

Strategicon presents

GAMEx 2025

MEMORIAL DAY WEEKEND
MAY 23-26



HILTON LOS ANGELES AIRPORT
5711 W Century Blvd.
Los Angeles, California 90045

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Life, the Universe & PolyCon 42

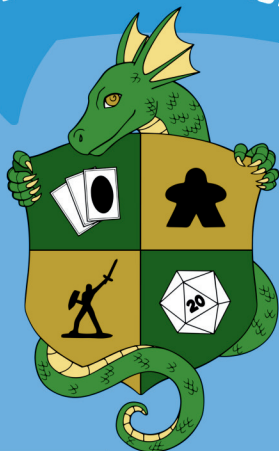
21-22
JUNE

JOIN US FOR OUR
42ND ANNUAL
GAMING CONVENTION!

2025 THEME:
HITCHHIKER'S
GUIDE TO THE
GALAXY

CAL POLY SLO
UNIVERSITY UNION

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ACTIVITIES:
BOARD GAMES, TABLETOP RPGS,
CARD GAMES, MINIATURE
STRATEGY GAMES, DUNGEONS &
DRAGONS, MAGIC: THE
GATHERING, ESCAPE ROOM,
PAINT & TAKE ROOM, AUCTION,
PRIZE VAULT, CLUB DEMOS,
FREE DICE, FREE BBQ & MORE!

ALL STUDENTS & UNDER 18 FREE!

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Troubleshooting Staff

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

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer

	Tiffany LaMarre
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	Jon 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
Quartermaster	Michael J. Russell
CTO	William Altpeter
	Robert Prag

Welcome

Strategicon welcomes you to Gamex 2025. 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 event per time slot. 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 2025 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 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, 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 share them at the Feedback Forum on Sunday evening. 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 2025 Special Guests

Len Pimentel

A game designer out of sunny South Florida and the man behind LakeSide Games. Best known for his superhero roleplaying game Prowlers & Paragons Ultimate Edition, Len's list of published work includes the complete P&P supervillain / game world / rule supplement Pinnacle City's Most Wanted, the JRR Tolkien inspired There and Hack Again, the rules-light sword and sorcery game By This Axe I Hack! and the By The Axe Companion, the pocket-sized heroic sci-fi game Black Star and its Black Star Companion, the western themed Six-Gun Fury, the tongue-in-cheek action movie game Magnum Fury, the 80s high school plus weirdness combo Hughesville High (which came out long before the craze and is way more Weird Science meets Buffy the Vampire Slayer than Stranger Things), and the fully narrative roleplaying game engine TNT (The Narrative Toolbox). Len has also written material for a number of other products and hopes to do more of that in the future.



Andrew Haught

Hello, I'm Andrew Haught, a freelance board game designer. You might not know me by name, but you might recognise some of the games I designed. I had the privilege of working on games like Aliens Another Glorious Day in the Corpses, Star Trek: Away Missions, and Doctor Who: Time of the Daleks among other games. I specialize in creating games based on beloved franchises, striving to stay faithful to the source material while designing engaging gameplay. Crafting these experiences has been a rewarding journey, and I'm always excited to share them with others. I also help others finish their games, Recently, I helped a new designer finish his board game, Orange Shall Overcome, as a Game Developer on his team, as well as design the Gorn expansion for Gale Force Nine's Star Trek Ascendancy board game.

I'd love for you to join me for a gaming session featuring some of these titles! Together, we'll tackle the challenges of escaping xenomorphs, explore alien worlds in the Star Trek universe, or race against time to outsmart the Daleks in Doctor Who. As we play, I'll share behind-the-scenes insights, what inspired the mechanics, and how the designs evolved. Whether you're a fan of these franchises or simply enjoy a great board game, I hope this will be a fun and memorable experience for everyone involved. I look forward to playing with you and hearing your thoughts on the games!



David Kizzia

He's back. Strategicon's wayward son David Kizzia from Monkeyfun Studios! A former Los Angeles native, David has consistently brought amazing gaming experiences to our conventions, many of which have gone on to become successfully published games, including "Spirit of 77", "Bedlam Hall", "A Town Called Malice" and most recently "Heaven's Open Door: Diamond Class". Whether it's a full-scale pirate LARP experience, a wild superhero-based people's court, or a tense character drama set in outer space, David brings a grade-A experience to what he brings to our con. Get ready for some big laughs and monkey fun!

Maxwell Tompkins

Max is an On-Air Personality in the esports and content creation space. When not performing live, Max is a working actor in Hollywood and narrates Audiobooks from your biggest authors!



