

Strategicon presents

# GAMEx 2024

MEMORIAL DAY WEEKEND

MAY 24-27



HILTON LOS ANGELES AIRPORT

5711 W Century Blvd.

Los Angeles, California 90045





# ONE LETTER BETTER TOURNAMENT

SUNDAY, MAY 26, 2024

Cruise Monkey Games presents our second One Letter Better Tournament. Sign up at Board Game HQ in the International Ball Room. Space is limited to the first 24 players who sign up.

First place:

- One Letter Better prize pack
- Limited Edition copy of One Letter Better
- Cool Cruise Monkey merch
- Gift card to Game Nights

*Sponsored by*



WWW.GAMENIGHTSCAFE.COM  
POMONA, CA (951) 772-3860



2024

More info  
here:



Time: 2:00 PM

Location:  
Int'l Ballroom

101 "How to Play"

Time: 1:00 PM

Sign up at BGHQ



*We Make Fun By The Barrel*  
[www.cruisemonkeygames.com](http://www.cruisemonkeygames.com)

## PolyCon XLI

## RoaringCon

Tabletop Gaming Convention  
June 21-23, 2024  
Cal Poly San Luis Obispo

You are cordially  
invited to join us for:

- ◆ D&D Tournament
- ◆ Miniature Wargaming
- ◆ Board Game Pit
- ◆ Magic: The Gathering
- ◆ Paint & Take Minis
- ◆ PolyCon Auction
- ◆ Free BBQ Sat
- ◆ Ice Cream Social
- ◆ LARPs

...and more!



\$30 Pre-Registration  
\$40 at the Door

All students &  
children attend  
**FREE**  
(Including college!)

[polycon.org](http://polycon.org)  
[coninfo@polycon.org](mailto:coninfo@polycon.org)

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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 Buggy
Registration	Tracy Fryer
	Tiffany LaMarre
Volunteers	Kristi Corfield
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Video Games	Jason DuVall
LARPs	Tara Leederman
Miniatures	Mike James
	Frank Vassallo
Party Games	Alex Ho
Indie New Games	Touradj Mansouri
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Adventurers League	Felix Rodriguez
Pathfinder Society	Cy Merriex
Auctioneer	Alfonzo Smith
Family Area & Webmaster	Tanya Aldrich
Play To Win	Karla Freeman
War Games	Braden Boe
Library	Travis Cheney
Open Gaming	Michael Fryer
	Robyn L. Nixon
Lots of Stuff	Eric Downing
	Mark Hyman
	Michael J. Russell
Quartermaster	William Altpeter
CTO	Robert Prag
Marketing Director	Malakai Unland

Welcome

Strategicon welcomes you to Gamex 2024. Thank you for joining us.

Gamex brings you the widest array of family, fantasy, historical, and science-fiction board, card, video, 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, etc.), 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 (collectively GMs), this convention grants its officials these rights.

1. GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, 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 downgrade or cancel it.
5. GMs 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 and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event’s scheduled starting time. Some groups have all event sign up sheets available all day and are only 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 tournaments are often limited by the number of game copies 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 Phase 10 #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 chances of participating.

### **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 in dealer dollars as follows:

Big - \$20, \$15, \$10, \$5

Tournament - \$15, \$10, \$5

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 2024 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 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.

Another type of game that you'll enjoy are semi-traditional "Card Games". These include fast and riotous action games such as No Thanks!, Munchkin, 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. We have also added many lighter games to the schedule.

If you want to break the ice with new friends or better know old ones, the Party Games department runs fun, casual social games like Never Have I Ever and social-deduction games such as Ultimate Werewolf. Similar to Mafia, Werewolf games will test your ability to bluff, read your opponents, and deductively figure out who the werewolves are before it's too late.

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 more physically exerting, the LARP Department (Live-Action Role Play) runs a Boffer Showcase every convention, where you can learn all about safe foam combat with boffer swords and Nerf-type guns, full of physical challenges and great stories. These games are teenager- and family-friendly.

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 2024 Special Guests



### Tuck Davion

"The Driving Force" behind the YouTube series Battle Bound, Tuck Davion has spent a good chunk of the last 5 years traveling the country and playing Battletech. His travels have led him to join "The Mechnificent Seven", in conjunction with Six Sides of Gaming and Focht's News, where he can be seen from time to time on their "Friday Night Aces" livestreams. Battle Bound continues to grow, showcasing Battletech players of all types, and will continue to provide these players with the resources, knowledge, and confidence they need. Strap yourselves in, we'll be coming in hot!

### Kimi Hughes

The owner and lead designer at Golden Lasso games. Her first published game, Decuma, raised nearly \$55,000 on Kickstarter and won a gold ENnie in 2023. She was chosen for the prestigious Game Manufacturers Association's Horizons Fellowship. She currently serves as co-chair of the GAMA Pathways Committee, which facilitates financial support of game designers of diverse backgrounds, and is a member of the GAMA Diversity, Equity, and Inclusion Committee.

Kimi also runs the Happy Jacks RPG Network of streams and podcasts, producing and hosting a top 200 "games" podcast and dozens of successful actual plays in as many tabletop RPG systems. Her gamemastering and actual play performances have won numerous awards at festivals worldwide. She will forever be grateful for the enthusiastic Happy Jacks community who support all of her design and game publication endeavors.



### Frank Zazanis

... has loved board games and RPG'S all of his life. He loves them so much he made them part of his vocation over the past 25 years as a game designer, playtest lead , developer, game store manager, and even as a publisher.

Some of the games in his resume are Kings Ransom, Journey Stones, If Only I Had, Dice and Daggers, Project Mars, The Hunt, Gem Rush, And many many more. This con he is relaunching deluxe versions of Two of his games and launching Two new board Games, A Reverse RPG, and a Miniatures game.

Come see him in the dealer room to see exactly what they are. Ooooh a mystery Speaking of mysteries - Frank also makes a living as professional magician and will be doing special shows this weekend that involve RPGs, Geek Culture, Games and side splitting comedy with some amazing illusions... Come See His 2 Shows - 17th Level Bard

3rd Level Wizard (parlor style magic )and Bardic Inspiration (close up style magic).

### Sidney Ikarus

A consulting systems designer across digital, analogue, and applied games. Over the past 15 years, Sidney has delivered experiences to the Royal Australian Air Force, pre-hospital and emergency healthcare, and communities adapting to climate change. Sidney is the recipient of the 2023 Australian Role-Playing Industry Awards (ARPIA) Game of the Year for "Decaying Orbit": An aphantasic game in which players share a fractured artificial intelligence. When Sidney is not designing or playing games, they can be found lounging with a pour-over coffee and their cat, Radar.



## 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+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Fri, May 24

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1	<b>Aeon's End</b> 101	International B	B	T	B	B
	1	<b>Altiplano</b> 101	International B	B	F	B	B
	2	<b>Liar's Dice</b> Small	International B	A	T	B	B
	3	<b>Root</b> Small	International B	A	T	B	B
	1	<b>Scythe</b> 101	International B	B	T	B	B
	7	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C	C
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile!</b> Playtest	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	T	B	I
	2	<b>Play 5</b> Sponsored	East Foyer	A	T	B	T
	3	<b>Churchill</b> Small	Los Angeles B	A	A	B	W
	8	<b>The War Game: WORLD WAR II</b>	Los Angeles B	A	A	B	W
1 pm	2	<b>Aeon's End</b>	International B	A	T	B	B
	1	<b>Alien Frontiers</b> 101	International B	B	T	B	B
	3	<b>Altiplano</b>	International B	A	F	B	B
	1	<b>Gaia Project</b> 101	International B	B	T	B	B
	3	<b>Scythe</b> Small	International B	E	T	B	B
	2	<b>Yu-Gi-Oh!</b> Light Sponsored Small	La Jolla	A	A	C	C
	6	<b>Epic 'Mech Models of Battletech History: LEGENDS II</b> Alpha Strike 101	International A	B	A	M	M
2 pm	2	<b>Hard Time</b> Sponsored	East Foyer	A	T	B	T
	3	<b>Alien Frontiers</b> Small	International B	A	T	B	B
	4	<b>Eternal Kings</b> Demo	International B	B	T	B	B
	3	<b>Gaia Project</b>	International B	A	T	B	B
	1	<b>Thunder Road: Vendetta</b> 101	International B	B	T	B	B
	1	<b>Thurn and Taxis</b> 101	International B	B	A	B	B
	4	<b>D&amp;D 5e</b> CCC-CIC-15 Den of the Dead Witch (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-STRAT-UNDEAD-01 Undead Like Me (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-02 Liches Just [...] (lvls 11-16) Special *	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-03 Winner Winner, [...] (lvls 17-20)	Plaza C	E	T	R	A
	4	<b>ISS Vanguard</b>	International A	A	T	M	M
	4	<b>Cthulhu Now</b> Metal Mayhem	San Lorenzo B	A	T	R	R
	4	<b>Dungeon Crawl Classics - Horror</b> They Served Brandolyn Red *	San Lorenzo A	A	T	R	R
	4	<b>OD&amp;D</b> Manor Cambio & The Rain-Cursed Valley of Tekhannaya *	San Lorenzo D	A	T	R	R
	4	<b>Fate Condensed</b> ESPionage: The King in Giallo *	San Lorenzo D	A	M	R	R
	4	<b>Last Fleet</b> Dictys and Danae	San Lorenzo B	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	2	<b>WizWar</b> Sponsored	East Foyer	A	T	B	T
3 pm	1	<b>Blueprints</b>	International B	A	F	B	B
	2	<b>No Thanks!</b> Small	International B	A	T	B	B
	2	<b>Thunder Road: Vendetta</b>	International B	A	T	B	B
	3	<b>Thurn and Taxis</b> Tournament	International B	E	A	B	B
	2	<b>Yu-Gi-Oh!</b> Advance Sponsored Tournament	La Jolla	A	A	C	C
	2	<b>Warhammer 40K 10th edition</b> Intro to 40K Demo	International A	A	T	M	M
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile!</b>	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	2	<b>Pathfinder Revolution!</b> Sponsored	East Foyer	A	T	B	T
4 pm	1	<b>Azul</b> 101	International B	B	A	B	B
	2	<b>Coloretto</b> Small	International B	A	T	B	B
	1	<b>Dale Of Merchants</b> 101	International B	B	A	B	B
	3	<b>Eldrich Horror</b>	International B	A	T	B	B
	2	<b>THE GAUNLET QUALIFIER: Catan</b>	International B	E	A	B	B
	1	<b>Heat: Pedal to the Metal</b> 101	La Jolla	A	A	C	C
	3	<b>Transformers Deck Building Game</b> Co-Op	La Jolla	A	A	C	C
	5	<b>Warhammer 40K 10th edition</b> Mega-Apocalypse Setup	International A	A	T	M	M



# Friday

Fri, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
5 pm	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	6	<b>MythCraft RPG</b> Learn to Play MythCraft Sponsored Demo *	Plaza Foyer	B	T	R	R
	2	<b>Texas Hold'em with Zombies</b> Sponsored	East Foyer	A	T	B	T
	3	<b>Azul</b> Big	International B	E	A	B	B
	2	<b>Battlestar Galactica</b> 101	International B	B	A	B	B
	1	<b>Crabs in a Bucket</b> 101	International B	B	A	B	B
	1	<b>Dale of Merchants</b>	International B	A	A	B	B
	1	<b>The Castles of Burgundy</b> 101	International B	B	A	B	B
	1	<b>Lord of the Rings: The Card Game LCG</b> 101	La Jolla	A	T	C	C
	1	<b>Star Wars: Unlimited</b> 101	La Jolla	A	A	C	C
	1	<b>Yu-Gi-Oh!</b> Jeopardy	La Jolla	A	A	C	C
	4	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
	2.5	<b>3W's Royalists and Roundheads</b>	Los Angeles C	A	T	B	W
	1	<b>Don't L.L.A.M.A.</b>	Catalina A	A	F	B	B
6 pm	1	<b>Empires: Age of Discovery</b> 101	International B	B	T	B	B
	2	<b>Oath: Chronicle of Exile</b>	International B	A	T	B	B
	1	<b>Power Grid</b> 101	International B	B	A	B	B
	1	<b>Rebel Princess</b>	International B	A	A	B	B
	2	<b>Star Trek Panic!</b>	International B	A	A	B	B
	5	<b>The Castles of Burgundy</b> Tournament	International B	E	A	B	B
	2	<b>THE GAUNLET QUALIFIER: Space Base</b>	International B	E	A	B	B
	1	<b>Heat: Pedal to the Metal Qualifier 1</b>	La Jolla	A	A	C	C
	3	<b>Lord of the Rings: The Card Game LCG</b> Passage Through Mirkwood [...]	La Jolla	A	T	C	C
	2	<b>Yu-Gi-Oh!</b> (Draft) Sponsored Tournament	La Jolla	A	A	C	C
	0.1	<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	2	<b>Battletch: Alpha Strike</b> Retake Frankograd	International A	A	T	M	M
	6	<b>Star Wars Shatterpoint</b> 101	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Last Days of Athobrae</b> Demo	Newport A	A	A	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile!</b>	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	A	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Sails of Glory: Frigates</b> Tournament	Los Angeles C	A	A	B	W
7 pm	4	<b>Battlestar Galactica</b>	International B	A	A	B	B
	3	<b>Empires: Age of Discovery</b> Small	International B	A	T	B	B
	3	<b>Power Grid World Tour: India</b>	International B	E	T	B	B
	1	<b>Summoner Wars</b> 101	International B	B	A	B	B
	1	<b>Wyrmspan</b> 101	International B	B	T	B	B
	4	<b>Star Wars: Unlimited</b> Draft Sponsored Tournament	La Jolla	A	A	C	C
	1	<b>Meet &amp; Greet</b>	1635	A	A	G	G
	4	<b>D&amp;D 5e</b> CCC-BMG-13 PHLAN 1-1 Sepulture (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-GARY-04 The Darkness of the Mountains (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-ONI-02 Battlefield Blooms (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-04 Overtime (Levels 17-20)	Plaza C	E	T	R	A
	3	<b>Achtung Panzer</b> Breakthrough Sponsored	International A	A	T	M	M
	3	<b>Warhammer 40K 10th edition</b> Ironman Small	International A	A	T	M	M
	2	<b>Cash n Guns Live Bluffing</b>	Catalina D	A	A	B	P
	2	<b>Castle of the Devil</b>	Catalina C	A	T	B	P
	2	<b>Ultimate Werewolf Legacy</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
8 pm	1	<b>Bag-O-Loot</b>	Catalina A	A	F	B	B
	1	<b>Dimension</b>	International B	A	A	B	B
	1	<b>Distilled</b> 101	International B	B	A	B	B
	2	<b>Mission: Red Planet</b>	International B	A	A	B	B
	2	<b>Summoner Wars</b>	International B	E	A	B	B
	2	<b>THE GAUNLET QUALIFIER: Ra</b>	International B	E	A	B	B
	4	<b>Wyrmspan</b>	International B	A	T	B	B
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Draft Sponsored	La Jolla	A	A	C	C
	2	<b>Flea Market</b>	International F	A	A	G	G
	0.1	<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G

Friday

# Friday

Fri, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	5	<b>Pathfinder RPG 2e Remaster</b> PFS2 1-12: Burden of Envy Sponsored	Los Angeles A	A	T	R	F
	4	<b>Parlor Larp</b> Lesbian Taco Bar *	Bel Air	A	T	L	L
	4	<b>Parlor LARP</b> Raven Pilots	San Lorenzo E	A	M	L	L
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	2	<b>25 Words or Less</b>	Newport D	A	A	B	P
	4	<b>Action Movie World (Apocalypse)</b> Frozen Depths	San Lorenzo F	A	M	R	R
	4	<b>AD&amp;D 1e</b> My Old School	Chair Boardroom	A	T	R	R
	4	<b>Blades in the Dark</b> Dusk Brings the Darkness to Knight	San Lorenzo D	A	T	R	R
	4	<b>Cyberpunk RED</b> Digital Divas/Don't Fear the Reaper	San Lorenzo A	A	M	R	R
	4	<b>DCC</b> Veiled Vaults of the Onyx Queen	San Lorenzo A	A	A	R	R
	4	<b>DCC RPG Dungeon Crawl Classics</b> DCC AFTER DARK: Against the Cult [...]	San Lorenzo A	A	T	R	R
	4	<b>D&amp;D 5e</b> Goblin Party: Friend Rescue	San Lorenzo D	A	A	R	R
	4	<b>Fate Condensed</b> ESPionage: Sunny Days And Rain *	San Lorenzo B	A	M	R	R
	4	<b>GURPS</b> Vamps are back	San Lorenzo F	A	M	R	R
	4	<b>Mythras</b> Sariniya's Curse	San Lorenzo D	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Star Wars: Force and Destiny</b> Star Wars The High Republic	San Lorenzo B	A	T	R	R
	4	<b>Star Wars roleplaying game</b> Dead in the Water	San Lorenzo B	A	T	R	R
	4	<b>To Change</b> Maastrichtian Dynasty	San Lorenzo F	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	2	<b>Cards Against Humanity</b>	International B	A	M	B	B
	3	<b>Distilled</b>	International B	A	A	B	B
	1	<b>Imperial Steam</b> 101	International B	B	T	B	B
	1	<b>Sorcerer City</b> 101	International B	B	T	B	B
	4	<b>War of the Ring 2nd Edition</b>	International B	A	T	B	B
	1	<b>Heat: Pedal to the Metal Qualifier 2</b>	La Jolla	A	A	C	C
	3	<b>Lorcana</b> Sealed Sponsored Tournament	La Jolla	A	A	C	C
	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
	0.5	<b>Sleight of Hand Magic Show - A Rogue by Any Other Name</b> Special	Newport A	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	A	T	B	P
	2	<b>The Last Banquet</b>	Santa Monica A	A	T	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
10 pm	3	<b>Imperial Steam</b> Small	International B	E	T	B	B
	2	<b>THE GAUNLET QUALIFIER: Splendor</b>	International B	E	A	B	B
11 pm	0.75	<b>Comedy and Magic Show - Bardic Inspirations</b> Special	Carmel	A	A	G	G

\* = Play with the creator

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

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

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Sat, May 25

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
9 am	3	<b>Blue Moon City</b> Small	International B	A	A	B	B
	2	<b>Crash &amp; Grab</b> *	International B	A	A	B	B
	1	<b>Pengoloo</b> Sponsored	Catalina A	A	K	B	B
	2	<b>Power Grid 202</b> 101	International B	B	A	B	B
	1	<b>Titan</b> 101	International B	B	T	B	B
	2	<b>Winner's Circle</b>	International B	A	T	B	B
	12	<b>TokoCon</b> Sponsored *	Exec Boardroom	A	A	G	G
	4	<b>D&amp;D 5e</b> CCC-HATMS02-02 Something Vile This Way Comes (lvls 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-19 DEAD1-1 Dead Men's Tales (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-25 DEAD1-2 Dead Men's Treasure (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-STRAT-UNDEAD-01 Undead Like Me (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-05 Return of [...] (lvls 17-20) Special *	Plaza C	E	T	R	A
	8	<b>D&amp;D 5e</b> TYP Ch.7 Tomb of Horrors (Levels 11-16) Special	Plaza C	E	T	R	A



# Saturday

Sat, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>Classic Battletech</b> Kaiju Invasion Sponsored *	International A	A	A	M	M
	7	<b>Dungeons &amp; Dragons 5.0</b> Curse of the Blood Count Part 1 *	International A	E	T	M	M
	6	<b>Star Wars Shatterpoint</b> 101	International A	A	T	M	M
	8	<b>Warhammer 40K 10th edition</b> Mega-Apocalypse	International A	A	T	M	M
	3	<b>Blood Moon: Fangs v Fur</b> Demo *	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Last Days of Athobrae</b>	Newport A	A	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile!</b> Playtest	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	T	B	I
	4	<b>AD&amp;D 1e</b> My Old School	San Lorenzo D	A	T	R	R
	4	<b>Blades in the Dark</b> Two wrongs don't make a Sparkwright	San Lorenzo B	A	T	R	R
	4	<b>Champions</b> Absurdly Gifted: Doctor Multo And The Quantum Field Trip	Family Area	A	F	R	R
	4	<b>Dungeon Crawl Classics</b> Tower of the Black Pearl	San Lorenzo A	A	T	R	R
	4	<b>Dungeon Crawl Classics - Horror</b> Shadow Under Devils Reef	San Lorenzo A	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> Which Way do We Go?	San Lorenzo A	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo C	A	T	R	R
	4	<b>GURPS</b> Gladiators: Arena Battles	San Lorenzo D	A	T	R	R
	4	<b>HAVOC engine</b> EAT THE REICH session A	San Lorenzo F	A	T	R	R
	4	<b>Microscope</b> To be determined by the group	San Lorenzo D	A	M	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Savage Worlds</b> Savage Rifts - Defenders of Cosmo Town (Part 1)	San Lorenzo B	A	T	R	R
	4	<b>Savage Worlds: Low Life</b> Challenge of The Ten Towns	San Lorenzo F	A	A	R	R
	4	<b>Starscape (PBTA)</b> Trouble by Starlight *	Chair Boardroom	A	T	R	R
	2	<b>Play 5</b> Sponsored	East Foyer	A	T	B	T
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	1	<b>Ark Nova</b> 101	International B	B	A	B	B
	4	<b>Dune: Imperium Expansions</b>	International B	E	T	B	B
	2	<b>Havoc the Combat Card Game</b> *	International B	A	T	B	B
	4	<b>PLAYER AIDES — Starship Captains / Nehemiah / Café / Marrakech</b>	Plaza A	A	T	B	B
	1	<b>Terraforming Mars: Ares Expedition</b> 101	International B	B	A	B	B
	8	<b>Titan</b> Tournament	International B	E	T	B	B
	2	<b>Middle Earth CCG</b> 101	La Jolla	A	T	C	C
	1	<b>Pokemon</b> 101	La Jolla	A	A	C	C
	1	<b>Board Game Geek No-Ship Math Trade</b>	Bel Air	A	A	G	G
	2	<b>Pathfinder RPG 2e Remaster</b> Learn To Play Pathfinder 2e Sponsored	Los Angeles A	A	T	R	F
	1.5	<b>Using Brain-based Techniques for More Engaging Games</b> Seminar	Carmel	A	T	G	G
	3	<b>Parlor Larp</b> Queen of Queens	San Lorenzo E	A	A	L	L
	8	<b>Drum Barracks ACW Battle Manual</b> Shiloh, April 6 1862	International A	A	T	M	M
	3	<b>Gaslands</b> Beginner Race	International A	A	T	M	M
	7	<b>Middle Earth: Strategy Battle Game</b> Tournament	International A	A	T	M	M
	7	<b>Paint and Take</b>	International A	A	A	M	M
	2	<b>Relic Worlds Expeditions</b> *	International A	A	A	M	M
	1	<b>Gudetama, Kitty Paw, and Blood of an Englishman</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>1775: Rebellion</b> Tournament	Los Angeles C	A	A	B	W
	8	<b>Axis and Allies: Guadalcanal</b> Tournament	Los Angeles B	A	A	B	W
11 am	2	<b>Apiary</b>	International B	A	A	B	B
	7	<b>Ark Nova Qualifier</b>	International B	E	A	B	B
	1	<b>Catan</b> 101	International B	B	F	B	B
	4	<b>Eternal Kings</b> Demo	International B	B	T	B	B
	3	<b>Terraforming Mars: Ares Expedition Discovery</b>	International B	A	A	B	B
	3	<b>Ascension</b> #1 Tournament	La Jolla	A	A	C	C
	2	<b>Magic: The Gathering - Horde</b>	La Jolla	E	T	C	C
	2	<b>Pokemon</b> Strategicon Gym #1	La Jolla	A	A	C	C
	1	<b>Board Game Geek Virtual Flea Market</b>	Bel Air	A	A	G	G
	6	<b>Flea Market</b>	International F	A	A	G	G
	0.1	<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G
	7	<b>Flames of War</b> Tournament	International A	A	M	M	M
	6	<b>Wings of Glory</b> Over Flanders Field	International A	A	T	M	M
	1	<b>Gudetama, Kitty Paw, and Blood of an Englishman</b> Sponsored	East Foyer	A	T	B	T
	2	<b>MLEM Space Agency</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
Noon	4	<b>Catan</b> Tournament	International B	E	F	B	B
	1	<b>Lizard Wizard</b> 101	International B	B	F	B	B
	1	<b>Space Base</b> 101	International B	B	A	B	B
	1	<b>Talisman</b> 101	International B	B	T	B	B

Saturday

# Saturday

Sat, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	<b>THE GAUNTLET QUALIFIER: Stone Age</b>	International B	E	A	B	B
	2	<b>Uno</b> Small	International B	A	A	B	B
	1	<b>Clash Royale</b> Mobile-Strategic-Placement-Con 2v2	La Jolla	A	A	C	C
	7	<b>Yu-Gi-Oh!</b> Sponsored 101	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Family Area	A	F	G	G
	2	<b>Relic Worlds Expeditions</b> *	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	2	<b>Codenames</b>	Catalina C	A	A	B	P
	1	<b>Dixit: Disney Edition</b>	Catalina D	A	A	B	P
	3	<b>Blood Moon: Fangs v Fur</b> Demo *	Newport A	A	T	B	I
	3	<b>Dogville</b> *	Newport A	A	F	B	I
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Iberia: Kings and Taifas</b> Prototype	Newport A	A	T	B	I
	3	<b>Last Days of Athobrae</b>	Newport A	A	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile!</b>	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	A	B	I
	2	<b>Deadly Doodles</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Virgin Queen</b> Tournament	Los Angeles C	A	A	B	W
1 pm	4	<b>Evenfall</b> Demo	International B	B	T	B	B
	1	<b>Kingsburg</b> 101	International B	B	A	B	B
	2	<b>Lizard Wizard</b>	International B	A	F	B	B
	3	<b>Space Base</b> Tournament	International B	E	A	B	B
	4	<b>Talisman</b> Small	International B	E	T	B	B
	3	<b>Middle-Earth CCG</b> Wizards of Middle Earth (Arda)	La Jolla	A	T	C	C
	2	<b>Yu-Gi-Oh!</b> Light Sponsored Tournament	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Family Area	A	F	G	G
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	6	<b>The Battle of the Kalnock Mountains</b> Battletech - Alpha Strike	International A	E	A	M	M
	2	<b>Demigods</b> Book Signing! *	Pacific Foyer	A	A	R	R
	2	<b>Munchkin Impossible</b> Sponsored	East Foyer	A	T	B	T
	5	<b>Diplomacy</b> Tournament	Los Angeles C	A	T	B	W
	6	<b>Sturm Europa</b>	Los Angeles C	A	A	B	W
2 pm	1	<b>Crabs in a Bucket</b> Sponsored	International B	E	A	B	B
	4	<b>Kingsburg</b> Tournament	International B	E	A	B	B
	1	<b>Let's Go To Japan</b> 101	International B	B	T	B	B
	2	<b>Phase 10</b> Small	International B	A	F	B	B
	4	<b>PLAYER AIDES — Tenpenny Parks / Citrus / Rise / Furnace</b>	Plaza A	A	T	B	B
	2	<b>THE GAUNTLET QUALIFIER: Thurn &amp; Taxis</b>	International B	E	A	B	B
	1	<b>Clash Royale</b> Mobile-Strategic-Placement-Con 1v1	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Sealed Sponsored	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Family Area	A	F	G	G
0.1		<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G
	4	<b>D&amp;D 5e</b> CCC-GARY-05 The Shadows of the Trees (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-34 DEAD1-3 Rise of the Sea Dragon (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-02 Liches Just [...] (lvls 11-16) Special *	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-03 Winner Winner, [...] (lvls 17-20)	Plaza C	E	T	R	A
	5	<b>Pathfinder RPG 2e Remaster</b> PFS2 3-99: Fate in [...] (lvls 1-2) Sponsored	Los Angeles A	A	T	R	F
	4	<b>Ghostspeak</b> The Doom of Stone River *	San Lorenzo E	A	T	L	L
	4	<b>Starship Valkyrie</b> Release the Kraken	Bel Air	A	T	L	L
	1	<b>Chivalry is Dead: Race for the Crown!</b> *	International A	A	A	M	M
	4	<b>Star Wars Legion</b> Demo / Free play	International A	A	T	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	4	<b>AD&amp;D 1e</b> My Old School	San Lorenzo F	A	T	R	R
	4	<b>ALIEN The Roleplaying Game</b> Hope's Last Day	San Lorenzo B	A	T	R	R
	4	<b>DCC</b> The Cult That Never Was	San Lorenzo A	A	A	R	R
	5	<b>DCC: Dungeon Crawl Classics</b> Yddgrll's Maze	San Lorenzo A	A	M	R	R
	4	<b>Dragonbane</b> Riddermound	San Lorenzo B	A	T	R	R
	4	<b>Dreamland</b> The Goodness of Hlanith	San Lorenzo D	B	T	R	R
	4	<b>OD&amp;D</b> Sunken Secrets of the Rain-Cursed Valley *	San Lorenzo A	A	T	R	R
	4	<b>D&amp;D 5e</b> Goblin Party: Demon King	San Lorenzo F	A	A	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure	San Lorenzo C	A	T	R	R
	4	<b>HAVOC engine</b> EAT THE REICH session B	San Lorenzo D	A	T	R	R
	4	<b>Heroes, Sidekicks, and Minions</b> Orb of the Shadow Flame *	San Lorenzo D	A	A	R	R

