

GM: Dae Kim

Sealed with 6 Dominaria booster packs. Promos and Prizing provided! \$20 Entry

Magic: the Gathering - Dominaria Sealed – Sat 4 pm

GM: Josh Badger

Sealed with 6 Dominaria booster packs. Promos and Prizing provided! \$20 Entry

Magic: the Gathering - Friday Night Draft! – Fri 8 pm

GM: Josh Badger

Draft with 3 Dominaria booster packs. Promos and Prizing provided! \$15 Draft entry fee

Collectibles

Magic: the Gathering - Heads Up Sealed — Sat, Sun 1 pm

GM: Josh Badger / Dae Kim

On Demand Sealed Event - Runs all day long. 1v1 Sealed! First to 3 wins Dominaria booster pack! \$20 Entry

Magic: The Gathering - Horde: Gone Fishing — Sun 3 pm

GM: Michael Arsellon

A cooperative challenge: You were expecting a relaxing fishing trip when the sea gets rough! Can you and the other planeswalkers avoid sinking into the ocean depths? This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Horde: Paradise Lost — Sun 5 pm

Magic: The Gathering - Horde: That Which Was Taken — Sat 3 pm

Magic: The Gathering - Horde: The Maelstrom — Sat 5 pm

Magic: The Gathering - Horde: The Siege — Fri 6 pm

Magic: The Gathering - Horde: Twin's Inferno — Sun 8 pm

Magic: The Gathering - Horde: Walking Corpses — Sun Midnight

GM: Michael Arsellon

A cooperative challenge in a variety of scenarios. This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney

— Fri 8 pm

GM: Michael Arsellon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck using commons. Limit of 1 copy of any card other than basics. Decks must contain exactly 100 cards. No side boards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Pauper Tourney — Sat 8 pm

GM: Michael Arsellon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck using commons. Your deck must contain a minimum of 60 cards. No side boards. Swiss rounds. Paper rarity *not* MTGO rarity. Prizes including the Golden Binky for the winner.

Munchkin Collectible Card Draft Event — Sat, Sun 4 pm

A stand-alone, two-player game. It is related to Munchkin thematically, but the design is new. Hire monsters to attack your opponent while making sure you don't get squished. Learn to play in this draft event!

Munchkin Collectible Card Game 101 — Sat, Sun 10 am

In the Munchkin Collectible Card Game, your goal is to hurl Monsters, Loot, and Mischief cards at your opponent until they have taken damage equal to or greater than their life. Meanwhile you also must protect yourself with Loot, Allies, and the occasional well-timed Run Away.

Munchkin - Players' Choice — Fri 4 pm, 6 pm, Sat Noon, 2 pm,

Sun 2 pm, 4 pm, 6 pm

Whether you're new to the World of Munchkin, or a long-time fan, this game is for you. Many of the varieties of Munchkin will be here for players to choose from, from old favorites to the new Guest Artist Editions.

Munchkin Treasure Hunt! — Sat Noon

Family Event! A fun boardgame for up to six players, ages 6 and up - now everyone in the family can be a Munchkin! If there are enough players, a second game will be offered - Munchkin Wonderland! Win by collecting the loot...and take home some loot of your own! (IN FAMILY AREA)

OGRE 6th Edition — Sat, Sun 6 pm

Ogre is a desperate contest between a super-intelligent, bloodthirsty AI-controlled tank, & squads of infantry, armor, and artillery fighting to stop its advance. You can be the Ogre and ruthlessly steamroll the humans in your way, or play the defenders, defeating it at any cost.

Open Demos - Dice and Cards! — Fri Noon, 2 pm, 4 pm, 6 pm

Sagt Noon, 2 pm, 4 pm, 6 pm, Sun 10 am, Noon, 2 pm
Port Royal, Zombie Dice - Hoard Edition, Chupacabra Dice, Batman The Animated Series Dice Game, Mars Attacks: The Dice Game, Cthulhu Dice, Simon's Cat, Super Kitty Bug Slap, I Hate Zombies, and Ghosts Love Candy all pose their own challenges and supply their own fun!

Open Gaming - RNTASYDHWAF(tm) — Mon 9 am

Hooray for Alphabet Soup! In this case, it's Open Gaming - Right Next To the Auction So You Don't Have to Walk As Far(tm)! The perfect place to sample your haul before heading home.

Pre-Release Draft Munchkin CCG: Desolation of Blarg — Fri 8 pm

A completely free draft for the new Munchkin CCG. Come in and learn the new game, draft some new cards, stab your new friends and take home the new treasures! And spend no new money out of your new pockets.

Revolution! — Sat 4 pm, Sun Noon, 4 pm

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory, collect more gold, blackmail, and force. It's a game of bluff, counter-bluff, and surprise.

Star Wars Destiny Draft/Sealed — Sat 8 pm, Sun 9 pm

GM: John Borders

Either Draft or Sealed based on group vote. Must have card sleeves, tokens, and a Rivals Draft pack. Entry is \$23 draft or \$29 sealed. 1 hour draft time and 3 35 minute rounds.

Star Wars Destiny Standard/Infinite Tournament — Fri 6 pm, Sat 10 am, Sun 3 pm

GM: John Borders

All released sets are legal. 30 card decks with 30 point teams as per Infinite Tournament regulations. \$5 Entry. 3 - 35 minute rounds.

Star Wars Minis Sealed Booster Draft Virtual Set # 14 — Sun Noon

GM: Mel Campbell

Star Wars Miniatures sealed booster draft tourney. Each participant will receive 2 full sets of 30 cards from the last 2 SWM sets and the 2, 6 card mini sets, "Rogue One" and "Heroes on Both Sides", along with 2 sealed booster sheets, to make a 150pt team.

Star Wars X-Wing and Star Wars Minis Combined Air and Ground War — Sun 5 pm

GM: Mel Campbell

X-Wing Minis and regular Star Wars minis games combined, in a unique, exclusive, integrated crossover battle scenario, consisting of Rebels vs Imperials, engaging in a space, air, and ground battle, taking place at the same time. GM will provide minis to borrow.

Tak: A Beautiful Game #1 — Sat, Sun 11 am

An incredibly deep, strategic, yet deceptively simple game by James Ernest based off descriptions from Patrick Rothfuss' Kingkiller Chronicles. Tak requires all the strategy of Chess without having all the pieces.

Collectibles

Vanguard 101 Demo – Fri Noon, Sat 10 am, Sun 11 am, Mon 10 am

GM: Marcus Walker

Learn how to Play Vanguard We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Vanguard! Tournaments hosted everyday of Con!

Vanguard Advanced Tournament – Fri 5 pm, Sat 3 pm, Sun 2 pm

GM: Marcus Walker

Join us for an advanced Vanguard Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Vanguard Light Tournament – Fri Noon, Sat, Sun, Mon 11 am

GM: Marcus Walker

Join us for a light Vanguard! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Vanguard So Cali Con Tournament – Sun 3 pm

GM: Marcus Walker

Join us for Vanguard So Cali Con Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. 1ST PLACE WILL BE DUBBED BEST CON VANGUARD PLAYER! Deck support will be available!

Yu-Gi-Oh! 101 Demos – Fri, Sat, Sun Noon, Mon 10 am

GM: Marcus Walker

Learn how to Play Yu-Gi-Oh! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Yu-Gi-Oh! Tournaments hosted everyday of Con!

Yu-Gi-Oh! Advanced Tournament – Fri 3 pm, Sat 5 pm, Sun 3 pm

GM: Marcus Walker

Join us for an advanced Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! Light Tournament – Fri, Sat 1 pm, Sun Noon

GM: Marcus Walker

Join us for a light Yu-Gi-Oh! Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! Tournament (Draft) – Fri 6 pm, Sun 5 pm

GM: Marcus Walker

Join us for Yu-Gi-Oh! Draft Tournament There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! \$20 to enter and you get to keep the cards/packs you drafted!

Video Games

Marina

Battletech #1 – Sat 10 pm

The classic mech-on-mech combat game comes back to PC in an all-new game by Paradox Interactive! This event is using standard Battle-scale (20Mb) teams. Modified mechs allowed. 1v1, best 2 out of 3, double elimination.

Battletech #2 – Sun 10 pm

The classic mech-on-mech combat game comes back to PC in an all-new game by Paradox Interactive! This event is using standard War-scale (25Mb) teams. Modified mechs allowed. 1v1, best 2 out of 3, double elimination.

Dragonball FighterZ – Sun 6 pm

Some of your favorite heroes and villains from Dragonball history come together for the first time in a generation! With the game featuring intense battles between teams of three characters, it can be hard trying to decide who to use.

Hearthstone – Sat 2 pm

This will be a Standard format event. Best 2 out 3 games. Players will be allowed to use 3 heros. No Hero can be duplicated. After the first match the person who obtains a loss will be allowed to keep using the same hero that was used the winner will have change hero. This will be a single elimination.

Hearthstone – Sun 2 pm

Wild format. Same rules as the previous event.

Injustice 2 – Sat, Sun 8 pm

The titanic battles in Injustice keep getting bigger and better! With three new Character Packs now available with characters from DC, Mortal Kombat, and even guest characters like Hellboy and the TMNT, it's almost a whole new game. 1v1, best 2 out of 3, double elimination.

Mario Kart 8 – Sun 2 pm

Race with some of the best-known Nintendo characters, and race to become the King of Karting. Choose your character, vehicle, etc. and race against up to three others on various tracks. Remotes only.

Mario Kart 8 Team Race – Sat 2 pm

Pick a partner and race against another team. Number of races and rounds are determined by the number of teams present at start of event. Typically three rounds with three races in each

Mario Kart Madness – Mon 11 am

Try to be the character with the most points. Character assignment choice will be on a first sign-up and attendance, so sign up early and be on time.

Mario Kart Practice – Sat, Sun 1 pm

Planning on being in the Mario Kart Team or Individual races, but feel you need some practice. Stop by for this hour of practice time before the event. A list of requirements and limitations will be available for that days event.

Marvel Vs. Capcom Infinite – Sat 6 pm

One of the greatest fighting game franchises returns with a bang! When the characters from the different universes of Marvel and Capcom are slammed together, you know some awesome fights will come from it. Tournament will be 1-on-1, best 2 out of 3, and double elimination.

Super Smash Bros. 1v1 – Sat 4 pm

Featuring some of the greatest Nintendo characters ever, Super Smash Bros is one of the most popular video games at the convention! Head-to-Head, Double Elimination rules. Additional rules explained at the tournament.

Super Smash Bros. FFA – Sun 4 pm

Brawl against up to 7 other players, and come out on top. Additional rules explained at the tournament.

LARPs

LARPs

Bel Air, Newport A, 3103

Graduate School – Sat 8 pm – Homebrew

GM: Ross Cheung

You are all proud young academics and scholars in training, the brightest and best of the bunch, who are all accomplished enough to be PhD students at the research laboratory of the renowned Professor Smith. At least, that's the idea. Being a graduate student is not at all what you've expected. In this larp you play a group of overworked graduate students trying to get through the week. You will follow your desire for recognition while fighting off the ever-present impostor syndrome.

Ragnarök and Roll – Sat 2 pm – Custom (Boffer + Nerf guns)

GM: Robert Prag

It is the year 2020. As foretold in Ragnarök, the Jötunn have returned to the land, plunging the world into chaos. They rampage and kill, and yet as the Æsir are nowhere to be seen to opposed them, the task falls instead to newly form NATO Paranormal Event Containment Command (NPECC). Ragnarök and Roll is an action-focus LARP about a collection of battles between the members of the fictional NPECC military unit and the Frost Giants of Norse myth. Boffer LARP showcase, put on by department.

Starship Valkyrie: [Strat13] Kapteyn's Star – Sun 2 pm –

Starship Valkyrie Basic

GM: Christian Brown

The continuing adventures of the ERS Merlin as it scouts the Kapteyn's Star system for the possible establishment of a military or civilian base. You will play the crew of a starship in this cooperative sci-fi LARP.