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

Host 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 23

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	2	Century: Spice Road	International B	A	A	B	B
	1	Chaosmos 101	International B	B	T	B	B
	1	Hanabi	International B	A	A	B	B
	2	Liar's Dice Small	International B	A	F	B	B
	2	Wondrous Creatures	International B	A	A	B	B
	1	Ahimsa Playtest *	Newport A	A	A	B	I
	2	TacTile Open Demo *	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Open Demo	Newport A	A	F	B	I
	1	Treasure Hogs Sponsored	East Foyer	A	T	B	T
	8	The War Game: WORLD WAR II	Los Angeles B	A	A	B	W
1 pm	1	Boonlake 101	International B	B	A	B	B
	3	Chaosmos	International B	A	T	B	B
	1	Deep Regrets 101	International B	B	T	B	B
	2	Sovereign Chess	International B	A	A	B	B
	2	Best Beast Demo	Newport A	A	A	B	I
	2.5	Charioteer Tournament	Los Angeles C	A	A	B	W
2 pm	1	Alien Frontiers 101	International B	B	A	B	B
	2	Blueprints	International B	A	A	B	B
	2	Boonlake	International B	A	A	B	B
	2	No Thanks! Small	International B	A	F	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	5	Pathfinder 2e Re. PFS2 6-12: The Burning of Greensteeples Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-13: All That Glitters Sponsored	Los Angeles A	A	A	R	F
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Ahimsa Playtest	Newport A	A	A	B	I
	2	From the Shadows Demo *	Newport A	A	F	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Open Demo	Newport A	A	F	B	I
	4	D&D 5e Mrs. Glassox's Chicken Coop	Chair Boardroom	A	A	R	R
	3	A Stranger's Face Whose smile are you wearing? *	San Lorenzo D	A	M	R	R
	4	Barbarians of Lemuria The Conquered Sun	San Lorenzo D	A	T	R	R
	4	Bedlam Hall - Powered by the Apocalypse It Must Be Wednesday	San Lorenzo F	A	T	R	R
	4	Dungeon Crawl Classics The Secret of Kythe Hollow Playtest *	San Lorenzo B	A	T	R	R
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) DDAL00-02f The Definition of Heroism (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-01 What Sharp Teeth (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-03 The Beast Within: [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-05 War of the Roses (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-01 The Ember King (Level 1)	Plaza B	B	T	R	A
	4	Fate Condensed ESPionage: MindGuard *	San Lorenzo E	A	M	R	R
	4	GURPS Lords of the Apocalypse Ep. 1	San Lorenzo E	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	2	FORK and AQUA Sponsored	East Foyer	A	T	B	T
3 pm	3	Alien Frontiers Small	International B	B	A	B	B
	6	Battlestar Galactica: The Board Game	International B	A	T	B	B
	1	Scythe 101	International B	B	T	B	B
	1	Teotihuacan: City of Gods 101	International B	B	T	B	B
	3	Thurn and Taxis Tournament	International B	E	A	B	B
	2	Best Beast Demo	Newport A	A	A	B	I
4 pm	2	Coloretto Small	International B	A	F	B	B
	1	Finspan 101	International B	B	A	B	B
	4	Scythe Tournament	International B	E	T	B	B
	3	Teotihuacan: City of Gods Small	International B	E	T	B	B
	1	Ticket to Ride 101	International B	B	A	B	B
	1	Heat: Pedal to the Metal Qualifier 1 of 4	La Jolla	A	A	C	C
	4	Battletech Alpha Strike Attack of the Zhang He	International A	A	T	M	M

Friday

Fri, May 23

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Warhammer 40K 10th edition Mega-Apocalypse Deployment	International A	A	A	M	M
	4	Zombicide Black Plague	International A	A	T	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Ahimsa Playtest *	Newport A	A	A	B	I
	2	Dogville Demo	Newport A	A	A	B	I
	2	TacTile!	Newport A	A	A	B	I
	2	Widgets n' Digit\$ Open Demo	Newport A	A	F	B	I
	2	Hard Time Sponsored	East Foyer	A	T	B	T
5 pm	3	Catan: Hawai'i	International B	E	T	B	B
	2	Finspan	International B	A	A	B	B
	1	The Castles of Burgundy 101	International B	B	A	B	B
	2	The Isle of Cats	International B	A	A	B	B
	3	Ticket to Ride Tournament	International B	E	A	B	B
	4	Dealer Room Opens!	Pacific	A	A	G	G
	2	Warhammer Old World Demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	A	T	B	P
	3	For The Lord RPG Missionaries Enter a Village *	Catalina A	A	F	R	R
	2	Command & Colors Medieval: The Crusades	Los Angeles B	A	A	B	W
6 pm	1	Age of Empires III 101	International B	B	T	B	B
	1	Azul 101	International B	B	A	B	B
	1	Power Grid 101	International B	B	A	B	B
	2	Risk	International B	A	A	B	B
	5	The Castles of Burgundy Big	International B	E	A	B	B
	1	Heat: Pedal to the Metal Qualifier 2 of 4	La Jolla	A	A	C	C
	1	How to Volunteer Seminar	Carmel	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	4	Werewolf	Catalina C	A	A	B	P
	2	Ahimsa Demo	Newport A	A	A	B	I
	2	Dogville Demo	Newport A	A	A	B	I
	2	Forged Galaxy Playtest *	Newport A	A	T	B	I
	2	From the Shadows Demo *	Newport A	A	T	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	1	Widgets n' Digit\$ Open Demo	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	3	Quarter Master General: 1914	Los Angeles B	A	A	B	W
	4	Sails of Glory (Ships of the Line) Tournament	Los Angeles B	A	A	B	W
7 pm	4	Age of Empires III Small	International B	B	T	B	B
	3	Azul Big	International B	E	A	B	B
	3	Foundations of Rome Expansions	International B	A	A	B	B
	3	Power Grid World Tour: Italy Special	International B	E	T	B	B
	2	Res Arcana	International B	A	T	B	B
	4.5	Lost Ruins of Arnak w Exp Leaders and Missing Exp Tournament	La Jolla	A	A	C	C
	1	Meet & Greet *	1635	A	F	G	G
	3	Warhammer 40K 10th edition Ironman Small	International A	A	A	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Cash n Guns Live	Catalina D	A	A	B	P
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) CCC-SAC-02 Fun With Fey (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-02 On Fey Tides (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-04 The Baroness and [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-05 War of the Roses (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-VMT-01 Tale As Old As Time (lvls 1-4)	Plaza B	A	T	R	A
	1	For The Queen	Plaza Foyer	A	A	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	1	Everbloom 101	International B	B	T	B	B
	2	Masters of the Universe	International B	A	A	B	B
	2	Nexus Ops Small	International B	A	A	B	B
	2	Sagrada	International B	A	A	B	B
	2	The Search for Planet X	International B	B	A	B	B
	2	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	5	Pathfinder 2e Re. PFS1 6-16: The Heart of the City Sponsored	Los Angeles A	A	T	R	F
	5	Pathfinder 2e Re. PFS2 6-11: The Godsrain and the Dragon Sponsored	Los Angeles A	A	T	R	F
	5	Pathfinder 2e Re. PFS2 Intro 2: United in Purpose Sponsored	Los Angeles A	A	A	R	F