# Saturday



# Saturday

Sat, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Spirit of 77 Cake or DEATH!	Chair Boardroom	A	T	R	R
	4	Traveller The Show Must Go On	San Lorenzo F	A	M	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo B	A	T	R	R
	1	Marrakech Sponsored	East Foyer	A	T	B	T
	1	Star Craft 2 #1 PC, Windows Tournament	Marina	A	A	V	V
3 pm	2	Let's Go! To Japan	International B	A	T	B	B
	5	Power Grid: Recharged! Small	International B	A	T	B	B
	1	Ticket to Ride 101	International B	B	A	B	B
	2	Unicorn Fever	International B	A	T	B	B
	1	Heat: Pedal to the Metal Qualifier Event Tournament	La Jolla	E	A	C	C
	1	Heat: Pedal to the Metal Qualifier 3	La Jolla	A	A	C	C
	4	Marvel Champions	La Jolla	A	A	C	C
	2	Takenoko Tournament	La Jolla	E	A	C	C
	1	Yu-Gi-Oh! Jeopardy	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Giant Killer Robots: Heavy Hitters Metal Mayhem	International A	A	A	M	M
	3	Blood on the Clocktower	Newport C	E	T	B	P
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	Blood Moon: Fangs v Fur Demo *	Newport A	A	T	B	I
	3	Dogville Playtest *	Newport A	A	F	B	I
	3	From the Shadows Demo *	Newport A	A	T	B	I
	3	Iberia: Kings and Taifas Prototype	Newport A	A	T	B	I
	3	Last Days of Athobrae	Newport A	A	T	B	I
	3	One Letter Better Demo *	Newport A	A	A	B	I
	3	TacTile! Demo	Newport A	A	A	B	I
	3	Widgets n' Digit\$ Demo	Newport A	A	A	B	I
	1	Marrakech Sponsored	East Foyer	A	T	B	T
	2	WizWar Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Liberty or Death Tournament	Los Angeles C	A	A	B	W
4 pm	1	Anachrony 101	International B	B	A	B	B
	1	Atiwa 101	International B	B	A	B	B
	2	Icecool + Icecool 2 Sponsored Small	Catalina A	A	F	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	2	THE GAUNTLET QUALIFIER: Azul	International B	E	A	B	B
	3	Ticket to Ride Tournament	International B	E	A	B	B
	5	Clank: Catacombs Adv. Party & Upper Management Tournament	La Jolla	E	A	C	C
	3	Lorcana Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Magic: The Gathering - Horde	La Jolla	E	T	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	A	C	C
	1	Chivalry is Dead: Race for the Crown! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Dice-Free Dungeons Dice-Free Dungeon Crawl Sponsored *	Pacific Foyer	A	A	R	R
	6	MythCraft RPG Learn to play MythCraft! Sponsored Demo *	Plaza Foyer	A	T	R	R
	2	Hard Time Sponsored	East Foyer	A	T	B	T
	2	The Drawing!!!! Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Mario Kart 8 Deluxe #1 - Random Rules Tournament	Marina	A	A	V	V
5 pm	4	Anachrony Small	International B	A	A	B	B
	2	Atiwa	International B	E	A	B	B
	3	History of the World	International B	A	A	B	B
	3	Magic: the Gathering Commander: Pods Sponsored Tournament	La Jolla	A	A	C	C
	5	Middle-Earth CCG Nazgul of Middle Earth (Dark Arda)	La Jolla	A	T	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	6	Circus Maximus Tournament	International A	A	A	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Undaunted: Battle of Britain Tournament	Los Angeles B	A	A	B	W
6 pm	1	Codenames 101	International B	B	T	B	B
	1	Firefly: The Game 101	International B	B	T	B	B
	1	Lords of Waterdeep 101	International B	B	A	B	B
	1	One Letter Better 101 *	International B	B	A	B	B
	1	Sorterer City 101	International B	B	T	B	B
	2	THE GAUNTLET QUALIFIER: Kingdom Builder	International B	E	A	B	B
	1	Heat: Pedal to the Metal Qualifier 4	La Jolla	A	A	C	C
	0.75	Comedy and Magic Show - Bardic Inspirations Special	Carmel	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M

# Saturday

# Saturday

Sat, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	7	<b>Dungeons &amp; Dragons 5.0</b> Player vs Player Tournament *	International A	E	T	M	M
	6	<b>Star Wars Legion</b> Escape the citadel	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1.5	<b>CrossTalk: Phase Game / Team Word</b>	Catalina C	A	A	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	3	<b>Blood Moon: Fangs v Fur</b> Demo *	Newport A	A	T	B	I
	3	<b>Dogville</b> Playtest *	Newport A	A	F	B	I
	3	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Iberia: Kings and Taifas</b> Prototype	Newport A	A	T	B	I
	3	<b>Last Days of Athobrae</b>	Newport A	A	T	B	I
	3	<b>One Letter Better</b> Demo *	Newport A	A	A	B	I
	3	<b>TacTile!</b> Demo	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	A	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>Star Craft 2 #2</b> PC, Windows Tournament	Marina	A	A	V	V
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
7 pm	2	<b>51st State</b>	International B	A	A	B	B
	2	<b>Ark Nova: Marine Worlds</b> Sponsored Small	Pacific Foyer	A	A	B	B
	2	<b>Codenames: Partners</b>	International B	E	T	B	B
	4	<b>Firefly: The Game</b>	International B	E	T	B	B
	3	<b>Power Grid World Tour: Australia</b>	International B	E	T	B	B
	4	<b>Terraforming Mars: Ares Expedition</b> Tournament	International B	E	A	B	B
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Draft Sponsored	La Jolla	A	A	C	C
	4	<b>Star Wars: Unlimited</b> Standard Tournament	La Jolla	A	A	C	C
	4	<b>D&amp;D 5e</b> DDEP07-02 Drums of the Dead (Levels 1-20) Special	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-GARY-04 The Darkness of the Mountains (Levels 1-4)	Plaza C	A	T	R	A
	2	<b>Cash n Guns Live Bluffing</b>	Catalina D	A	A	B	P
	2	<b>Ultimate Werewolf Legacy</b>	Catalina B	A	A	B	P
	3	<b>D&amp;D</b> The search for booty (a pirate's treasure) Sponsored	Pacific Foyer	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
8 pm	3	<b>Blood Rage</b> Small	International B	A	M	B	B
	2	<b>Texas Hold-em Poker</b>	International B	A	T	B	B
	3	<b>Lorcana</b> Sealed Sponsored Tournament	La Jolla	A	A	C	C
	2	<b>Happy Jacks RPG Podcast</b>	Carmel	A	T	G	G
	2	<b>Strategicon Trivia Night</b> Sponsored Special	Malibu Garden	A	T	G	G
	4	<b>Ghostspeak</b> The Doom of Stone River *	San Lorenzo E	A	T	L	L
	4	<b>Parlor LARP</b> The Grass is Always Greener	Bel Air	A	M	L	L
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	4	<b>1000 Year Old Vampire</b> character creation	San Lorenzo D	A	M	R	R
	4	<b>Action Movie World (Apocalypse)</b> Roswell's Revenge	San Lorenzo F	A	M	R	R
	4	<b>AD&amp;D 1e</b> My Old School: Wonders of the World	San Lorenzo B	A	T	R	R
	5	<b>Call of Cthulhu</b> The Darkness Beneath The Hill	San Lorenzo B	A	T	R	R
	6	<b>Call of Cthulhu (classic 1920s)</b> A Strange White Dog *	San Lorenzo D	A	M	R	R
	4	<b>DCC</b> DCC After Dark: The Shambling Undead	San Lorenzo A	A	T	R	R
	4	<b>DCC - After Dark!</b> The Hypercube of Myt Tournament	Chair Boardroom	A	A	R	R
	4	<b>DCC</b> DCC AFTER DARK: The Tower [...]	San Lorenzo A	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> The Undergoblin Heist	San Lorenzo A	A	T	R	R
	4	<b>Dungeons &amp; Dragons 1E (Red Box)</b> Back to the Isle of Dead Men	Exec Boardroom	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure	San Lorenzo C	A	T	R	R
	4	<b>GURPS</b> Vamps are back	San Lorenzo F	A	M	R	R
	4	<b>Paranoia</b> Certifiable	San Lorenzo F	A	A	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Sojourn</b> Let Us Build a Tower: A Mythic Bronze Age Adventure in Babel *	San Lorenzo D	A	T	R	R
	4	<b>The World Below - Storypath System</b> Descent Into Darkness	San Lorenzo B	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	3	<b>Mansions of Madness</b>	International B	A	T	B	B
	1	<b>Heat: Pedal to the Metal Qualifier 5</b>	La Jolla	A	A	C	C
	2	<b>Magic: the Gathering</b> K&J Pauper	La Jolla	A	A	C	C
	0.5	<b>Sleight of Hand Magic Show - A Rogue by Any Other Name</b> Special	Newport A	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P



## Saturday

**Sat, May 25**

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
10 pm	3	<b>Chaos Poker</b>	International B	A	T	B	B
	2	<b>King of Tokyo</b> Small	International B	A	F	B	B
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Sealed Sponsored	La Jolla	A	A	C	C
	1	<b>Punderdome</b>	Newport D	A	T	B	P
11 pm	1	<b>Deadpool vs. The World</b>	Newport D	A	M	B	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+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

**Sun, May 26**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
8 am	1	<b>RPG Design Lean Coffee</b> RPG game design discussion	Plaza Foyer	A	A	R	R
9 am	3	<b>Dream Factory</b> Small	International B	A	A	B	B
	1	<b>Hit the Throttle!</b> Sponsored	Catalina A	A	K	B	B
	2	<b>Kingdom Builder</b> Small	International B	E	T	B	B
	1	<b>Stone Age</b> 101	International B	B	A	B	B
	3	<b>THE GAUNTLET SEMIFINALS</b>	International B	E	A	B	B
	3	<b>The Princes of Florence</b> Small	International B	A	T	B	B
	4	<b>D&amp;D 5e</b> CCC-BMG-13 PHLAN 1-1 Sepulture (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-GARY-05 The Shadows of the Trees (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-25 DEAD1-2 Dead Men's Treasure (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-ONI-02 Battlefield Blooms (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-04 Overtime (Levels 17-20)	Plaza C	E	T	R	A
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	3	<b>Achtung Panzer</b> Breakthrough	International A	A	T	M	M
	4	<b>Classic Battletech</b> Kaiju Invasion Sponsored *	International A	A	A	M	M
	8	<b>Dungeons &amp; Dragons 5.0</b> Curse of the Blood Count Part 2 *	International A	E	T	M	M
	8	<b>Warhammer 40K 10th edition</b> Open Play Demo	International A	A	T	M	M
	2	<b>From the Shadows</b> *	Newport A	A	T	B	I
	3	<b>One Letter Better</b> Demo	Newport A	A	A	B	I
	3	<b>TacTile!</b> Playtest	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	T	B	I
	5	<b>DCC: Dungeon Crawl Classics</b> The Jeweler That Dealt in Stardust	San Lorenzo A	A	M	R	R
	4	<b>Dungeon Crawl Classics</b> Tomb of the Savage Kings	San Lorenzo A	A	T	R	R
	4	<b>Dungeon Crawl Classics - Horror</b> Night of the Bog Beast	San Lorenzo A	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure	San Lorenzo C	A	T	R	R
	4	<b>Gamma World</b> Star World	San Lorenzo F	A	A	R	R
	4	<b>GURPS</b> Star Trek: Dunsinane Mission	San Lorenzo B	A	T	R	R
	4	<b>Marvel Multiverse RPG</b> All This and World War II	Chair Boardroom	A	A	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	6	<b>Savage Worlds</b> Savage Rifts - Pirates of the Great Lakes	San Lorenzo B	A	T	R	R
	4	<b>The Bookmarked</b> The House always wins!	San Lorenzo D	A	A	R	R
	1	<b>Marrakech</b> Sponsored	East Foyer	A	T	B	T
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	1	<b>Diamant</b>	International B	A	A	B	B
	3	<b>Last Days of Athobrae</b> Small	International B	A	T	B	B
	4	<b>PLAYER AIDES — Caylus 1303 / Skyrise / Gold West / Catherine</b>	Plaza A	A	T	B	B
	5	<b>Stone Age</b> Big	International B	E	A	B	B
	1	<b>Terraforming Mars</b> 101	International B	B	T	B	B
	3	<b>Terraforming Mars: Ares Expedition Foundations</b>	International B	A	A	B	B
	1	<b>Heat: Pedal to the Metal Qualifier 6</b>	La Jolla	A	A	C	C
	4	<b>Lost Ruins of Aranak</b> Expedition Leaders and Missing [...] Tournament	La Jolla	E	A	C	C
	2	<b>Middle-Earth CCG</b> 101	La Jolla	A	T	C	C
	1	<b>Pokemon</b> 101	La Jolla	A	A	C	C
	2	<b>Pathfinder RPG 2e Remaster</b> Learn To Play Pathfinder 2e Sponsored	Los Angeles A	A	T	R	F
	3	<b>BOFFER SHOWCASE</b> Fenris Assault Squad: Chain Breaker *	Bel Air	A	T	L	L
	5	<b>Heroes of Might and Magic III</b>	International A	A	T	M	M
	7	<b>Paint and Take</b>	International A	A	A	M	M
	1	<b>Gudetama, Kitty Paw, and Blood of an Englishman</b> Sponsored	East Foyer	A	T	B	T

**Sunday**

# Sunday

Sun, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
11 am	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Axis and Allies: Pacific</b> Tournament	Los Angeles B	A	A	B	W
	1	<b>Agricola</b> 101	International B	B	A	B	B
	1	<b>Antiquity</b> 101	International B	B	M	B	B
	4	<b>Eternal Kings</b> Demo	International B	B	T	B	B
	1	<b>Pax Pamir: Second Edition</b> 101	International B	B	T	B	B
	8	<b>Terraforming Mars</b> Big	International B	E	T	B	B
	3	<b>Ascension</b> #2 Tournament	La Jolla	A	A	C	C
	1	<b>Dice Masters</b> Secret Wars 101	La Jolla	A	A	C	C
	2	<b>Magic: The Gathering - Horde</b>	La Jolla	E	T	C	C
	2	<b>Pokemon</b> Strategicon Gym #2	La Jolla	A	A	C	C
	6	<b>Flea Market</b>	International F	A	A	G	G
	0.1	<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	8	<b>BattleTech: Alpha Strike</b> WNRP AS350 - Open Era Tournament	International A	E	T	M	M
	7	<b>Flames of War</b> Tournament	International A	A	M	M	M
	2	<b>Squid Game 2: Devil's Plan</b> *	Catalina D	A	T	B	P
	1	<b>Gudetama, Kitty Paw, and Blood of an Englishman</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Marrakech</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Texas Hold'em with Zombies</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Battlecry</b> Tournament	Los Angeles C	A	A	B	W
	5	<b>Maria</b>	Los Angeles C	A	A	B	W
Noon	5	<b>Agricola</b> Tournament	International B	E	T	B	B
	3	<b>Antiquity</b>	International B	A	M	B	B
	2	<b>Cat Lady</b> Small	International B	A	F	B	B
	3	<b>Pax Pamir: Second Edition</b>	International B	A	T	B	B
	1	<b>Splendor</b> 101	International B	B	A	B	B
	4	<b>Dice Masters</b> Secret Wars Rainbow Draft	La Jolla	A	A	C	C
	5	<b>Heat: Pedal to the Metal FINALS Championship Circuit</b> Tournament	La Jolla	A	A	C	C
	4	<b>Star Wars Miniatures</b> CA Regional Championship Tournament	La Jolla	A	A	C	C
	7	<b>Yu-Gi-Oh!</b> 101	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Family Area	A	F	G	G
	2	<b>Saber Martial Arts Summit</b> Seminar	Carmel	A	F	G	G
	2	<b>Social</b> Parlor LARP Community Mixer	Malibu Garden	A	A	L	L
	2.5	<b>BattleTech Alpha Strike</b> Poker Run	International A	A	T	M	M
	4	<b>Dungeon Crawl Classic</b> Funneling STR1.2	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Squid Game VIP</b> *	Catalina D	A	T	B	P
	2	<b>From the Shadows</b> *	Newport A	A	T	B	I
	3	<b>Last Days of Athobrae</b> Demo *	Newport A	A	T	B	I
	3	<b>TacTile!</b> Demo	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	A	B	I
	2	<b>Deadly Doodles</b> Sponsored Small	East Foyer	A	T	B	T
	2	<b>Pathfinder Revolution!</b> Sponsored	East Foyer	A	T	B	T
1 pm	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>A Study in Emerald</b> 101	International B	B	T	B	B
	1	<b>One Letter Better</b> 101 *	International B	B	A	B	B
	8	<b>Settlers of Catan National Qualifier</b> Sponsored	International B	E	M	B	B
	4	<b>Splendor</b> Big	International B	E	A	B	B
	1	<b>Ticket to Ride: Rails and Sails</b> 101	International B	B	T	B	B
	3	<b>Lord of the Rings: The Card Game LCG</b> Wizards of Middle Earth (Arda)	La Jolla	A	T	C	C
	4	<b>Middle-Earth CCG</b> MECCG Constructed / Challenge Decks	La Jolla	A	T	C	C
	2	<b>Yu-Gi-Oh!</b> Light Sponsored Small	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Family Area	A	F	G	G
	2	<b>Pathfinder RPG 2e Remaster</b> Learn To Play Pathfinder 2e Sponsored	Los Angeles A	A	T	R	F
	3	<b>Achtung Panzer</b> Breakthrough	International A	A	T	M	M
	2	<b>Battlestations - Dirtside (3X30min Missions)</b> *	International A	A	A	M	M
	3	<b>Conquest: The Last Argument of Kings</b> Demo	International A	A	T	M	M
	6	<b>Tukayyid: Comstar vs. Clan Wolf</b> Battle of Tukayyid - Classic Battletech	International A	E	M	M	M
	2	<b>Munchkin Spell Skool</b> Sponsored	East Foyer	A	T	B	T
2 pm	2	<b>A Study in Emerald</b> Small	International B	B	T	B	B
	1	<b>Flight of Icarus</b> Sponsored *	International B	A	F	B	B
	2	<b>One Letter Better</b> Sponsored *	International B	A	A	B	B
	4	<b>PLAYER AIDES — Kraftwagen V6 / Musical Chairs / Raids / Honshu</b>	Plaza A	A	T	B	B
	4	<b>THE GAUNTLET FINALS</b> MEGA	International B	E	A	B	B

# Sunday

Sun, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>Ticket to Ride: Rails and Sails</b> Tournament	International B	E	T	B	B
	1	<b>TransAmerica</b>	Catalina A	A	F	B	B
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Sealed Sponsored	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Family Area	A	F	G	G
	0.1	<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G
	4	<b>D&amp;D 5e</b> CCC-TRI-19 DEAD1-1 Dead Men's Tales (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-STRAT-UNDEAD-01 Undead Like Me (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-02 Liches Just [...] (lvls 11-16) Special *	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-05 Return of [...] (lvls 17-20) Special *	Plaza C	E	T	R	A
	8	<b>D&amp;D 5e</b> TYP Ch.7 Tomb of Horrors (Levels 11-16) Special	Plaza C	E	T	R	A
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	4	<b>Murder Mystery</b> Endgame	Bel Air	A	M	L	L
	4	<b>Parlor LARP</b> Bell and Key	San Lorenzo E	A	M	L	L
	2	<b>Chivalry is Dead: Race for the Crown!</b> *	International A	A	A	M	M
	2	<b>Paint Contest Judging</b>	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Funemployed</b>	Catalina C	A	F	B	P
	4	<b>ALIEN The Roleplaying Game</b> ALIEN: Fallout	San Lorenzo B	A	T	R	R
	4	<b>Call of Cthulhu</b> Death Comes to Gor-Slop	San Lorenzo D	A	T	R	R
	4	<b>Champions</b> Manhattanverse: Two More Shall Take Its Place	San Lorenzo B	A	T	R	R
	4	<b>Dungeon Crawl Classics - Horror</b> The Web of All-Torment	San Lorenzo A	A	T	R	R
	4	<b>Dungeons &amp; Dragons 0e (OD&amp;D)</b> Crystal Caverns of Tekhannaya *	San Lorenzo D	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure	San Lorenzo C	A	T	R	R
	4	<b>D&amp;D 5e</b> The Shadows of Candlewind	San Lorenzo F	A	A	R	R
	4	<b>Heart the City Beneath</b> Eve of Retribution	San Lorenzo D	A	M	R	R
	4	<b>Magical Kitties Save the Day!</b> Trouble in River City	San Lorenzo A	A	T	R	R
	4	<b>Paranoia</b> In the Clouds	San Lorenzo F	A	A	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Starscape (PBTA)</b> A Galaxy of Trouble *	Chair Boardroom	A	T	R	R
	4	<b>The Bookmarked</b> The Best Medicine?	San Lorenzo F	A	A	R	R
	2	<b>MLEM Space Agency</b> Sponsored	East Foyer	A	T	B	T
3 pm	1	<b>Acquire</b> 101	International B	B	A	B	B
	1	<b>Mantis</b>	International B	A	A	B	B
	1	<b>Meadow</b> 101	International B	B	A	B	B
	6	<b>Power Grid</b> Big	International B	E	T	B	B
	8	<b>Twilight Imperium Expansions</b> Sponsored	International B	A	T	B	B
	1	<b>Clash Royale</b> Mobile-Strategic-Placement-Con 1v1	La Jolla	A	A	C	C
	4	<b>Star Wars: Unlimited</b> Standard Tournament	La Jolla	A	A	C	C
	2	<b>Yu-Gi-Oh!</b> Advance Sponsored Tournament	La Jolla	A	A	C	C
	1.5	<b>Lightfending</b> LED Saber Sport Demo	Malibu Garden	A	T	L	L
	2	<b>Battlestations - Dirtside (3X30min Missions)</b> *	International A	A	A	M	M
	4	<b>Giant Killer Robots: Heavy Hitters</b> Metal Mayhem	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	2	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>Last Days of Athobrae</b> Demo *	Newport A	A	T	B	I
	4	<b>TacTile!</b> Demo	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	A	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Versailles 1919</b> Tournament	Los Angeles B	A	A	B	W
	6	<b>Wellington: The Peninsular War 1812-1814</b> Tournament	Los Angeles B	A	A	B	W
4 pm	4	<b>Acquire - David Woolcott Memorial</b> Sponsored Tournament	International B	E	A	B	B
	2	<b>Arcadia Quest</b>	International B	A	A	B	B
	2	<b>Meadow</b>	International B	A	A	B	B
	1	<b>S'quarrels</b>	Catalina A	A	F	B	B
	4	<b>Stadium: A Sport Odyssey</b> Demo *	International B	B	T	B	B
	1	<b>Wingspan</b> 101	International B	B	A	B	B
	3	<b>Lorcana</b> Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	<b>Magic: The Gathering - Horde</b>	La Jolla	E	T	C	C
	.3	<b>GRID GAME Raffle Drawing</b> Sponsored	Pacific	A	A	G	G
	2	<b>Pathfinder RPG 2e Remaster</b> Learn To Play Pathfinder 2e Sponsored	Los Angeles A	A	T	R	F
	2	<b>Escape Room</b> The Alchemist's Workbench *	Catalina D	A	A	L	L
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	2	<b>Mario Kart 8 Deluxe #2 - 200cc</b> Tournament	Marina	A	A	V	V
	1	<b>Star Craft 2 #3</b> Windows	Marina	A	A	V	V