The Canary Club: A Toast To Doomsday – Sun 8 pm – Homebrew

GM: Kevin Pearl

WAR threatens to consume the globe! Natural disasters strike without warning! A coded message from a long-lost friend gathers together the greatest adventurers of The Pulp Era for a secret meeting with only one item on the agenda...How do you stop the end of the world? (Pulp attire highly encouraged)

The Drinkings – Fri 8 pm – It's own

GM: Ross Cheung

"A group of friends meet regularly in a pub. They all work as respectable and esteemed scholars at an ancient university, but they all also write fantastical fiction in their spare time. At their monthly meetings, they talk about their writing and bounce ideas off each other "This larp explores themes of friendship and the tension between support and envy/competition.

The Expanse: Typhon's Legions – Sun 8 pm – Situation Room

GM: Nicco Wargon

This dramatic political LARP takes place in the world of James S. A. Corey's The Expanse. Set five years before the events of Leviathan Wakes (Season 1), the Secretary-General of the UN faces a series of unprecedented challenges. A Black Sky terrorist attack, an armed farming collective standoff, international political upheaval, dirty dealings with Mao-Kwikowski Mercantile and finally Mars and the OPA on the brink of war. Players will be the undersecretaries tasked with finding solutions.

The Gate of Light and Shadow – Sat 8 pm – Homebrew
Theatrical

GM: Joe Landolph

Tonight, the Gate of Light and Shadow will open. Spirits have come from different realms to explore the world beyond the Gate, to find the shrines of power that are hidden in plain sight and contest the other realms for control of them. You have only one evening to claim the power of the shrines and restore your realm, before the gate closes for another thousand years.



Open Gaming

Plaza Ballroom A

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

Miniatures

International Ballroom A

"Escape from Osgiliath" – Sat, Sun 1 pm – 'Lord of the Rings Strategy Battle Game'

GM: Larry Stehle

Would you help Frodo and his compatriots escape the invading army of Sauron and flee Osgiliath? Or aid Sauron and the army of Mordor in capturing Frodo and the One Ring? Will Frodo and Sam succeed? Come and find out! Any level of player welcome! Everything provided! HMGS Game.

40K Ironman Tournament – Sat 8 pm – Warhammer 40K 8th ed 1000 points. All models killed are removed for the tournament. All damage carries over. Are you the toughest of them all?

40K Mega-Apocalypse – Sat, Sun 10 am – Warhammer 40K 8th ed.

Come decide the fate of worlds in the new 8th edition of Warhammer 40K. Rules tweaked slightly for epic games, bring a force of up to 350 power. Loaner armies available, join anytime, beginners welcome!

Battlestations HUGE 101 – Sat 9 am – Battlestations 2.0

Battlestations HUGE – Fri 6 pm, 10 pm, Sat 10 am, 2 pm, Sun 5 pm, 6 pm, 10 pm – Battlestations 2.0

GM: Jeff Siadek / Dennis Lien / Thomas Barry / Mario Acuña
Co-op Sci-Fi, work with your fellow crewmates to save the galaxy. Veterans and new players welcome.

Blood Bowl Demos and Open Play – Sun 10 am – Blood Bowl

GM: Gabby Perez

Bring your teams for some casual Blood Bowl, We have spare teams for new players who want to learn the game as well.

Blood Rage – Fri 2 pm – Blood Rage

GM: Benjamin Peck

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! Blood Rage is a Viking board game created by acclaimed game designer Eric M. Lang.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

Not giving a flip for over 30 years! 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

Civil Unrest – Sat 5 pm – Civil Unrest

GM: Paul Villar

A 2-player miniatures board game in a modern-day fantasy city amid political instability, where players will control either the city's law enforcement or they will control the political movement looking to overthrow the powers that be. At the end of the game it is the player who can advance their political narrative the best and influence the political elite will win. Now available on Kickstarter!

Clay-o-Rama Midnight Death Brawl – Sat Midnight – Clay-o-Rama

GM: Adam Hicks

Create a gladiator out of play doh and twist, pinch, slam and smash your opponents into puddles of mud!

Cthulhu: Xothic Wars – Fri Noon, 4 pm, Sat 10 am, 2 pm –

Cthulhu: Xothic Wars

GM: Sandy Dobbs

The Starspawn attack the Elder Things in this 28mm skirmish wargame. Anyone can come by and play a game or turn with the designer and caster of the figures.

Cthulu Wars! – Fri 10 pm – Cthulu Wars

GM: Adam Hicks

The world has been destroyed, the Great Old Ones have risen and now battle for control of the planet! Come and play as one of the Great Old Ones and see who can create the most doom in our fallen world.

Death Race 2018 – Sat 2 pm – Car Wars - Homebrew

GM: Robert Hagmaier

On your mark... get set... KILL! The Southern California Autodueling Brotherhood, in association with Terminal Island Prison Inc., is proud to bring you Death Race 2018. Will you take the checkered flag against 4-time winner Frankenstein? Can you beat reigning champion Machine Gun Joe and the other murderous thugs hell-bent on vehicular manslaughter? This year's winner will be granted an unconditional pardon. The event will be streamed on pay-per-view to an estimated audience of 45 million! Get out of jail, become a celebrity, sign-up today!

Death Race 2018 - Vehicle Design – Sat 11 am – Car Wars -

Homebrew

GM: Robert Hagmaier

A turn-based auto-combat game which uses a homebrew Car Wars variant rule system. If you play in the main event at 2pm on Saturday, you can select a pre-designed vehicle or you can come to this session if you want to build your own car. You'll be given a bankroll which you can spend on a base vehicle, engine and suspension options, guns, armor and more. Step-by-step rules are provided.

Dirtside! – Sat 5 pm, 6 pm, 10 pm, Sun 10 am, 2 pm – Dirtside

GM: Jeff Siadek / Mario Acuña

From the makers of Battlestations comes DIRTSIDE! Fully compatible stand-alone spin off board game featuring expanded rules for encounters upon a planet surface.

Dirtside! 101 – Sun 9 am – Dirtside

GM: Jeff Siadek / Mario Acuña

From the makers of Battlestations comes DIRTSIDE! Fully compatible stand-alone spin off board game featuring expanded rules for encounters upon a planet surface.

Dropship Down! – Sat, Sun 3 pm – This is WAR!

GM: David Dunn

Your Dropship carrying 2 of your squads plus special Diplomats, were shot down 4 clicks inside enemy territory. Your mission has changed from "Escort" to "Protect and evade". Get the Diplomats and your people out! No experience Necessary, all materials provided.

Dropship raid – Sun Noon – Battletech Alpha Strike

Bring an Inner Sphere mech lance of at most 150 points from 3025 or lower tech. If you don't have your own mechs, pre-made lances will be available. Players will be divided into teams to either attack or defend the downed dropship. May the best mechwarrrior be victorious!

Dust 1947 – Sun 10 am – Dust 1947

GM: Braden Farr

A game of Small Unit Warfare in an alternate history 1947. 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!

Miniatures

Dust 1947 Tournament – Sun 10 am – Dust 1947

GM: Victor Bugg

Bring a 100 AP force. Scenario 101 from rulebook. 3 rounds. Swiss pairings. 90 minute time limit per round. Participation and winner Prizes.

Epic ship encounter – Sat 6 pm – X-Wing 1st Edition

2 Round (for sanity sake) epic ship tournament. Players' fleets MUST be less than 200 points. Players who field an epic ship will receive a once per game bonus. Games will be 1 1/2 hours long.

Ethnos – Sat 2 pm – Ethnos

GM: Benjamin Peck

Ethnos is a mythical realm filled with creatures big and small. As the last Age ended, war and revolt left the inhabitants without someone to lead them into their future. Giants, Dwarves, Elves, and Centaurs have not traditionally gotten along, but a leader is a diplomat as much as a warrior. Now, you'll have to bring the residents of Ethnos together under one rule.

Family Clay-o-Rama – Sun 10 am – Clay-O-Rama

GM: Patrick Sewell

Anyone is welcome to play, but there is a strong emphasis on kids playing in this event. In fact, it has been known for kids to gang up on adults, but all in good fun! The youngest children receive a boost to their characters. Come create your warrior out of play-doh prior to the start of the event and then proceed to utterly annihilate all who stand in your way. Special moves include Poke, Drop, Toss, Bowl.

Gamex ITC 40K Grand Tournament – Sat, Sun 10 am –

Warhammer 40K

GM: John Paiva

Warhammer 40K 2000 point tournament using ITC rules and scenarios found on the FrontLineGaming.org website. We will be using the Captain's scenarios with 3 games on Saturday and 2 on Sunday. Bring 2 PRINTED copies of your army list to the event. To guarantee your spot, preregister on the Strategicon website for the event on or after May 10. No entry fee, only your convention badge. Two-day event.

Invisible Enemy: Micromachines at War – Sat 2 pm – Invisible Enemy

GM: James Burbeck

Invisible Enemy takes players into the miniaturized battlefields of the future. Miniatures are MGVs (Miniature Ground Vehicles) that are twenty times actual size. Players choose their own main weapons and fight it out on a battlefield of "giant" obstacles, residue traps and dead insects. The rules are available free online at eylau.com.

Kingdom Death: Monster – Sat 7 pm, Sun 10 pm – Co-operative

GM: Reid Barkell

Set in a unique nightmarish world devoid of most natural resources, you control a settlement at the dawn of its existence. Fight monsters, craft weapons and gear, and develop your settlement to ensure your survival from generation to generation.

Last 1st edition X-Wing Tournament – Sat 10 am – X-Wing 1st Edition

Come play our last 1st edition X-Wing tournament 100 point tournament, 3 rounds 1 hr games

Massive Darkness – Fri 2 pm – Massive Darkness

GM: James Freeman

Join forces with the other players to enter the underground lair of the Darkness. You'll work together, jumping from shadow to light, engaging the enemy when the moment is right. The minions of the Darkness can be anything from orcs, to goblin warriors, to giant spiders.

Mr. Lincoln's War Tournament – Sat 10 am – Mr. Lincoln's War

GM: Stephen Phenow

Jackson collides with McDowell. 310 pts. Terrain is all ready pre-arranged. Any basing style welcome, just bring enough troops for both sides. Table size TWO separate 8' x 5' globpronet@gmail.com for any questions.

Operation TORCH: BattleGroup 101 – Sun 9 am, 2 pm – BattleGroup

GM: Troy Hill

November 1942. The Allies have landed on the shores of French North Africa. Can the Axis hold on and keep control of the desert? BattleGroup, designed by Warwick Kinrade, and published by Plastic Soldier Company is a fast moving game of tabletop WWII warfare that can be played in a variety of scales. For this introductory session, we'll play in 15mm scale, and introduce the basic rules of the game in a fun desert war scenario. Everything needed to will be provided for the game.

Paint and Take - Sponsored by Army Painter – Sat, Sun 10 am

GM: Sarah ChristianScher

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our experienced staff can help you learn all the techniques and tricks to get your minis table ready. 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 dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 4pm

Party Penguins: Candy Crush Saga – Fri 10 pm – MMORPG using tabletop miniatures

GM: Victor Bugg

RPG/miniature game of exploration, puzzles, and treasure-hunting in dungeons filled with traps and unfriendly monsters in a quest to save the candy Kingdom from the Jelly Queen and Cupcake Carl. Purchase a party penguin mini from the booth of same name with your gear and class based on which one chosen. What you see is what you get. Take-home treasure (swag) if the team succeeds.

Quelque part en Normandie – Sat 3 pm – Bolt Action 2nd Edition

GM: Robert Courtney

Come learn how to play Bolt Action, a fast paced WW2 company size miniatures game. Players take command of several infantry platoons and their supporting weapons and vehicles. Players alternate moving their platoons randomly so you never know what will happen next.