Friday

Friday

Fri, May 23

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	4	Parlor LARP "Heroes"	San Lorenzo A	A	M	L	L
	4	Path of the Ghostspeaker Ruins of Eol *	San Lorenzo F	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Blood on the Clocktower	Santa Monica A	E	T	B	P
	2	Blood on the Clocktower	Santa Monica A	A	T	B	P
	2	Ahimsa Playtest *	Newport A	A	A	B	I
	1	Dogville Demo	Newport A	A	A	B	I
	4	Alien RPG Fallout	San Lorenzo E	A	A	R	R
	4	Barbarians of Lemuria The Conquered Sun	San Lorenzo D	A	T	R	R
	4	Brindlewood Bay The Hex Files	San Lorenzo E	A	T	R	R
	4	D&D 5e (2024) The Constellation of Deities	San Lorenzo B	A	A	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo C	A	A	R	R
	4	GURPS Aspire	Chair Boardroom	A	M	R	R
	3	Heaven's Open Door: Diamond Class Lazarus Special *	San Lorenzo D	A	M	R	R
	4	Mothership Another Bug Hunt: Distress Signals	San Lorenzo D	A	M	R	R
	3.5	Pathfinder 2e The Great Toy Heist	San Lorenzo B	A	A	R	R
	6	Rifts Playtime In Russia *	San Lorenzo E	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Shadowdark RPG The Swamp Dragon Cult	San Lorenzo E	A	T	R	R
	3	Traveller Intro to Mongoose Traveller	San Lorenzo D	A	M	R	R
	4	Trinity Continuum: Adventure! Punching Nazis!	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	1	Glory to Rome	International B	A	A	B	B
	2	Magic: the Gathering K&J Pauper Sponsored	La Jolla	A	A	C	C
	4	One Piece TCG Draft #1 Sponsored Tournament	La Jolla	A	A	C	C
	0	Dealer Room Closes	Pacific	A	A	G	G
	2	Aliens: Another Glorious Day in the Corps! Mission 2: Escape Special *	International A	A	A	M	M
	2	Victor vs Bobby	International A	A	A	M	M
	4	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
10 pm	1	Arboretum	International B	A	A	B	B
	1	Canvas	International B	B	A	B	B
	2	New Haven	International B	A	A	B	B
	3	Magic: the Gathering Dragons of Tarkir Sealed Sponsored Tournament	La Jolla	A	A	C	C
	0.5	Bardic Inspirations - Magic Show	Carmel	A	A	G	G
	4	Camel Up 2nd Edition	Santa Monica A	A	A	B	P
11 pm	2	Strategion Karaoke	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

Host 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 24

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	1	Blood Bound	Newport C	A	M	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	4	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	E	M	B	P
	4	Call of Cthulhu My Little Sister Wants You to Suffer	San Lorenzo E	A	M	R	R
9 am	3	Blue Moon City	International B	A	A	B	B
	4	Caylus Small	International B	A	T	B	B
	4	High School The Game Demo *	International B	B	T	B	B
	4	One Letter Better Demo *	International B	B	A	B	B
	1	Titan 101	International B	B	T	B	B
	1	Pokemon 101	La Jolla	A	A	C	C
	9	Alpha Strike Battle of Tukayyid	International A	A	T	M	M
	4	BattleTech Classic Grinder Session 1	International A	B	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	3	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	2	Clay-o-rama	International A	A	F	M	M