# Sunday



# Sunday

Sun, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
5 pm	3	<b>Dune</b> Small	International B	E	T	B	B
	1	<b>Puerto Rico</b> 101	International B	B	A	B	B
	2	<b>Sorcerer City</b>	International B	A	T	B	B
	1	<b>Viticulture Essentials</b> 101	International B	B	M	B	B
	5	<b>Wingspan</b> Big	International B	E	A	B	B
	3	<b>Magic: the Gathering</b> Commander: Pods Sponsored Tournament	La Jolla	A	A	C	C
	2	<b>Yu-Gi-Oh!</b> (Draft) Sponsored Tournament	La Jolla	A	A	C	C
	0.1	<b>Raffle Drawing!</b> Sponsored	Pacific	A	A	G	G
	1	<b>The Saber Legion</b> Unity Ruleset Demo	Malibu Garden	E	M	L	L
	4	<b>Dungeon Crawl Classics</b> Level 1 STR 1.3	International A	A	T	M	M
	6	<b>Fuzzy Heroes</b> A Cat's Life Sponsored *	East Foyer	A	K	M	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
6 pm	1	<b>Bloodstones</b> 101	International B	B	T	B	B
	2	<b>Havoc the Combat Card Game</b> *	International B	A	T	B	B
	1	<b>Orléans</b> 101	International B	B	A	B	B
	4	<b>Puerto Rico</b> Tournament	International B	E	A	B	B
	4	<b>Viticulture Essentials</b> Small	International B	A	M	B	B
	4	<b>Lord of the Rings: The Card Game LCG</b>	La Jolla	A	T	C	C
	4	<b>Star Wars Miniatures</b> Royal Rumble Tournament	La Jolla	A	A	C	C
	2	<b>Feedback Forum</b> Seminar	Carmel	A	A	G	G
	2	<b>Battlestations - Dirtside (3X30min Missions)</b> *	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	1.5	<b>Phantom Ink: Team Word Guessing</b>	Catalina C	A	A	B	P
	2	<b>From the Shadows</b> Demo *	Newport A	A	T	B	I
	3	<b>TacTile!</b> Demo	Newport A	A	F	B	I
	3	<b>Widgets n' Digit\$</b> Demo	Newport A	A	A	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Sails of Glory: Ships of the Line</b> Tournament	Los Angeles B	A	A	B	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
7 pm	4	<b>Bloodstones</b>	International B	A	T	B	B
	4	<b>Orléans</b> Tournament	International B	E	T	B	B
	3	<b>Power Grid World Tour: UK/Ireland</b>	International B	E	T	B	B
	1	<b>Teotihuacan: City of Gods</b> 101	International B	B	T	B	B
	2	<b>Wyrmspan</b> Sponsored Small	Pacific Foyer	A	A	B	B
	2	<b>Doomsday Multiverse</b> Sponsored Tournament	La Jolla	E	T	C	C
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Draft Sponsored	La Jolla	A	A	C	C
	4	<b>D&amp;D 5e</b> CCC-CIC-15 Den of the Dead Witch (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-HATMS02-02 Something Vile This Way Comes (lvls 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-25 DEAD1-2 Dead Men's Treasure (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-34 DEAD1-3 Rise of the Sea Dragon (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-03 Winner Winner, [...] (lvls 17-20)	Plaza C	E	T	R	A
	2	<b>Cash n Guns Live Bluffing</b>	Catalina D	A	A	B	P
	2	<b>Ultimate Werewolf Legacy</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>1812: The Invasion of Canada</b> Tournament	Los Angeles C	A	T	B	W
8 pm	3	<b>Teotihuacan: City of Gods</b> Small	International B	E	T	B	B
	3	<b>Lorcana</b> Sealed Sponsored Tournament	La Jolla	A	A	C	C
	5	<b>Star Wars: Unlimited</b> Twin Suns Tournament	La Jolla	E	A	C	C
	0.75	<b>Comedy and Magic Show - Bardic Inspirations</b> Special	Carmel	A	A	G	G
	4	<b>Murder Mystery</b> Arsenic and Lies	San Lorenzo E	A	T	L	L
	2	<b>Battlestations - Dirtside (3X30min Missions)</b> *	International A	A	A	M	M
	2	<b>Room 25 Ultimate</b>	Newport D	A	A	B	P
	4.5	<b>Call of Cthulhu</b> Edge of Darkness	San Lorenzo D	A	M	R	R
	4	<b>Dungeon Crawl Classics</b> Which Way do We Go? part 2 or encore	San Lorenzo A	A	T	R	R
	4	<b>Dungeons &amp; Dragons 1E (Red Box)</b> Back to the isle of Dead Men	San Lorenzo B	A	T	R	R
	4	<b>Feng Shui</b> Court of the Stars	San Lorenzo B	A	T	R	R
	5	<b>Game: Delta Green</b> Operation Fulminate	San Lorenzo A	A	T	R	R
	4	<b>GURPS</b> Vamps are back	San Lorenzo F	A	M	R	R
	4	<b>Marvel Multiverse RPG</b> All This and World War II	Chair Boardroom	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	A	T	B	P
	1	<b>The Chameleon</b>	Newport D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P

# Sunday

Sun, May 26

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf Extreme</b>	Catalina B	A	A	B	P
10 pm	2	<b>Nexus Ops</b> Small	International B	A	A	B	B
	3	<b>Magic: the Gathering</b> Outlaws of Thunder Junction Sealed Sponsored	La Jolla	A	A	C	C
	0.5	<b>Sleight of Hand Magic Show - A Rogue by Any Other Name</b> Special	Newport A	A	A	G	G
	2	<b>Panic Station</b>		A	A	B	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+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Mon, May 27

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf Extreme</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
9 am	6	<b>Lords of Waterdeep</b> MEGA	International B	E	T	B	B
	3	<b>Power Grid World Tour: Northern Europe</b> Tournament	International B	E	T	B	B
	4	<b>D&amp;D 5e</b> CCC-GARY-04 The Darkness of the Mountains (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-STRAT-UNDEAD-01 Undead Like Me (Levels 5-10)	Plaza B	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-02 Liches Just [...] (lvls 11-16) Special *	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-04 Overtime (Levels 17-20)	Plaza C	E	T	R	A
	3	<b>One Letter Better</b> Demo	Newport A	A	A	B	I
9:30 am	5	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	2	<b>Ingenious</b>	International B	A	A	B	B
	3	<b>Transformers</b> 101	La Jolla	A	A	C	C
	3	<b>Formula De Super-Incredisized Spectacular</b> Long Beach [...] Tournament	International A	A	F	M	M
11 am	3	<b>Terraforming Mars: Ares Expedition Crisis</b>	International B	A	A	B	B
	3	<b>Auction</b>	Carmel	A	A	G	G
	5	<b>The Napoleonic Wars</b> Tournament	Los Angeles B	A	A	B	W
	2	<b>Undaunted: Battle of Britain</b>	Los Angeles C	A	A	B	W
Noon	1	<b>Super Mega Lucky Box</b>	International B	A	A	B	B
	2	<b>Transformers</b> Light Sponsored Tournament	La Jolla	A	A	C	C
	0.1	<b>Grand Raffle Drawing</b> Sponsored	Pacific	A	A	G	G
	3	<b>Iberia: Kings and Taifas</b> Prototype	Newport A	A	T	B	I
1 pm	2	<b>Nuclear War</b>	International B	A	T	B	B
	3	<b>Vegas Showdown</b>	International B	A	A	B	B
2 pm	4	<b>D&amp;D 5e</b> CCC-BMG-13 PHLAN 1-1 Sepulture (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-GARY-04 The Darkness of the Mountains (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-TRI-34 DEAD1-3 Rise of the Sea Dragon (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> PS-DC-STRAT-UNDEAD-05 Return of [...] (lvls 17-20) Special *	Plaza C	E	T	R	A
	4	<b>Dungeons &amp; Dragons 0e (OD&amp;D)</b> Witchways of the Rain-Cursed Valley *	San Lorenzo A	A	T	R	R
2:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
3 pm	2	<b>Category 5</b>	International B	A	T	B	B

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Departments: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games



Monday

15

## Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of 2023. For 2023 the winners are:

Jack Butler Award: 1st - Darrell Stark  
2nd - Kyle Greenwood  
3rd - Jonathan Crespín,  
Michael Swinson,  
Mike Munson

Short Board Games: 1st - Darrell Stark  
2nd - Kyle Greenwood  
3rd - Gilbert Quinonez

Medium Board Games: 1st - Darrell Stark  
2nd - Bruce Schlickbernd  
3rd - Lisa King

Long Board Games: 1st - Mike Munson  
2nd - Chris Mills  
3rd - Winton Lemoine

Collectible Games: 1st - Jon Brown

Strategicon congratulates these fine gamers!

## Special Events and Seminars

Carmel, Malibu Garden, Newport A, Plaza B, Plaza C

### Comedy and Magic Show - Bardic Inspirations –

Fri 11 pm, Sat 8 pm, Sun 8 pm

A 45 minute comedy and magic show with geek humor and lots of fun interactive illusions. It is not a kids show but it is Totally Clean and Family Friendly so all ages are welcome. Frank is an award winning magician who performs all over the world and in Las Vegas. Carmel

### Feedback Forum – Sun 6 pm

What are we doing? How are we doing? What can we improve on? Who knows! But hey, let's discuss the state of the con. All this and more! Carmel

### Saber Martial Arts Summit – Sun Noon

Join some of the most successful saber organizations from around the world talk about combat, competition, and camaraderie in a roundtable discussion about martial arts using a weapon from a more civilized age. for more information , please go to [www.sabermartialarts.life](http://www.sabermartialarts.life) Carmel

### Sleight of Hand Magic Show - A Rogue by Any Other Name –

Fri, Sat 9 pm, Sun 10 pm

A 30 minute theatrical experience with a living DnD Rogue doing sleight of hand inches from your eyes. Classic cons and some fantasy fortune telling tricks. All ages are welcome but his is an adult level magic show like you would see at Hollywood's Magic Castle. Frank is an award winning magician who performs all over the world and in Las Vegas. Newport A

### Strategicon Trivia Night – Sat 8 pm

It's time to get your friends together and come to the first ever Strategicon Trivia Night! Here is your chance to show that you have more useless info in your head than everyone else. Teams of up to 6 players will compete for the title of 2024 Strategicon Trivia Champions! Malibu Garden

### Using Brain-based Techniques for More Engaging Games –

Sat 10 am

Ever been at the gaming table and everyone is looking at their phone, bodies slumped, unfocused? How do you bring them back, excite their brains, and get them back in the game? Use your brain- and theirs- to pull your players back in the game with neuroscience-based strategies. Carmel

### DDEP07-02 Drums of the Dead (Levels 1-20) – Sat 7 pm –

Dungeons & Dragons 5E

A ritual to destroy Chult's undead has backfired and unleashed an undead plague! The components needed to concoct an antidote have been identified, but need to be scavenged from the jungle. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic. Plaza B

### PS-DC-STRAT-UNDEAD-02 Liches Just Want to Have Fun (Levels 11-16) – Fri, Sat, Sun 2 pm, Mon 9 am –

Dungeons & Dragons 5e  
A Gamex 2024 original premiere adventure! Among the planes from Sigil to the Material Plane and even well deep in the unexplored territories of the Outlands, one fact remains true. Liches will continue to spread chaos and death with their dark magic and only a formidable band of adventurers can thwart their nefarious plans. You are those adventurers, and this is your story. Plaza C

### PS-DC-STRAT-UNDEAD-05 Return of the Dragon (Levels 17-20) –

Sat 9 am, Sun, Mon 2 pm – Dungeons & Dragons 5e  
A Gamex 2024 original premiere adventure! Plaza C

### TYP Ch.7 Tomb of Horrors (Levels 11-16) – Sat 9 am, Sun 2 pm –

Dungeons & Dragons 5e  
As a proving ground for characters and players alike, fabricated by the devious mind of the game's co-creator, Tomb of Horrors has no equal in the annals of D&D's greatest adventures. Only high-level characters stand a chance of coming back alive, but every player who braves the Tomb will have the experience of a lifetime. Plaza C





## Board Games

### Board Games

International Ballroom B, Catalina A (Family Area)

#### 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.

#### 51st State — Sat 7 pm

Cards can be played three ways: You can invade a location, sign a contract, or attach the location so you can use its skill. One card, three possibilities. Lots of decisions and choices that matter.

#### Acquire 101 — Sun 3 pm

#### Acquire - David Woolcott Memorial — Sun 4 pm

Place your tiles and create hotel chains. Buy stock in Hotels and anticipate hotel mergers to make money. The player who has the most money at the end of the game wins! Greed is Good!

#### Aeon's End 101 — Fri Noon

#### Aeon's End — Fri 1 pm

Come and play a co-op game where we will test our skill and tactics to defeat the monster that is ravaging our home. We will use spells, gems, and relics to get the job done.

#### Agricola 101 — Sun 11 am

#### Agricola — Sun Noon

Revised edition with expansions is the default, however 1st edition may be substituted based on availability. Occupations and minors will be drafted. Ban list and compendium will be observed. Ties: most resources (-guilds), then seating 4-3-1-2.

#### Alien Frontiers 101 — Fri 1 pm

#### Alien Frontiers — Fri 2 pm

Do you have what it takes to be the first player to successfully colonize an alien world? Worker/dice placement game with an area control mechanism.

#### Altiplano 101 — Fri Noon

#### Altiplano — Fri 1 pm

Wander about town, trading for better goods. Hug your alpaca!

#### Anachrony 101 — Sat 4 pm

#### Anachrony — Sat 5 pm

Features a two-tiered worker placement system. To travel to the Capital or venture out to the devastated areas for resources, players need not only various specialists (Engineers, Scientists, Administrators, and Geniuses) but also Exosuits to protect and enhance them

#### Antiquity 101 — Sun 11 am

#### Antiquity — Sun Noon

A strategy game for 2-4 players. It is set in an environment loosely modeled on Italy in the late Middle Ages. Players choose their own victory condition: they can focus on population growth, trade, conquest, or city building by choosing their patron saint.

#### Apiary — Sat 11 am

The queen of the space honeybees has called upon her hives to prove themselves the best for the mothership in this worker placement game. How will your hive develop compared to the rest? Will you farm better? Craft better? Research better? ..... Waggle dance better?

#### Arcadia Quest — Sun 4 pm

Players lead guilds of intrepid heroes on an epic campaign to dethrone the vampire lord and reclaim the mighty Arcadia for their own. But only one guild may lead in the end, so players must battle against each other as well as against the monstrous occupying forces.

#### Ark Nova 101 — Sat 10 am

#### Ark Nova: Marine Worlds — Sat 7 pm

Plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world. Dealer Dollar Prizes. Pacific Foyer

#### Ark Nova Qualifier — Sat 11 am

You will plan and design a modern zoo. Balance the zoo's appeal which will get you income with their conservation efforts which will get you points. The first two rounds will be today and the Final round on Sunday. Expansions on Saturday are optional but will be used on Sunday.

#### A Study in Emerald 101 — Sun 1 pm

#### A Study in Emerald — Sun 2 pm

In an alternate history blend of Lovecraft & Sherlock Holmes, Cthulhu took over the world 800 years ago. But the recently developed Dynamite has given humanity a tool to potentially throw off the shackles of the other-worldly overlords.

#### Atiwa 101 — Sat 4 pm

#### Atiwa — Sat 5 pm

Play out the importance that fruit bats have for the environment. You must acquire new land, manage your animals and resources, and make your community prosper. The player who best balances the needs of their community and the environment wins.

#### Azul 101 — Fri 4 pm

#### Azul — Fri 5 pm

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.

#### Bag-O-Loot — Fri 8 pm

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

#### 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!

#### Blood Rage — Sat 8 pm

Draft powers and monsters for your Viking army, and deploy warriors, leaders and ships in an attempt to control regions and pillage their values. Pursue quests like glorious death of your units gaining points when they go to Valhalla.

#### Bloodstones 101 — Sun 6 pm

#### Bloodstones — Sun 7 pm

Fantasy wargame for 1-6 players featuring six different races, each with its own specific powers and its own mix of units, represented by domino-shaped tiles.

## Board Games

### **Blue Moon City** – Sat 9 am

Players earn crystals by helping to rebuild Blue Moon City and use them to put the large Crystal Obelisk in the middle of the city back together. The first player to pay the required number of crystals to the Obelisk wins

### **Blueprints** – Fri 3 pm

Roll and collect different colored dice (materials) to construct buildings according to the blueprint cards you draw.

### **Cards Against Humanity** – Fri 9 pm

A party game for horrible people. Mature audience, please. You know how this game plays!

### **Catan 101** – Sat 11 am

### **Catan** – Sat Noon

Players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces.

### **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 more rounds follow. The game is over when a player reaches 74 and low score wins. (This is the best version of 6 Nimmt!)")

### **Cat Lady** – Sun Noon

Are you more cat obsessed than everyone you know?

### **Chaos Poker** – Sat 10 pm

Poker's rules are well known, but... what if we changed the rules, so that what you do in THIS hand could change the probabilities of future hands? Welcome to Chaos Poker. Full rules to be presented at the tournament.

### **Codenames 101** – Sat 6 pm

### **Codenames: Partners** – Sat 7 pm

This social-deduction "party" game gets fierce with fewer players! Bring your partner (or we can match you with one) and outfox some rival spy networks in under 2 hours. The tournament is comprised of 3 half-hour bouts. It will incorporate a meta-game scoring system & trash talk.

### **Coloretto** – Fri 4 pm

Either draw a card to play to a pile, or take a pile of cards to add them to your collection. A pile can have at most three cards, so at some point everyone is forced to take a pile. Once all the piles have been claimed, players start a new round, drawing or taking once again.

### **Crabs in a Bucket 101** – Fri 5 pm

### **Crabs in a Bucket** – Sat 2 pm

Fast-paced card game that blends chaos, strategy, and a cast of colorful crab characters. The goal of the game is simple: Be the first to get rid of your hand! Use the powers of the Joker Crabs to claw your way to victory.

### **Crash & Grab** – Sat 9 am

Re-live your favorite old school action game in a battle royale where you'll race around the board trying to grab energy, boosters, upgrades and a full crew for your flying saucer before your opponents!

### **Dale Of Merchants 101** – Fri 4 pm

### **Dale of Merchants** – Fri 5 pm

We are all hard working critters trying to be the ones with the biggest and most expansive stall in all the lands. You will build your deck to beat your opponents to having the best business.

### **Diamant** – Sun 10 am

Delve deep into an ancient temple, taking all the rubies and relics you can find (evenly split amongst your party, of course). Do you stay and collect more riches, or get out before one of the many threats become a reality? (AKA: Incan Gold)

### **Dimension** – Fri 8 pm

Stack your colored orbs while making sure to follow all the rules.

### **Distilled 101** – Fri 8 pm

### **Distilled** – Fri 9 pm

Highly thematic strategy card game about crafting spirits in a distillery, with resource management and push-your-luck elements. In the game, you have inherited a distillery and are hoping to someday achieve the title of master distiller through purchasing goods, building up your distillery, and creating the world's most renowned spirits.

### **Don't L.L.A.M.A.** – Fri 6 pm

Try to get rid of as many of unique types cards in your hand before the round is over all lets you discard a 1 or a 10 point marker. The first to get 40 points in markers ends the game and the player with the fewest points wins.

### **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.

### **Dune** – Sun 5 pm

Become the leader of one of six factions. Each wishes to control the most valuable resource in the universe - melange, the mysterious spice only found at great cost on the planet DUNE. Reprinted and updated in 2019.

### **Dune: Imperium Expansions** – Sat 10 am

Influence, intrigue, and combat in the universe of Dune. Will be playing with one or both expansions: Dune: Imperium - Immortality and Dune: Imperium - Rise of Ix

### **Eldrich Horror** – Fri 4 pm

Cooperative board game from Fantasy Flight Games. Players attempt to solve mysteries and defeat monsters to drive back the darkness.

### **Empires: Age of Discovery 101** – Fri 6 pm

### **Empires: Age of Discovery** – Fri 7 pm

As a colonial power you proceed through three ages. You launch expeditions of discovery, colonize regions, expand your merchant fleet, build capital buildings that give your nation distinct advantages, develop your economy, and (if necessary) declare war.

### **Eternal Kings** – Fri 2 pm, Sat, Sun 11 am

1v1 card game based on chess and is highly strategic. Imagine chess meets Magic: The Gathering. The cards serve as pieces on the chess board (pawn, rook, knight, bishop, queen, king) but have special abilities like that of modern day card games.

### **Evenfall** – Sat 1 pm

The Clans of Magic are preparing for a new era. Send Witches and Elders to discover Places of Power, arcane rituals, and Powerstones. Evenfall is a card-driven game similar to 51st State. The game ends after three rounds that are more and more involved.

### **Firefly: The Game 101** – Sat 6 pm

### **Firefly: The Game** – Sat 7 pm

Players captain their own Firefly-class transport ship, travelling the 'Verse with a handpicked crew of fighters, mechanics, and other passengers. As a captain desperate for work, players are compelled to take on any job – so long as it pays.

## Board Games

### **Flight of Icarus** — Sun 2 pm

Do you have what it takes to survive the Flight of Icarus? Build your wings of wax and feathers, then navigate the weather (and your opponents) on your way to victory. Gameplay features Take-that, bidding, light engine building.

### **Gaia Project 101** — Fri 1 pm

#### **Gaia Project** — Fri 2 pm

Fourteen different factions live on seven different kinds of planets, and each faction is bound to their own home planets, so to develop and grow, they must terraform neighboring planets into their home environments in competition with the other factions.

### **Havoc the Combat Card Game** — Sat 10 am, Sun 6 pm

A fast-paced cards-and-dice game of deadly hand-to-hand combat. Set in the era of swords and shields, spears and axes, players take on the role of Knights, Barbarians, or other fighters locked in a deadly struggle.

### **History of the World** — Sat 5 pm

Take command of five changing empires thru history, attempting to control the most regions and artifacts. From arcane age to modern times, draft and expand your new empire of each epoch while trying to sustain your declining empires as long as possible.

### **Hit the Throttle!** — Sun 9 am

You have a card that shows the 2 cars you want across the finish line. Move cars with one one of the colors on the rolled dice. Be the first to get both your cars across the finish line. Color matching, goal tracking. Recommended age 4+.

### **Icecool + Icecool 2** — Sat 4 pm

Penguins in school. Get all your penguin's fish before the hall monitor tags everyone. Three or four rounds depending on the number of penguins in the school. Player with the highest value of fish cards wins. Priority given to younger players. Two player teams accepted.

### **Imperial Steam 101** — Fri 9 pm

#### **Imperial Steam** — Fri 10 pm

An economic and interactive euro game of building tracks and making it to Trieste from Vienna. Careful planning is needed to not run out of money. The player with the most money wins!

### **Ingenious** — Mon 10 am

An ingenious abstract color-matching tile-placement game, Easy and fun.

### **Kingdom Builder** — Sun 9 am

Base game only, random set-up and starting player, winners advance, 1 or 2 elimination rounds to get a 4-player(or 5) final table.

### **King of Tokyo** — Sat 10 pm

Tokyo is under attack! Choose a monster and go on a rampage in the city, using your special abilities to spread mayhem and gain points! But beware! Other monsters lurk nearby, ready to claim your throne should you falter! Which monster will claim the title of King of Tokyo?

### **Kingsburg 101** — Sat 1 pm

#### **Kingsburg** — Sat 2 pm

Roll your dice and 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".

### **Last Days of Athobrae** — Sun 10 am

A resource gathering strategy game filled with unexpected turns and pitfalls. Players send out scouts in search of resources to build their ship, and technology to help their cities triumph. Each city has its own unique strengths and weaknesses.

### **Let's Go To Japan 101** — Sat 2 pm

#### **Let's Go! To Japan** — Sat 3 pm

You are travelers planning and experiencing your dream vacation to Japan. While bouncing between Tokyo and Kyoto, you'll visit can't miss tourist attractions and enjoy the local flavor.

### **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 player's final die, if they were not the challenger

### **Lizard Wizard 101** — Sat Noon

#### **Lizard Wizard** — Sat 1 pm

Prove you're the best Arch-Mage in the land.

### **Lords of Waterdeep 101** — Sat 6 pm

#### **Lords of Waterdeep** — Mon 9 am

Deploy agents and hire adventurers to expand your control over the city of Waterdeep.

### **Mansions of Madness** — Sat 9 pm

A brutal murder begins an ancient ritual aboard the Stargazer Majestic. With an unnatural storm brewing around the luxury dirigible, you must discover the murderer before the fabric of reality unravels.

### **Mantis** — Sun 3 pm

Steal and Score colorful shrimp in this light card game.

### **Meadow 101** — Sun 3 pm

#### **Meadow** — Sun 4 pm

Come and play against other players trying to make the most beautiful meadow. Draft cards to build your meadow out and see who scores the most points at the end.

### **Mission: Red Planet** — Fri 8 pm

Take the head of a Victorian-era space mining corporation and compete to get your astronauts onto important territories on Mars in this simultaneous action-selection and area control game.

### **Nexus Ops** — Sun 10 pm

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 3 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. Each table will play 3 games for a total score.

### **Nuclear War** — Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons. Strategicon Rule: If the World is Destroyed ... all players LOSE!

### **Oath: Chronicle of Exile** — Fri 6 pm

Play as one of the exiles in the kingdom and try to overthrow the Chancellor of the land. Win by the regular win condition or set your own win condition. Gain favor tokens, secrets, and advisors in your campaign to gain control over the land.

### **One Letter Better 101** — Sat 6 pm, Sun 1 pm

#### **One Letter Better** — Sun 2 pm

The Spelling, Stealing Card Game is back! Bring your "A" Game and battle your way to the Final Four. First Prize is a limited edition copy of One Letter Better and a pile of other goodies. Learn to play in the ING room (see map) or at our 101 class. More info in the ING description.



## Board Games

**Orléans 101** — Sun 6 pm

**Orléans** — Sun 7 pm

During the medieval goings-on around Orléans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction and science in medieval France.

**Pax Pamir: Second Edition 101** — Sun 11 am

**Pax Pamir: Second Edition** — Sun Noon

Take the role of an Afghani leader after the fall of the Durrani Empire in this tableau builder and area majority game from the designer of Root.

**Pengoloo** — Sat 9 am

Be the first to find 6 penguins hiding the correct colored egg. Dice rolling, matching and memory. Recommended age 4+.

**Phase 10** — Sat 2 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.

**PLAYER AIDES — Caylus 1303 / Skyrise / Gold West / Catherine** — Sun 10 am

**PLAYER AIDES — Kraftwagen V6 / Musical Chairs / Raids / Honshu** — Sun 2 pm

**PLAYER AIDES — Starship Captains / Nehemiah / Café / Marrakech** — Sat 10 am

**PLAYER AIDES — Tenpenny Parks / Citrus / Rise / Furnace** — Sat 2 pm

Each 4-hour session features a curated menu of board games on-demand. Games begin whenever players show up. The hosts of PLAYER AIDES enjoy facilitating great experiences! How does it work? A: You walk up. B: Pick a game from the menu. C: We teach you how to play. It's that easy.

**Power Grid 101** — Fri 6 pm

**Power Grid** — Sun 3 pm

The object of PG is to supply the most cities with power when a network gains a certain size. To do that: buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants for income. "Recharged" rules will NOT BE USED.

**Power Grid 202** — Sat 9 am

This is for people who have played Power Grid and want to get better. Mike Munson will run the game and teach strategy as the game progresses.

**Power Grid: Recharged!** — Sat 3 pm

Power Grid using "Recharged" rules. The object of PG is to supply the most cities with power when a network gains a certain size. To do that: buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants for income.

**Power Grid World Tour: Australia** — Sat 7 pm

The Australia map challenges players with several independent power networks. Players now have the ability to sell uranium.

**Power Grid World Tour: India** — Fri 7 pm

The Indian Subcontinent map offers a more restrictive resource market. It can punish players who expand too quickly with power outages!

**Power Grid World Tour: Northern Europe** — Mon 9 am

The seven countries in Northern Europe use very different energy sources for their electricity production. Players will have to be flexible on how they choose their power plants.

**Power Grid World Tour: UK/Ireland** — Sun 7 pm

Players can operate two different networks with no direct connection between Ireland and Great Britain, but starting the 2nd network costs dearly. This region changed from a resource exporter to an importer in a very short time, so Step 3 starts earlier when playing on this map.

**Puerto Rico 101** — Sun 5 pm

**Puerto Rico** — Sun 6 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 and by constructing buildings.

**Rebel Princess** — Fri 6 pm

Fairy tale princesses are celebrating a long 5-day party. The Prince Charmings, who have not been invited, will try to infiltrate the ball to propose marriage to the girls. Trick Taking Game similar to Hearts.