Remagen Bridge 1945 – Sun 11 am – Flames of War Ver3.0 Late War

GM: Michael Verity and Daniel Verity

Arriving before the intact Ludendorff bridge at Remagen, the American elements of the 9th Armored Division received orders to rush the bridge with explosive charges in place. Charging across, the lead platoon tried to clear the charges, saw the lit fuse,... and bang, the bridge erupted in blast and smoke. The rest is history as those same dazed Americans created a beachhead across the Rhine. Will history repeat?

Miniatures

Rising Sun — Fri 8 pm, Sat 9 am, 8 pm, Sun 9 am, 1 pm, 8 pm, Mon 9 am — Rising Sun

GM: Daniel Alvarez/James Freeman/Jackie Chao
Set in Feudal Japan. It is the time of Shintos, Bushis, and Daimyo. The political situation hangs in a tense balance, as alliances are formed and broken and the threat of war is ever-present. Ancient clans call upon mythical Japanese Monsters to assemble with their forces, and when diplomacy fails, they're ready to go into battle. Rising Sun is a game about politics, tradition and war.

Robotech Boot camp — Sat, Sun 9 am — Robotech RPG Tactics
GM: David Dunn

Go through the rough and tough Robotech training, to learn how to operate your Mecha in combat against the Zentradi horde! Advance your training and complete your first mission! All materials provided, no experience necessary.

Star Wars Imperial Assault Campaign Pt. 1 — Sat 4 pm

Star Wars Imperial Assault Campaign Pt 2 — Sun 4 pm

Star Wars Imperial Assault

GM: Stephanie Tennison

"New dangers lurk in every shadow and darkened alley on Tatooine, home of bounty hunters and galactic scum." Join the Rebel Alliance in the first half of the Twin Shadows mini-campaign for Star Wars Imperial Assault. Can you rescue Han Solo and uncover the Imperial plot?

The 1, Me, My ZOMBIE MASH — Sun 6 pm — Savage Worlds
(Adjusted for you)

GM: BOB Furginson

Do you know what you would do if you found yourself in a scene like the movies Shaun of the Dead or Zombieland? Well, now's your chance to play you - as your character. We will be using Savage Worlds' basic system (with a few guidelines changes) to create you as a character. How much easier can it get to know your character's background in an RPG? RIGHT? You'd need a psychiatrist to know your character any better!

The Last Tiger — Sun 10 am — Modified Bolt Action 2

GM: Dan Munson

Sicily, mid-August 1943. The Allies have pushed the surviving Axis forces into the northeast corner of the island, near Messina. An evacuation is in the planning stages, but the front must keep Allies at bay. Amongst the remaining Axis assets is the sole surviving Tiger I. BOLT ACTION 2, with SFVW modifications. No experience needed. All materials provided, Contact Dan at musketoon53@gmail.com with questions.

Twilight Imperium — Sun 4 pm — Twilight Imperium: 4th Edition

GM: Steven Rodriguez

A game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining.

Warhammer 40K Demos — Sat 4 pm, Sun 10 am — Warhammer 40K 8th edition

Come learn to play the newest iteration of the long running master of Sci-Fi miniatures games. All Materials Provided, join any time!

Warlands Battle Royale - Last Man Driving — Sat 10 am, 1 pm — Warlands Core Rules from Aberrant

GM: Tony and Jane Kenealy

Be the last man driving in a war of attrition in the Warlands. Warlands is a turbo-charged 20mm miniatures game of cinematic vehicle combat set in the ruins of a post-apocalyptic Earth. All materials will be provided. Prize support for the winners will be awarded.

X-wing Kids Demo and Practice — Fri 8 pm — X-wing Miniatures

GM: Patrick Sewell

Come learn how to play X-wing, or test out your lists for the tournament on Saturday. Learning here means you will be able to play in the tournament even if you are new and ships will be provided

X-Wing Kids Tournament — Sat 10 am — X-Wing

GM: Patrick Sewell

Ships and materials provided for new players as long as they know how to play or attended the 101 on Friday night. 100 point lists will be checked prior to start of the tournament. Minimum of 2 rounds. With enough players there will be 2 seeding rounds followed by a final round for the top 4 players. Kids 16 and under only, please.

Zombicide — Fri 8 pm, Sat 2 pm, 8 pm, Sun 8 pm, Mon 9 am — Zombicide

GM: Jaqueb

Slipping between buildings, ducking behind rubble, and scavenging for anything that might keep them alive just a little bit longer, a group of Survivors navigates the streets of a dilapidated city now overrun by a mindless horde of zombies. Survivors, each with unique abilities, use their skills against the masses of unthinking, blood craving zombies!

Zombicide: Green Horde — Fri 2 pm, Sat, Sun 9 am — Zombicide: Green Horde

GM: Daniel Alvarez

Orcs and Humans have never had an easy relationship. The borderlands between the two groups were regularly sites of conflict, as both sides would raid into the other's territory. But something new has swept across the border. No simple pillaging party, an entire host of Orcish Zombies have spilled forth. The Survivors of the zombie plague are going to have a whole new set of problems they'll have to deal with.

War Games

War Games

Los Angeles B & C

1775: Rebellion – Sat Noon

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

Axis & Allies – Sat, Sun 9 am

Play Europe or Pacific for the preliminary rounds, and the players have the option of playing the full world game for the finals. Preliminary rounds are played on Saturday, the final round on Sunday at noon. We welcome new players. We can match you with an experienced partner

Battle Cry – Sun Noon

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

C&C Napoleonic Intro & Epic Demo – Sat 6 pm

Command Napoleon's French and Prussian, Russian and Austrian forces in a series of battles - All with Richard Borg's easy to learn and use card driven wargame system. Demo of basic game and epic game. Demo last 15 minutes or can play longer

Clash of Cultures – Fri 6 pm

Players must explore their surroundings, build large cities, research advances and conquer those who stand in the way.

Frederick – Sat 4 pm

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

Game of Thrones – Sat 11 am

3-6 players. Will you take power through force, use honeyed words to coerce your way onto the throne, or rally the townsfolk to your side? Through strategic planning, masterful diplomacy, and clever card play, spread your influence over Westeros!

Kriegsspiel – Sun 9 am

Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with blocks to represent units. Easy to learn and simple to play understanding of Napoleonic tactics a plus. Con scenario is American Civil War, operational level

Maria – Sat 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

Napoleonic Wars, 2nd Edition – Mon 11 am

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

Rune Wars – Sat 6 pm

An epic board game of conquest, adventure, and fantasy empires for two to four players. Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

Sails of Glory – Fri 4 pm

Sails of Glory, Frigates – Sun 6 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 boardgame mechanics. Tournament.

Sturm Europa – Sat 10 am

This is not your fathers World War 2 wargame! Plastic miniatures and simultaneous action selection are highlights of this fast paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro! Check out the game hosted by the designer

Twilight Imperium 4th Ed – Fri 6 pm

A game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining.

Roleplaying

Plaza Ballrooms B-D, Los Angeles A , 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.

Aalsdepp Adventures – Sat 8 pm – Agon Engine

GM: Maslon Barry

Search for gold and glory under the ancient ruins of the dead Empire of the Night Sun.

Archons: Adventures in the Awakened World – Sat 9 am, 2 pm, Sun 2 pm – Fate Accelerated

GM: Seth Halbeisen

Come and try my new game! It's a modern fantasy setting, with lots of magic, action and intrigue! Explore fantastic places, discover hideous plots, defeat strange and interesting creatures and villains and minions! All within the easy to learn Fate Accelerated game system! Session Module: Dealing With A Someone Else's Mess Free Fate Dice for all players!

Assault on the Sky-High Tower – Sat 2 pm – Mutant Crawl Classics

GM: Thom Denick

The vernal equinox marks the beginning of a new Rite of Passage for younglings in the Clan of Cog. Will you be able to prove yourself as a full member of the tribe, or die exploring the horror and mystery of the Sky Arc? A level 0 beginner adventure for the new MCC (post-apocalyptic DCC) RPG system. All are welcome to come give it a try!

atlantis reemerging – Sat, Sun 9 am – rifts living campaign

GM: Juan Shoemake

Local hero's from a small fishing village along the now Texas coast are asked by lemurians to recover an Atlantean artifact

A Town Called Malice (Playtest) – Fri, Sun 2 pm – Story Pillar System (Home By Dark)

GM: Terry Kasabian

This is a new game that takes you to the remote town of Malice, where something dark is in the cold wind. Based on the Story Pillar system originating from Home By Dark, from Protagonist Industries. In the vein of: Fiasco and other story games where players build the narrative.

Black Monk 1 – Fri 8 pm – Praxis

GM: jim pinto

In The Black Monk, the characters are people living in a desolate, but vibrant world where time seems to have lost meaning. They toil in work, only to be visited once a year by the Black Monk. Then one evening, the sun stayed in the sky all day. When there should have been night, the sun remained. And now it feels as though it's been years since the Black Monk came. But perhaps it was yesterday. Is that blood?

Black Monk Oubliette – Sun 8 pm – Praxis

GM: jim pinto

In The Black Monk, Oubliette the characters live inside a dark, onyx monastery made into a prison. It's name is Absalom, home to roughly 100 people. The outside world. Desolate. A place where monsters dwell, including the undying Black Monk. Whenever the Black Monk visits, the sun disappears. The people retreat to the monastery. When the Black Monk leaves, the sun reappears. Inside, the hours drag on.

Blood Moon – Sun 8 pm – Agon Engine

GM: Maslon Barry

The Sign of the Blood Moon marks the end times. Come and plot to destroy the world with your friends.

Call of Cthulhu - Fifteenth Generation – Sun 2 pm – Call of Cthulhu 7th Edition

GM: Michale Shupe

The investigators have used their Aeon Tracker (or has it used them? It's debatable) to discover another Thing that Should Not Be. Sent to a time in a far-flung future, the Fifteenth Generation of clones on the Lunar colony have started manifesting certain... surreal traits. Find the cause and stop it before they use their twisted technomagic to warp all of reality to their unknowable horrible will!

Carcass: Exodus – Sun 2 pm – Carcass

GM: jim pinto

The Carcass: Exodus is a RPG story game about the end of the world. There are a lot of roleplaying games about the end of the world, and most focus largely on conflict: fighting off marauder bands, defeating warlords and the like. But what if they weren't all like that? What if one of them was about rebuilding the community? Carcass: Exodus is a GMless game about a community when all you have left is each other.

Cats of Cathulhu – Sat 2 pm – Cats of Cathulhu

GM: michael cantin

In Cats of Cathulhu, players take on the roles of a variety of ordinary-seeming cats fighting conspiracies of cosmic chaos. Mighty spirits such as Snarlyathotep, slimy Phatphrogua, and Hastpurr of the Yellow Eye inspire their cultists to destroy civilization-but that's where all the comfy furniture is!

CCC-BWM-001 Howling on the Moonsea (levels 5-10) – Fri 2 pm, Sun 9 am – Dungeons and Dragons 5th Edition

Aristocrats and nobles from all around the Moonsea come to vacation upon the pleasure barge that sets sail from the floating Sokol Sea Palace. However, recent late-night howling and frightening shapes in the dark have discouraged the usual number of customers from boarding the Sokol Sea Palace. Rumors of Zhentarim cargo ships being attacked by unseen monsters in Moonsea have also added to the fear of sailing to the once thriving vacation destination.

CCC-BWM-002 The City in the Depths (levels 5-10) – Fri 7 pm, Sun 2 pm – Dungeons and Dragons 5th Edition

An old man, a powerful artifact, and an entire ancient city waits for you in the cold depths of the Moonsea. Nothing is certain about what lies ahead, except that someone will get wet. Bring your bathing suits, it is time to take a dip.

RPGs

CCC-BWM-003 Tales of Two Towers (levels 11-16) – Sat 9 am, Sun 7 pm – Dungeons and Dragons 5th Edition
The annual celebration of the abolishment of the Great Law of Humanity is happening in Hillsfar. As the leader of the factions in the region, Elanil Ellassidil has to attend the event. However, she has a guest with her and thus has summoned adventurers to Elventree to help ensure the safety of her guest while she is gone. A simple babysitting task shouldn't be too difficult for mighty adventurers, right?