Saturday

Sat, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	Frostgrave Writhing Fumes	International A	A	T	M	M
	2	Gaslands Mario Kart Gaslands	International A	A	A	M	M
	9	Warhammer 40K 10th edition Mega-Apocalypse Deployment	International A	A	A	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Deep Salvage Demo *	Newport A	A	T	B	I
	2	Forged Galaxy Demo	Newport A	A	A	B	I
	2	From the Shadows Demo *	Newport A	A	T	B	I
	2	One Letter Better Demo *	Newport A	A	A	B	I
	1	TacTile Open Demo	Newport A	A	F	B	I
	1.5	Tag Tower Playtest *	Newport A	A	A	B	I
	2	Trideco Demo	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Open Demo	Newport A	A	F	B	I
	6	Alien RPG Alien3 (yeah the movie!)	San Lorenzo F	A	A	R	R
	4	Cthulhu Now Pink Harvest	Chair Boardroom	A	T	R	R
	4	Dungeon Crawl Classics The Great Pyramid of Atum-Isfet	San Lorenzo B	A	A	R	R
	4	D&D 5e My Forever Adventure	San Lorenzo C	A	A	R	R
	4	Dragonbane Player's Choice Part A	San Lorenzo E	A	A	R	R
	4	Dungeon Crawl Classics Discovery of the Doomweaver *	San Lorenzo B	A	T	R	R
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) CCC-DES-01-03 A Question Never Asked (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) DDHC-QIS-03 Beyond the Crystal Cave (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-02 On Fey Tides (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-03 The Beast Within: [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-06 Dungeon and a [...] (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-03 I Find That Familiar (lvls 1-4)	Plaza B	A	T	R	A
	4	Household The Case of the Missing Bumblebee	San Lorenzo E	A	A	R	R
	4	Monster of the Week Dead Rise	San Lorenzo D	A	T	R	R
	4	Pathfinder Festival Time	San Lorenzo F	A	M	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Savage Worlds: Necropolis 2350 House to House	San Lorenzo D	A	T	R	R
	1	Andromeda Fight League (Learn to Play) Sponsored	East Foyer	A	T	B	T
	2	Porta Nigra	East Foyer	A	T	B	T
	1	Age of Renaissance 101	Los Angeles C	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Ark Nova 101	International B	B	A	B	B
	1	Crash & Grab *	International B	A	A	B	B
	4	Firefly: The Game	International B	B	T	B	B
	10	Titan Tournament	International B	E	T	B	B
	1	Toy Battle	International B	A	A	B	B
	2	Pokemon Sponsored Small	La Jolla	A	A	C	C
	3	War of the Ring: The Card Game	La Jolla	E	T	C	C
	1	Board Game Geek No-Ship Math Trade	Bel Air	A	A	G	G
	5	Pathfinder RPG 1st Edition PFS1 9-14: Down the Verdant Path Sponsored	Los Angeles A	A	A	R	F
	2	Pathfinder 2e Re. Learn To Play Pathfinder 2eR Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 3-99 Fate in the Future Sponsored Special	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-14: Twice in Steel Sponsored	Los Angeles A	A	A	R	F
	2	Starfinder 2e Learn To Play Starfinder 2E Playtest Sponsored	Los Angeles A	A	A	R	F
	1.5	Saber Martial Arts Youngling Program Training 101 *	Pasa Garden	A	K	L	L
	4	Battletech Alpha Strike A Snake in the Grass! Sponsored	International A	A	T	M	M
	6	Conquest the Last Argument of Kings 1500 point Small	International A	A	T	M	M
	6	Général de Division St. Leonhardt 27th June 1809 *	International A	A	T	M	M
	7	Paint and Take	Los Angeles A	A	A	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	9	Warhammer Old World Tournament	International A	A	A	M	M
	1	Andromeda Fight League (Learn to Play) Sponsored	East Foyer	A	T	B	T
	4	Mario Kart 8 Deluxe Nintendo Switch Tournament	Marina	A	A	V	V
	6	Age of Renaissance Tournament	Los Angeles C	A	A	B	W
	6	Axis & Allies: Europe 1940 2nd Edition Tournament	Los Angeles B	A	A	B	W
	6	Empires of the Middle Ages	Los Angeles B	A	A	B	W
	6	Sturm Europa	Los Angeles C	A	A	B	W
	6	Virgin Queen Tournament	Los Angeles C	A	A	B	W
11 am	1	Agricola 101	International B	B	A	B	B
	7	Ark Nova Big	International B	E	A	B	B
	1	Good Cop Bad Cop: Bombers & Traitors	International B	A	A	B	B
	4	Nemesis	International B	A	M	B	B
	1	SCOUT 101	International B	B	A	B	B
	3	Ascension Tournament	La Jolla	A	A	C	C