**Root** — Fri Noon

Woodland creatures compete for control over the land. There are two boards to play on. All factions will be available to choose from. To keep the Reach adequate for each match certain factions will not be competing in the same match.

**Scythe 101** — Fri Noon

**Scythe** — Fri 1 pm

Five factions vie for dominance in a war-torn, mech-filled, dieselpunk 1920s Europe.

**Settlers of Catan National Qualifier** — Sun 1 pm

This tournament starts with 3 Preliminary rounds, all participants play three games. Top 16 or top 4 players, based on event size, advance to a semifinal/final round. Must be age 18+Details of the US Catan Championship: <https://catanevents.com/players/champ/cnc-usa/>

**Sorcerer City 101** — Fri 9 pm, Sat 6 pm

**Sorcerer City** — Sun 5 pm

As competitive city building game. As a city building wizard, you have two minutes to place your tiles and build a magical city.

**Space Base 101** — Sat Noon

**Space Base** — Sat 1 pm

Players buy spaceships to see who can build the best fleet. Each ship has different abilities which pay off when they or someone else roll that number.

**Splendor 101** — Sun Noon

**Splendor** — Sun 1 pm

Players are gem merchants in the Renaissance in this classic chip and card collecting game.

**S'quarrels** — Sun 4 pm

Try to be the squirrel that stores the most acorns before winter. Other squirrels will try taking them away before you can store them, and you never know when winter will hit.

**Stadium: A Sport Odyssey** — Sat, Sun 4 pm

Become a revered coach in a dark sci-fi future where the last sport is not just a game but a way of life. Assemble your team, construct your playbooks, and hit the field in this intense competitive two-player expandable card-board game based on American football rules.

**Star Trek Panic!** — Fri 6 pm

The Klingons and Romulans have had enough of the Enterprise and its crew. Working as a team taking control of major crew members from the original series, can the players complete the mandated number of missions before the Enterprise is destroyed?

## Board Games

**Stone Age 101** — Sun 9 am

**Stone Age** — Sun 10 am

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 while also growing your family and developing tools.

**Summoner Wars 101** — Fri 7 pm

**Summoner Wars** — Fri 8 pm

(Second Edition) A tactical dueling card game that features updated versions of beloved factions, along with exciting new factions ready to join the battle.

**Super Mega Lucky Box** — Mon Noon

Light, flip-and-write, bingo-like game with some added decisions. For each number 1-9 revealed to everyone, you cross off a matching number on one of your cards. Each time you complete a row or column, you receive the printed bonus next to it.

**Talisman 101** — Sat Noon

**Talisman** — Sat 1 pm

Includes Batman, Star Wars, Harry Potter, 4th Edition, Rev. Basic. One Power for Use of Prophetess in Basic. Expansions may be considered.

**Teotihuacan: City of Gods 101** — Sun 7 pm

**Teotihuacan: City of Gods** — Sun 8 pm

Players control a set of worker dice going around the board. Build the pyramid, add decorations, and honor the dead with houses. Your worker dice will inevitably ascend, will you have used them to their potential?

**Terraforming Mars 101** — Sun 10 am

**Terraforming Mars** — Sun 11 am

No expansions in the first round. Tables will decide what expansions will be played for rounds two via black ball method (one veto eliminates that expansion). Finals will be all available expansions, including all promos.

**Terraforming Mars: Ares Expedition 101** — Sat 10 am

**Terraforming Mars: Ares Expedition** — Sat 7 pm

Engine-building game in which players control interplanetary corporations with the goal of making Mars habitable (and profitable). Do this by investing mega credits (MC) into project cards that will contribute to the terraforming process.

**Terraforming Mars: Ares Expedition Crisis** — Mon 11 am

Crisis adds a cooperative aspect to the game, as players attempt to keep Mars habitable.

**Terraforming Mars: Ares Expedition Discovery** — Sat 11 am

The Discovery Expansion adds four new mechanics to the base game.

**Terraforming Mars: Ares Expedition Foundations** — Sun 10 am

Foundations adds more cards, players, and infrastructures.

**Texas Hold-em Poker** — Sat 8 pm

Tournament-style. This is NOT a "cash game" Players will receive equal number of chips to start, final three players will get ribbons.

**The Castles of Burgundy 101** — Fri 5 pm

**The Castles of Burgundy** — Fri 6 pm

Congratulations you own land in eastern France! Develop it to be the best territory. Roll dice, use workers, and plan ahead to score the most victory points as you fill your estate with castles, ships, pastures, and more. The final round will use the 2023 Special Edition.

**THE GAUNTLET QUALIFIER: Catan** — Fri 4 pm

**THE GAUNTLET QUALIFIER: Ra** — Fri 8 pm

**THE GAUNTLET QUALIFIER: Space Base** — Fri 6 pm

**THE GAUNTLET QUALIFIER: Splendor** — Fri 10 pm

**THE GAUNTLET QUALIFIER: Azul** — Sat 4 pm

**THE GAUNTLET QUALIFIER: Kingdom Builder** — Sat 6 pm

**THE GAUNTLET QUALIFIER: Stone Age** — Sat Noon

**THE GAUNTLET QUALIFIER: Thurn & Taxis** — Sat 2 pm

Do you have what it takes to win THE GAUNTLET? Three rounds. Three different games. Only one winner. This is a pair of first round games. Two winners will move on to the Semifinal round on Sunday morning with the Final Sunday afternoon.

**THE GAUNTLET FINALS** — Sun 2 pm

Four-player game of Ark Nova to crown the winner of THE GAUNTLET! THE GAUNTLET is a MEGA Tournament with over \$100 in Dealer Dollar prizes.

**THE GAUNTLET SEMIFINALS** — Sun 9 am

Semifinal round of four games with winners moving on to the finals Sunday afternoon. The games will be: Dune Imperium, Lords of Waterdeep, The Castles of Burgundy, and Wingspan. Players will be randomly assigned to the four games.

**The Princes of Florence** — Sun 9 am

Players attract artists and scholars trying to become the most prestigious noble in Florence. Each player is given a palace grid and reference chart to attempt to gain victory points. Prestige points can be gained in a variety of ways. With only 7 turns, planning is important.

**Thunder Road: Vendetta 101** — Fri 2 pm

**Thunder Road: Vendetta** — Fri 3 pm

Take control of your crew and put the pedal to the metal, pushing your cars faster and faster. If you've got your opponent in your sights, fire your guns or try to slam them into the rocks. All the while, avoiding deadly obstacles and your opponents' own tricky tactics.

**Thurn and Taxis 101** — Fri 2 pm

**Thurn and Taxis** — Fri 3 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.

**Ticket to Ride 101** — Sat 3 pm

**Ticket to Ride** — Sat 4 pm

Build your railroad across North America to connect cities and complete tickets.

**Ticket to Ride: Rails and Sails 101** — Sun 1 pm

**Ticket to Ride: Rails and Sails** — Sun 2 pm

Harbors in Great Lakes and The World Count As: 1, 10 pts 2, 20 pts., and 3, 30 pts. The World or Great Lakes will be used for the final round. Only the train decks contain Wild Cards.

**Titan 101** — Sat 9 am

**Titan** — Sat 10 am

The classic Avalon Hill dice throwing monster slugathon with a slight twist. Each player has a unique starting ability.

**TransAmerica** — Sun 2 pm

Place tracks down to connect your hub to the five cities in your hand. Connecting to other players tracks gives you access to their entire network. Be the most successful at connecting cities to your hub by the time a train goes off the cliff.

**Twilight Imperium Expansions** — Sun 3 pm

Immerse yourself in an epic tale of galactic conquest & diplomacy. 17 diverse civilizations, each offering a unique play experience & strategies for interstellar supremacy. Engage in warfare, trade, alliances, and political maneuvering as you vie for control of the galaxy.

## Board Games

### **Unicorn Fever** — Sat 3 pm

Unicorn Fever is a betting game in which unwitting unicorns and their mindless desire to run on rainbows are exploited by unscrupulous citizens of the fairy realm, for profit... and glory!

### **Uno** — Sat Noon

Classic UNO card game, open for everyone, family friendly

### **Vegas Showdown** — Mon 1 pm

Players are casino moguls. 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

### **Viticulture Essentials 101** — Sun 5 pm

### **Viticulture Essentials** — Sun 6 pm

Players are in rustic, pre-modern Tuscany who have inherited meagre vineyards. They have a few plots of land, an old crush pad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success.

### **War of the Ring 2nd Edition** — Fri 9 pm

Battle for the future of Middle-Earth. Play as either the Shadow Armies or the Free People. Win by military conflict or by destroying the One Ring or by corrupting the Ring Bearer.

### **Wingspan 101** — Sun 4 pm

### **Wingspan** — Sun 5 pm

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions).

### **Winner's Circle** — Sat 9 am

Seven horses race once around a track. Players place secret bets on four of them to Win, Place, and Show. Each player moves a horse until all horses have moved and bets/positions are paid out. There are three races and top earner wins.

### **Wyrmspan 101** — Fri 7 pm

### **Wyrmspan** — Fri 8 pm, Sun 7 pm

You are an amateur dracologist in the world of Wyrmspan, a place where dragons of all shapes, sizes, and colors roam the skies. Excavate a hidden labyrinth you recently unearthed on your land and entice these beautiful creatures to roost in the sanctuary of your caves.

## Indie New Games

### Newport A

### **Blood Moon: Fangs v Fur** — Sat 9 am, Noon, 3 pm, 6 pm

Two player, asymmetrical strategy based game on Lycans vs Vampires. Players "turn" humans to add to their army. Humans are game AI. Beware! Some humans are killer Demons, others are Demon slayers. Meta Progression rules also. All the fun of Legacy games without the destruction.

### **Dogville** — Sat Noon, 3 pm, 6 pm

Work like a dog! Dogs thrive on responsibility, and this new 1-4 player, tableau building, worker-placement game where dogs run the town! Purebreds and Rescues compete to do the things that bring them the most joy, in the aim of being Top Dog.

### **From the Shadows** — Fri 3 pm, 6 pm,

Sat, Sun 9 am, Noon, 3 pm, 6 pm

Use your unique talents to fight monsters collecting their bounties. Bounties add to your total score at the end of the game. Each Hero has their own abilities, and deck of cards to play with. Use attack cards, and items to damage or kill Monsters on the table.

### **Iberia: Kings and Taifas** — Sat Noon, 3 pm, 6 pm, Noon

Welcome to medieval Spain! In this area control game, players compete to build the largest kingdom. Players are either a Christian King or Muslim Taifa who use actions to construct buildings and wonders, conquer lands, and grow their faith to obtain the most victory points.

### **Last Days of Athobrae** — Fri 6 pm, Sat 9 am, Noon, 3 pm, 6 pm, Sun Noon, 3 pm

The Last Days of Athobrae is a resource gathering strategy game filled with unexpected turns and pitfalls. Players send out scouts in search of resources to build their ship, and technology to help their cities triumph. Each city has its own unique strengths and weaknesses.

### **One Letter Better** — Fri Noon, 3 pm, 6 pm, Sat 9 am, Noon, 3 pm, 6 pm, Sun, Mon 9 am

A mashup of the classics Scrabble and Gin Rummy with a twist, Stealing! Draw cards and spell words, longer words get bonus points. Add letters and steal your opponent's word or add to your own words for more points. Family friendly rules for younger players. Great education game.

### **TacTile!** — Fri Noon, 3 pm, 6 pm,

Sat, Sun 9 am, Noon, 3 pm, 6 pm

Abstract strategy meets engine building in the ultimate game of tile tactics! Simple rules you'll learn in 2 minutes but deep emergent strategy make this game a winner! 4 player mode is a cooperative 2 v 2 match-up where the ultimate resource is teamwork!

### **Widgets n' Digit\$** — Fri Noon, 3 pm, 6 pm

Sat, Sun 9 am, Noon, 3 pm, 6 pm

Create your own brilliant Widget and upgrade your supply chain to mass produce Widgets for buckets of money! Be careful, the prices are always changing in the market, can you spot the deals that will take your company to the top?



## Party Games

### Party Games

Catalina B, C, D, Newport B, C, Santa Monica A

#### **25 Words or Less** — Fri 8 pm

The Board Game based on the Game Show based on the Board Game is BACK at Gamex! Grab your teams and get your bids ready! How few words do you need to get your group to give five answers?

#### **Blood on the Clocktower** — Sat 3 pm, 9 pm, Sun 3 pm

— Bad Moon Rising

A death extravaganza, designed for experienced players who are “proactive, dedicated to working as a team, and don’t fear dying.” Players should already be familiar with Trouble Brewing...first-time players of Bad Moon Rising are welcome, however.

#### **Blood on the Clocktower** — Fri 6 pm, 9 pm, Sat, Sun Noon, 3 pm, 6 pm, 9 pm — Custom Scripts

This session is for experienced players who would like to play advanced games of Blood on the Clocktower using custom scripts and experimental characters. Players should already be familiar with both Sects & Violets and Bad Moon Rising. Not intended for newer players.

#### **Blood on the Clocktower** — Fri, Sun 9 pm —

Players’ Choice (Base 3)

One of the 3 base scripts of Blood on the Clocktower—Trouble Brewing, Sects & Violets or Bad Moon Rising—will be selected based on the players’ preferences and experience levels. Open to all players (although first-timers may experience a wild introduction to the game).

#### **Blood on the Clocktower** — Fri 6 pm, Sat Noon, 6 pm —

Sects & Violets

Designed for experienced players who “want to do wild and unexpected things, pushing the limits of what can be achieved in a bluffing game.” Players should already be familiar with Trouble Brewing...first-time players of Sects & Violets are welcome, however.

#### **Blood on the Clocktower** — Fri 4 pm, 6 pm, Sat, Sun Noon, 2 pm, 4 pm, 6 pm, — Trouble Brewing

A social deduction game in which townsfolk attempt to execute a hidden demon before evil destroys their town. All players contribute (even after death) up to the final execution...but who can be trusted? Open to all...first-timers are welcome.

#### **Cash n Guns Live Bluffing** — Fri, Sat, Sun 7 pm

You are gangsters about to share the loot. Player have to aim at each other, using their finger, and have to try to protect their teammates.

#### **Castle of the Devil** — Fri 7 pm

Two factions of a secret society vie for a claim of the throne. But who is really your ally in a society of traitors? Like Coup with teams. Social deduction.

#### **Codenames** — Sat Noon

Two rival spymasters know the secret identities of 25 agents. Their teammates know the agents only by their codenames. Each spymaster wants their team to identify their agents first...without uncovering the assassin by mistake.

#### **CrossTalk: Phase Game / Team Word** — Sat 6 pm

A game of subtle conversation in which two teams race to guess the same secret keyword first. Each team’s clue-givers only have one private clue, and the rest are given publicly. Be specific, but not so specific that the other team guesses first!

#### **Deadpool vs. The World** — Sat 11 pm

Face off against your friends by filling in the blanks on caption cards to provide the most outrageous explanations of Deadpool’s strange and unsightly situations!

#### **Dixit: Disney Edition** — Sat Noon

It’s the party game classic you know and love but now with artwork referencing Disney and Pixar classics! Give a clue to your card that isn’t so obvious that everyone guesses it but at least one person does.

#### **Funemployed** — Sun 2 pm

Crazy party-game where each player gets 4 random Qualification cards, like Umbrella or Dingo Repellant. Each player then interviews using all four cards and has to talk their way into winning jobs, such as Professional Cuddler, Coal Miner or The President!

#### **Ninja: Playground Game** — Fri, Sat, Sun 6 pm

Take turns swiping at the opponents hands to eliminate them. Be the last person standing to be called “The Best Ninja”

#### **Panic Station** — Sun 10 pm

Panic Station is a paranoia-driven semi-cooperative game in which one player, The Host, secretly becomes infected and attempts to infect the rest of the players before they can complete their mission to find and destroy the hidden alien parasite hive.

#### **Phantom Ink: Team Word Guessing** — Sun 6 pm

Each team is racing to guess the same keyword by handing the clue givers secret questions, which are then answered one letter at a time. Don’t give too much information away to the other team, but make sure to get enough letters so you don’t guess incorrectly!

#### **Punderdome** — Sat 10 pm

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

#### **Room 25 Ultimate** — Sun 8 pm

Players are prisoners locked in a 5x5 grid of booby-trapped rooms searching for the exit, Room 25. But some among them are undercover prison guards trying to sabotage their escape. The Ultimate Edition includes new rooms, characters, and special abilities.

#### **Squid Game 2: Devil’s Plan** — Sun 11 am

Based on both the Netflix TV shows! Outwit your opponents to be the lone survivor and win the prize. This con we have actual prizes! Different challenges from the previous con. New games, new surprises! Plus... nobody will die!

#### **Squid Game VIP** — Sun Noon

Want to participate in Squid Game but not actually be in it? Want to stay above the fray like the classy, golden mask wearing, important person you are? Come and bet on the fortunes of the contestants.

#### **The Chameleon** — Sun 9 pm

ONE OF YOU IS THE CHAMELEON In this board game, your job is to blend in and not get caught CATCH THAT CHAMELEON! Everyone is trying to work out who the Chameleon is. Everyone suspects everyone else at the beginning

#### **The Last Banquet** — Fri 9 pm

A hidden role game where players exchange seats around the table to be seated next to their hidden target. In this masquerade all who is really who they say they are?

## Party Games

**Ultimate Werewolf** — Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm  
Mon 3 am

Here you are living in your quiet village when the first of the bodies begin piling up. Soon you discover the presence of vicious werewolves in your previously safe home! It's your job to figure out who out of your friends and neighbors is the culprit! Are you up to the task?

**Ultimate Werewolf** — Fri, Sat 9 pm — Seer, Witch, Hunter  
Welcome to Ultimate Werewolf, the social deduction game where you get to kill your Villager friends and lie to others about it. This Seer/Witch/Hunter spread is as basic, balanced, and beginner-friendly as role distribution gets before I throw you to the wolves in later games.

**Ultimate Werewolf Extreme** — Sun 9 pm, Mon Midnight  
Ultimate Werewolf, but Extreme! Let's add some crazier roles into the mix.

**Ultimate Werewolf Legacy** — Fri, Sat, Sun 7 pm  
Each game of Ultimate Werewolf Legacy comes with a storyline, and your results from previous games will affect the next! Judging by how quickly we get through each game, we may be able to fit 1-3 games per timeslot.

## Open Gaming

Plaza Ballroom A

Hear Ye, Hear Ye, come one, come all - open gaming can be found in the depths of the hotel.

## Family Games

Catalina A (Family Area)

For Gamex 2024, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department's designated space. Please check the schedule or with the respective department HQ! Some of the sign-up sheets for these games will be in Catalina A. For a description of 101, see the respective department.

Hours: Fri: 5 pm to 9 pm, Sat: 9 am to 9 pm, Sun: 9 am to 9 pm

### Kids Only

Board & Card Games  
Pengoloo Sponsored, Hit the Throttle! Sponsored

Miniatures

Fuzzy Heroes - A Cat's Life Sponsored

### Family Events

Board & Card Games  
Altiplano 101, Altiplano  
Bag-O-Loot  
Blueprints  
Catan 101, Catan Medium Tournament  
Cat Lady Small Tournament  
Dogville Playtest (2), Dogville  
Don't L.L.A.M.A.  
Flight of Icarus Sponsored  
Icecool + Icecool 2 Sponsored Small Tournament  
King of Tokyo Small Tournament  
Lizard Wizard 101, Lizard Wizard  
Phase 10 Small Tournament  
S'quarrels

TacTile! Demo (3), TacTile! Playtest (3), TacTile! (2)  
TransAmerica  
Widgets n' Digit\$ Demo, Widgets n' Digit\$

LARPs

Saber Martial Arts Summit Seminar

Miniatures

Formula De Super-Incredisized Spectacular Long Beach Gran Prix Medium Tournament

Party Games

Funemployed

RPGs

Champions - Absurdly Gifted: Doctor Multo & The Quantum Field Trip

Other

Face Painting

## Collectibles

### 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.

**Ascension** — Sat, Sun 11 am

GM: George Carceres

Two Rounds, 4 Players per board max. Boards to be determined at time of event.

**Clank: Catacombs** — Sat 4 pm — Adv. Party & Upper

Management

GM: John Borders

Two Round Tournament. Please bring a copy of the game and expansions (whichever you may have).

**Clash Royale** — Sat 2 pm, Sun 3 pm —

Mobile-Strategic-Placement-Con 1v1

GM: Marcus Walker

1v1 Clash Royale the mobile game Tournament Prizes to 1st, 2nd & 3rd place.

**Clash Royale** — Sat Noon — Mobile-Strategic-Placement-Con 2v2

GM: Marcus Walker

2v2 Clash Royale the mobile game Tournament Prizes to 1st, 2nd & 3rd place.

**Dice Masters 101** — Sun 11 am — Secret Wars

GM: Andres Fresquez

Two-player card and dice game featuring custom dice. Players face off in a "dice building" style game, building to buy better and better character dice from their own 8-character team.

**Dice Masters** — Sun Noon — Secret Wars Rainbow Draft

GM: Andres Fresquez

12 Pack Draft per player, 6 Player Pods. Sidekick, basic and indicator cards will be provided. Packs created randomly with 8 commons, at least 2 uncommons/rare. 6 packs will be drafted between players per pod. BACs drafted right, Characters left. 8 card team. Packs provided.

**DoomsDay Multiverse** — Sun 7 pm

GM: Marcus Walker

We will journey this tournament to find out who is the best duelist amongst the various cards games that this hodgepodge tournament provides! Cards Games Allowed in this tournament include: Exodus, One Piece, Pokemon, Transformers, Vanguard, Yu-Gi-Oh!, and Magic the Gathering

**Heat: Pedal to the Metal 101** — Fri 4 pm

GM: John Borders

Heat: PttM puts players in the driver's seat of intense car races, jockeying for position to cross the finish line first, while managing their car's speed if they don't want to overheat. Will you be victorious? Come and Find out.

**Heat: Pedal to the Metal FINALS Championship Circuit** —

Sun Noon

GM: John Borders

Championship Circuit Finals

**Heat: Pedal to the Metal Qualifier 1** — Fri 6 pm

**Heat: Pedal to the Metal Qualifier 2** — Fri 9 pm

**Heat: Pedal to the Metal Qualifier 3** — Sat 3 pm

**Heat: Pedal to the Metal Qualifier 4** — Sat 6 pm

**Heat: Pedal to the Metal Qualifier 5** — Sat 9 pm

**Heat: Pedal to the Metal Qualifier 6** — Sun 10 am

GM: John Borders

Heat Qualifier of the Con (of 6). 1 quick race to determine who will advance to Sunday's Championship Circuit.

**Lorcana** — Sat, Sun 4 pm — Draft

GM: Josh Badger

4 pack draft. 3 Rounds. Booster Pack prizing. (\$30 Entry)

**Lorcana** — Fri 9 pm, Sat, Sun 8 pm — Sealed

GM: Josh Badger/Dae kim

6 pack sealed. 3 Rounds. Booster Pack prizing. (\$40 Entry)

**Lord of the Rings: The Card Game LCG 101** — Fri 5 pm

GM: Kaonee Shugart

**Lord of the Rings: The Card Game LCG** — Sun 6 pm

GM: Kaonee Shugart

A cooperative Living Card Game in which one to four players command some of the most powerful characters and artifacts in Middle-earth.

**Lord of the Rings: The Card Game LCG** — Fri 6 pm — Passage

Through Mirkwood (more if time)

GM: Kaonee Shugart

A cooperative Living Card Game. "You are traveling through Mirkwood forest, carrying an urgent message from King Thanduil to the Lady Galadriel of Lorien. As you move along the dark trail, the spiders gather around you..."

**Lord of the Rings: The Card Game LCG** — Sun 1 pm — Wizards of Middle Earth (Arda)

GM: Kaonee Shugart

Players take the role of Wizards to lead the Free peoples of Middle Earth. Each player competes to bring the greatest strength to bear against Saruon, including Factions such as the Riders of Rohan, allies like Gollum, and items such as Glamdering. Additional GM Ben Canales

**Lost Ruins of Aranak** — Sun 10 am — Expedition Leaders and Missing Expedition

GM: John Borders

Two Round Tournament. Please bring a copy of the game and expansions (whichever you may have).

**Magic: the Gathering** — Sat, Sun 5 pm — Commander: Pods

GM: Josh Badger

Mix pods of 3-4 : Winner of each pod receives 5 Dealer Dollars

**Magic: the Gathering** — Sat 9 pm — K&J Pauper

GM: Melissa Weiss

Bring your Pauper deck and claim the coveted Golden Binkie! (Pauper format only allows common cards, nothing higher!)

**Magic: the Gathering** — Fri 8 pm, Sat, Sun 7 pm —

Outlaws of Thunder Junction Draft

GM: Josh Badger/Dae kim

3 pack draft. 3 Rounds. Booster Pack prizing \*Event ran using the Magic Companion App\* (\$20 Entry)

**Magic: the Gathering** — Sat, Sun 2 pm, 10 pm —

Outlaws of Thunder Junction Sealed

GM: Josh Badger/Dae kim

6 pack Sealed. 3 Rounds. Booster Pack prizing \*Event ran using the Magic Companion App\* (\$40 Entry)

**Magic: The Gathering** — Sat, Sun 11 am, 4 pm — Horde

GM: Michael Arsollon

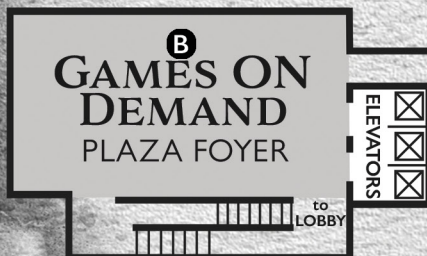
A cooperative challenge: Hordes of creatures are attacking! Can you and the other planeswalkers stand against this onslaught?