CCC-HULB03-01 Weakness of Rock (levels 11-16) – Fri 7 pm, Sun, Mon 2 pm – Dungeons and Dragons 5th Edition
Something stirs in the Hulburg mines. It would be nice to know what, but it would be nicer if it would stop collapsing parts of the mines and leaving catatonic miners. This could be the end of Hulburg's windfall unless someone finds a way to stop it. Part 1 of the Obsidian Stone trilogy.

CCC-WWC-01 In the Face of Fear (levels 1-4) – Sat 9 am, 7 pm – Dungeons and Dragons 5th Edition
A devout priestess of Torm seeks one of three platinum discs once carried by a trio of Banite fanatics. To retrieve the item, the characters must travel into the rocky, broken lands of Thar and unravel the protective magic left behind by the archmage who originally hid the disc.

CCC-WWC-02 Dark Waters of Hate (levels 1-4) – Fri 7 pm, Sun 9 am – Dungeons and Dragons 5th Edition
A devout priestess of Torm seeks one of three platinum discs once carried by a trio of Banite fanatics. To retrieve the item, the characters must sail the Moonsea, journey to its depths, and unravel the protective magic left behind by the archmage who originally hid the disc.

CCC-WWC-03 Tyrant of the Forgotten Forge (levels 1-4) – Sat, Sun 2 pm – Dungeons and Dragons 5th Edition
A devout priestess of Torm seeks one of three platinum discs once carried by a trio of Banite fanatics. To retrieve the item, the characters must delve an abandoned dwarven mine and unravel the protective magic left behind by the archmage who originally hid the disc.

CCC-WWC-04 The Black Hand (levels 1-4) – Sun 7 pm – Dungeons and Dragons 5th Edition
A priestess of Torm needs adventurers to travel to Thentia with three platinum discs that once belonged to a trio of Banite fanatics. From there, the items are bound for Elturgard, where they can finally be destroyed. It seems like a simple task, but followers of Bane also seek the discs. Can you see your cargo safely to its destination and rid the Moonsea of its ill influence, or will Bane's followers successfully reclaim what they believe is their rightful property?

CCC-YLRA02-01A The Empty School (levels 1-4) – Fri 2 pm – Dungeons and Dragons 5th Edition
The aristocratic Mulmasterite wizard Salvar Brix lavished his wealth on building Brixmarsh, a school of magic in the backwater port of Ylraphon—but barely any students have enrolled, and hidden treachery threatens to shut the place down. Hired to disguise yourselves as students and investigate, can you save what some are already calling "Brix's Folly?"

CCC-YLRA02-01B The Wards in the Walls (levels 1-4) – Fri 7 pm, Mon 9 am – Dungeons and Dragons 5th Edition
The younger apprentices at the school of magic called Brixmarsh Academy have been vanishing mysteriously, only to turn up in restricted areas. These adolescents don't seem to trust adults with their secrets, so you are asked to magically disguise yourselves as students the same age. But even if they show you the otherworldly paths they've found, can you survive them?

CCC-YLRA02-01C The Magician's Compass (levels 1-4) – Sat 9 am, Mon 2 pm – Dungeons and Dragons 5th Edition
Someone is trying to assassinate a student at the Brixmarsh Academy of Spellcasting and the Arcanist's Art in Ylraphon. You're hired to protect this student covertly, joining his team in a competition that requires delving a dungeon. Yet some mysterious force is at work in the underground ruins, and an enchanted compass has secrets to reveal. A Two-Hour Adventure for 1st-4th Level Characters.

CCC-YLRA02-02A The Sly & Avaricious (levels 5-10) – Sun 2 pm, Mon 9 am – Dungeons and Dragons 5th Edition
Trouble has infiltrated Ylraphon's elite houses, and you've been summoned to deal with the problem. Such problems are hardly ever simple to deal with, of course, and a much greater threat is soon exposed. Sharp claws, chattering teeth, and wicked blades scurry in hidden tunnels under Ylraphon. And a darker presence dwelling in the shadows reaches its fingers out, grasping for the strings that run the frontier town.

CCC-YLRA02-02B The Savage & Bestial (levels 5-10) – Sat 9 am, Sun 7 pm, Mon 2 pm – Dungeons and Dragons 5th Edition
Trouble rears its ugly tusks as the Bannon Clan of wereboars rise up out of the Flooded Forest to terrorize Ylraphite and Ylraphoner alike. Silver your weapons, shore up your armor, prepare your spells, and strike out into the Flooded Forest. It's time to take the fight to the wereboars!

CCC-YLRA02-03A The Chill Orb of Twilight (levels 11-16) – Fri 2 pm, Sun, Mon 9 am – Dungeons and Dragons 5th Edition
A priceless ship has gone missing in the flooded forest, and the trail leads through a planar crossing to Duskport, Ylraphon's dark Shadowfell reflection. Can the adventurers brave new factions and foes in time to recover the extraordinary ship, or will they meet their final fate on the streets of Duskport?

Cosmic Encounter – Sat 8 pm – Tales from the Loop
GM: Chris Czerniak

Step into the amazing world of the Loop a world of 1980s suburbia, populated by fantastic machines and strange beasts. You play the children of this world trying to make sense of the things around you.

DDAL07-13 Old Bones and Older Tomes (levels 11-16) – Fri 2 pm, Sun 9 am – Dungeons and Dragons 5th Edition
The sages of Candlekeep have come calling. They've come to Port Nyanzaru on the trail of a colleague. He came to the jungle to pursue his studies in solitude some twenty years ago, but within the last year, his regular communications have fallen silent. They are in search of brave (and discrete) adventurers to escort them around the peninsula for a health and welfare check. Are you brave and discrete enough for the job?

DDAL07-14 The Fathomless Depths of Ill Intent (levels 11-16) – Fri 7 pm, Sun 2 pm – Dungeons and Dragons 5th Edition
The time is now! The yuan-ti lay on the cusp of freeing an ancient being of insurmountable evil from its imprisonment. Should this happen, Faerûn may very well be plunged into an age of darkness. You have traveled with width and breadth of the peninsula and learned what you could about your foe. Now it's time to put that knowledge to use. Steel yourself, adventurer, there are important deeds to be done!

DDAL07-15 Streams of Crimson (levels 17-20) – Fri, Sun 2 pm – Dungeons and Dragons 5th Edition
The Soulmonger is shattered and its pieces scattered across the peninsula of Chult. Dire forces seek out those shards for their own nefarious purposes, and the Red Wizards are rumored to have found a number of them already. Can you wrest those necromantic artifacts from the hands of the dread mages? Part One of the Broken Chains Series.

RPGs

DDAL07-16 Pools of Cerulean (levels 17-20) – Fri, Sun 7 pm – Dungeons and Dragons 5th Edition

The Land of Ash and Smoke was once home to a wizard's sprawling complex and although the balor and its minions are now destroyed, evidence has come to light that more than a little of the arcane enclave was shifted into the Abyss. Where such magics take hold, the world strains to contain such power. Some speak of the land rippling like water, and the air boiling into murderous mist, and of powerful abominations that step out of thin air. Part Two of the Broken Chains Series.

DDAL07-17 Cauldron of Sapphire (levels 17-20) – Sat, Mon 9 am – Dungeons and Dragons 5th Edition

Just off the southern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened – and yet the recent events did not set it off. So why is it threatening to explode now? Part Three of the Broken Chains Series.

DDAL07-18 Turn Back the Endless Night (levels 17-20) – Sun 9 am, Mon 2 pm – Dungeons and Dragons 5th Edition

Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things. Part Four and conclusion of the Broken Chains Series.

DDOPEN2017 Lost Temples of Lake Luo (levels 1-10) – Sat 2 pm – Dungeons and Dragons 5th Edition

Brave the challenges of The Lost Temples of Lake Luo with five stalwart companions in a race against time as you face vile monsters, diabolic puzzles, and inscrutable NPCs. This event will span nearly 8 hours of continuous play.

Demigods - Happy Jacks RPG – Sat 2 pm – Demigods PBTA
GM: Kimi - Happy Jacks RPG

Demigods walk among us. Most people don't see them.... they don't WANT to see them. They bend reality and warp fate to fit their will, or the will of their all-powerful parents. Enter the world of Demigods PBTA - a new system for PBTA that will be available to the public soon! demigodspbta.com for more info

Eaves of Mirkwood – Sun 9 am – Adventures in Middle Earth - 5th Edition

GM: Louis Garcia

The great Mirkwood forest. They say a great evil festers there. You and your band have to cross the great forest en route to Lake Town. What darkness will befall you? Who knows? This game uses 5th edition rules.

Epic Crossover - Superheroic Roleplay "Midnighters" – Fri 2 pm – FATE Accelerated

GM: Michale Shupe

A newly formed superhero group is looking to expand its membership! The Midnighters are bankrolled by the grandson of the original "Captain Midnight" of the 1920's. With his extensive resources at your command, form a new force against evil - or simply take advantage of the free stuff. Or is there a more diabolical reason for this sudden generosity? Make your own character on the spot or play a pre-generated one!

Epic Crossover - Superheroic Roleplay "Midnighters Assemble!" – Sat 8 pm – FATE Accelerated

GM: Michale Shupe

The Midnighters have assembled, and had their first adventure. Their enigmatic patron remains enigmatic, but at least it doesn't appear that he has any plans of using the Midnighters in a plan for world domination, right? Create your own character on the spot or play a pre-generated one!

Escape From Rel Astra – Sat 2 pm – Dungeons & Dragons 5e
GM: Philip Martinez

The year is CY 580. The North Kingdom is beginning to unravel. You have refugee'd to the grand old city of Rel Astra. Little do you know that Rel Astra is beginning to feel the influence of The North Kingdom. Can you get out of Rel Astra alive? A World of Greyhawk scenario. Everything will be provided. Just bring your imagination.

EXCLUSIVE: PFS 8-99B The Solstice Scar – Sat 8 pm – Pathfinder RPG

NEW PLAYERS WELCOME! Join us as we journey take on the Solstice Scar and uncover clues about what happened that fateful day. This epic, multi-table adventure expands on 8-99A: The Solstice Scar. Band together with a room full of friends to discover the secrets behind The Solstice Scar. You won't want to miss this one!

FIASCO - Player's Choice – Sat 9 am – FIASCO

GM: Monique Macasaet

FIASCO is an a GM-less game where you will engineer and play out stupid, disastrous situations, usually at the intersection of greed, fear, and lust. It's like making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Filthy Streets – Fri 8 pm – Trail of Cthulhu

GM: Steven Rodriguez

It is the summer of 1935 and something odd has come over the city of Arkham, MA. Trash and refuse is being left in the streets and a foul odor wafts through every open window and doorway. In the oppressive heat, the citizens seem to pay no mind. Now a rampant infection is starting to spread, threatening to cause the evacuation of the town. Find out what has happened, before you become a part of it yourself.

Force Majeure – Sat 9 am – Star Trek Adventures

GM: Ian ChristianScher

You have been assigned to support and resupply the diplomatic mission to Menat II a planet whose people have recently made first contact with the federation after developing rudimentary warp technology. The planet is rich in dilithium and valuable so diplomacy is vital. This game is set in the late Generation era and pregens will be provided.

Gangsters of Love (Super Space Cowboys) – Sun 2 pm – GURPS

GM: Sarah Hicks

Do you dare be one of the good guys on a mission to save the women of Earth from their psychic fetuses? In order to do that you and your team must find Dick. He holds the ancient laser player you need to use to play the movie Scanners. This sacred movie holds the secret to all of humanity's survival. The setting is a decaying, over-urbanized Los Angeles, California. Pre-gen characters available.