Saturday

Saturday

Sat, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	Magic: The Gathering Horde	La Jolla	E	T	C	C
	1	Board Game Geek Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	1	LARP 101 What is LARP? 101	Carmel	A	A	L	L
	2	Blood Bowl Demo	International A	A	A	M	M
	2	Doctor Who: Time of the Daleks *	International A	A	A	M	M
	2	Frostgrave Isher's Weapon Shop	International A	A	A	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Cannon Fodder Demo *	Newport A	A	T	B	I
	2	Deep Salvage Demo	Newport A	A	A	B	I
	2	From the Shadows Demo *	Newport A	A	T	B	I
	2	One Letter Better Demo	Newport A	A	A	B	I
	1	TacTile Open Demo	Newport A	A	F	B	I
	2	Tag Tower Demo	Newport A	A	A	B	I
	2	Tridecco *	Newport A	A	A	B	I
	2	Widgets n' Digit\$ Open Demo *	Newport A	A	F	B	I
	3	For The Lord RPG Missionaries Enter a Village	Catalina A	A	F	R	R
	1	Andromeda Fight League (Learn to Play) Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1775 Rebellion Tournament	Los Angeles C	A	A	B	W
Noon	5	Agricola Tournament	International B	E	T	B	B
	5	Catan Small	International B	A	T	B	B
	1	Galactic Cruise 101	International B	B	A	B	B
	2	Street Masters	International B	A	T	B	B
	2	Uno Small	International B	A	F	B	B
	4	Keyforge 101	La Jolla	A	A	C	C
	1.5	Saber Martial Arts Apprentice Training (9-12 years) 101	Pasa Garden	A	K	L	L
	3	Black Powder Learn to Play	International A	A	T	M	M
	4	Cthulhu Wars The Doom That Came to Shaggai	International A	A	T	M	M
	4	Eclipse: Second Dawn for the Galaxy Demo	International A	A	T	M	M
	5	Flames of War Battle in Normandy Bocage	International A	A	A	M	M
	6	Life Boat Sponsored *	International A	A	A	M	M
	2	Warhammer Old World Siege demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport D	A	T	B	P
	2	Blood on the Clocktower	Newport B	A	T	B	P
	4	Prince AJ's Squid Game #1	Catalina D	A	T	B	P
	1	For The Queen	Plaza Foyer	A	A	R	R
	2	Good Omens Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	3	Axis & Allies: Battle for the Deep *	Los Angeles C	A	T	B	W
1 pm	3	Galactic Cruise	International B	A	A	B	B
	1	Good Cop Bad Cop *	International B	A	A	B	B
	5	Power Grid: Recharged Tournament	International B	E	T	B	B
	2	Shadowstar Corsairs	International B	A	T	B	B
	1	Talisman 5th Ed. 101	International B	B	T	B	B
	1	Terraforming Mars: Ares Expedition 101	International B	B	A	B	B
	4	Keyforge Tournament	La Jolla	A	A	C	C
	3	Magic: the Gathering Dragons of Tarkir Sealed Sponsored Tournament	La Jolla	A	A	C	C
	2	Magic: The Gathering Horde	La Jolla	E	T	C	C
	4	Middle-Earth CCG (ICE) Hero 30-30 Decks	La Jolla	E	T	C	C
	2	Pathfinder 2e Re. Learn To Play Pathfinder 2eR Sponsored	Los Angeles A	A	A	R	F
	2	Starfinder 2e Learn To Play Starfinder 2E Playtest Sponsored	Los Angeles A	A	A	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	3	Don't Look Back	International A	A	T	M	M
	2	PitchCar	International A	A	A	M	M
	4	Fiber Arts Meetup	Exec Boardroom	A	A	B	P
	2	Cannon Fodder Demo *	Newport A	A	T	B	I
	2	Deep Salvage Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	T	B	I
	2	One Letter Better Demo	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Tag Tower Demo	Newport A	A	A	B	I
	2	Tridecco Demo *	Newport A	A	A	B	I
	1	Widgets n' Digit\$ Open Demo *	Newport A	A	F	B	I