# LAX Hilton Maps

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

## LOWER LOBBY PLAZAS



## DEPT HQs

- Lower Lobby Plazas**
- A** Adv. League
  - B** Games on Demand
- The Lobby**
- C** Board Games
  - D** Miniatures

- Second Floor**
- E** RPGs HQ
  - F** Video Games HQ
  - G** Pathfinder HQ
  - H** War Games
  - I** Collectibles HQ
  - J** LARP HQ
  - K** Party Games HQ
  - L** ING HQ







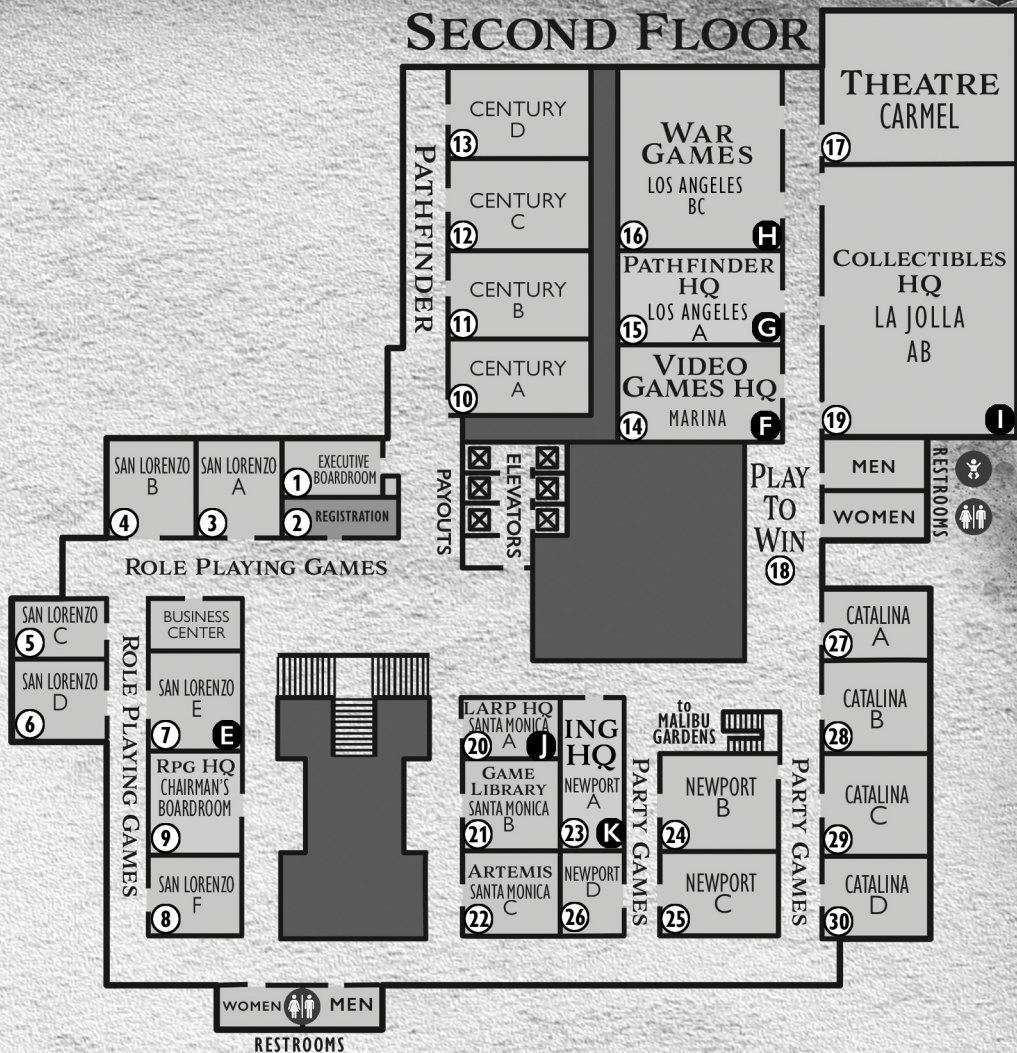
THE LOBBY



CAFE

BEL AIR

## SECOND FLOOR



## LEGEND

- |                                 |                                  |
|---------------------------------|----------------------------------|
| ① Exec. Boardroom               | ①⑥ Los Angeles BC (War Games)    |
| ② Registration & Payouts        | ①⑦ Carmel (Theatre)              |
| ③ San Lorenzo A                 | ①⑧ East Foyer (Play To Win)      |
| ④ San Lorenzo B                 | ①⑨ La Jolla AB (Collectibles HQ) |
| ⑤ San Lorenzo C                 | ②① Santa Monica A (LARP HQ)      |
| ⑥ San Lorenzo D                 | ②② Santa Monica B (Game Library) |
| ⑦ San Lorenzo E                 | ②③ Santa Monica C (Artemis)      |
| ⑧ San Lorenzo F                 | ②④ Newport A (ING HQ)            |
| ⑨ Chairman's Boardroom (RPG HQ) | ②⑤ Newport B                     |
| ⑩ Century A                     | ②⑥ Newport C                     |
| ⑪ Century B                     | ②⑦ Newport D                     |
| ⑫ Century C                     | ②⑧ Catalina A (Family Games)     |
| ⑬ Century D                     | ②⑨ Catalina B                    |
| ⑭ Marina (Video Games HQ)       | ②⑩ Catalina C                    |
| ⑮ Los Angeles A (Pathfinder HQ) | ③① Catalina D                    |



## Collectibles

### **Marvel Champions** — Sat 3 pm

GM: Robert Reeley

Players use their decks to embody iconic heroes from the Marvel universe as they battle to stop infamous villains from enacting their devious schemes. A living Card Game. Need to be able to read and basic addition. please feel free to bring your own decks and copies of the game.

### **Middle Earth CCG 101** — Sat 10 am

GM: Ben Canlas

Learn or relearn the first CCG based on the Lord of the Rings. Be one of the five Wizards who came to help the Free peoples of Middle Earth in their fight against Sauron! Gather Heroes, Allies, Factions, Items and Information in your quest to defeat Sauron.

### **Middle-Earth CCG 101** — Sun 10 am

GM: Kaonee Shugart

Players take the role of Wizards in the struggle against Sauron. Each player competes to bring the greatest strength to bear against the Shadow, including Factions such as the Riders of Rohan, allies like Shadowfax, and items such as Glamdring. Additional GM Ben Canlas

### **Middle-Earth CCG** — Sun 1 pm — MECCG Constructed / Challenge Decks

GM: Kaonee Shugart

Free play of Middle-Earth CCG. Decks will be provided or bring your own. All levels of players are welcome. If you attended the 101 on Saturday you can play any Challenge deck. Come on down and chat it up with some Lord of the Rings Fans.

### **Middle-Earth CCG** — Sat 5 pm — Nazgul of Middle Earth (Dark Arda)

GM: Kaonee Shugart

Players take the role of Nazgul to dominate the Free peoples of Middle Earth. Each player competes to bring the greatest strength to bear against the Light, including Factions such as the Easterlings, allies like Stinker, and items such as Palantiri. Additional GM Ralph Montano

### **Middle-Earth CCG** — Sat 1 pm — Wizards of Middle Earth (Arda)

GM: Kaonee Shugart

Players take the role of Wizards in the struggle against Sauron. Each player competes to bring the greatest strength to bear against the Shadow, including Factions such as the Riders of Rohan, allies like Shadowfax, and items such as Glamdring. Additional GM Ben Canlas

### **Pokemon 101** — Sat, Sun 10 am

GM: Charles Watson

Come learn to play the classic CCG Pokemon! Or if you just need some help fine-tuning your deck. All are welcome.

### **Pokemon** — Sat 11, Sun am — Strategicon Gym

GM: Charles Watson

Prove that you're the top trainer, that you've caught them all, and you have what it takes to conquer this gym! Constructed format, Swiss rounds.

### **Star Wars Miniatures** — Sun Noon — CA Regional Championship

GM: Mel Campbell

200 pt Constructed - Each participant builds a 200pt team with a maximum of 16 activations on their team. 10 pt gambit rule will be in effect. GM will provide minis, cards, and maps for participants to borrow.

### **Star Wars Miniatures** — Sun 6 pm — Royal Rumble

GM: Mel Campbell

Each participant will build 3 squads, each with two characters totaling 100 points or less. GM will provide minis, cards, and maps, for participants to borrow.

### **Star Wars: Unlimited 101** — Fri 5 pm

GM: John Borders

A fast-paced, dynamic game that is both easy to learn and strategically deep. This game features iconic heroes, villains, ships, and settings from all facets of the legendary Star Wars franchise. Come and Learn to play

### **Star Wars: Unlimited** — Fri 7 pm — Draft

GM: John Borders

Draft a 40 card deck from 3 packs. 3 rounds. 55 min rounds. Best of 3. \$30 entry.

### **Star Wars: Unlimited** — Sat 7 pm — Standard

GM: John Borders

Decklist required (Available at Collectibles desk) Standard format. 55 min rounds. Best of 3.

### **Star Wars: Unlimited** — Sun 3 pm — Standard

GM: John Borders

Decklist required (Available at Collectibles desk) Standard format. 55 min rounds. Best of 3.

### **Star Wars: Unlimited** — Sun 8 pm — Twin Suns

GM: John Borders

Two different leaders (both must be either Heroism or Villiany), 1 base, no more than 1 of any card, 50 card minimum deck. Best of One.

### **Takenoko** — Sat 3 pm

GM: John Borders

Two round tournament. Please bring a copy of the game.

### **Transformers 101** — Mon 10 am

GM: Marcus Walker

Learn how to Play Transformers! 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 Transformers! Tournaments hosted everyday of Con!

### **Transformers** — Mon Noon — Light

GM: Marcus Walker

Join us for a light Transformers 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!

### **Transformers Deck Building Game** — Fri 4 pm — Co-Op

GM: Robert Reeley

Players work together as Autobots to defeat the Decepticon bosses while upgrading their deck. Ability to read is needed.

### **Yu-Gi-Oh! 101** — Fri, Sat, Sun Noon

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!** — Fri 3 pm, Sat 4 pm, Sun 3 pm — Advance

GM: Marcus Walker

Join us for an advance 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!** — Fri 6 pm — (Draft)

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 draft! Prizes to 1st, 2nd & 3rd place.

## Collectibles

**Yu-Gi-Oh!** — Fri 5 pm, Sat 3 pm — Jeopardy

GM: Marcus Walker

Join us for an entertaining afternoon on Strategicon's original game show "Yu-Gi-Oh! Jeopardy." We ask individuals Yu-Gi-Oh! related questions Jeopardy style to see who will be victorious!

**Yu-Gi-Oh!** — Fri, Sat, Sun 1 pm — Light

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!** — Sun 5 pm — Tournament (Draft)

GM: Marcus Walker

Join us for an advance 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 entry fee, keep the cards you get. Prizes to 1st, 2nd & 3rd place. Deck support will be available!

## LARPs

**Bel Air, Santa Monica A, Malibu Gardens, 3103**

**Arsenic and Lies** — Sun 8 pm — Murder Mystery

GM: Ross Cheung

A Murder Mystery LARP for 5-12 players inspired by Downton Abbey and Agatha Christie novels. Rather than being a classic whodunnit, it focuses on the emotions, relationships and secrets of the characters involved solving the murder might be less important to the characters than pursuing their clandestine affairs, arranging marriages of convenience or blackmailing their enemies. Set just after the end of the Great War, you are country nobility and friends/family celebrating a party when someone drops dead.

**Bell and Key** — Sun 2 pm — Parlor LARP

GM: Ross Cheung

This is a story about members of a secret society of concierges, the Order of the Bell and Key. You will help one another face increasingly dire challenges and threats to your world amidst the rise of fascism in your home country. Inspired by the Grand Budapest Hotel.

**Endgame** — Sun 2 pm — Murder Mystery

GM: Ash Perrine, Sabrina Page

The year is 1925. Booze and gambling are prohibited, and you've just been invited to an evening of both...in an organized, respectable fashion of course, with people of your own class. Invitations to Mr Harrington's poker nights are in high demand among the rich and fashionable, and it's all just a bit of fun! What's the worst that could happen? Endgame is a 1920s murder mystery larp with slightly Lovecraftian undertones. We're aiming for fun, mystery solving, 20s pastiche and maybe a few small scares.

**Fenris Assault Squad: Chain Breaker** — Sun 10 am —

BOFFER SHOWCASE

GM: Robert Prag

As the Earth Republic wrests control of Upsilon Andromadae from the Praezorian Empire, the Star Navy's elite boarding team, the Wolfpack, is sent to disable defenses and rescue PoWs on an outlying planet. This is a mission-based, action-oriented foam combat game. While this game is absolutely friendly to teens and adults, an ability to follow rules and directions is required to participate. A waiver is required for this event. This is set in the Starship Valkyrie Universe, but using foam combat rules. Wear comfortable clothing and closed-toed shoes.

**LED Saber Sport** — Sun 3 pm — Lightfencing

GM: Chad Eisner

Learn the basic rules and regulations of Lightfencing, the LED saber sport accepted by the French Federation of Fencing in 2019! Learn from two of the founders of the sport everything you need to get started with this dynamic system of combat and expression. And try it out for yourself! You will learn all about the gear, rules, and different events you can compete in or just practice with.

**Lesbian Taco Bar** — Fri 8 pm — Parlor Larp

GM: Ash Perrine

Come to an evening of festive and flirty dating, exploration of queerness and people's inner depths. All genders of player are welcome in this Nordic-inspired LARP's exploration of lesbian queer culture and mores, and we hope everyone will celebrate this inclusive exploration of lesbianism. Come act your heart out with a broad spectrum of Lesbian-identifying characters, all come together at a clean and polished Taco Night put on by a local LGBTQ center, as they flirt and explore, and go down some darker avenues. CWs for sexuality and alcohol use.

**Parlor LARP Community Mixer** — Sun Noon — Social

GM: Joe Landolph

Join LARP Parlor Los Angeles for a social to discuss parlor and freeform larp, as well as to meet and build community! Light refreshments will be provided- the amount will be based on number of sign-ups, so be sure to register ahead of time. Come make friends, meet people who know a lot about larp, and network!

**Queen of Queens** — Sat 10 am — Parlor LARP

GM: Ash Perrine

Come explore the generous, benevolent bountiful Utopia of the Hive with Queen of Queens, a larp about bees, their lives, existence, and one's place in the world. Participants will get to create their own pipe cleaner bees, and take on a vital and important role within the hive, as they fulfil their loving and wonderful duty to the Queen, under the bountiful guidance of the Queen of Queens, the creator of their world.

## LARPs

### **Raven Pilots** — Fri 8 pm — Parlor LARP

GM: Ross Cheung

Your training has been hard and many of your classmates have washed out, unable to handle the rigors and demands of the training program or the 6Gs of a Raven cockpit. You've persisted, and you have all gained the coveted wings that mark a graduate of the elite Raven pilot corps from Star Navy Academy. Tomorrow you ship out. Thus begins the story of a group of young pilots on the eve of the Praezorian War. This will be a scene-based mechanics-light LARP focusing on the story and emotions of people caught up in a greater drama and interstellar war.

### **Release the Kraken** — Sat 2 pm — Starship Valkyrie

GM: Robert Prag & Tara Leederman

With the Second Praezorian War still in a deadly stalemate, the Earth Republic launches the newest and most powerful Star Destroyer yet, the ERS Kraken, aiming to use the new ship as the spearhead of an offensive that will break the Praezorian lines to save or condemn humanity. Starship Valkyrie is a mechanical, cooperative LARP wherein the players operate the largest and most advanced warships of 2152 AD Earth, while fighting off aliens and solving spatial anomalies, with players forming a strictly cooperative force against myriad hazards.

### **The Alchemist's Workbench** — Sun 9 am, 11 am, 2 pm, 4 pm — Escape Room

GM: Ryan McMullan, Jamie McMullan

Your group has at last uncovered the alchemical workbench of Paracelsus of Basel, famed alchemist said to have recreated the Philosopher's Stone. But can you unravel its mysteries? Form teams of 5 players and try to find the Philosopher's Stone in this escape room-style puzzle. How fast can you solve this mystery based on historical alchemy texts? (This is the same scenario as Gamex 2023, so no repeat players please.) Registration will open for this event in LARP HQ, on Friday of convention at 5pm.

### **The Doom of Stone River** — Sat 2 pm, 8 pm — Ghostspeaker

GM: Joe Landolph

Tonight, utter destruction will come to the village of Stone River. Few will be spared: some by luck, others by guilty foreknowledge. Together they will flee to the Shrine of the Stone Priest. There, they may entreat the spirits of that place for help...or revenge. Players will experience the destruction of Stone River and the survivor's escape through freeform role-playing enhanced and board-game-like elements. Ritual performance mechanics will be used to enact magical effects and communicate with spirits.

### **The Grass is Always Greener** — Sat 8 pm — Parlor LARP

GM: Anne Ratchat

He's powerful, captivating, loved and hated in equal measure. He's also dead. Hollywood magnate Reginald Meadows was murdered at his villa tonight and one of the dinner party guests did it. But is the story sold the next day ever fully reflective of reality? The Grass is Always Greener is a collaborative freeform murder mystery larp with a twist. No costumes necessary. 18+.

### **Unity Ruleset** — Sun 5 pm — The Saber Legion

GM: Fradel Gonzales

A Q&A session and demonstration for the Unity Ruleset of The Saber Legion. We are an international full contact LED saber combat organization. The Unity Ruleset is geared towards fighters who wish to participate with definitive martial contact as opposed to the first contact/incidental touch of our standard ruleset. We will showcase the equipment used in our sport organization and demonstrate a few matches between fighters with a center ring judge and assistant line judges keeping score.

## Video Games

### Marina, Santa Monica C

#### **Artemis Spaceship Bridge Simulator** —

Fri 6 pm, 7 pm, 8 pm, 9 pm

Sat 10 am, 11 am, Noon, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm

Sun 10 am, 11 am, Noon, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm

This is a 6-player co-op spaceship simulator. Play bridge officer — Helm, Science, Weapons, Engineering, and Comm — or Captain the ship and guide your team to victory. Sessions are 50 minutes with a tutorial starting on the hour. Children under 16 require parental supervision.

#### **Mario Kart 8 Deluxe #1 - Random Rules** — Sat 4 pm

Can you handle a tournament where the rules change each grand prix? Compete in a Mario Kart tournament where you need to improvise and stay adaptable to win! Rulesets may alter what items are available, what courses are available, and even how fast your car drives!

#### **Mario Kart 8 Deluxe #2 - 200cc** — Sun 4 pm

Compete in a high-octane 200cc race to see who can race the fastest without flying off the track! Rules: 200cc, Hard com, no teams, normal items, bring your own controller optional

#### **Star Craft 2 #1 & #2** — Sat 2 pm, 6 pm

Game will be player versus player. Blizzard account is required to be able to play.

#### **Star Craft 2 #3** — Sun 4 pm

This a Player versus Player event. While a Blizzard account is required it is not needed to be able to play.



## Miniatures

### Miniatures

#### International Ballroom A, Catalina A (Family Area)

**Achtung Panzer** — Fri 7 pm, Sun 9 am, 1 pm — Breakthrough

GM: Stan Stratton

Come learn the new Warlord tank-centric game, Achtung Panzer. Can you stop the armored spearhead that has broken through the front lines before they cut off key supplies? Or, can you push the attack forward and end the war before Christmas?

**Battlestations 2.0 HUGE!** — Fri 6 pm, 8 pm,

Sat 1 pm, 3 pm, 6 pm, 8 pm

GM: Jeff Siadek

Battlestations is a heroic space adventure game aboard a starship. Amazing space battles and insane boarding actions. Gather your crew for a series of exciting space missions. Create and rank up a unique character, learning new special abilities and collecting powerful treasure rewards. Beginners Welcome. All game materials provided.

**Battlestations - Dirtside (3X30min Missions)** —

Sun 1 pm, 3 pm, 6 pm, 8 pm

GM: Jeff Siadek

Battlestations - Dirtside is a game of heroic space adventure where you get to visit an alien planet. Together with your team of heroes, set out for a series of three 30mins adventures on mysterious planets. Create and rank up a unique character, learning new special abilities and collect powerful treasure rewards. Beginners Welcome. All game materials provided.

**BattleTech: Alpha Strike** — Fri 6 pm — Retake Frankograd

GM: Francisco Vassallo

Comms in Frankograd have fallen silent. It seems that both sides have temporarily retreated from the fabled city. Can it be retaken? The comm-center is the lynch pin of the operation. Whoever controls it can call in orbital bombardments onto the planet. Armies will be provided. If you'd like to bring your own, make a list: 150 point forces, Clan invasion era mechs please.

**BattleTech Alpha Strike** — Sun Noon — Poker Run

GM: Carrie Patton

Cone out and test your skills and your luck in the Solaris VII Poker Run, at this event you will attempt to make the best poker hand that you can for the event by scoring objectives and stealing your opponents cards. May the best Mechwarrior win.

**BattleTech: Alpha Strike** — Sun 11 am —

WNRP AS350 - Open Era

GM: Darren Eskandari

The AS350 Tournament format uses the Alpha Strike: Commanders Edition rules along with the AS350 Tournament Rules. Each player must bring a 350 PV faction specific army from any Era following the force construction rules from AS350 player packet linked below. Each match will use a 250PV list from your 350PV Army. Force submissions should be sent to [odysseygamespasadenastaff@gmail.com](mailto:odysseygamespasadenastaff@gmail.com) by May 21st.

**Chivalry is Dead: Race for the Crown!** —

Sat 2 pm, 4 pm, Sun 2 pm

GM: Cory Nelson

Fantasy Chariot Racing! Try your hand at controlling one of four unique races in a competition to rule the kingdom. Will you win with traps, brawn, or simply race against your opponents? Find out in this game coming to Kickstarter.

**Circus Maximus** — Sat 5 pm

GM: Jamie 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

**Classic Battletech** — Sat, Sun 9 am —

Kaiju Invasion -by LOST PLANET GAMES

GM: Mario Acuña

The power station is under attack from Kaiju! Command several Mechs to protect the station. Beginners Welcome - All Materials Provided. Free Pair of d6 dice for all participants

**Conquest: The Last Argument of Kings** — Sun 1 pm

GM: Jacob Shober

Come and join us for epic 38mm fantasy action in the world of Ea! Demonstration games will run through the basics of Conquest, from the basics of stats, to the glorious charges of cavalry across the field! There will also be another table open for open play, should you wish to bring your own armies and duel it out!

**Drum Barracks ACW Battle Manual** — Sat 10 am —

Shiloh, April 6 1862

GM: Stephen Phenow

Five divisions of the Union army were waiting for the arrival of the Army of the Ohio enroute from Nashville. The two armies would then advance upon the enemy rail center at Corinth, Mississippi. Poised at that moment outside the Union camps were 35,000 Confederates, eager to reverse the tide of the tide of the war. This was to be their revenge. At 07:00 hours with rebel yells, the attack on the Federal camps began. All Materials provided.

**Dungeon Crawl Classic** — Sun Noon — Funneling STR1.2

GM: Donal Tseng

You are refugees who have managed to retreat into the inner keep of the besieged city of Sentilgrad: the battering ram of the orcs echo throughout with each clang heralding your doom. Rumor has it that the crypt has a passage way out, but was sealed off as one of the royal family "turned." Will you brave the crypt for a chance to escape?

**Dungeon Crawler Classics** — Sun 5 pm — Level 1 STR 1.3

GM: Donal Tseng

You and other survivors of the Green Tide find yourself in the Dwarven Ringhold of Castle Rhubold - life is tough in the refugee camps the dwarves have offered refuge, but at a steep price of hard labor in the mines. Even worse treated are the Gultch Dwarf, honor-less loafers and beardless beggars who are pariahs cursed by the Book of Grudges, but untouchable to the other dwarf clans. An opportunity comes your way to rid these pesky dwarf squatters in exchange for gorgets, serving as your only way out of these vile camps.

**Dungeons & Dragons 5.0** — Sat 9 am — Curse of the Blood Count Part 1

GM: David Arvizu

Washed upon the shores of a cursed land, 6 survivors must overcome the evil that has overtaken the village of Whitby by solving riddles, defeating monsters and lifting the curse that plagues them. This game is played on a 5' x 12' scale model village and castle. 8th level Pre-gens provided. Play time is 7 hours with a 30 minute break mid-game.

**Dungeons & Dragons 5.0** — Sun 9 am — Curse of the Blood Count Part 2

GM: David Arvizu

You have saved the town of Whitby from the grip of Count Dracula, but can you defeat him in his own castle? Rally the town folk and plan your attack as your party storms Castle Dracula in the desperate attempt to rid the world of one of its worst villains. 8th lvl Pre-gen characters available. If you played in Part 1 on Saturday you can level up to 9th for this game.

Note: you do NOT have to play both Part 1 & 2.

**Dungeons & Dragons 5.0** — Sat 6 pm — Player vs Player

GM: David Arvizu

The ultimate D&D PVP challenge! Fight to be the sole survivor as you hunt other players in an underground maze in this PVP tournament. Create the best character OR monster you can from our rules. Score points for each hit point of damage you inflict. Combat is round-to-round, all Actions are secret. First Place: \$50 Dealer Dollars. Character creation HELP available 1 hour prior to start. RULES: [infxprod.com/pvp](http://infxprod.com/pvp)

**Epic 'Mech Models of Battletech History: LEGENDS II 101** —

Fri 1 pm — Alpha Strike

GM: Tuck Davion

Learn to play the fast-paced game of Battlemech combat with Battletech: Alpha Strike! Take control of some of the most legendary 'mechs of the Clans and Inner Sphere, and win prizes for your actions in LEGENDS II! Twice as many 'mechs, twice the mayhem! Don't miss it!

**Flames of War** — Sat, Sun 11 am

GM: Ramses Juarez

This will be a Flames of War, Mid war era, tournament. It will be 105 points open play and we will be using the 2024 dynamic points released by Battlefront. The event will take place over Saturday and Sunday. 2 rounds/games each day.

**Formula De Super-Incredisized Spectacular** — Mon 10 am —

Long Beach Gran Prix

GM: John Paiva

Wrap up the Con with a Super-Incredisized Formula De race! Lots of fun, everything is provided! Top 3 players get their names engraved on the Perennial Award Plaque for years of bragging rights!! No Experience needed, all rules taught!!

**Fuzzy Heroes** — Sun 5 pm — A Cat's Life

GM: Victor Bugg

A toy and stuffed animal fighting and adventure game for the whole family. It teaches fundamental miniatures, role playing, and tactics while still offering fun entertainment for even the most seasoned gamer. East Foyer, just outside of Family Area.

**Gaslands** — Sat 10 am — Beginner Race

GM: dave hoffman

Gaslands is Mad Max meets wacky races. This is a teaching game so beginners are welcome, but experienced players are fine too.

**Giant Killer Robots: Heavy Hitters** — Sat, Sun 3 pm —

Metal Mayhem

GM: Robert James

Corporate sponsorship, explosions and orbital strikes abound in Weta Workshops amazing game of televised violence. No experience necessary, all materials provided.

**Heroes of Might and Magic III** — Sun 10 am

GM: Steven Rodriguez

An adventure-driven strategy game for 1-3 players set in the cult fantasy universe. The game includes competitive, cooperative, and solo scenarios to battle and explore your way through. The adventure maps will be represented by tiles, with each tile divided into seven hexagonal fields.

**ISS Vanguard** — Fri 2 pm

GM: Steven Rodriguez

SS Vanguard is a 1-4 player co-operative campaign Board Game. It will bring players right into epic Sci-Fi adventure, as they will play as 4 sections (security, recon, science, engineering) onboard the first human ship with the potential to reach outer space. This is being run as a continuous drop-in campaign,

**Middle Earth: Strategy Battle Game** — Sat 10 am

GM: Scott Altmam

Middle Earth: Strategy Battle Game by Games Workshop is a skirmish based miniatures game in the world of Tolkien. Fight for the forces of Good, or claim the world for Darkness. 500 points, 3 rounds, 1:30 round timer. See the For More Information tab for tournament details.

**Paint and Take** — Sat, Sun 10 am

GM: Paul Gutierrez

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.

**Paint 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 4pm

**Relic Worlds Expeditions** — Sat 10 am, Noon

GM: Jeff McArthur

Each game plays in an hour, multiple games per session. As humanity spread into the cosmos, they came upon the ancient ruins of alien civilizations. Along with them are powerful artifacts. In Relic Worlds Expeditions, you take the role of a faction trying to hunt down these artifacts, and kill anyone that gets in your way. Results from this game will be included within the storyline of the Relic Worlds series, and will become part of its canon.