Garribaldi's Curse (The Wizard's First Rule #3) – Sat 2 pm –

Fate Core

GM: JiB

The world isn't the simple place it used to be. You used to think that there was magic in the world and that things like demons were real. Now you know that you were right. You thought when you realized you actually did have magical ability that things would be easier, they would make more sense. You were wrong. If anything, everything is more complicated, and much more dangerous. Modern Urban Fantasy in Fate Core.

RPGs

Gladiators: Arena Combat – Sat 9 am – GURPS

GM: Captain Joy

Fight in the arena to the delight of the assembled masses. You will play a single gladiator. You will learn the GURPS combat rules as you fight, so no previous experience is necessary. There will be several bouts, with each bout increasing in tactical complexity, i.e. adding armor, damage types, hit locations, The entire session will be devoted to combat (so little if any role playing). Expect blood and sand.

Heroic Dark Playtest – Sat 9 am – Heroic Dark

GM: Dustin DePenning

Try out a very early game project with designer Dustin DePenning, creator of Synthicide. Heroic Dark is a percentile system that focuses on stories of heroic characters facing off against an encroaching darkness. Custom skills and power moves increase your chance of success, while brutal afflictions will hold you back. The game is inspired by a creative mix of Fate, GURPS, and Apocalypse World.

House of Keys – Sat 8 pm – Protocol

GM: jim pinto

House of Keys is a story RPG game about confusion, misdirection, and eroded trust. Set inside an enigmatic mansion, riddled with cryptic messages, the game tells the story of fantasy adventurers unable to escape a trap they've laid for themselves. Characters are adventurers at the end of a quest unable to escape a house of apparitions, locked rooms, puzzles, shifting corridors, and traps. How will they escape?

Implausible Deniability – Sat 2 pm – Paranoia

GM: Ed Murphy

Attention Troubleshooters. You have been selected for an important mission. Proceed to Briefing Room 482-C-A29/Delta for mission briefing. Special fun instructions follow: * Hygiene Officer is to cleanse and sterilize the foreheads of all team members using the Special Surgical Prep Kit. * If the team does not have a Hygiene Officer, Team Leader should now designate a Hygiene Officer. * If the team does not have a Team Leader, Team Leader will be determined by enthusiasm.

Into the Marches! – Sun 8 pm – In Nomine

GM: Sarah Hicks

There are many things going on in the Marches! Do you, as an angel of good, dare see them for yourself? Do you have what it takes to take down ancient Gods of Greece or even five story tall television that is trying to enslave humans? The Marches are vast and you can be sure that you will run into adventures there. Remember that things aren't always as they seem. Don't take anything for granted.

Kali Ghati – Sun 8 pm – Delta Green

GM: Aaron Vanek

Delta Green is a dark RPG of Lovecraftian horror set within a modern government conspiracy setting, like X-Files meets Cthulhu. A military/action scenario: A fellow DG agent stationed at a FOB in Afghanistan has gone missing. Agents must find him before his disappearance attracts attention that no one can afford. Written by Shane Ivey. Uses adventure specific pre-generated characters. Chance of death/insanity = high

Last Monster on Earth (Playtest) – Sat 2 pm – Best Friends Hack

GM: Stephanie Bryant

It's the end of the world as they know it - and you feel fine! After the world ended, you and your kind were left. Monstrous beings, supernaturals, fey, and a few "humans" who are anything but... what do you do now? How do you terrorize with no one to be afraid? This is a playtest - the system isn't fully cooked yet. Come help a designer shape her game!

Let's Get A Party Going! – Fri 4 pm – RIFTS

GM: Paul Rogers

Otherwise known: "It's my party and I'll die if I want to!" Fanatical cultists are trying to open a rift to a nether dimension to summon their "master" wanting for themselves personal power, worldwide influence, and great dental and how will they get such an entity on their side...offer it a good time...!

Lord Krasmus von Mau's Priceless bezoar – Sun 2 pm –

Monarchies of Mau

GM: michael cantin

In a land far from now, long after the disappearance of their favored servants, Man, Cats have created a world in their own image. Tonight an emissary from a previously unknown cat kingdom has come to town, inviting you to join his master, The Sphinx, at court and to take part in the search for ancient and valuable relic connected to the family of your Mistress. Upon arrival there are indeed wonders to behold, but also secrets to sniff out. Something ancient is restless, and angry...

Make it Look Like an Accident – Sat 9 am – GURPS

GM: Ron Shaw

(Tournament Eligibility) With ASPIRE and Sphere of Influence exposed many are trying to use this for their own agendas One Xenophobic senator is pushing for registration and living areas for a Presidential run. Your ASPIRE team has been tasked to 'visit' the senator in his heavily guarded hotel room before a fundraiser. Convince him not to go with his plans. If he will not be persuaded, make it look like an accident

Masks: A New Generation – Fri 2 pm – Masks (PbtA)

GM: Morgan Ellis

After the Golden, Silver, and Bronze Ages in Halcyon City, now it's Your Age! You play teen superheroes trying to figure out who you are and what kind of heroes you want to be while others try to shape your identity. If you like Young Avengers, Teen Titans, Young Justice, and Runaways, this is your jam. Masks A New Generation is a PbtA game of teenage supers finding their way and forging their own identity.

Mexican Cargo Run: Muluc Miasma – Sat, Sun 2 pm – Savage RIFTS®

GM: cameron cleveland

Fantasy, Sci-Fi, post-Apocalypse. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & the party will be split into two teams for a repair mission and a convoy mission. Two Gm's will be running this event. Music & soundboard provided. This is a roleplay tournament. Players will vote the best role-play (not roll-play).

Mine Eyes Have Seen the Glory – Fri, Sun 2 pm, Mon 9 am – GURPS 4th

GM: Mook

In the Old West border town of Agua Dulce, you've been temporarily deputized to track down and bring to justice the Bennett Boys, local varmints who recently graduated to robbing banks. It should be an easy few days' work, the kind of job you've done a thousand times before. Still, your scout's occasional rambling about "hearing the voice of God" is a bit unsettling...

Mini-Dungeon Potpourri #2 – Sun 2 pm – 2nd Ed. AD&D

GM: Joe Pearce

Join me in testing more mini-adventures designed for 2nd Ed AD&D (and other old-school fantasy RPG systems). Those dungeons that make the grade will appear in a published module! Includes an ancient graveyard, a smuggler's fort, and [REDACTED FOR SPOILERS]. It's going to be a gauntlet of action, but without some big purple guy! For character levels 5-8. Pre-generated PCs will be available.

RPGs

Musfire in Lillygrove – Fri 2 pm – Mouse Guard

GM: Gabe Resneck

High Summer grips the Territories, and mice from all over travel to Lillygrove to participate in the town's renowned celebration for Musfire. The matriarch has ordered your patrol to escort some of the travelers and ensure the safety of the holiday celebrations. Mouse Guard is an RPG system based on a simplified version of Burning Wheel that depicts heroic characters from the comic books of David Petersen.

New Strawn: Kansas shuffle – Fri 8 pm – Savage Rifts®

GM: cameron cleveland

Savage Rifts® Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pregens no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session.

No Exit – Fri 8 pm – Alternity - Dark* Matter

GM: Ira Taborn

You've never seen a snowstorm like this before. October in the Idaho mountains can be bad, but for hours it's been a virtual white-out. The snow must be at least 15 inches deep on the highway, and the weather's showing no signs of breaking. And here you are you and some strangers, stuck at the exit 23 rest stop. And until the storm breaks, you'll stay stuck. So, you wait until things get better hopefully soon.

Odin's Eye – Sat 2 pm – Praxis

GM: jim pinto

You are search and rescue specialists aboard a galaxy-hopping spaceship. Their motto "No Star Unturned" serves as a reminder to never give up. The crew of Odin's Eye intercepts a distress beacon of unknown origin, squawking from the planet's surface. Geological instability and fluctuating weather patterns make it difficult to pinpoint the beacon's nexus. Something down there is either alien... or confused

Paragon University - Training Day – Sun 8 pm – GURPS

GM: Michale Shupe

The overall infodump of Sphere of Influence's activities included what they knew about Paragon. It wasn't much. It took die-hard researchers to find the info. This has spurred a "Mystery Men" rush of normal (ish) people trying to apply to Paragon. Administraton has assigned students to chaperone potential applicants to find out if any are actually qualified to attend. Play a Pregen or make your own!

Pathfinder Society Games – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Pathfinder RPG

NEW PLAYERS WELCOME! Join us as and explore the world of Golarion in numerous adventures! Head over to PFS HQ (Los Angeles Ballroom A) on the 2nd floor to see which adventures we're running Games run about 5 hours and we have 10 tables that each run 3 games a day. The Pathfinder Society is a group of players who love Pathfinder RPG and play in a single global campaign with other players all over the world.

Pound of Flesh – Sat 8 pm – GURPS

GM: Gary Mack

ASPIRE agents are called in to assess a crime scene where the victims show evidence of bite marks. No strangers to creatures of odd appetites the agents ARE surprised when they find that the bite marks resemble normal human teeth. Now they must find out what is really going on with these bodies.

Power Supreme – Sun 9 am – Agon Engine

GM: Maslon Barry

Supers. That is what you are called. You are the most powerful of all supers. Come make your heroes and decide your fate.

Project Aspire - Marlin, TX – Sat 2 pm – GURPS

GM: Michale Shupe

Marlin, Texas. Below Schotzmann Propane was a secret facility that the Sphere of Influence used to use for hideous experiments. Thanks to the disclosure, many people found out about this, and the local authorities are doing their best to stave off protesters and curiosity seekers. Get in, get the dangerous stuff contained, and get out. Good luck. Part of the GURPS Tournament! Play twice before Sunday 2pm to qualify!

Project Aspire - Resurgence – Fri 8 pm – GURPS

GM: Michale Shupe

ASPIRE has their hands full as full disclosure of all of the Sphere of Influence dominated INTERCEPT was wikileaks to the world! You're being sent... somewhere, to deal with... something. Hey, it's busy, there's a lot of fires to put out, trust me you'll be needed! Play one of many pregens or bring your own character! Part of the GURPS Tournament, play twice before Sunday 2pm to qualify!

Ragna-ROCK – Fri 2 pm, Sat 9 am, 2 pm – Demigods, Powered by the Apocalypse

GM: Jason Mills

Demigods is a modern day, magical realism setting wherein all of the gods are real, from every belief system around the world, and you play as one of the half-mortal children of the gods. This band of Demigods is exactly that, a real band! CharGen will include what kind of band you're in, and how you'll save the music industry. Rock on!

Ragnarok – Mon 9 am – Hillfolk (DramaSystem)

GM: Wade Rockett

You are the gods of fallen Asgard, your starships roving the galaxy in search of a new home. Sailing the tides of the cosmos, will you find salvation in the void, where armies of hungry dead writhe endlessly beneath black suns? Or will your rivalries and jealousies tear you apart first? Use collaborative storytelling and player vs. player interaction to play out exciting scenes of drama and interpersonal conflict!

Raiders of the Floating Castle – Sat 2 pm – 5th Ed. D&D

GM: Joe Pearce

The final entry in a ranger's journal provides clues to a terrible secret: wandering horrors from the sky have been ravaging settlements all across the Tanz in the last few years. Can a dignitary from the next likely target convince a band of adventurers to make a preemptive strike against the Raiders of the Floating Castle? A scenario for 8th to 10th level characters. Pre-generated characters will be available.

Regenesis – Fri 6 pm, Sun 9 am – Synthicide RPG

GM: Dustin DePenning

A mysterious box has been forced into your possession. Everyone in the Galaxy is trying to get it. Where will you turn when your back is against the wall? This is a newly released adventure for Synthicide, a high-action RPG with streamlined roleplay and tactical grid combat. Explore a game that invokes both Firefly and Terminator 2 you're criminals flying around a galaxy where robots are gods and humans are scum.