Saturday

Sat, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
2 pm	1	For The Queen	Plaza Foyer	A	A	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Arkham Horror	International B	A	T	B	B
	1	Good Cop Bad Cop: Zombies	International B	A	A	B	B
	2	Phase 10 Small	International B	A	F	B	B
	4	Talisman 5th Ed. Small	International B	A	T	B	B
	4	Terraforming Mars: Ares Expedition Tournament	International B	E	A	B	B
	1	Ticket to Ride: Europe 101	International B	B	A	B	B
	1	Lorcana Learn to Play Draft	La Jolla	A	A	C	C
	4	Marvel Champions	La Jolla	A	A	C	C
	1	IP to RPG - Adapting your IP to Games Seminar	Carmel	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	1	Saber Martial Arts Sword Choreography Training (Teens) 101 *	Pasa Garden	A	T	L	L
	4	Starship Valkyrie Occupational Hazard	Bel Air	A	T	L	L
	4	Theater LARP Elsinore: The Time Is Out of Joint Playtest *	San Lorenzo A	E	T	L	L
	4	BattleTech Classic Grinder Session 2	International A	B	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	1.5	Chivalry is Dead: Race for the Crown 101 *	International A	A	A	M	M
	6	Frostgrave Dog Days	International A	A	A	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Prince AJ's Squid Game #2	Catalina D	A	T	B	P
	4	D&D 5e Mrs. Glasox's Chicken Coop *	San Lorenzo E	A	T	R	R
	4	Action Movie World Iron Justice	San Lorenzo F	A	M	R	R
	4	ALIEN The Roleplaying Game ALIEN: Scrap	San Lorenzo F	A	T	R	R
	4	Cyberpunk haz cor	Catalina B	A	T	R	R
	4	Dungeon Crawl Classics Five Days Through the Void	San Lorenzo B	A	A	R	R
	4	Dungeon Crawl Classics Moonricket Bridge	San Lorenzo B	A	M	R	R
	4	D&D 5e (2024) The Constellation of Deities	San Lorenzo D	A	A	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo C	A	A	R	R
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-01 What Sharp Teeth (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-04 The Baroness and [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-05 War of the Roses (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-06 The Landscape of Estorian [...] (lvls 1-4)	Plaza B	A	T	R	A
	4	Fate Condensed ESPionage: The King in Gaillo *	San Lorenzo D	A	M	R	R
	4	GURPS Lords of the Apocalypse Ep. 2	San Lorenzo E	A	T	R	R
	4	Household The Wax Trap	San Lorenzo F	A	A	R	R
	8	Pathfinder 1st Endless Dungeon	San Lorenzo E	A	A	R	R
	3	Pirate Borg Getting your feet wet	San Lorenzo D	A	M	R	R
	4	Prowlers & Paragons Mystic Pizza? Excellent! Special *	Chair Boardroom	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	2	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	Spirit of 77 Disco Ambulance	San Lorenzo E	A	T	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo D	A	M	R	R
	2	Andromeda Fight League Sponsored Small	East Foyer	A	T	B	T
	1	Oh No, Volcano!	East Foyer	A	F	B	T
	4	Super Smash Bros Ultimate Nintendo Switch	Marina	A	A	V	V
	1	Star Craft II Windows Tournament	Marina	A	A	V	V
	4	Machiavelli Tournament	Los Angeles C	A	F	B	W
3 pm	1	Dune: Imperium Expansions 101	International B	B	T	B	B
	1	Kingsburg 101	International B	B	A	B	B
	3	Tales of the Arthurian Knights Demo	International B	B	A	B	B
	3	Ticket to Ride: Europe Tournament	International B	E	T	B	B
	1	Black Forest 101	La Jolla	A	A	C	C
	4	Magic: The Gathering Cube: Live Draft	La Jolla	E	T	C	C
	3	Star Wars: Unlimited Twilight of the Republic Draft Sponsored Tournament	La Jolla	A	A	C	C
	1	Saber Martial Arts Lightsaber Practice 101 *	Pasa Garden	A	A	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Micro Armor Rules for WWII Battle of Arracourt, Sept 1944	International A	A	T	M	M
	2	Warhammer Old World Siege demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	Blood on the Clocktower	Newport C	A	T	B	P
	2	Spelling Bee Tournament	Catalina C	A	A	B	P

Saturday

Saturday

Sat, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	Cannon Fodder Demo *	Newport A	A	T	B	I
	2	Dogville Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	T	B	I
	4	One Letter Better Demo *	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2.5	Tag Tower Playtest *	Newport A	A	A	B	I
	2	The Cones of Dunshire Demo *	Newport A	A	A	B	I
	2	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	4	Dune: Imperium Expansions Small	International B	B	T	B	B
	3	Endeavor: Deep Sea	International B	A	A	B	B
	4	Kingsburg Tournament	International B	E	A	B	B
	2	Uno: No Mercy	International B	A	F	B	B
	4	Black Forest Tournament	La Jolla	A	A	C	C
	2	Pathfinder 2e Re. Learn To Play Pathfinder 2eR Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. Pathfinder Quest (Series 2) #14: The [...] Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. Pathfinder Society Quest #9: Wayfinder [...] Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. PFS2 Quest (Series 2) #15: In the [...] Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. PFS2 Quest (Series 2) #22: Friends in Need Sponsored	Los Angeles A	A	A	R	F
	2	Starfinder 2e Learn To Play Starfinder 2E Playtest Sponsored	Los Angeles A	A	A	R	F
	1	Saber Martial Arts Gamer/Martial Artist Mindest Seminar *	Carmel	A	A	L	L
	4	Battletech Alpha Strike The Leviathan Sponsored	International A	A	T	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	1.5	Chivalry is Dead: Race for the Crown 101 *	International A	A	A	M	M
	3	Nam! Learn to Play	International A	A	T	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Figure It Out Tournament	Santa Monica A	A	A	B	P
	1	Playing Cats (Classic Card Games) Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
5 pm	2	Campaign Trail	International B	E	T	B	B
	2	Creature Caravan	International B	A	A	B	B
	1	Lords of Waterdeep 101	International B	B	T	B	B
	1	Tridecco *	International B	A	A	B	B
	1	Heat: Pedal to the Metal Qualifier 3 of 4	La Jolla	A	A	C	C
	3	Magic: the Gathering Dragons of Tarkir Draft Sponsored Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	6	Circus Maximus Tournament	International A	A	A	M	M
	2	Fallout: Factions Demo	International A	A	T	M	M
	2	Star Trek: Away Missions Sponsored *	International A	A	A	M	M
	2	Warhammer Old World Siege demo	International A	A	A	M	M
	2	Dogville Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	T	B	I
	2	One Letter Better Demo	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Tag Tower Playtest *	Newport A	A	A	B	I
	2	The Cones of Dunshire Demo	Newport A	A	A	B	I
	2	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	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	2	Galaxy Trucker	International B	A	T	B	B
	5	Lords of Waterdeep Big	International B	E	T	B	B
	2	Mystic Vale: Conclave	International B	A	A	B	B
	3	Lorcana Sealed Sponsored Tournament	La Jolla	A	A	C	C
	4	Lord of the Rings LCG	La Jolla	A	A	C	C
	4	One Piece TCG Draft #2 Sponsored Tournament	La Jolla	A	A	C	C
	3	War of the Ring: The Card Game	La Jolla	E	T	C	C
	0.5	Bardic Inspirations - Magic Show	Carmel	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	1.5	Miniature Painting Workshop Sponsored	International A	A	F	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	Blood on the Clocktower	Newport C	A	T	B	P
	2	Blood on the Clocktower	Newport D	A	T	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	1	The Judge Playtest	Santa Monica A	A	A	B	P