**Star Wars Legion** — Sat 2 pm — Demo / Free play

GM: Francisco Vassallo

Come play a friendly game of Star Wars Legion, or come learn what currently is the best, most balanced miniature game out there. Loaner armies will be available.

**Star Wars Legion** — Sat 6 pm — Escape the citadel

GM: Francisco Vassallo

As a republic hero, will you be able to escape from the Citadel? Players will take control of a Hero and some minions and they will try to escape the Citadel's Labyrinth. Game will use Star Wars Legion rules in a player vs GM game.

**Star Wars Shatterpoint 101** — Fri 6 pm, Sat 9 am

GM: Joseph Vigil

Learn how to Play Shatterpoint. All materials will be provided

**The Battle of the Kalnock Mountains** — Sat 1 pm — Battletech - Alpha Strike

GM: Tuck Davion

Recreate the climactic final battle from the anime series Fang of the Sun Dougram in this Battletech: Alpha Strike adaptation by Battle Bound. Classic mecha from Battletech's past will adorn the table as players use Alpha Strike rules to play out the final battle of the series.

## Miniatures

### **Tukayyid: Comstar vs. Clan Wolf** — Sun 1 pm —

Battle of Tukayyid - Classic Battletech

GM: Tuck Davion

Play out a microcosm of the epic-scale Battle of Tukayyid in this scenario for Classic Battletech fans. The Com Guards field combined arms Level II units against some of the finest warriors Clan Wolf has to offer. Can you recreate history? Or will you change it instead?

### **Warhammer 40K 10th edition** — Fri 3 pm — Intro to 40K

For anyone who wants to learn 40K or try a new army. The Basic rules will be explained along with each step in each players turn. 1,000 point Armies will be provided. (May bring your own also)

### **Warhammer 40K 10th edition** — Fri 7 pm — Ironman

1,000 points, any army. Must Have Rules for your army. Basic game play and rules, but whatever dies during the games stays dead. 3 rounds, last man standing with the most victories Wins! Tournament starts at 7:00 pm Friday night.

**Warhammer 40K 10th edition** — Sat 9 am — Mega-Apocalypse  
Open to any and all. 15,000 points limit. Model size is Maxed out at Warhound Titan size and smaller. Basic 40K Rules along with some Custom and Special House Rules( Will be provided ) 4 turns start to finish. Set up all day Friday from 10:00 am on. Game is Saturday, Dice start rolling at 9:00 am Sharp! Come decide the fate of worlds.

### **Warhammer 40K 10th edition** — Fri 4 pm —

Mega-Apocalypse Setup

Setup for Saturday's game. Open to any and all. 15,000 points limit. Model size is Maxed out at Warhound Titan size and smaller. Basic 40K Rules along with some Custom and Special House Rules( Will be provided ) 4 turns start to finish. Dice start rolling at 9:00 am Sharp! Come decide the fate of worlds.

### **Warhammer 40K 10th edition** — Sun 9 am — Open Play

40K 10th edition free play on the Apocalypse table. Bring a friend or play against any of the SoCal Crusaders. 9:00 am to 5:00 pm. Last start time for a game is 3:00 pm.

### **Wings of Glory** — Sat 11 am — Over Flanders Field

GM: Matt Denny

The Great War is now in it's fourth year - - and the skies over Flanders are choked with fighters, bombers, and more all vying to take control of the air and help win the war on the ground. Players get a modern fighter from any of the combatant countries. If you survive, you will gather new skills and rank - if you are shot down, you get a new plane and come right back on in this endless battle for supremacy.



## Roleplaying

Newport, San Lorenzo, Catalina A (Family Area)

### RPGs on Demand

Games on Demand is a model of games that has been popular at conventions like Origins and Gen Con. Facilitators will have a variety of games ready to go on a first come first serve basis. At designated times, per the listing on the convention calendar, we will gather facilitators and players and get tables going to explore small press and independent role playing and story games. It is also possible to play and run role playing games in between those designated times, as long as there is space and you allow for an open table that is inclusive and respectful of others. We are located in the Lower Lobby, at the bottom of the escalators.

#### **1000 Year Old Vampire** — Sat 8 pm — character creation

GM: Tim Heiderich

You were once a mortal until a freak encounter with one of the undead, and as your new un-life spanned the next ten centuries, you made and killed new acquaintances, were run out of your home, and gradually forgot who you are and where you came from. 1KYOV is a solo journaling game where memory is the only currency. Given eternal life, who will you be 1000 years from now? Bring a pencil/pen and d10 + d6.

#### **Action Movie World (Apocalypse)** — Fri 8 pm — Frozen Depths

GM: Dustin Takeyama

This season, gear up for the ultimate blockbuster role-playing game, Frozen Depths, where you don't just play a hero—you play the action star who plays the hero! Dive into the icy wilderness of Alaska where an elite team of Hollywood's finest is about to turn up the heat. Navigate treacherous ice fields and infiltrate a top secret facility, delivering perfectly timed one-liners as you dodge bullets and bad guys.

#### **Action Movie World (Apocalypse)** — Sat 8 pm —

Roswell's Revenge

GM: Dustin Takeyama

This season, blast off with "Roswell's Revenge!" where you're not just the hero—you're the action star who plays the hero in a 1950s sci-fi showdown! Strap in as Hollywood's finest tackle an alien invasion with explosive encounters and sharp one-liners. Dodge laser blasts and defy gravity on your mission to save Earth from extraterrestrial threats.

#### **Advanced Dungeons & Dragons 1e** — Fri 8 pm, Sat 9 am, 2 pm — My Old School

GM: Zood

These are the continuing adventures of My Old School. New and returning players welcome. Explore and enjoy rare sandbox gameplay. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

#### **Advanced Dungeons & Dragons 1e** — Sat 8 pm —

My Old School: Wonders of the World

GM: Zood

Contest swords and spells in a wonder-filled world!

#### **ALIEN The Roleplaying Game** — Sun 2 pm — ALIEN: Fallout

GM: Jennifer Wolff

Something sinister has happened on the colony world of LV-187. Is it the latest in a string of deadly bio-chemical attacks, an infestation of dangerous lifeforms, or the cruel result of reckless posturing by all-too-human politicians? No survivors were left behind—no human survivors, at least. As scientists researching cures for dangerous new diseases, your search for medical samples leads you into a deadly conflict.

#### **ALIEN The Roleplaying Game** — Sat 2 pm — Hope's Last Day

GM: Jennifer Wolff

Four days ago, Russ Jordan was brought back to Hadley's Hope infected with some kind of parasite. He died, and rumor has it that more parasites are on the loose. Returning from a maintenance run to the atmosphere processor, you find the comms are down and the colony has gone dark. What happened in the last 24 hours? How will you survive? And can you trust your teammates, or is one of them a Company sellout?

#### **Blades in the Dark** — Fri 8 pm —

Dusk Brings the Darkness to Knight

GM: Zeke Lillie-Liberto

Lady Dusk runs the most esteemed clubs in all of Duskvol. No one would be crazy enough to knock over any of her properties, at least up until a week ago. Rumors swirl that someone not only had the balls to do it but has actually managed to get away with it and now it's open season. She has put out a call for any and all shady types who are willing to aid her in exchange for a sizable reward. Will you answer the call?

#### **Blades in the Dark** — Sat 9 am —

Two wrongs don't make a Sparkwright

GM: Zeke Lillie-Liberto

The Sparkwrights are renown for their work maintaining The Fence, which protects the city from what exist beyond so it can be a little unnerving when the most famous and accomplished of them goes missing. Are you willing to help these engineers find their missing members and rebuild the cities confidence in their work?

#### **Call of Cthulhu** — Sun 2 pm — Death Comes to Gor-Slop

GM: Zood

Dream. Nightmare. Your destiny awaits.

#### **Call of Cthulhu** — Sun 8 pm — Edge of Darkness

GM: JeremyN

A group of investigators fulfill the wish of a dying friend, and attempt to undo supernatural mistakes of the past.

#### **Call of Cthulhu** — Sat 8 pm — The Darkness Beneath The Hill

GM: Peter Johnston

A house renovation project leads to unexpected discoveries in 1920's Providence, Rhode Island. No experience required. Content includes horror, violence, and historical slavery. No derogatory language will be permitted at the table.

#### **Call of Cthulhu (classic 1920s)** — Sat 8 pm —

A Strange White Dog

GM: Aaron Vanek

The United States Prohibition Unit needs your help! Overextended with chasing down rum-running gangsters in big cities, law enforcement calls upon the Investigators to follow up on a missing persons' case related to alcohol in a remote area of Eastern Kentucky. CW: Background prejudice, bigotry, racism, sexism, alcohol abuse (no derogatory language permitted from players nor GM + safety techniques used)



## RPGs

**Champions** — Sat 9 am — Absurdly Gifted: Doctor Multo And The Quantum Field Trip

GM: Dustin Laurence

No one is normal at Professor Omicron's Academy For Absurdly Gifted Children, but the newest teacher is something else. His (its?) assignments seem impossible, but the field trips are out of this world. Where will our third grade class go next? This is a lighthearted game of elementary students at a school for kids with superpowers, so older players need to bring their inner child. Pregens provided.

**Champions** — Sun 2 pm — Manhattanverse: Two More Shall Take Its Place

GM: Dustin Laurence

Last issue, the (TV, not comic-book) Defenders discovered that Hydra is seemingly back from the dead once again, now selling AI services to numerous state and federal agencies. But who is the mysterious new head of Hydra and what is his objective? And with S.H.I.E.L.D. apparently out of the picture, are our street-level heroes in over their heads? Pregens provided.

**Cthulhu Now** — Fri 2 pm — Metal Mayhem

GM: Zood

Confront terror within.

**Cyberpunk RED** — Fri 8 pm — Digital Divas/Don't Fear the Reaper

GM: Paul Keller

Lookin' for work choom? Have I got a job for you! Arsonist been stalking one of the hottest bands in the sprawl, need your crew to run security at their next show and sus out the firebug. Null sweat, right chummer? Wrong. Ain't nothing easy in Night City... To be played using the Cyberpunk Red Companion app for sheets and rolls.

**DCC** — Sat 8 pm — DCC After Dark: The Shambling Undead

GM: Marc Anderson

After a night of fitful sleep and fevered dreams, you awaken and step outside to discover that the dirt streets and back alleyways of your village are now overrun with hordes of the shambling un-dead. Quickly you grab the nearest crude implement that you can find, join your neighbors and form a circle standing back-to-back. Part of DCC After Dark, wacky adventures across the DCC Multiverse. Table hopping may occur.

**DCC** — Sat 2 pm — The Cult That Never Was

GM: Judge Cro

This DCC game is a Zero-level funnel so it's perfect for beginners, but great fun for experienced players! You are a bunch of townsfolk attending the funeral of a friend when all goes wrong. Use your wit, your courage, and a table leg to figure your way out of the mess. [This is a final playtest for an adventure written by the GM and nearly ready for publication. Swag will be given to each player]

**DCC** — Fri 8 pm — Veiled Vaults of the Onyx Queen

GM: Judge Cro

This DCC game starts at zero level so BEGINNERS welcome! Dice and rulebooks will be available for borrow. Part dungeon delve, part investigative mystery, the PCs must piece together clues and solve puzzles to help them survive the adventure. But there's more! This event will also give the players a chance to try out the BRAND NEW Mighty Deeds rules for peasants.

**DCC - After Dark!** — Sat 8 pm — The Hypercube of Myt

GM: Paul Keller

The Cube is said by some to be the Mad One's impregnable treasure vault, and by others still, his tomb. A multi-table DCC tournament funnel presented by The Reverend Dak where players each have one 0-level character and victory is had by whoever survives the most encounters. Players can hop from game to game after death to continue playing with fabulous prizes for the top competitors!

**DCC** — Sun 9 am — The Jeweler That Dealt in Stardust

GM: Paul Schipitsch

A band of torchbearers passes the shop of Ogo the Jeweler, where Cheap Street intersects Dowager Alley. You flex your fingers to ward off the chill, silently thankful for a night without moon or stars. - As the last of the torchbearers pass out of sight, you nod to your companions. It is time. - A level 3 DCC RPG heist adventure by Harley Stroh

**DCC** — Sat 2 pm — Yddgrl's Maze

GM: Paul Schipitsch

After several hours of pursuing the orcs' path through the woodland, the party discovers their lair... - A level 2 DCC RPG adventure by Michael Curtis with Henry Curtis.

**DCC** — Fri 8 pm — DCC AFTER DARK: Against the Cult of the Hippie Commune

GM: Dak Ultimak

Play humble townsfolk in 1960's rural America attempting to rescue innocent teenagers from the clutches of a sinister hippie cult. Dirty bikers, dark rituals, and strange weed smoke await those brave enough to confront the mysterious Jackie Starr and his minions. An American! Cult! Classic! Part of DCC After Dark, late night sessions of adventures across the DCC Multiverse. Table hopping may occur. Newbie friendly.

**DCC** — Sat 8 pm — DCC AFTER DARK: The Tower Beneath the Cerulean Eclipse!

GM: Dak Ultimak

When the last sliver of moon slip, a tower appears. Those caught within its circular walls are swept away to a dust filled dungeon of rooms and chambers crawling with monsters. But you're here for it and you came prepared, because you heard there is treasure. A Dungeon! Crawl! soon to be Classic! Part of DCC After Dark, wacky adventures across the DCC Multiverse. Table hopping may occur. Newbie Friendly.

**Demigods** — Sat 1 pm — Book Signing!

GM: Jason Mills

Jason Mills, the creator of Demigods will be signing copies of his new book. DEMIGODS brings the world of myth and legend to a modern setting. The action / adventure game tweaks the Apocalypse World rule set to create mythic characters. Soft and hardcover copies are available for purchase at the book-signing event downstairs at Games On Demand

**Dice-Free Dungeons** — Sat 4 pm — Dice-Free Dungeon Crawl

GM: David Grisanti

De-Dicify Your Games: Put the roleplaying back into RPG's by reducing time spent rolling dice, time spent doing mental math, and time spent consulting complicated rules. Play Dice-Free Dungeons if you want games that

**Dragonbane** — Sat 2 pm — Riddermound

GM: Justin Hamilton

Journey, brave adventurers, to the ancient Riddermound the wilds of the Misty Vale, in search of a piece of an ancient artifact. A relic of the Dragon Kings, long past, is said to be a key in their war against the Demons. The demonic legions stir once again, threatening to return and conquer all of the free peoples of the realm.

**Dreamland** — Sat 2 pm — The Goodness of Hlanith

GM: Aaron Vanek

Dreamland is a portal fantasy RPG inspired by the stories of Lord Dunsany, H.P. Lovecraft, Kij Johnson and Michael Ende. It uses a unique mechanic of the PLAYER using special words to add a die bonus or to create wondrous marvels. This is a demo of a game designed and illustrated by Jason Bradley Thompson, an ENnie-nominated illustrator and writer (D&D, Call of Cthulhu, Lamentations of the Flame Princess, etc.)

## RPGs

**DCC** — Sat 8 pm — The Undergoblin Heist

GM: Thom Denick

You will take on a role as a member of the Grotty Jacknives – an undergoblin adventuring group tasked with recovering three artifacts stolen by the stinking cabbage goblins. Infiltrate the cabbage goblins' village, locate the artifacts, and get out (maybe with a little goblincide on the way) in this sandbox heist adventure. Weird Works next adventure! Run by the writer.

**DCC** — Sun 9 am — Tomb of the Savage Kings

GM: Tim C

Zita, a popular and wealthy socialite has approached the PCs. Her sister Isobel is missing! Isobel was smitten with a mysterious suitor who fancies himself an adventurer. Zita fears the stranger may have enticed Isobel to seek out the Moon Spear of Andoheb. Most who have searched for the spear have never been seen again, but those foolhardy souls never had your skill or confidence—and the widow is paying handsomely...

**DCC** — Sat 9 am — Tower of the Black Pearl

GM: Tim C

Once every decade, the tides of the Emyrean Ocean recede far enough to reveal the highest eaves of a mysterious undersea tower. Long ago this was an eldritch fastness of Sezrekan the Elder, the most wicked wizard ever to plague the Known World, but now the tower is known simply as the final resting place of the fabled Black Pearl – an artifact rumored to bring doom upon all who dare to possess it...

**DCC - Horror** — Sun 9 am — Night of the Bog Beast

GM: Marc Anderson

Lvl 2 module for 6 players. The party, traveling down river, are flagged down by local villagers shouting for them to dock. The villagers explain that it is unsafe to travel these parts at night. The PCs find themselves swept into the unfolding events, arriving three days after the disappearance of Averill Broussard. Session 3 of a 4 session mini campaign across 4 DCC Horror Modules. (lvl 0, lvl 1, lvl 2, lvl 3)

**DCC - Horror** — Sat 9 am — Shadow Under Devils Reef

GM: Marc Anderson

Lvl 1 adventure for up to 6 PCs. The characters are sent to investigate the wreckage of a galleon that was transporting a Princess from a distant kingdom. The investigation will lead them to discover unnatural horrors and otherworldly beings that threaten to snap the minds of all who enter their domain. Session 2 of a 4 session mini campaign across 4 DCC Horror Modules. (lvl 0, lvl 1, lvl 2, lvl 3)

**DCC - Horror** — Sun 2 pm — The Web of All-Torment

GM: Marc Anderson

3rd level module for 6 PCs. The party came across a town in the middle of nowhere and after spending a night at the Kozy Kobweb, decided to stay there as employees. But things are not as they seem and untold horrors are committed by their hands. Session 4 of a 4 session mini campaign across 4 DCC Horror Modules. (lvl 0, lvl 1, lvl 2, lvl 3)

**DCC - Horror** — Fri 2 pm — They Served Brandolyn Red

GM: Marc Anderson

A DCC Horror Funnel for 8-14 0-level characters. Adult language and horror themed descriptions will be used. The characters are Guests at a wedding to which many party members have family ties. At the ceremony, a twist of fate turns this joyous celebration into a nightmare no one will soon forget. Session 1 of a 4 session mini campaign across 4 DCC Horror Modules. (lvl 0, lvl 1, lvl 2, lvl 3)

**DCC** — Sat 9 am, Sun 8 pm (Pt 2) — Which Way do We Go?

GM: Ron Shaw

The town you've lived in is now a battleground of the goblins' and kobolds' quarrel over resources. The lord refused your requests for aid. Now in screaming and fires you gathered what you can to rebuild. Will you go north to kobold mountains? West to goblin jungle? South? East?

**Dungeons & Dragons** — Sat 7 pm —

The search for booty (a pirate's treasure)

GM: DM Dunn

Inference to an '80's movie, a group of adventurers find themselves on the trail of a mythical pirate's treasure. Avoiding obstacles, traps, and trying to stay alive, the team finds themselves relying on each other in this adventure. Level 4 characters

**Dungeons & Dragons 0e (OD&D)** — Sun 2 pm —

Crystal Caverns of Tekhannaya

GM: Caleb Wimble

The lost crystal mines of Tekhannaya lie abandoned by the most powerful colonial company in the world. What could have caused them to leave behind such wondrous treasures? Brave jungle mountains to find the mines and uncover their darkest secrets. But beware delving too greedily and too deep. This Rain-Cursed Valley adventure takes place in a living campaign world. New and returning players welcome!

**Dungeons & Dragons 0e (OD&D)** — Fri 2 pm —

Manor Cambio & The Rain-Cursed Valley of Tekhannaya

GM: Caleb Wimble

Imperial forces have occupied the rainforest valley of Tekhannaya. A young rebel with a vital secret is imprisoned in the imperial manor dungeons. It's up to you to free him before his execution. Explore the cursed river valley. Unravel its otherworldly mysteries. Plot your own path to infiltrate the dungeon before it's too late for the young rebel—and possibly for all the people of Tekhannaya.

**Dungeons & Dragons 0e (OD&D)** — Sat 2 pm —

Sunken Secrets of the Rain-Cursed Valley

GM: Caleb Wimble

An imperial ship on a top-secret voyage has sunk to the bottom of a flooded river in the tropical valley of Tekhannaya. Imperial, rebel, and mercantile forces race to recover the ship's invaluable cargo. Find it first and shape the destiny of the region—or enrich your own with the power that awaits there. This Rain-Cursed Valley adventure takes place in a living campaign world. New and returning players welcome!

**Dungeons & Dragons 0e (OD&D)** — Mon 2 pm —

Witchways of the Rain-Cursed Valley

GM: Caleb Wimble

The curse upon the rainforest valley of Tekhannaya has spread to the ancient roots of its giant trees. Strange and monstrous things stir beneath the soil. Travel the subterranean Witchways to seek the source of the curse and put an end to the valley's affliction. This Rain-Cursed Valley adventure takes place in a living campaign world. New and returning players welcome!

**Dungeons & Dragons 1e (Red Box)** — Sat, Sun 8 pm —

Back to the Isle of Dead Men

GM: Gary Mack

Now that you have survived a few days on the Isle, your group has been enlisted to aid the dwarves in retaking their ancient home from their green-skinned foes.

## RPGs

**Dungeons & Dragons 5e** — Sat 2 pm — Goblin Party: Demon King  
GM: Michael Schrepfer  
Defeat the Supreme Evil trying to DESTROY THE WORLD. Bring your own Characters (lvl 3, Goblin(Volo's Guide to Monsters), 1 Uncommon Magic Item) or grab a Pre-gen. Come play as dirty little goblins and unlock your true potential.

**Dungeons & Dragons 5e** — Fri 8 pm —  
Goblin Party: Friend Rescue  
GM: Michael Schrepfer  
Fight the giant monster that STOLE YOUR FRIEND. Bring your own Characters (lvl 3, Goblin(Volo's Guide to Monsters), 1 Uncommon Magic Item) or grab a Pre-gen. Come play as dirty little goblins and unlock your true potential.

**Dungeons & Dragons 5e** — Sat 9 am, 2 pm, 8 pm,  
Sun 9 am, 2 pm — My Forever Adventure  
GM: Clive Souter and Colin Merritt  
You just slaughtered a band of pirates and collected a hoard of gemstones. But one of them is unusual. A very large ruby with a pulsing glow. Is it a phylactery? Time to find out. And if it is, what does it control?

**Dungeons & Dragons 5e** — Sun 2 pm —  
The Shadows of Candlewind  
GM: Michael Schrepfer  
Come live in the bustling city of Candlewind, where the air is thick with the scent of incense and the breeze of Starfall Lake, the sound of merchants hawking their wares fills the streets, and lush greenery surrounds every corner. Bring a candle to the shadows and expose what hides behind them.

**Fate Condensed** — Fri 8 pm — ESPionage: Sunny Days And Rain  
GM: Tone Milazzo  
Each agent wakes up alone in a strange bedroom in a bungalow circling the same wooded cul-de-sac. On their nightstand lies an illustrated pamphlet, titled: "Welcome to Paradise Round." A name that sends a chill down the spine of every Proposition Player and Card on the Strip.Paradise Round is an astral prison, built to hold agents who've proven too troublesome or dangerous to roam free.

**Fate Condensed** — Fri 2 pm — ESPionage: The King in Giallo  
GM: Tone Milazzo  
The PCs are the psychics and spies of Rainbow Intelligence Services, private contractors that investigate (or suppress) esoteric instances on behalf of the Department of Homeland Security. A tip came in about the location of a rogue Mexican agent. The American House is eager to speak with him. Locate the agent and bring him in.

**Feng Shui** — Sun 8 pm — Court of the Stars  
GM: Zood  
Confront terrors beyond time and space.

**Game: Delta Green** — Sun 8 pm — Operation Fulminate  
GM: Peter Johnston  
Not all those who are lost should be found. Take on the role of Delta Green agents, part of a conspiracy inside the US Government to investigate, prevent, and contain the Unnatural. No experience required. Content includes horror, violence, and children in peril.

**Gamma World** — Sun 9 am — Star World  
GM: Zood  
One world is not enough.

**GURPS** — Sat 9 am — Gladiators: Arena Battles  
GM: Captain Joy  
Fight in the arena to the delight of the assembled masses. Play a single gladiator and 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, etc. The entire session will be devoted to combat (minimal role playing).

**GURPS** — Sun 9 am — Star Trek: Dunsinane Mission  
GM: Captain Joy  
Recover an abandoned class J starship from the surface of Dunsinane. Complication: avoid, and if possible repair, any cultural contamination done to the primitive inhabitants.Bring your favorite three 6-sided dice if you have them. Character sheets will be provided.

**GURPS** — Fri, Sat, Sun 8 pm — Vamps are back  
GM: Daniel Alvarez  
They are back. Are they here to cause trouble? Where are they coming from.? come help solve the mystery.

**HAVOC engine** — Sat 9 am (A), 2 pm (B) — EAT THE REICH  
GM: michael cantin  
EAT THE REICH is a tabletop roleplaying game in which you, a vampire commando, are coffin-dropped into occupied Paris and must cut a bloody swathe through nazi forces en route to your ultimate goal: drinking all of Adolf Hitler's blood.

**Heart the City Beneath** — Sun 2 pm — Eve of Retribution  
GM: Chris Czerniak  
Heart is a game about delving into a nightmare undercity that will give you everything you've ever dreamed of - or kill you in the process. It is a dungeon-crawling, story-forward that focuses on what characters have to lose in pursuit of their dreams in the chaotic darkness beneath the world.An Angel, servant of Heart, and PCs have been pulled into its mission.

**Heroes, Sidekicks, and Minions** — Sat 2 pm — Orb of the Shadow Flame  
GM: Jeff McArthur  
Humanity has spread into the cosmos, and has stumbled across the ancient ruins of alien civilizations and, most importantly, their artifacts.One such artifact is the Orb of the Shadow Flame, which is rumored to have unspeakable powers. Your team is tasked with finding it.Players will receive a free copy of the game, and their story will be written up as a short story. It could even become canon for the series!

**Last Fleet** — Fri 2 pm — Dictys and Danae  
GM: Zeke Lillie-Liberto  
The Dictys has stumbled upon a personnel carrier belonging to the enemy fleet. The survivors claim to all be civilians and will not last long without aid but the enemy has used tactics like this before to infiltrate the fleet. The crew has an important decision to make and 28 lives hang in the balance. Will you make the humanitarian decide or follow your military directive?

**Magical Kitties Save the Day!** — Sun 2 pm — Trouble in River City  
GM: Mike Leader  
You are CUTE. You are CUNNING. You are FIERCE. You are magical kitties and you're here to save your humans who seem to always get into trouble. So come and create your very own kitty who has their superpowers to save their friends and loved ones! You can save River City, and maybe get a nap in too!

## RPGs

**Marvel Multiverse RPG** — Sun 9 am, 8 pm —  
All This and World War II

GM: Mike Olson

With most of the Avengers dead, missing, or retired after the Blip, a new team of young upstarts calling themselves the Champions has taken on the mantle of New York City's protectors. Everything was going great until time-traveling Nazis showed up, and now it's a whole thing. Heroes wanted characters provided!

**Microscope** — Sat 9 am — To be determined by the group

GM: Tone Milazzo

Microscope works differently than some other role-playing games you might have played, so let's abandon some preconceptions. You won't have your own character. You won't play the game in chronological order. You may know all about the future, but be surprised by the past. You'll build the story from the outside in. You'll decide the big picture, the grand scheme of history, and then burrow down and carve out the details.