RPGs

Return to the Cruise Ship of the Damned – Sat 2 pm – Spirit of 77 (Powered by the Apocalypse)

GM: Dave from Monkeyfun Studios

We're going back to the SS Tangerine where it all started! But things are so much different... pre-generated characters will be provided. All experience levels welcome (even if you've never played a PbtA game before).

RPG Games on Demand – Sat 9 am, 2 pm – various

GM: various (Tomer Gurantz)

Want to play or run indie press RPGs and story games?

Didn't get into the game you wanted? Open yourself up to the fates! Come play RPG Games on Demand with us. We will pitch games at 15 minutes after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more.

RPG Games on Demand: Kids Edition – Sun 2 pm – various

GM: various (Tomer Gurantz)

In the Kids Edition of RPG Games on Demand we gather kids and teens who want to play role playing games and run games such as Gobbles and Goblins, Hero Kids, and The Deep Forest.

Ruma: Dawn of Empire – Fri, Sat 8 pm – Apocalypse World

GM: Martin Greening

A tabletop RPG set in an alternate Roman Empire where myth and magic are real. The Empire has just begun to push its borders into neighboring lands, only to be met by savage barbarians, murderous beasts, magical forests, and strange horrors. Ruman generals and senators have formed small cohorts of specialized troops to counter these threats. You are a member of such a cohort.

Sith vs. Emo Episode II: Luke is Still the Last Jedi – Sat 8 pm –

Fantasy Flight Games Star Wars RPG

GM: Ira Taborn

The FIRST ORDER is in chaos. With the Star Killer base decimated, Supreme Leader Snoke has deployed his merciless legions to avenge his massive boondoggle. Only the NEW SITH ORDER can stand against the rising tyranny. And by stand, I mean high five each other as they hyper-drive to safety. But the FIRST ORDER has a new technology that may make the Sith Lord's escape not so complete...

Starfinder Society Games – Fri 2 pm, 8 pm, Sat 9 am, 2 pm, Sun

9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Starfinder RPG

NEW PLAYERS WELCOME! Join us as and explore the stars!

Head over to PFS HQ (Los Angeles Ballroom A) on the 2nd floor to see which adventures we're running Games run about 5 hours and we have 3 tables that each run 3 games a day. The Starfinder Society is a group of players who love Starfinder RPG and play in a single global campaign with other players all over the world.

Star Trek: Karachi Mission – Sun 9 am – GURPS

GM: Captain Joy

Your team is sent aboard the ghost-ship USS Karachi NCC-906 a Paris-class light cruiser missing for almost 50 years (since (22)2308.19). Complication: it has drifted into the Romulan Neutral Zone. This adventure is set within the original series Star Trek universe. You will not be playing senior bridge officers, but lower level ensigns or lieutenants. Role-playing experience is not required to enjoy this adventure.

Temple of the Sun Cabal – Sat 9 am – 13th Age

GM: Wade Rockett

To save the world, sometimes you have to save a vampire—especially when they have information you need, and they've been captured by the not-so-friendly neighborhood sun cult! Getting to their island temple won't be easy, though. Will you choose the Path of Battle, the Path of Cunning, or the Path of Welcome? Designer Wade Rockett will GM this adventure from Pelgrane Press. No experience necessary, pre-generated characters provided.

The Big Escape – Sun 9 am – GURPS

GM: Ron Shaw

(Tournament Eligibility) With so many supernaturals now exposed the over-stretched ASPIRE having picked up anti-supernatural 'chatter' has drafted several Paragon University students to serve as relocation teams for the parents of their fellow classmates.

The Black Warlord – Sat, Sun 9 am – Palladium RIFTS

GM: Addison Vigil

300 years in the future eastern europe is a permafrost wasteland filled with Warlords commanding armies of cyborg soldiers, high tech remnants of the Soviet Empire, and Mystic magical supernatural creatures. During a border war villages are not heard from and the characters seek out why and what the rumors of a dark figure in the backwoods are about.

The Call of Hollywoodland – Fri 8 pm – Call of Cthulhu 7th edition

GM: Christopher Grey

1936, The Golden Age of Hollywood. Studios are cranking out pictures like candy. You work for RKO and must save the biggest horror picture of the century from collapsing under a director that has gone mad. As you discover the source of his madness, you may find yourself having to save more than only a horror picture. The fate of humanity could be in your hands. Something rests under Hollywoodland, and it is now awake.

The Challenge of Alexander 9000 – Sat 9 am – Gamma World, 4e

GM: Damon Sutton

It is a 100 foot tall battle robot brimming with protonic missiles, transphasic neutrino burst ion cannons, and tachyon relativistic acceleration rail cannons..... Why did it just walk into your town and demand bodyguards?

The Great American Novel: A Roleplaying Game – Sat 9 am –

Powered by the Apocalypse

GM: Christopher Grey

Create a timeless story about the human spirit, the rise and fall of characters when confronted with societal and personal conflict. The group will determine the main themes, conflicts, and time period for the collective story, and as it unfolds, characters will rise to a heroic fate or fall to a tragic end. Explore the drama of a novel in a game that focuses on literary themes and shared narrative control.

The I, Me, My ZOMBIE MASH – Sun 6 pm – Savage Worlds

(Adjusted for you)

GM: BOB Furginson

Do you know what you would do if you found yourself in a scene like the movies Shaun of the Dead or Zombieland? Well, now's your chance to play you - as your character. We will be using Savage Worlds' basic system (with a few guideline changes) to create you as a character. How much easier can it get to know your character's background in an RPG? RIGHT? You'd need a psychiatrist to know your character any better!

RPGs

The Island – Fri, Sat 2 pm – GURPS

GM: The Mystical Vickichu

You wake up on a bizarre island, with little to no memory of how you got there and who you were. You're trying to figure out a way to leave but a mysterious fog blocks you from leaving when you reach the further parts of the sea. Horrific creatures lurk in the shadows and when night falls they hunt for flesh and blood. Will you survive this perilous island or will you fall into an eternal slumber?

The Requiem Chronicles: Red Flag Day – Sat 2 pm – Vampire the Requiem: Second Edition

GM: Louis Garcia

The damned call it the Requiem. The Requiem is the unlife of a vampire, the grand, doomed waltz through which everyone of their kind dances each night, urged on by the metaphorical strains of music that represent the hidden powers that guide, manipulate and inspire. You are one of those vampires and this is The Requiem Chronicles. Presented by the Dead Gamers Society

The Secret of Warlock Mountain – Sun 9 am – Hillfolk (DramaSystem)

GM: Wade Rockett

You are refugees from a doomed planet seeking a new home in small-town central California in 1965, where you must keep your true nature a secret from your human neighbors. But will the echoes of the past and the challenges of this new world push your relationships to the breaking point? Use collaborative storytelling and player vs. player interaction to play out exciting scenes of drama and interpersonal conflict.

The Sprawl Touched – Sun 2 pm – The Sprawl Touched

GM: JiB

Elves with cyber tech, trolls with augmented strength, as if we needed that, and to make matters worse, the Corps own everything, and yes that means you too. Can you get the job, get it done, and get paid without getting sold down the road by the very people that hired you? The Sprawl is a PbtA game of far future cyber tech missions in the glittering neon of the Sprawl. Touched is a Shadowrun setting for the Sprawl.

The Wreck of Volund's Glory – Fri 2 pm – 13th Age

GM: Wade Rockett

A dwarven airship has crashed in the magic-blasted wastelands with a stolen magical artifact on board. Evade, outwit, or out-fight undead goblins, magic abominations, and rival adventurers to reach the prize! Designer Wade Rockett will GM this adventure set in the dark fantasy Midgard campaign setting from Kobold Press. No experience necessary, level 2 pre-generated characters provided.

Tournament of Pigs – Sun 2 pm – Dungeon Crawl Classics

GM: Thom Denick

There's not much to look forward to in the Kingdom of Nook, shoveling dung, serving drinks, farming root vegetables... But each year, all are welcome to the Tournament of Pigs at the Mad King's castle where random rabble members are equipped with crude weapons, and forced into the tournament arena to solve puzzles, win deadly games, and for a select few, emerge victorious and changed forever. A level 0 adventure.

Training Day – Sat 2 pm – GURPS

GM: Gary Mack

(Tournament Eligibility) The Legendary Bernard and Illustrious Bianca are taking their well-deserved retirement, but before they leave they will be training replacements. As they are preparing their candidates a RAS alert goes out! A child is in danger and the Rescue Aid Society is called into action!

Treasure in the Ground – Sat 2 pm – Disposable Adventurer Gaming System

GM: Ian ChristianScher

Adventuring is a perilous profession. What do you expect when you break into trapped underground vaults looking for treasure. Luckily you have many friends/relatives ready 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 treasure!

Where No One Has Gone Before – Sun 2 pm – Fiasco

GM: Ed Murphy

Space: the final frontier. These are the adventures of some people in space, exploring planets, stars, galaxies - and making some really bad decisions on their way. (This game will use the Sevens Option to allow for the possibility of more than five players.)

WILD TALENTS - Happy Jacks RPG – Sat 9 am – Wild Talents - ORE

GM: Kimi - Happy Jacks RPG

Kimi is going to run a game! It will be fun! She has not come up with the idea for this game yet, but she has a pretty good track record. Bring d10s if you have them!

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 to 35 mm scale 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	Monte Cook Games
Army Painter	Northstar Games
Asmodee	Osprey Publishing
Blue Panther	Out of the Box Games
Cannon Fodder Games	One Small Step Games
Columbia Games	Paizo Publishing
Cryptozoic	Pegasus Hobbies
Dan Verssen Games	Prawn Designs
Days of Wonder	Privateer Press
Decision Games	Queen Games
Educational Insights	Reaper Paints & Miniatures
Existence Games	Rio Grande Games
Fantasy Flight Games	Seth's Games & Anime
Galaxy Press	Sierra Madre Games
Gamecraft Miniatures	Smart Games
Gamelyn Games	Steve Jackson Games
Games Workshop	Stronghold Games
Gamewright	Tablewar Designs
GMI Games	The Monstore
GMT Games	Valley Games
Gripping Beast	Victory Point Games
Hawk Wargames	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
John Wick Presents	Wizkids
LITKO Game Accessories	Z-Man Games
Looney Labs	Zombiesmith
Magic Meepile 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 2018 Dealer Room Vendors:

ArcKnight	Blue Panther
Best of the West	Celtic Life & Heritage
Big Board Games	Foundation
Biplane Games	Cobblestone Games
Bits & Pips	Crazy Bob's Dream Emporium

Crystal Fortress	Mars)
Dan Verssen Games	Reverend Dee's Apothicary & Game Emporium
Dice Envy	Salazar Entertainment
Drunken Meeple	Sentient Cow Games
Fantasy Adventures 360	Seth's Games & Anime
Fire & Dice	Shawnsolo Games
Frog Knight Games	Sovereign Chess
Gamecraft Miniatures	Spellbinders
Gatekeeper Games	Strategicon Market
Kickback Gaming	The Board of Games
Meepleshop	The Dragon and Meeple
Merchant Green Leatherworks	The Warehouse
Midnight Garden Crafts	The Thinking Monk
Monkeyfun Studios	Tiny Shiny Squids
Noble Dwarf	Unrivaled
Obscure Reference Games	Wade Rockett
Overworld Games	Weekend Warrior
Party Penguins	Wyndmill Desgins
Play 5	
Point 'n Click design (Project	

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 briefly tell you about their show specials, new products, describe their game, etc.