Saturday

Sat, May 24

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
6:30 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1960: The Making of the President Tournament	Los Angeles B	A	A	B	W
	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	A Feast for Odin 101	International B	B	A	B	B
	3	Power Grid World Tour: North America Special	International B	E	T	B	B
	4	Rock Hard: 1977 Sponsored	Pacific Foyer	A	T	B	B
	2	The Adventure Deck System Prototype *	International B	B	T	B	B
	2	Trekking the World: 2nd Edition	International B	A	A	B	B
	1	Heat: Pedal to the Metal Qualifier 4 of 4	La Jolla	A	A	C	C
	3	Star Wars: Unlimited Twilight of the Republic Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Cash n Guns Live	Catalina D	A	A	B	P
	2	Two Rooms and a Boom	Catalina B	A	T	B	P
	4	D&D 5e (2024) DDAL-DRW-EP-03 When the Lights [...] (lvs 5-16) Special	Plaza C	A	T	R	A
	6	Firefly: The Game – 10th Anniversary Collector's Edition	International A	E	T	M	M
	5	Pirate Borg	International A	A	T	M	M
	2	Dogville Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	T	B	I
	2	Tag Tower Playtest *	Newport A	A	A	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	4	A Feast for Odin	International B	A	A	B	B
	2	Arcs: Leaders & Lore	International B	E	M	B	B
	3	Oath Small	International B	E	T	B	B
	1	Play 5 Sponsored *	International B	A	T	B	B
	1.5	Play 5 Sponsored *	Pacific Foyer	A	A	B	B
	1	Splendor Duel	International B	A	A	B	B
	2	Happy Jacks RPG Podcast LIVE Seminar	Carmel	A	T	G	G
	2	Strategicon Trivia Night Sponsored Special *	Malibu Garden	A	T	G	G
	5	Pathfinder 2e Re. PFS2 6-01: Intro: Year of Immortal Influence Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-05: Silver Bark, Golden Blades Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-15: Lost and Forgotten Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-17: The Devil in the Details Sponsored	Los Angeles A	A	A	R	F
	4	LARP/Escape Room Resident Evil - Raccoon City *	Bel Air	A	M	L	L
	4	Parlor LARP Iliad	San Lorenzo A	A	T	L	L
	4	Parlor LARP Lesbian Taco Bar *	San Lorenzo F	A	M	L	L
	2	Aliens: Another Glorious Day in the Corps! Mission 3: Survive *	International A	A	A	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	4	Call of Cthulhu 7E Those Within	San Lorenzo D	A	M	R	R
	4	Call of Kid-thulhu Remember the Time *	Chair Boardroom	A	M	R	R
	4	Dungeon Crawl Classics Shadow of the Beakmen	San Lorenzo B	B	T	R	R
	4	DCC - Weird Frontiers The Brimstone Cradle	San Lorenzo B	A	T	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo C	A	A	R	R
	4	D&D 0e (OD&D) Black Death, Pale Fires: Pilgrims in the Plague's [...] *	San Lorenzo E	A	T	R	R
	4	GURPS Aspire	Chair Boardroom	A	M	R	R
	3	Heaven's Open Door Lazarus Special *	San Lorenzo D	A	M	R	R
	4	Mothership Another Bug Hunt: Hive Mind	San Lorenzo D	A	M	R	R
	4	Pathfinder 2e The Great Toy Heist	San Lorenzo E	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Spirit of 77 Viva Lost Wages	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	1	King of Tokyo Small	International B	A	F	B	B
	2	Munchkin	International B	A	A	B	B
	2	Witchstone	International B	A	A	B	B
	2	Zeit Heist Prototype *	International B	B	A	B	B
	3	Magic: the Gathering Dragons of Tarkir Sealed Sponsored Tournament	La Jolla	A	A	C	C
	3	Blood on the Clocktower	Santa Monica A	E	T	B	P
	4	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
10 pm	2	Cards Against Humanity Small	International B	A	M	B	B
	2	Strategicon Karaoke	Carmel	A	A	G	G