**MythCraft RPG** — Fri, Sat 4 pm — Learn to Play MythCraft

GM: Nathan Heard

Learn to play MythCraft! Offering demos for gameplay (10 minutes to 2 hours) and character creation (1 hour).

**Mythras** — Fri 8 pm — Sariniya's Curse

GM: Justin Hamilton

Embark on a quest with an aging merchant, seeking to lift a generations-old curse from his lineage. Your journey leads you to the mysterious island of Iaxos, home to the secluded temple of Sariniya, Goddess of Vengeance. Navigate treacherous landscapes, confront monstrous inhabitants, and uncover the truth behind Sariniya's wrath. Will you break the curse, or will you fall victim to the island's dark secrets?

**Paranoia** — Sat 8 pm — Certifiable

GM: Ed Murphy

Attention citizens. You have been volunteered for Troubleshooting duty and an exciting new mission as part of Team D-Level. Report immediately to Cold Fun presents Briefing Room 7 sponsored by Soylent Surprise! Bars inside SynergiTrain, a Bouncy Bubble Beverage volunteer centre in LMS Sector. Follow the glowing arrow indicator in your field of vision, a helpful bit of augmented reality courtesy of your Coretechs.

**Paranoia** — Sun 2 pm — In the Clouds

GM: Ed Murphy

DING! Mission alert! Attention Troubleshooter team HOPSCOTCH-4861. Report immediately to Briefing Room MCP-Zero-Zed-Alpha. Also, you are being docked 50 XP Points for wasting time on a training exercise when an important mission was assigned to you 28 seconds ago. The usual yellow arrow is leading you out of this room.

**RPG Design Lean Coffee** — Sun 8 am —

RPG game design discussion

GM: Stephanie Bryant and Tomer Gurantz

Gather with fellow RPG designers to discuss role playing and story game design issues and solutions. We will use "Lean Coffee", a structured, but agenda-less meeting style where we gather, build an agenda, and begin talking. Conversations are directed and productive because the agenda for the meeting was democratically generated by us. Optionally use the space to run and play pre-released RPGs.

**RPG Indie Games on Demand** — Fri 2 pm, 8 pm,  
Sat 9 am, 2 pm, 8 pm, Sun 9 am, 2 pm

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Apocalypse World, Monster of the Week, and many more. Games tend to be 2-4 hours. (Unless stated otherwise, we use safety mechanics such as the X-card)

**Savage Worlds** — Sat 9 am —

Savage Rifts - Defenders of Cosmo Town (Part 1)

GM: Anthony Hansen

A mysterious benefactor has put in a request on behalf of a town in former New Mexico for a group of mercenaries to protect it from an unknown threat. While the details are sparse, the credits are good, and the benefactor has opened up her own mansion for the mercenaries to stay. A mysterious disappearance not long after their arrival sets into motion events that may be beyond the mercenaries' own comprehension...

**Savage Worlds** — Sun 9 am —

Savage Rifts - Pirates of the Great Lakes

GM: Anthony Hansen

The Pirate Queen of (naturally) Queenston Harbor has a bit of a problem, and you are in the perfect position to deal with it for her. Shenanigans and Mega-Damage explosions await you! If you are familiar with Savage Rifts, you may bring a brand-new Novice Iconic Framework character, or a brand-new M.A.R.S. Seasoned character to play in this longer adventure! Pregens and Sample Archetypes will also be provided!

**Savage Worlds: Low Life** — Sat 9 am —

Challenge of The Ten Towns

GM: Damon Sutton

In the irradiated flushed future a gazillion years hence, The Unstoppable Zonkle is ravaging the ooze wracked countryside and our venerable heap of adventurers has to find its unspoken hidden weakness somewhere within The Ten Towns. The Zonkle continues its ravagements! Can this pile of evolved croaches, sentient piles, and evolutionarily upwardly mobile worms find the secret of Bob and stop The Zonkle?

**Sojourn** — Sat 8 pm — Let Us Build a Tower: A Mythic Bronze Age Adventure in Babel

GM: Caleb Wimble

Journey back thousands of years to a temple-city in the throes of apocalypse. Climb the Tower to Heaven, where a jealous god cursed humanity and cast them down into chaos. Shifting floors of wondrous artifacts, fallen gods, and angelic horrors greet the bold on their ascent to glory. The Throne of Heaven awaits at the top for your taking. What will you sacrifice to reach it?

**Spirit of 77** — Sat 2 pm — Cake or DEATH!

GM: Mike Leader

Hey there Boppers! Get ready for some slam-bang action and high-octane excitement with Spirit of 77. Come play the best of media stereotypes of the era and have a rockin' good time! The players have traveled to the Island of Fun for a high stakes baking competition, that brings them in contact with some of the deadliest martial artists in the world! What on earth will rise from this? The timer is ticking!

**Starscape (PBTA)** — Sun 2 pm — A Galaxy of Trouble

GM: Kimi Hughes

Starscape is Kickstarting in June! It is the found-family story of a crew traveling through space. It focuses on a group of core personalities and how their trust in one another changes over the course of their adventures. Find out if you come together when it matters most, or fracture when faced with the challenges of an unpredictable universe. A Happy Jacks RPG Network game!



## RPGs

### **Starscape (PBTA)** — Sat 9 am — Trouble by Starlight

GM: Kimi Hughes

Starscape is Kickstarting in June! It is the found-family story of a crew traveling through space. It focuses on a group of core personalities and how their trust in one another changes over the course of their adventures. Find out if you come together when it matters most, or fracture when faced with the challenges of an unpredictable universe. A Happy Jacks RPG Network game!

### **Star Wars: Force and Destiny** — Fri 8 pm —

Star Wars The High Republic

GM: Louis Garcia

The High Republic is a time of the golden age of the Jedi and the Republic. The High Republic is hundreds of years before the fall of the Republic and the rise of the Empire. You play a Jedi, part of a team of Jedi en route to the Outer Rim, contact with a Jedi outpost has been lost, you must find out why. Beware, it is said, the Jedi's most dangerous foe, the Nihil, is near. May the Force be with you.

### **Star Wars roleplaying game** — Fri 8 pm — Dead in the Water

GM: anton huff

One shot of space piracy and intrigue in the Star Wars universe.

### **The Bookmarked** — Sun 2 pm — The Best Medicine?

GM: Ian ChristianScher

In this game you use a book that you own as a sci-f spellbook, called a Cipher, to traverse the verdant ruins of an advanced civilization. Your Cipher can influence powerful, ancient robotic technology called the breathless by reprogramming them using words from your book. Your goal is to help find a balance between humans and the breathless. Books will be available but you can also bring your own book!

### **The Bookmarked** — Sun 9 am — The House always wins!

GM: Ian ChristianScher

In this game you use a book that you own as a sci-f spellbook, called a Cipher, to traverse the verdant ruins of an advanced civilization. Your Cipher can influence powerful, ancient robotic technology called the breathless by reprogramming them using words from your book. Your goal is to help find a balance between humans and the breathless. Books will be available but you can also bring your own book!

### **The World Below - Storypath System** — Sat 8 pm —

Descent Into Darkness

GM: Louis Garcia

The World Below provides. But you must dig. You must explore. You must map. You must build. You must defend. The World Below provides, but only to the worthy. Your surroundings are horrific and wondrous. Extract gemstones and find natural springs of nourishing water, but be cautious: excavate too far, and you'll wake the creatures in the walls, the caves, and the Dark. Presented by the Dead Gamers Society

### **To Change** — Fri 8 pm — Maastrichtian Dynasty

GM: Jennifer Wolff

A rules-light roleplaying game that explores stories of transformation of the body and mind, using a tarot card-based resolution system. You've been invited to a private island where scientists are attempting to recreate a Late Cretaceous ecosystem. But something has gone wrong, and an experimental retrovirus is changing the researchers into dinosaur hybrids. And now you're next. What will you become?

### **Traveller** — Sat 2 pm — The Show Must Go On

GM: Tim Heiderich

Rock god Zéno Paradise, the androgynous musician from the Lancian Cultural Region, is on his farewell tour. A miscommunication at their last stop means several tons of cargo containers are missing, and Zéno is refusing to perform tonight's show without their equipment. The show's promoter is frantic for solutions to ensure the show goes on. You're on a stopover and need quick cash... Characters provided.

### **Vampire the Masquerade 5e** — Sat 2 pm —

The Tremere Chronicles

GM: Louis Garcia

They call them warlocks, hemetics, usurpers...they are the Tremere. The Tremere are a clan with secrets and they hoard knowledge known only to them. What scares the Tremere as they hide away in their Chantryes? Only they know. Presented by the Dead Gamers Society



## War Games

### Los Angeles B & C

#### **1775: Rebellion** — Sat 10 am

In 1775: Rebellion, players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces, and territories.

#### **1812: The Invasion of Canada** — Sun 7 pm

In this War of 1812 game, two cooperative teams of Americans players and 3 British players seek to control the U.S.-Canadian border by moving units into enemy territory and action cards to do battle. Whoever controls the most enemy objectives at the end of the game wins!

#### **3W's Royalists and Roundheads** — Fri 5 pm — Marston Moor

In this English Civil War game, one player leads the King's forces (Royalists) against the opposing player's Parliamentary army (Roundheads) at the battle of Marston Moor (July, 1644). Using cavalry, artillery, musketeers, and pikemen, can you break the enemy line for victory?

#### **Axis and Allies: Guadalcanal** — Sat 10 am

A sweeping conflict in the South Pacific where naval might leads to air superiority. Axis and Allies: Guadalcanal challenges you to control sea zones and island groups while managing troop and supply transport and directing land, sea, and air forces in one of the decisive campaigns of the Second World War's Pacific Theater.

#### **Axis and Allies: Pacific** — Sun 10 am

Axis & Allies Pacific (2001) is the second stand-alone game expansion to the Axis & Allies game system. In this game, three main powers (Britain, Japan, and the US) square off against each other against the backdrop of the Pacific ocean.

#### **Battlecry** — Sun 11 am

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.

#### **Churchill** — Fri Noon

The players in the game take on the roles of Churchill, Roosevelt, or Stalin as they maneuver against each other over the course of 10 Conferences that determine who will lead the Allied forces, where those forces will be deployed, and how the Axis will be defeated.

#### **Diplomacy** — Sat 1 pm

The peace of pre-WWI Europe was threatened by intense competition between seven major empires. Players must skillfully use conflict and negotiation to become the predominant power on the continent. Do you have what it takes to conquer Europe using the art of DIPLOMACY?

#### **Liberty or Death** — Sat 3 pm

Volume V in GMT's COIN Series takes us back to the struggle of the American Patriots against their parent British government. A unique multi-faction treatment of the American Revolution, Liberty or Death: The American Insurrection will take 1 to 4 players between lines of clashing red and blue infantry, Indian raids, European politics, British control of the seas, French intervention, and the propaganda war.

#### **Maria** — Sun 11 am

Maria is a game based on the War of the Austrian Succession, between 1740 and 1748, where Austria was attacked by Prussia, France, Bavaria and Saxony, while only Great Britain, Hanover and the Netherlands (by forming the so-called Pragmatic Army) helped her.

#### **Sails of Glory: Frigates** — Fri 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 board game mechanics.

#### **Sails of Glory: Ships of the Line** — 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 board game mechanics.

#### **Sturm Europa** — Sat 1 pm

World War 2 in the 21st century! Simultaneous action selection and deck-building are featured in this fast-paced grand strategic ETO simulation.

#### **The Napoleonic Wars** — Mon 11 am

A fast-paced, tension-filled, card-driven wargame using a point-to-point movement system for this pivotal period of history. Every Monday for many years Barry Lew ran Napoleonic Wars- we keep the tradition going in his memory.

#### **The War Game: WORLD WAR II** — Fri Noon

Fans call it "Axis & Allies on steroids". Highest reviewed, balanced & most improvisational of the genre. Celebrated qualities: d12, partial retreat, realistic/fun air, sea, "Rommel's" combat rules.

#### **Undaunted: Battle of Britain** — Sat 5 pm

The RAF and Luftwaffe face off in a specially designed multiplayer tournament scenario for this new deck building game of WWII aerial combat.

#### **Undaunted: Battle of Britain** — Mon 11 am

The RAF and Luftwaffe face off in a specially designed introductory scenario for this new deck building game of WWII aerial warfare.

#### **Versailles 1919** — Sun 3 pm

On November 11, 1918 an armistice halted the killing field that was The War to End All Wars. To make peace, Woodrow Wilson, David Lloyd George, and Vittorio Orlando were hosted by President George Clémenceau in Paris, and sat down to write what would become the Versailles Treaty.

#### **Virgin Queen: Wars of Religion 1559-1598** — Sat Noon

A game of grand strategy for two to six players based on the military, political and religious conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain. Each player controls one or more of the major powers that presided over European politics in that day.

#### **Wellington: The Peninsular War 1812-1814** — Sun 3 pm

The armies of Napoleonic France are masters of continental Europe. One man stands between them and the conquest of the Spanish Peninsula: an English general called the Duke of Wellington. Take command in this classic GMT card-driven strategy game.

## Adventurers League

### Plaza C

All games are D&D 5e unless otherwise specified

#### **CCC-BMG-13 PHLAN 1-1 Sepulture (Levels 11-16) –**

Fri 7 pm, Sun 9 am, Mon 2 pm

Spirits in Phlan are high in the wake of Vorgansharax's defeat. Reconstruction plans are finally in motion, yet one threat looms. The Doomguide of Kelemvor has descended into the shadows of the necropolis and gathers dark forces around him. There is little he won't anticipate. One should have their affairs in order before accepting this mission.

#### **CCC-CIC-15 Den of the Dead Witch (Levels 1-4) –**

Fri 2 pm, Sun 7 pm

All the mothers of Windy Valley are plagued by foul dreams as mining operations uncover a lost level of the dungeons beneath the ruins of the Tempest Mage's tower. Evil stirs and heroes are called on to reveal its source.

#### **CCC-GARY-04 The Darkness of the Mountains (Levels 1-4) –**

Fri 7, Sat 7 pm, Mon 9 am, 2 pm

In the shadow of the Galena Mountains, the scars of the ancient war with the kingdom of the Witch King lay fresh and exposed to the night air. The people who live there have an abiding honor for their dead, and the graveyards are shrines to their forebears. As you pass through, however, you are waylaid by a mysterious man who tells you that the dead are restless, and something worse may be stirring 'neath the trees.

#### **CCC-GARY-05 The Shadows of the Trees (Levels 1-4) –**

Sat 2 pm, Sun 9 am

You've uncovered something ancient, something evil, on the outskirts of a small village at the foot of the Galena Mountains. The people of Aetherglen have no other options and are beseeching you and your team to investigate the trail of defiled dead that leads deep into the Glumpen forest. The massive Gulthias trees tower over your passage into the forest, casting a deep shadow over the land.

#### **CCC-HATMS02-02 Something Vile This Way Comes (Levels 11-16) –**

Sat 9 am, Sun 7 pm

A hunt for a mad illithid has brought startling and dire news to the Emerald Enclave and the Harpers. The call has gone out for heroes to follow on the trail of Klondros Imdree as he seeks a book of terrible power, and to stop him once and for all.

#### **CCC-TRI-19 DEAD1-1 Dead Men's Tales (Levels 1-4) –**

Sat 9 am, Sun 2 pm

A call for help is received from Abigail's Cove: a fishing village located just south of Hulburg. Recently, two moss-covered skeletons walked out of the Moonsea and attacked the village. The villagers were able to defend themselves, but they fear something worse may be coming as a thick and ominous fog slowly rolls in from the Moonsea. Part One of the Dead Men series.

#### **CCC-TRI-25 DEAD1-2 Dead Men's Treasure (Levels 5-10) –**

Sat 9 am, Sun 9 am, 7 pm

A map with an "X marking the spot" has been found in a recently uncovered tomb located in the small fishing village of Abigail's Cove. The village's mayor has sent out a secret call to trusted adventurers offering a split of whatever treasure they can recover. Success means fortune for Abigail's Cove, its villagers, and the adventurers. Part Two of the Dead Men Series

#### **CCC-TRI-34 DEAD1-3 Rise of the Sea Dragon (Levels 5-10) –**

Sat 2 pm, Sun 7 pm, Mon 2 pm

Pirates tell tales of a black dragon attacking ships along the Moonsea. The beast was thought to be slain. Recently, ships have been attacked, and they say the culprit was a black dragon. The beast may fly away with a few victims, but it leaves the rest to fend for themselves in the Moonsea. Could this be the same creature from before? Can the adventurers slay the dragon and bring peace to the waters of the Moonsea?

#### **DDEP07-02 Drums of the Dead (Levels 1-20) –**

Sat 7 pm – Dungeons & Dragons 5E

A ritual to destroy Chult's undead has backfired and unleashed an undead plague! The components needed to concoct an antidote have been identified, but need to be scavenged from the jungle. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.

#### **FR-DC-ONI-02 Battlefield Blooms (Levels 5-10) –**

Fri 7 pm, Sun 9 am

On a significant anniversary of a major battle of the Kozakuran civil war, a monster of titanic proportions threatens the village of Hanamigahara. This creature, a massive amalgam of skeletal parts, seems to have a connection to the battlefield itself. Travel to Hanamigahara and put an end to the threat.

#### **FR-DC-STRAT-UNDEAD-01 Undead Like Me (Levels 5-10) –**

Fri 2 pm, Sat 9 am, Sun 2 pm, Mon 9 am

A Strategicon Gamex 2024 original premiere adventure! Something has gone terribly wrong for Jaalen Swifffern. His brother-in-law, Pat, was killed while exploring. Even worse, Pat refuses to stay dead. Can the adventurers save Jaalen from this haunting and help Pat move on?

#### **PS-DC-STRAT-UNDEAD-02 Liches Just Want to Have Fun (Levels 11-16) –**

Fri, Sat, Sun 2 pm, Mon 9 am

A Strategicon Gamex 2024 original premiere adventure! Among the planes from Sigil to the Material Plane and even deep in the unexplored territories of the Outlands, one fact remains true. Liches will continue to spread chaos and death with their dark magic. Only a formidable band of adventurers can thwart their nefarious plans. You are those adventurers. This is your story.

#### **PS-DC-STRAT-UNDEAD-03 Winner Winner, Chicken Dinner (Levels 17-20) –**

Fri, Sat 2 pm, Sun 7 pm

A Strategicon Gamex 2024 original premiere adventure! A group of goristro claim to have found the secret to escape Sigil's infamous mazes and are selling it to the higher bidder. Chase them to grab it before the blood sacrifices start.

#### **PS-DC-STRAT-UNDEAD-04 Overtime (Levels 17-20) –**

Fri 7 pm, Sun, Mon 9 am

A Strategicon Gamex 2024 original premiere adventure! Orcus has made a deal with Bob Skuller's Theatre of Chaos to raise a more powerful undead army. Can you stop them before the dead rise?

#### **PS-DC-STRAT-UNDEAD-05 Return of the Dragon (Levels 17-20) –**

Sat 9 am, Sun, Mon 2 pm

A Strategicon Gamex 2024 original premiere adventure!

#### **TYP Ch.7 Tomb of Horrors (Levels 11-16) –**

Sat 9 am, Sun 2 pm

As a proving ground for characters and players alike, fabricated by the devious mind of the game's co-creator, Tomb of Horrors has no equal in the annals of D&D's greatest adventures. Only high-level characters stand a chance of coming back alive, but every player who braves the Tomb will have the experience of a lifetime.



## General Events

### General Events

Pacific Ballroom, Pacific Foyer, Carmel, Catalina A, International F, 1635, Bel Air, Santa Monica A, Executive Boardroom, Pasadena Garden

#### **Auction** — Mon 11 am

Our second redistribution of games for 2024. One never knows what games might show up here. Always entertaining. Note: We made a major change last year – no minimum bids. See the updated Auction Rules. Carmel

#### **Board Game Geek No-Ship Math Trade** — Sat 10 am

This is a No-Shipping Math Trade specifically for Strategicon attendees. You must have a badge to participate, and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details.

#### **Board Game Geek Virtual Flea Market** — Sat 11 am

Link coming soon! VFM starts 5/2. This event is for pickup only. You must have a badge to participate, and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details.

#### **Comedy and Magic Show - Bardic Inspirations** —

Fri 11 pm, Sat 6 pm, Sun 8 pm

A 45 minute comedy and magic show with geek humor and lots of fun interactive illusions. It is not a kids show but it is Totally Clean and Family Friendly so all ages are welcome. Frank is an award winning magician who performs all over the world and in Las Vegas. Carmel

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

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

#### **Face Painting** — Sat, Sun Noon, 1 pm, 2 pm

Join us for face or arm painting. View samples or put in a request. Limited sign-ups available in the Family Area. Walk-ins welcome with time permitting. Catalina A

#### **Feedback Forum** — Sun 6 pm

What are we doing? How are we doing? What can we improve on? Who knows! But hey, let's discuss the state of the con. All this and more! Carmel

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

GameX's Bazaar of the Bizarre. Random gaming stuff and lots of it. Buy stuff. Sell stuff. You never know what stuff you'll see here. International Foyer

#### **Grand Raffle Drawing** — Mon Noon

Raffle drawing in the Dealers Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon booth and see if you win! There will be additional tickets drawn for people attending this drawing for more prizes donated by Strategicon and vendors. Pacific Ballroom

#### **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. Pacific Ballroom

#### **Happy Jacks RPG Podcast** — Sat 8 pm

Happy Jacks has been combining tabletop RPGs and humor since 2009. Our convention shows are LIVE and the audience is part of the show! Anyone is welcome to come share stories about the games they have played or run at GameX 2024!

#### **Meet & Greet** — Fri 7 pm

Join us for an unique Meet & Greet with our special guests Food, beverages, and wonderful conversation with the guests. Suite 1635

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

Raffle drawing at the Strategicon Booth in the Dealers Room! Three tickets will be pulled to win 10 Dealer Tokens each. Pacific Ballroom

#### **Saber Martial Arts Summit** — Sun Noon

Join some of the most successful saber organizations from around the world talk about combat, competition, and camaraderie in a roundtable discussion about martial arts using a weapon from a more civilized age. For more information, please go to [www.sabermartialarts.life](http://www.sabermartialarts.life)

#### **Sleight of Hand Magic Show - A Rogue by Any Other Name** —

Fri, Sat 9 pm, Sun 10 pm

A 30 minute theatrical experience with a living DnD Rogue doing sleight of hand inches from your eyes. Classic cons and some fantasy fortune telling tricks. All ages are welcome but this is an adult level magic show like you would see at Hollywood's Magic Castle. Frank is an award winning magician who performs all over the world and in Las Vegas. Carmel

#### **Strategicon Trivia Night** — Sat 8 pm

It's time to get your friends together and come to the first ever Strategicon Trivia Night! Here is your chance to show that you have more useless info in your head than everyone else. Teams of up to 6 players will compete for the title of 2024 Strategicon Trivia Champions!

#### **TokoCon** — Sat 9 am

TokoCon "Howl you doin'?" Do you like games? Art? Wolves? Wolfbeardogs? ... Well then you've probably hear of us before! The most successful Art RPG in North America, Tokotas is celebrating its 10th Anniversary here at GameX 2024! Swing on by to meet the team behind the game, listen to us wax poetic about everything from art to game design, and just generally nerd out about this phenomenon that just doesn't quit."

#### **Using Brain-based Techniques for More Engaging Games** —

Sat 10 am

Ever been at the gaming table and everyone is looking at their phone, bodies slumped, unfocused? How do you bring them back, excite their brains, and get them back in the game? Use your brain - and theirs - to pull your players back in the game with neuroscience-based strategies.

## Play to Win

### Play to Win

East Foyer (Hours: Friday 1 pm – 9 pm, Saturday 9 am – 9 pm, and Sunday 9 am – 5 pm.)

#### **Deadly Doodles** – Sat, Sun Noon

A quick-playing doodle game, where players simultaneously draw paths through the dungeon. Draw cards, draw a path through your dungeon, and rack up points! Collect loot and fight monsters. And win Deadly Doodles loot! (\*Arrive at 11:30 to learn the game if you don't know it\*)

#### **Gudetama, Kitty Paw, and Blood of an Englishman** –

Sat, Sun 10 am, 11 am

Come play a few Renegade games with us! Gudetama - the tricky egg card trick taking game, or Kitty Paw - the fast paced cat building game, or The Blood of an Englishman - a 2 player game where you take on the role of either Jack, or the Giant.

#### **Hard Time** – Fri 1 pm, Sat 4 pm

Inside of these concrete walls a bitter feud has broken out. You and your rivals have reached the boiling point. Only one of you can rule the yard. You must buy Influence with Commissary items, and use that to gather the Crucial resources you need to eliminate another player.

#### **Marrakech** – Sat 2 pm, Sat 3 pm, Sun 9 am, 11 am

Each player takes the role of a rug salesperson who tries to outwit the competition. Each player starts with an equal amount of money and an equal number of carpets. The game ends when all players have played all carpets. Each gets 1 coin per visible square of carpet. The player with most coins wins! Tie breaker: most carpet area visible.

#### **MLEM Space Agency** – Sat 11 am, Sun 2 pm

Fearless and stubborn, cats long took over the rule of Earth, and now they want to conquer the entire universe. Fly a space rocket and reach the stars, or trust your feline instincts and leave the rocket before it crashes!

#### **Munchkin Impossible** – Sat 1 pm

Now the Munchkins are spies! All the zany Munchkin backstabbing in this spy genre. Be a suave Playboy, harmless-looking Tourist, or a deadly Assassin. Report to your country.... (which will change). Wield gadgets, eliminate foes...and take their STUFF!

#### **Munchkin Spell Skool** – Sun 1 pm

Collect magical treasures, fight horrid beasties (including some of your classmates), and maybe even join a club! All the fun and backstabbing of Munchkin, in a school setting!

#### **Pathfinder Revolution!** – Fri 3 pm, Sun Noon

Secretly bid against your opponents for control of important people and guilds, gaining influence in different regions throughout the city, as well as more gold, power, or blackmail for your war chest. Pathfinder Revolution! is a game of bidding and intrigue for three to six players.

#### **Play 5** – Fri Noon, Sat 9 am

Combines the strategy of a crossword puzzle with the excitement of poker. Players create interlocking poker hands in a crossword fashion to achieve the highest points score or for other players' chips. The publisher will be having a tournament at this convention!

#### **Texas Hold'em with Zombies** – Fri 4 pm, Sun 11 am

THZ is an adventure card game. Players spend rounds of game play betting their life on winning poker hands, collecting much needed item cards, and killing zombies. Each round, player's compete to play zombies against the other players.

#### **The Drawing!!!!** – Sat 4 pm

If you played in a game, whether checking it out of the Play to Win library or participating in a demo, your name is entered to win that game! Winners or their agents must be present.

#### **WizWar** – Fri 2 pm, Sat 3 pm

The classic game of wizard warfare returns! Wizards clash in a magical dungeon, zapping each other to be the last one standing! Get the treasure and Fireball your friends!