Sheets 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

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.
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 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 Carmel 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 \$2.00 (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 \$2 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. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
9. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions 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.
13. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

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. 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 2018 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1830: Railways & Robber Barons	Jonathan Flagg	Robert Barath	Bill Gallagher
7 Blunders	Sean Growley	Kyle Greenwood	David Parayre
7 Wonders Duel	Frank Madrid	Brian Dickson	Andre Chautard
7 Wonders MEGA	Brian Symington	Michael Swinson	Stephen Bowen
Acquire: David Woolcott Memorial	Craig Caven	Maryam Al-Hammami	Geoffrey Greer
Agricapalooza	Winton Lemoine	T.J. Wallace	Gilbert Quinonez
Agricola	Lumin Sperling	Reid Barkell	Matt Black
Ashes: Rise Of The Phoenixborn	Mike Hanson	Jimmy Crowell	Allan Sylvia
Barker's Row	Rachell Berania	Erick Olson	Michael Pearson
Barker's Row	Alfredo Forero	Daniel Schuelke	Carina Schuelke
Battlestar Galactica	Humans Prevailed		
Blue Moon City	Michael Swinson	Jenn Van Persaud	Mara Kenyon
Camel Up #1	John Kuchta	Robert Lamarre	Judy Ann Blake
Camel Up #2	Jason Demoura	Jaye R	Robert Lamarre
Can't Stop	Darrell Stark	Heather Mazorow	Eric Downing
Carcassonne	Darrell Stark	Eric Downing	Cameron Vanetti
Cat Lady	Sean Growley, Liz de la Cruz, Tracee	Brandon Duyan	Rachell Berania
Catan	Jeffrey Millegan	Willie Malone	Paul Edelstein
Catan Finals	Burak Ozgur	Marlon Shows	Lumin Sperling
Category 5	Jaye R	Richard Potthoff	Lars Thorn
Century: Spice Road	Stanton Peay	Darrell Stark	Curtis Adams
Chimera Station	Jenn Van Persaud	Bill Persaud	Andy Mcguire
Chimera Station	Andy Mcguire	Melva Guzman	Jonathan Zev
Chinatown	Chris Green	Jerell Maneja	Edward Williams
Clans of Caledonia	Jerell Maneja	Roger Ritchie	Rachell Berania
Codenames: Partners	Kim Chen, Michael Swinson	Andre Chautard, Dea Abruzzo	Joman Diec, Sam Nazarian
Codex	Ryan Burbridge	Erich Sforza	Frank Madrid
Com mies!	Maximos Forero	Scott Samarel	Alfredo Forero
Com mies!	Nathan Yospe		
Com mies!	John Robinson	Chris Rollins	Dean Taylor
Com mies!	Jenn Van Persaud	Walter Wichowski	
Cthulhu Dice	Cassie Hicks	Jordan Ackerman	Eric Downing
Cthulhu Wars: Earth	Robin Stout	Darrell Stark	Pramod Iyer
Dominion Expansions	Darrell Stark	Diana Nelsen	Bob Stout
Dream Factory	Chris Jenkins	Jerell Maneja	Michael Swinson
Fire and Fury: Supremacy 2020	Ryan Reyes	Braden Boe	Catherine Greife
Fireball Island	Dennis Bolin	Daniel Cerny	Jason Demoura
Forbidden Stars	Jason Demoura	Joshua Beller	Marty Watrous
Formula D	Maximos Forero, Robert Flores	Kurt Hanna	Daniel Cramer
Fury of Dracula 2nd Ed	Daniel Ihlenfeldt	Edward Ong	Brennan Wilkins
Goa: A New Expedition	Eddie H	Winton Lemoine	Kyle Greenwood
Great Western Trails	Rose Brinkley	Rush Brinkley	Tanya Aldrich
Hit the Throttle	Erich Sforza	Carey Klenetsky	Tanya Miller
Honshu	Nathan Morelli	Susan Finland	Jason Castelli
Istanbul	Brian Dickson	Eric Downing	Eleanor Halloran
Kingdom Builder	Stanton Peay	Jay Spowart	Jon Daneshgar
Kingsburg	Randall Holbrook	Brett Holbrook	Nicholas Sobko
Legacy: The Testament of Duke de Crecy	Ramon Vinluan	Eric Downing	Darrell Stark
Liar's Dice	Melinda Barbosa	Kent Sutherland	Matthew Alvarez
Little Drop of Poison	Ec Bond	Todd Preston	Marisa Kantor
Lords of Hellas	Tracee	Grace Letner	Michelle Olson
Love Letter #1	Zachary Pitts	Nancy Sprute	Nathaniel Taylor
Love Letter #2	Gwyneth John	Dennis Baranowski	Karin Yospe
Love Letter #3	Jonathan Zev	Naveen Sharma	Andy Mcguire
Madeira	Thomas Diendorf	Justin Scott	
Magic Realm	Matt Larralde	Matthew Lavarini	Michael Swinson
Manila	Grant Scholler	Mardi Girard	Andrea Onukwubiri
Mars Attacks: The Dice Game	Gerald Delker	Michele Arko	Heather Spowart
Merchant of Venus	James Aldrich	Ulric	Keith Aldrich
Minecraft: Card Game?	Eric Downing	Darrell Stark	Sean Rich
Monopoly Deal #1	Lea Vicerál	Cameo Baranowski	Karin Yospe
Monopoly Deal #2	Chris Gillis	Eric Downing	Lea Vicerál
Monopoly Deal #3	Jon Daneshgar	Kimberly Mumford	Alex Baeza
Munchkin Cthulhu: Guest Artist Ed	Jennifer Jones	Drew Brody	Lindey Brody
Munchkin Nightmare Before Xmas	Brian Trautman	Dana Carroll	Anna Mokrai
Munchkin Panic	Ben Hicks	Jeff Pate	Christina Gonzalez-Hicks
Munchkin Treasure Hunt	Eric Downing	Heather Mazorow	Andrew Risner
Munchkin Wonderland	Ferdinand Capitulo	Eric Downing	David Gutierrez
New Salem: The Constable Expansion			

New Salem: The Constable Expansion	Dana Carroll	Brian Trautman	Brian Henk
Nexus Ops	Darrell Stark	Eric Downing	Heather Mazorow
No Thanks!	Karen Star	Eric Downing	Sean Rich
Overlords of Infamy	Kyle Greenwood	Roger Ritchie	Marty Watrous
Phase 10 #1	Michelle Paradis	Eric Downing	David Parayre
Phase 10 #2	Eric Downing	Cameo Baranowski	Sharon Ezra
Phase 10 #3	Samantha Waterhouse	Judy Ann Blake	Ivan Yospe
Port Royal	Jerell Maneja	Todd Vander Pluym	Robert Flores
Power Grid	Bruce Schlickbernd	Sarionne	Brian Simmons
Power Grid Deluxe	Matt Black	Brian Simmons	Nick Chavez
Power Grid World Tour: Australia	Jack Munson	Mike Munson	Christine Marciniak, Lisa Burola
Power Grid World Tour: Brazil	Lisa Burola, Eddie H, Christine Marciniak, John Cuthbertson	Mike Munson, Jack Munson	Gerald Delker
Power Grid World Tour: India	Lisa Burola, Reid Barkell	Mike Munson	Christine Marciniak
Power Grid World Tour: Spain & Portugal	Jack Munson	Edward Williams	Marc Capitolo
Puerto Rico	Darrell Stark	Winton Lemoine	Joman Diec
Race for the Galaxy	Mara Kenyon	Alexis Letner	Annamarie Farquhar
Red Dragon Inn	Megan Takahashi	Steffan Muntsinger	Maximos Forero
Robinson Crusoe: Adventures on the Cursed Island	Frank Ferraro	Vincent Weibert	Daniel Schuelke
Robo Rally	Sullivan Weibert	Todd Preston	Mike Mcclary
Runewars	Rick Baptist	Nathan Yospe	Johnny Vasquez
Sovereign Chess	Daniel Tran	Harrison Ring	Robert Graff
Sovereign Chess	Daniel Tran	Erich Sforza	Danya Freidin
Splendor MEGA	Paul Schipitsch	Drew Brody	Quinlan Cantrell
Starship Awesome 3000	Isaiah Brody	Nick Chavez	Bill Harris
Stone Age	Gilbert Quinonez	Johnathan Pulos	Frank Ferraro
Sword & Sorcery	Benjamin Peck	Cheryl Gaul	Edward Ong
T'zolk'in: The Mayan Calendar	Len Deuel	Solomon Chang	Walter Wichowski
Talisman/Cataclysm	Leonard Lopez	Brandon Cano	David Mines
Terraforming Mars Final	Bruce Schlickbernd	Kyle Greenwood	Leonidas Chandler
The Castles of Burgundy	T.J. Wallace	James Aldrich	Rafael Martinez
The Hare & the Tortoise	Keira Estrella	Melva Guzman	Heather Mazorow
The Looney Bin	Jessica Sanchez	Robert Neff	Peter An
The Lord of the Ice Garden	Thomas Diendorf	Samir Shah	Robert Neff
The World Cup Game: 1930	Bill Harris	Samir Shah	Michael Soh
The World Cup Game: 1966	Rick Lepore	Andre Chautard	Steven Estrella
The World Cup Game: Main Game	Robert Neff	Darrell Stark	Ivan Yospe
Thurn and Taxis	T.J. Wallace	Robert Larson	Renee Rose-Perry
Ticket to Ride	Jaye R	Bradley P. Thomas	Michael J. Russell
Ticket to Ride: Africa	Darrell Stark	Lacey Pitino	Darrell Stark
Ticket to Ride: Europe	Renee Rose-Perry	Matt Schwartz	Brian Rush
Ticket to Ride: First Journey	Ramon Vinluan	Lisa Burola	Gilbert Quinonez
Ticket to Ride: India	Ozgun Tumer	Bob Stout	Brandon Muller
Ticket to Ride: Pennsylvania	Darrell Stark	Karen Star	Michelle Mills
Ticket to Ride: Rails & Sails	Benjamin Peck	Matt Schwartz	Jaye R
Ticket to Ride: Switzerland	Ozgun Tumer	Alasdair Burton	Charles Eric Gerber
Ticket to Ride: UK	Jeannette Albright	Kent Mcclard	Jamie Bussio
Titan	Bill Beyermann	Solomon Chang	Paul Luebbers
Treasure Hogs	Julia Tokuhama	Jonathan Zev	Ayn Warren
Trickerion	David Smullens	Matthew Bretado	Jon Daneshgar
Tutti Frutti	Rose, Junia, Lindey, James, & Rush	Samantha Waterhouse	Jon Daneshgar
Twilight Imperium: 4th Ed	Benjamin Peck	Samantha Waterhouse	Judy Ann Blake
Tyrants of the Underdark	Lauren Davis	Mary Taylor	Dennis Baranowski
Uno #1	Robert Lamarre	Jonathan Flagg	Dennis Baranowski
Uno #2	Bradley P. Thomas	Bill Persaud	Len Deuel
Uno #3	Bradley P. Thomas	Michael Swinson	Jenn Van Persaud
Uno #4	Cameo Baranowski	Josh Wood	Lisa Burola
Vegas Showdown	David Parayre	Doug Mann	Joman Diec
Viticulture	David Mines	Doug Mann	Dennis Mann
Wits and wagers	Mara Kenyon	Abigail Larios	Gregory Hultgren
Write Knights	Eric Downing	Jon Daneshgar	Bill Gallagher
Xia: Embers of a Forsaken Star	Sean Growley	Rhonda Blue	Nathaniel Taylor
Xia: Embers of a Forsaken Star	Benjamin Peck	Andy Mcguire	Dennis Baranowski
Yahtzee Free for All #1	Patrick Ho	Andrew Larratt-Smith	Len Deuel
Yahtzee Free for All #2	Eric Downing	Matt Cohen	Austin Tran
Yahtzee Free for All #3	Matty Wilkerson	Ephraim Silverman	Ephraim Silverman
Yamatai	Nancy Sprute	Ephraim Silverman	Angharad Caceres
Zombie Dice	Scott Samarel		
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Ascension: Chronicle of the Godslayer #1	Melissa Weiss	Matt Cohen	Ephraim Silverman
Ascension: Chronicle of the Godslayer #2	Dennis Baranowski	Ephraim Silverman	Angharad Caceres