## STRATEGICON SCHEDULE

### Convention

Gateway 2024

Orccon 2025

Gamex 2025

Gateway 2025

Orccon 2026

Gamex 2026

Gateway 2026

### Dates

Aug 30 - Sep 2

Feb 14-17

May 23-26

Aug 29 - Sep 1

Feb 13-16

May 22-25

Sep 4 - Sep 7

### Location

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

Hilton Los Angeles Airport

## Pathfinder Society

### Pathfinder Society

Los Angeles A

#### Learn To Play Pathfinder 2E —

Sat 10 am, Sun 10 am, 1 pm, 4 pm

Come learn to play Pathfinder 2nd Edition Remaster in a fun, safe environment. Pick up a character, get a brief overview of the rules and join us on a short adventure! Sign-up for this and other Pathfinder games in Los Angeles Ballroom A.

#### PFS2 1-12: Burden of Envy — Fri 8 pm —

Pathfinder RPG 2nd Edition Remaster

Pathfinder Society agents are charged with sneaking into a dangerous city and sneaking out with a handful of its citizens before their absence is noticed. Are you quick enough to sneak past the Runelord of Envy's guard. Pick up a character and join us on an adventure, sign-up for this and other Pathfinder games in Los Angeles Ballroom A.

#### PFS2 3-99: Fate in the Future (New Players 1-2) — Sat 2 pm —

Pathfinder RPG 2nd Edition Remaster

The Pathfinder Society dispatches agents when it receives word of a mysterious anomaly in the magical pathway known as the Maze of the Open Road. Only by learning the source of the anomaly can the Pathfinder Society hope to regain full use of one of its most important tools. Pick up a character and join us on an adventure! Sign-up for this and other Pathfinder games in Los Angeles Ballroom A.





## Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted from 10 am Saturday until noon Sunday at the Painting Contest table in Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

### Categories

- |                          |                     |
|--------------------------|---------------------|
| * Fantasy Single         | * Historical Single |
| * Fantasy Unit           | * Historical Unit   |
| * Fantasy Large          | * Historical Large  |
| * Science Fiction Single | * Open              |
| * Science Fiction Unit   | * Strategikids      |
| * Science Fiction Large  | * Stratigiteen      |

\* 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 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

\* Stratigiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate 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 a submission to the competition indicates permission for Strategicon to use such images for any purpose, including posting to an online photo gallery or to social media for marketing purposes.

### Our sponsors include:

Advanced Grafix	Konami
AEG	Kraken Dice
Arcane Wonders	Looney Labs
Area 88	Lost Planet Games
Army Painter	Mayday Games
Bandai	Melee Mats
Beadle & Grimm's	NycosRPG
Blue Panther	Odyssey Games
CMON	Paizo Publishing
Dan Verssen Games	Privateer Press
Days of Wonder	Reaper Paints & Miniatures
Decision Games	Renegade Game Studios
Existence Games	Rio Grande Games
Fire & Dice	Silver Dragon Games
Gamecraft Miniatures	Steve Jackson Games
Game Nights	The Game Chest
Games Workshop	Ultra Pro
Ghost Brush	Vallejo Paints
Hero Forge	Warlord Games
Imperial Outpost Games	White Wizard Games
Inferno Games	Wizards of the Coast
Kayenta Publishing	World of Game Design

### 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 2024 Dealer Room Vendors:

All the Shiny Things	Christopher Grey
Aynsley J. Fraser	Clyde Jones & Son
Arcknight	Cobblestone Games
Area 88	Crazy Bob's Dream Emporium
As seen on Happy Jacks	Devir Games
BGE's Tabletop	Dice Envy
Blue Panther	DM Dunn
Blue Rondo Games	Erin Hunt Rado

Fable Fox Press  
 Farrshire Games  
 Fire & Dice  
 Frog Knight Games  
 Game Nights  
 Ghost Brush  
 GoodDays Games  
 Good Newsed Euros  
 Goodman Games  
 House Family Homestead  
 Huck & Puck Books  
 Kimi Hughes  
 Lita Hunt  
 Loscon  
 Lost Planet Games  
 Merch Nozzle Max  
 Mimsy Fair  
 Moonlight in Glenwood  
 Numbskull Games  
 Party Penguins  
 Party Wanted

Penderwydd Productions  
 Play 5  
 Ramen Sandwich Press  
 Ratmaster's House of Anime  
 & Stuff  
 RosaleenDhu Designs  
 Savage Collections  
 Save vs Death Ray  
 Sovereign Chess  
 Strategicon Market  
 Super Dimension Convention  
 The Collector's Corner  
 The Game Chest  
 The Goods Merchant  
 The Guild House  
 The Weekend Warrior  
 Tiny Shiny Squids  
 TokoCon  
 Tradition Studios  
 Weird Works  
 Yu-Gi-Holics

## 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 you have 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"). The convention does not verify any claims made by 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, of new games produced by an attending manufacturer 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, and 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 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 sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 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. Limit 10 per person/family.
3. 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.
4. **There are no minimum bids accepted on lots.**
5. 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.
7. A 10 percent commission per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. 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.
10. 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, pay, and receive it.

## Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is 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. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game to go around. If you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.
- 4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.
5. Single day badges gain you 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 (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with said LARPs are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without 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, except 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. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. 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.

## 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. A 10 pm "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. 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.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.



## Orcon 2024 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
A Study in Emerald	Alex Georges	Richard Potthoff	
Acquire: David Woolcott Memorial	Mark Sanfilippo	Alex Georges	Michael Deni
Agricola	Reid Barkell	Lumin Sperling	Ray Avedian
Alhambra	J. R.	Rocco Garcia	Darrell Stark
Alien Frontiers	Matt Leon	Ren Melgar	Richard Potthoff
Anachrony	Andy McGuire	Leo Rodrigues	Ruth Rodrigues
Ark Nova Final	Stanley Cascone	Nicolo Guevarra	Derek La
Azul	Gilbert Quinonez	Darrell Stark	Angela York
Bag-O-Loot	Jon Reilly	James Aldrich, Tanya Aldrich	Danielle Mancini
Battlestar Galactica	Cylons		
Blue Moon City	Michael Swinson	David Parayre	Tracy Ashizawa
Brass: Birmingham	Evan Sarafian	John Byun	Marisa Kantor
Can't Stop	Bill Gallagher	Heather Mazorow	Mike Munson
Cards Against Humanity	Reagan Duerner	Kathy Tenorio-Ramos	Jessilee Morgan
Cat Lady	Jay Freeman	Michael Bryson	Gina Guarracino
Catan	John Cuthbertson	Ozgun Tumer	Petros Hong
Catan 2024 Championship	Ken Grossgold	Jake Haslemann	Nathan Neumann
Category 5	Darrell Stark	J. R.	Robert Neff
Coloretto	Scott Samarel	Lance Sullivan	Bob Stout
Cyclades	Danielle Brown	Tony Nguyen	Thomas Hoeg-Jensen
Darwin's Journey	Robin Roepstorff	Gregory Huber	
Dimension	Kim Chen	Jonathan Zev	Zoe Van Brunt
Dog Lover	Roman Shpilfoygel	Karen Haugland	Gilbert Quinonez
Don't L.L.A.M.A.	James Aldrich	Josue Ramos	Tanya Aldrich
Dream Factory	Darrell Stark	Michael Swinson	Andre Chautard
Dune Imperium	Evan Sarafian	Michael Deni	Brian Peters
Dungeon Petz	Victor Kiuhan	Bill Harris	Colin Kiuhan
Eclipse 2nd Dawn	Steven Cole		
Flamecraft	Michael Wahlquist	Jenn Van Persaud	Oscar Perez
Foundations of Rome	Gregory Huber	Ruth Rodrigues	Edgar Morales
Glory to Rome	Nathan Morelli	Diana Nelsen	Bill Persaud
Icecool	Naomi Bornemann	Eric Flior	James Aldrich
Imperial Steam	Michael Bryson	Darein Zwissler	Olga Pedroza
Ingenious	Darrell Stark	Amy Eriksen	David Parayre
Istanbul	Susan Finland	Sean Coulter	Ozgun Tumer
Ivanhoe	Darrell Stark	Adam Clark	Sierra Clark
King of Tokyo	Fynn Smith	Tabitha Hatch	Gilbert Quinonez
Kingdom Builder	Steven Estrella	Kyle Greenwood	Michele Fox Gott
Kingsburg	David Parayre	Brandon Muller	Daniel Cramer
Kutná Hora: the City of Silver	Yvette Yang	David Mines	Daniel Mcdairmant
Last Days of Athobrae	Katherine Shurik		
Last Days of Athobrae	Paul Slavich	Genny Alvarez	Damon Sutton
Le Havre	Winton Lemoine	Chris Green	Lucia Gonzalez
Liar's Dice	Gilbert Quinonez	Lisa Burola	Heather Mazorow
Lords of Waterdeep	Emily Owens	Brandon Muller	Stephanie Hootman
Marvel Legendary	Players Win		
Nexus Ops	Darrell Stark	Kyle Greenwood	Heather Mazorow
No Thanks!	Tamala Takahashi	Bob Stout	Stephanie Wilborn
Nuclear War	Emmanuel Yumul	John Spence	Emily Alvarado
One Letter Better	Oscar Naar	Luca Carnevale	Leo Guiala
Orleans	Michael Swinson	Leo Guiala	Winton Lemoine
Perpetual Motion Machine	J. R.	Gilbert Quinonez	Lisa Burola
Phase 10	Mary Taylor	Richard Muro	Samina Schiller
Phase 10	Jon Reilly	Kyle Minnis	Heather Mazorow
Planet Unknown	David Mines	Heather Kelley	Scarlett Witch
Point City	Yoshi Takahashi	Robin Stout	
Power Grid	Bob Munson	Jonathan Flagg	Sarah Kampley
Power Grid World Tour: Baden-Württemberg	Gilbert Quinonez, Christine Marciniak, Lisa Burola, Michelle Mills	Reid Barkell, Bill Harris, David Whiting, Bob Munson	Chris Mills, Mike Munson, John Cuthbertson, John Byun
Power Grid World Tour: Japan	Bill Harris, Bruce Schlickbernd, Chris Mills, Reid Barkell, Jack Munson	Christine Marciniak, John Spence, Bob Munson, Mike Munson, Steven Estrella	Toni Johnson, Michelle Mills, Lance Sullivan, Evan Sarafian, John Byun
Power Grid World Tour: Québec	Gilbert Quinonez / Bill Harris		Bruce Schlickbernd
Power Grid World Tour: Russia	Jack Munson, Gilbert Quinonez, Bruce Schlickbernd, Mark Dierking, Chris Mills	Reid Barkell, Bill Harris, Toni Johnson, Rocco Garcia, Mike Munson	Tom Anderson, John Byun, Lisa Burola, Jonathan Flagg, Lance Sullivan
Power Grid: Recharged!	Mike Munson	Chris Mills	Bob Munson
Project L	Jeff Pate		
Puerto Rico	Darrell Stark	Richard Heller	Michael Wilson
Ra	Bill Gallagher	Tracy Ashizawa	Benjamin Ou

Rival Restaurants	Zee Levi	David Parayre	Emma Griffin
Root	Zachary Alvarado	Dean Taylor	Alastair Valyocsik
Root	Brent Wallace	Evan Sarafian	Martin Juarez
Scythe	Andy McGuire	Charles Oconnor	Dave Jensen
Shadow Hunters	Bea Locken	Alex Trujillo	
Shadow Hunters	Calvin Lee	Fynn Smith/Andrew Ma	
Space Base	Kenneth Phuong	Courtney Holland	Darrell Stark
Splendor	Andre Chautard	Michael Deni	Nicolo Guevarra
Starship Captains	Tevin Bishop	Christian Lockmann	Todd Chard
Stone Age	Mike Munson	David Parayre	Steven Estrella
Super Mega Lucky Box	Lisa Burola	Bill Harris	Michelle Estrella / Darrell Stark
Talisman	Jonathan Schrepfer	Angela York	
Teotihuacan: City of Gods	Evan Sarafian	Randy Santiago Perez	Roland Morel
Terraforming Mars	Stanley Cascone	James Creech	Derek La
Terraforming Mars: Ares Expedition	Thomas Lowerre	Tsz Wan Kwok	Dean Taylor
Tesseract	Players Win		
The Castles of Burgundy	Stephanie Wilborn	Mark Nadeski	T.J. Wallace
The Gauntlet Final	Michael Deni	George Caceres	Kyle Greenwood
The Gauntlet: 7 Wonders	Shane Sauby	Sean Devereaux	Katherine Shurik
The Gauntlet: Ark Nova	Nicolo Guevarra	Scott Samarel	Mark Dierking
The Gauntlet: Azul	Ozgun Tumer	Michele Fox Gott	Kyle Greenwood
The Gauntlet: Brass: Birmingham	Michael Deni	Kyle Greenwood	Prince Aj
The Gauntlet: Catan	Bob Stout	John Cuthbertson	John Byun
The Gauntlet: Coloretto	Amy Eriksen	Shane Sauby	Brian Rush
The Gauntlet: Lords of Waterdeep	Evan Sarafian	Jonathan Flagg	Kyle Greenwood
The Gauntlet: Power Grid	Scott Samarel	Ada Saldivar-Gonzalez	Ovid Maximus
The Gauntlet: Ra	Chris Buskirk	Winton Lemoine	Alex Georges
The Gauntlet: Space Base	Zee Levi	Ozgun Tumer	Ted Blegen
The Gauntlet: Splendor	Petros Hong	Ozgun Tumer	Michele Fox Gott
The Gauntlet: Terraforming Mars	James Creech	Derek La	Lisa King
The Gauntlet: Thurn and Taxis	Marsha Waldau	John Byun	
The Gauntlet: Ticket to Ride	Gerald Delker	Kyle Greenwood	Michele Fox Gott
The Gauntlet: Wingspan	George Caceres	Winton Lemoine	Kathy Tenorio-Ramos
The Princes of Florence	Alfonso Weilbach	Robert Neff	Brian Rush
Thurn and Taxis	Darrell Stark	Winton Lemoine	Steven Estrella
Ticket to Ride	Chelsea Beebe	Scott Hansen	Danielle Wallace
Ticket to Ride: Europe	Gilbert Quinonez	Michelle Mills	Kyle Greenwood
Ticket to Ride: France	Jon Reilly	Danielle Mancini	Brian Rush
Ticket to Ride: Germany	Pearl Brinkley	Gilbert Quinonez	J. R.
Ticket to Ride: Italy	Brian Rush	Ivan Yospe	Danielle Mancini
Ticket to Ride: Mini Games	Ivan Yospe	Keira Estrella	Stella Guisto
Ticket to Ride: Rails and Sails	Adolfo Rodas	Courtney Holland	Gerald Delker
Ticket to Ride: Switzerland	Roland Morel	Dave Jensen	Pearl Brinkley
Titan	Wylie Rosenthal	Eric Gerber	Richard Potthoff
Turing Machine	Scott Samarel	Benjamin Ou	
UNO #1	Lucas Schrepfer	Arik Llerena	Ivan Yospe
UNO #2	Alex Morel	Nathan Yospe	Rei Holland
Vegas Showdown	Darrell Stark	Kyle Greenwood	Jonathan Flagg
War of the Ring :The Card Game	Sergio Vasquez, Eric Chen		
War of the Ring 2nd Edition	Gerard Power		
War of the Ring 2nd Edition	Robert Helbing, Sergio Vasquez	Sergio Vasquez	
Wingspan	Jack Munson	Mike Munson	Lumin Sperling
Yokohama	Austin Jones	David Mines	Pearl Brinkley
<b>Collectible Cards &amp; Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Ascension - #1	Theo Black	Ephraim Silverman	Ted Blegen
Ascension - #2	Mark Sanfilippo	Andres Perez	
Cascadia	Jozi Mckiernan	Samina Schiller	Chanel Leibsohn
Clank Catacombs with Adventuring Party/Upper Management	Heather Mazorow	Yvette Yang	Gabriel Sartori
Dice Masters Draft Pack - Secret wars	Jillian Morrison	Scott Morrison	Robert Reeley
Heat: Pedal to the Metal - FINALS	Bruce Schlickbernd	Preda Jittannon	Josh Badger
Championship Circuit			
Heat: Pedal to the Metal Qualifer 1	Stephen Ebrey	Kyle Minnis	
Heat: Pedal to the Metal Qualifer 2	Zee Levi	Emma Griffin	
Heat: Pedal to the Metal Qualifer 3	Bruce Schlickbernd		
Heat: Pedal to the Metal Qualifer 4	David Tucker		
Isle of Cats with Late Arrivals	Angela York	Danielle Wallace	Chelsea Beebe
Lorcana - Preconstructed #1	Quinn Ziegert	Jeffrey Wetter	Charles Watson
Lorcana - Sealed #1	Adam Hicks	Perrin Weiss	Dae Kim
Lost Ruins of Aranak w/ Expedition	Theo Black	Todd Hannan	Nico Carnevale
Leaders and Missing Expedition - Magic: the Gathering - Chaos Draft 1	Andrew Knight	Collin Freeman	Jon Brown
Magic: the Gathering - Commander: Pods #2	Michale Shupe	Liam Quintero	Weston Perry

Magic: the Gathering - Draft: Murders at Karlov Manor #1	George Caceres	Frank Zazanis	Juan Cervantes
Magic: the Gathering - Draft: Murders at Karlov Manor #2	Rolando Issa	Jon Brown	Lia Mclark
Magic: The Gathering - Horde #3	Players 4 Wins	Horde 1 Win	
Magic: The Gathering - Horde #4	Players	Horde	
Magic: the Gathering - Sealed: Murders at Karlov Manor #1	Mike Mccleary	Randall Devault	
Magic: the Gathering - Sealed: Murders at Karlov Manor #3	Mike Mccleary	Thomas Blaauw	
Marvel Champions	Players Won		
Middle Earth CCG	Eugene Sullivan		
Middle Earth CCG (Challenge)	Bruce Tompkinson		
Pokemon - StrategiconU	David Ziegert	Quinn Ziegert	
Star Wars Miniatures - Draft	Connor Mowatt	Andre Bashay	
Star Wars Miniatures - Royal	Connor Mowatt	Andre Bashay	
Rumble			
Takenoko	Will Ronald	Heather Mazorow	Bill Harris
Transformers TCG - Deck	Veero Derkarabetian	Robert The Bolshevik	Shahan Derkarabetian
Transformers TCG - Titans	David Ziegert	Quinn Ziegert	Ronen Ziegert
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Battletech - UrbanMech: Pt 1	Gavin Fields	Randall Devault	Lyle Burley
Battletech - UrbanMech: Pt 2	Stuart Fields	Philip Abramowitz	Jacob Shober
Battletech - UrbanMech: Pt 3	Brian Conwell	Jacob Shober	Philip Abramowitz
Bolt Action - 500 point	Connor Vuong	Brian Conwell	Brandon Conwell
Circus Maximus	Eric Harman	Nico Carnevale	Aiden King
Dungeons & Dragons 5.0 - PVP	John Paiva		
Formula De Long Beach Gran Prix	Short Fritzie	Doran Davis	Tall Paul
Fuzzy Heroes - Madame Web	Everyone won!		
Star Wars Legion - 500pt.	David Zitkovich	Sean O'Connor	Carter Truelson
Warhammer 40K 10e - Ironman	Robert Knight	Dylan Hagmaier	
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Fantasy Large	Dustin Morgan	Scarlett Witch	Jennifer Wolff
Fantasy Single	Dustin Morgan	Madelyn Brass	Scarlett Witch
Fantasy Unit	Dustin Morgan		
Sci Fi Large	Ernest Daniel	Veero Derkarabetian	
Sci Fi Single	Scarlett Witch	Veero Derkarabetian	Jared Rutledge
Sci Fi Unit	Scarlett Witch	Kevin Hill	
Historical Single	Frank Vassailla		
Open	Jennifer Wolff		
Kids	Paul	Victoria Schultz	John Adams
Teens	Ike Eliot		
<b>Party Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Blood on the Clocktower - Bad	Good 5 : Evil 1		
Moon Rising			
Blood on the Clocktower - Base 3	Good won!		
Blood on the Clocktower - Custom	Good 7 : Evil 1		
Blood on the Clocktower -			
Sects & Violets	Good 2 : Evil 2		
Blood on the Clocktower -			
Trouble Brewing	Good 4 : Evil 5		
Cash n Guns Live - Bluffing	Akward Threeway	Cobra	Lego Lolipops
Cash n Guns Live - Bluffing	US cut paper	Target Pandas	yeetus deletus
Cash n Guns Live - Bluffing	Team 3	Team Pi	Team Lucas/Ten N3RD5
Coup	Chris Brown	Nathan Yospe	Christian Go
Lucky Flip	Aabid Fitzgerald	Dan Liebgold	Asher Liebgold
Skull	Leo Guiala	Stevie Wegrzyn	
Social deduction -Burn The Witch	Villagers won		
Ultimate Werewolf	Villagers 1 : Wolves 2		
Ultimate Werewolf - (Witch Hunt)	Wolves 2		
Ultimate Werewolf - Peanut Allergy	Villagers 2		
Ultimate Werewolf - Seer, Witch,	Villagers 2		
Hunter			
Ultimate Werewolf - Seer, Witch,	Wolves		
Hunter+			
Ultimate Werewolf	Lovers win		
Ultimate Werewolf Legacy	Villagers 1 : Wolves 1		
Wits and Wagers	Bill Gallagher	Petros Hong	Kim Chen
You Can't Be Sirious!	Kenneth Phuong	Mark Carr	
You Can't Be Sirious!	Stevie Wegrzyn,	Damon Mosier Mosier, Nancy	
	Andre Chautard	Berk	



<b>Video Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Mario Kart 8 Deluxe Free For All	Zachary Alvarado	Brian Alvarado	Purp ♣♣
Mario Kart 8 Deluxe Team	Travis Grady, Nathan Yospe	Maggie Alvarado, Zachary Alvarado	Lia Mclark, Poppy Clark
Super Smash Bros Melee	Aabid Fitzgerald		
<b>War Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
1775: Rebellion	Craig Caven	Ian Rodrigues	
1812: The Invasion of Canada	Ian Rodrigues	Annie Liu	
Axis & Allies: D-Day	Charles Bantum	Ian Rodrigues	
Axis & Allies: Guadalcanal	Dave Jensen	Richard Cordero	Gerard Power
Battlecry	Ian Rodrigues	Ryan Voznick	
Churchill	Ian Rodrigues	Athena Cardier	Brent Wallace
Kriegsspiel -			
American Civil War - 1862	Rebecca Ou	Benjamin Ou	
Quartermaster General WW2 2e	Robert Helbing	Craig Caven	
Sails of Glory: Ships of the Line	Paul Lafontaine	Marshall Neal	
The Napoleonic Wars	Michael Bryson	Michael Sheeter	Benjamin Ou
Twilight Struggle	Benjamin Ou	Rebecca Ou	
Undaunted: Battle of Britain	Chuck Collins	Charles Bantum	
Wellington: The Peninsular War			
1812-1814	Patrick Bender	Richard Cordero	
<b>General</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Karaoke	Thomas Lowerre		

## Strategicon Mask and Vaccine Policy

**Overview:** Due to the declared end of the COVID-19 public health emergency and falling infection numbers, Strategicon has moved to end its COVID Check station and provide only recommendations and best practices to attendees, staff, and volunteers. This page's goal is to provide attendees with an overview and details of best practices before attending the convention, in order to best keep themselves safe.

**Vaccine Eligibility:** Currently, there are four vaccines approved for emergency use against COVID-19 in the United States. At this time, vaccines are available to all individuals six months and older, barring those individuals who may have been declared ineligible by their supervising physician. Strategicon recommends all eligible individuals receive full vaccination and the latest available variant booster before attending the convention.

**Vaccine Enforcement:** There will be no enforcement of vaccination status at Strategicon for the upcoming show.

**Testing:** Testing remains available via home tests and lab tests. Strategicon recommends staff, attendees, and volunteers take a home test before arrival at the convention, in order to keep fellow attendees and volunteers safe.

**Mask Mandate:** There will be no mask mandate at the upcoming show. For those who are immunocompromised, Strategicon recommend that individuals wear a mask with N95 protection while in indoor spaces in order to keep themselves safe.

**Individual Departments:** Strategicon strongly recommends that staff and volunteers remain current on vaccinations, continue to recommend and check vaccination status with volunteers, and ask that volunteers test before and after convention, especially when volunteers are sleeping in shared hotel rooms. This recommendation represents best practices based on CDC and CDPH guidelines, and all departments may have their own policy and enforcement practices regarding COVID-19 risk mitigation.

### Strategicon Doxxing and Social Media Harassment Policy

While Strategicon Conventions normally concerns itself primarily with incidents that occur at Strategicon shows, we also recognize that our staff, volunteers, and supervisors are operating digitally in the course of their duties.

Strategicon will not tolerate:

Digital or in-person harassment of a Strategicon volunteer, member of staff, or supervisor for acting in the course of their duties  
Social media campaigns against particular members of staff, volunteers, or supervisors in order to create pressure on staff, engender a change in policy, or force an issue.

Doxxing of volunteers and their personal information including private phone numbers, email addresses, social media handles, physical address, etc.

Spamming, phishing, sending malware, shock images or otherwise engaging in adverse digital actions against Strategicon staff members, volunteers, supervisors, or any participant as a result of their activities at or for Strategicon.

General social media posts discussing general policy or concerns are fine, but targeting and attacking a particular member of staff or volunteer will not be tolerated. If you have any questions or concerns regarding the actions of a volunteer, supervisor, or member of staff for Strategicon Conventions, please contact a member of the board in order to resolve it at [safety\\_help@strategicon.net](mailto:safety_help@strategicon.net).



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## **A Word (or two) from the Con Man**

### **Welcome to the camp!**

Welcome to Gamex 2024. We made it! Strategicon's second show of the year. Thanks for coming out.

### **I guess you all know why we're here**

To have fun, be it gaming, shopping, visiting old friends, or discovering new games. Really, that's the purpose of the shows. You'd think by now we'd all know this, but it occasionally should still be said.

### **The new normal**

We've thrown off the shackles of the pandemic and forged ahead! By Gateway we think all vestiges of it that affect the show will be in the proverbial rear view mirror.

### **State of the con**

Orcon 2024 was our largest show post disaster. We're at about 90 percent of normal, and still going up, albeit slowly. This show will be about the same size, if just a little smaller. That's good as this is traditionally our smallest show. Heck, we sold out the hotel block well before the block closing date.

### **Some times it's easy, other times not so much**

This was one of the hardest shows we've ever had to put together due to a myriad of factors, including perhaps the world's most incompetent thief. Sometimes stuff just happens. This was one of those times. Could have been worse — we made it, but there were times I had some serious doubts. Thankfully no one died (threats notwithstanding) in the process and we got the T-shirts done we were supposed to have last con. I'll take it. That said, ChatGPT almost made its con book debut....

### **Kudos to the hotel**

For the first time ever, and at an Orcon no less, we never ran out of parking. It was close a couple of times, but we never ran out. A Festivus Miracle if there ever was one.

### **More changes**

We started selling single-day badges online. No discount, but you can now get them in advance of the show. It's a bit of an experiment, but so far it seems to work.

Time to relax and have a good time. Thanks all.

# Feedback Forum **Sunday**

6pm  
in **Carmel**

Come  
share your  
thoughts!



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# T-Shirts!

Design 1



Design 2

Two different Convention Shirts  
Available in the Dealer Room for \$30  
All sizes from S to 4XL  
Men's, Women's and Youth shirts are available.