Brawl	Miho Asada	Henry Seargeant	Hong Tran
Chez Geek - Spring Break!	Joshua Griset	Benjamin Silvers	Elliot Bely
Chez Geek - Spring Break!	Doug Ecks	Jennifer Jones	Elliot Bely
Dicemasters: Rainbow Draft - Random Set	Dave Intner	Melissa Weiss	Kim Shaver
M:tG Friday Night DRAFT	Cameron Takahashi	Jason Larock	
M:tG Modern Constructed	Frank Zazanis	Devin Fisher	Ed Zeamba
M:tG Rivals Re-Release: Sealed	Harold Goldstein	Shane Sauby	Daniel Del Pilar
M:tG Rivals Re-Release: Sealed	Cyngiser		
M:tG Rivals Re-Release: Sealed		George Carceres	Marc Rehm
Magic: The Gathering - Keith Aldrich	Michael Arsollon	Frank Perkins	Tanya Aldrich
Pauper Highlander			
Magic: The Gathering - Late Night Casual	Jon Brown	Sammie Allan	Christian Suorsa
Gathering			
Magic: The Gathering - Pauper	Ryan Rodriguez	Michael Arsollon	Frank Zazanis
Magic: the Gathering Commander	Kenneth Enos	Ryan Rodriguez	Sammie Allan
Magic: the Gathering Commander	Sammie Allan	Kenneth Enos	Danny Del Pilar
Magic: the Gathering Commander	Sammie Allan		
Magic: the Gathering Draft (Current Sets)	Jacob Kuskin	Colin O'Rafferty	Marshall Fox
Magic: the Gathering Draft (Current Sets)	Vincent Pascoe	Harold Goldstein	Jacob Quintero
Magic: the Gathering Draft (Current Sets)	Jack Schwarm	Harold Goldstein	Grady Catterall
Middle Earth CCG	Dan Johnson	Gene Berry	Noah Mindess
Middle Earth CCG	Rob Mindess	Larry Page	Dan Johnson
Munchkin - Players' Choice	Dean Taylor	Joshua Griset	
Munchkin - Players' Choice	Erica Solie	Derek Ren	Erik Solie
Munchkin - Players' Choice	Traci Garland	Elizabeth Molina	David Whiting
Munchkin	David Whiting	Elizabeth Molina	Traci Garland
Munchkin Treasure Hunt!	Victor Rea	Keith Aldrich	
OGRE 6th Edition	Benjamin Silvers	Billy Salazar	
Pirates Sink & Keep "Jumanji: Welcome to the Ocean"	Everyone		
Pokemon #1	Breck Lebaron	Scott Wheeler	Kenneth Enos
Pokemon #2	Jacob Kuskin	Matthew Lee	Roman Hammil
Red Dragon Inn #1	Sarai Gonzalez-Hicks		
Red Dragon Inn #5	Ryan Dismukes	Sarai Gonzalez-Hicks	
Red Dragon Inn #7	Kelly Moore	Sarai Gonzalez-Hicks	
Red Dragon Inn #8	Ivan Yospe		
Revolution!	Dennis Wilkins	Brennan Wilkins	Josh Everman
Star Wars Destiny Draft/Sealed	Preda Jittanoon	Brandon George	Dan Johnson
Star Wars Destiny Draft/Sealed	Alex Vayhinger	Jim Lafferty	Noah Mindess
Star Wars Destiny Draft/Sealed	Zachary Tucker	Dan Johnson	Noah Mindess
Star Wars Destiny Standard/Infinite	Ben Vanbuskirk	Jim Lafferty	Toni Johnson
Star Wars Destiny Standard/Infinite	Noah Mindess	Larry Page	Dan Johnson
Star Wars Minis Sealed Booster Draft #1	Andre Bashay	James Branzuela	Zachary Adams
Star Wars Minis Sealed Booster Draft #2	James Branzuela	Andre Bashay	Zachary Adams
Tak	Frank Zazanis	Mustafa Alammari	Kevin Pearl
Tak	Geoffrey Greer	Mark Sanfilippo	Robert Strange
Yu-Gi-Oh! Lite	Christopher Anderson		Emerson Chen
Yu-Gi-Oh!	Patrick Ward		
LARPs	1st Place	2nd Place	3rd Place
Long Live the King	Ava Benavidez	Kevin Pearl	Matthew Patterson
Miniatures	1st Place	2nd Place	3rd Place
100 point X-Wing	Michael Deegan	Isaiah Brody	Willie Malone
Bolt Action	Greg Mazourek	Pete Porfido	Chris Brockmeier
Circus Maximus	Sullivan Weibert	Mark Sanfilippo	Leonard Sherman
Dreadball 2nd Edition Casual	Roger Stilwell	William Stilwell	Josh Halas
Epic Ship Encounter	Tom Lebaron	Drew Brody	William Fretze
Noober Bowl IV	Chris Lovell	Matt Gonzalez	Mark Nicholson Jr
Orccon ITC Warhammer 40K Grand	Darrian Dalangini	Vincent Weibert	Tyler Russo
Team Yankee Invitational Day 1	Jacob Torgeson	Alex Hackert	
Team Yankee Invitational Tournament Day 2	Christian Sorensen	Jacob Torgeson	M H
Party Games	1st Place	2nd Place	3rd Place
Ca\$h 'n Gun\$ Live	Team Potatos	Stuff	Hungry Hungry Hypnos
Ca\$h 'n Gun\$ Live	Nugget Squad	No Name	The Gays
Ca\$h 'n Gun\$ Live	Pearly the Panda	Illuminaughty	Miss Me with that S*!?
GROWL	David Parayre	Cameron Gandara	Jessica Sanchez
GROWL	Potato Pie	Victor Rea	Alfredo Forero, Nathan
GROWL	David Parayre	Cameron Gandara	Yospe
GROWL	Samina Ghulamali	Kelsey Rico	Jessica Sanchez
GROWL	Lauren Davis, Matthew		Andrew Larratt-Smith
Ice Cream Empire	Bretado		
Ice Cream Empire	Jerell Maneja		
Ice Cream Empire	James Nuesca		
New Salem: The Constable Expansion	David Panzer		

Ninja (Playground Game)	Thomas Acuna	Ruby Intner	Liam Frembling
Ninja (Playground Game)	Ruby Intner	Thomas Acuna	Jake Smith
Prince AJ's Super Scavenger Hunt	Samina Ghulamali	Kelsey Rico	Richard Muro
SoCal Dewbacks Darkwatch Invitational Exhibition 2	Mark Carico		
Speakeasy	Feds		
Speakeasy	Tie		
Stupid Users: BETA	Alex Chauvin		
The Genius Game	Renee Hammer	Drew Conley	Sean Rich
The Resistance: Avalon	Good		
Two Rooms and a Boom	Blue Team		
Ultimate Werewolf	Jesse Q		
Werewolf Events	Villagers 9	Wolves 4	
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Josh Simon/Tyler Russo		Chris Lovell
Fantasy Single	Joshua Howdeshell	Erin Prichard/Blaed Deuel	
Fantasy Unit	Alex Hackert	Dave Intner	Brenda Ho
Historical Large	Rob Boyens	Joshua Howdeshell	Jeff Huerta
Historical Single	Brenda Ho	Joshua Howdeshell	Stephanie Tennison
Historical Unit	Alex Hackert	Thom Denick	Nicholas Lavarini
Open	Wes Conklin	Thom Denick	Josh Simon
Sci Fi Large	Tyler Russo	Paul Szymborski	
Sci Fi Single	Tyler Russo	Alex Hackert	Jesse Boyens
Sci Fi Unit	Tyler Russo	Andrew Gledhill	
Strategikids	Hayden H, Anakin R		Isaiah Brody, Caleb K
RPG	1st Place	2nd Place	3rd Place
GURPS	Adrian Konikow	Ron Shaw	Luis Alvarez
New Strawn: Kansas Shuffle	Jeanne Sikoff	Daryle Landers	Nicholas Derosa
Mexican Cargo Run: Rio Grande rendezvous Part 1	Andrea Mccoll	Milo Burr	Bryan Sanders
Mexican Cargo Run: Rio Grande rendezvous Part 2	Gabrielle Aviles	Milo Burr	Bryan Sanders
Video Games	1st Place	2nd Place	3rd Place
Super Smash Bros. 1v1	Marcus Walker	William Jackson	Chubbs Le Werewolf
War Games	1st Place	2nd Place	3rd Place
1775 Rebellion	Andy Nicholas	Craig Caven	
Axis & Allies	Luke Hardman	Dale Conklin	Tim Towery
Battle Cry	Anakin Ramirez	Christopher Ramirez	
Down in Flames	William Schnitzler	Mario Goldgorin	
Fallout BG	John Liddy	Kimberly Brown	Sudro Brown li
Frederick	Terry Newton	Chris Green	Nicholas Werner
Kriegsspiel	Benjamin Ou, Kevin Sue, Eric Delgado, Kurt Keckley		
Maria	John Oh		
Rune Wars	John Oh	Peter An	Doug Spice
Sails of Glory	Bruce Schlickbernd	Gabe Resneck	Stanton Peay
Sails of Glory, Frigates	Bruce Ballard	Justin Scott	
The Expanse	Sudro Brown li	Kimberly Brown	John Liddy

Hotel Food Policy

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

It's hard to be humble

We set another attendance record this past Orcon, with just over 2400 of y'all showing up. It was the largest show we've ever run, and if it hadn't been for the flu bug that hit around then it might have made it to 2500. Maybe Gateway. As is, this show will almost certainly be the largest Gamex we've ever run if pre registration is anything to go by.

When you're perfect in every way

So in a first in the 11+ years we've been running the show no one showed up to complain (or for that matter, at all) at the Feedback Forum back at Gateway 2017. I had the whole room to myself. Not sure what to make of that. You might note I forgot to mention this last con when it would have been more timely, so there is still room for improvement in that regard.

Web site redesigns are not for the faint of heart

The great thing about our web site is we own it lock, stock, and barrel. The bad thing about our web site is we own it lock, stock and barrel. Having full control of our web site, the software it runs and the hardware it runs on means we can do whatever we want, but *we* have to

do it. Last year we finally released an overhaul to the site that took over two years to put together. We learned a lot more than we bargained for. So far, so good, but it was a lot of work. Not sure I ever want to do it again. Hope you like it.

Welcome Tara!

We have a new LARP director who took over last show — Tara Leederman — after Ryan McMullan stepped down after helping us most of this past decade. She must have failed a sanity check.

Finally, a Big THANK YOU!!!

Unfortunately for us, one of our staff finally made her sanity check and I'm sad to say Mei Dean Francis is stepping down as Marketing Director after putting up with us and our various idiosyncrasies for over three years and bringing us a touch of professionalism. To say she will be missed is an understatement. She's whipped us into shape over the past few years, and she's leaving us in a good place. A job well done and much appreciated.

Enjoy the con everyone.

Seanchai

Demos scheduled
Fri 2p-6p
Sat/Sun 10a-2p
Mon 10a-1p

Dealer Table Open
Fri 5p-9p
Sat/Sun 9:30-6pm
Mon 9:30-2pm

The card game full of legends, folklore, treasure, and magic! Come, take a journey through Ireland's past and present.
2-4 Players; Ages 10+



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Designed by
Pat Wethebee & Eric Smith

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T-Shirts!

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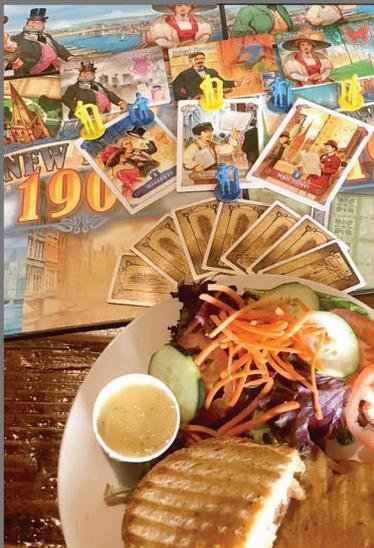
Design 2 (all year)



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