Sunday

* = Play with the creator

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

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

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

Host 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 25

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	1	Blood Bound	Newport C	A	M	B	P
	3	Ultimate Werewolf	Santa Monica A	A	A	B	P
	4	Ultimate Werewolf	Santa Monica A	A	A	B	P
	3	Ultimate Werewolf	Santa Monica A	A	M	B	P
8 am	1	RPG Design Lean Coffee RPG game design discussion	Plaza Foyer	A	T	R	R
9 am	3	Dream Factory Small	International B	A	A	B	B
	2	Let's Go to Japan Small	International B	A	T	B	B
	4	One Letter Better Demo *	International B	B	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	1	Pokemon 101	La Jolla	A	A	C	C
	2	Amtgard Boffer (Foam Sword) Crafting Sponsored	Exec Boardroom	B	T	L	L
	4	BattleTech Classic Grinder Session 3	International A	B	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	6	Classic Battletech CIRCLE OF DEATH Sponsored Tournament	International A	A	A	M	M
	2	Clay-o-rama	International A	A	F	M	M
	2	Frostgrave The Reavers' Crypy	International A	A	A	M	M
	2	Gaslands Mario Kart Gaslands	International A	A	A	M	M
	2	Gaslands The Apocalypse Comes to Radiator Springs	International A	A	A	M	M
	4	One Page Rules, Star Quest	International A	A	T	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Best Beast Playtest *	Newport A	A	A	B	I
	2	Deep Salvage Demo *	Newport A	A	T	B	I
	2	Forged Galaxy Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	T	B	I
	2	One Letter Better Demo *	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Open Demo *	Newport A	A	F	B	I
	4	AD&D 1e The Resplendent Waste of Po	Chair Boardroom	A	T	R	R
	6	Alien RPG Icarus (Homebrew Mod)	San Lorenzo E	A	A	R	R
	4	Brimblewood Bay You Can Lead a Horse to Murder	San Lorenzo F	A	T	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo C	A	A	R	R
	4	Dragonbane Player's Choice part B	San Lorenzo D	A	A	R	R
	4	Dungeon Crawl Classics Festival Time	San Lorenzo B	A	M	R	R
	4	Dungeon Crawl Classics The Secret of Kythe Hollow Playtest *	San Lorenzo B	A	T	R	R
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-01 What Sharp Teeth (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-03 The Beast Within: [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-05 War of the Roses (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-01 The Ember King (Level 1)	Plaza B	B	T	R	A
	4	GURPS Lords of the Apocalypse Ep. 3	San Lorenzo F	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Crash & Grab *	International B	A	A	B	B
	6	Stone Age Big	International B	E	A	B	B
	1	Terraforming Mars 101	International B	B	T	B	B
	3	The Princes of Florence Small	International B	A	T	B	B
	1	Trideco *	International B	A	A	B	B
	2	Pokemon Sponsored Small	La Jolla	A	A	C	C
	3	War of the Ring: The Card Game	La Jolla	E	T	C	C
	15	Pathfinder 1e PF1 Mod: The Witchwar Legacy (ALL DAY) Sponsored	Los Angeles A	A	A	R	F
	2	Pathfinder 2e Re. Learn To Play Pathfinder 2eR Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 5-12: Mischief in the Maze Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-03: Godsrain in a Godless Land Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 Intro 1: The Second Confirmation Sponsored	Los Angeles A	A	A	R	F
	2	Starfinder 2e Learn To Play Starfinder 2E Playtest Sponsored	Los Angeles A	A	A	R	F
	2	Saber Martial Arts Saber Summit (Live Podcast) Seminar *	Carmel	A	M	L	L
	8	Games Workshop Blood Bowl Tournament	International A	A	A	M	M
	7	Paint and Take	Los Angeles A	A	A	M	M
	3	Warhammer 40K 10th edition Intro to 40K Demo	International A	A	A	M	M

Sunday

Sunday

Sun, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
11 am	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	1	Arboretum Sponsored	East Foyer	A	T	B	T
	6	Kriegsspiel - Battle of Coral Sea, WWII Tournament	Los Angeles B	A	A	B	W
	1	A Study in Emerald 101	International B	B	T	B	B
	10	Catan National Qualifier Sponsored Special	International B	E	M	B	B
	1	Good Cop Bad Cop: Bombers & Traitors *	International B	A	A	B	B
	4	Ice Cool	Catalina A	A	F	B	B
	2	Kingdom Builder Small	International B	E	T	B	B
	10	Terraforming Mars Big	International B	E	T	B	B
	3	Ascension Tournament	La Jolla	A	A	C	C
	1	Dice Masters Avengers: Infinity Gauntlet 101	La Jolla	A	A	C	C
	7	Heat: Pedal to the Metal Gamex Circuit Championship Tournament	La Jolla	A	A	C	C
	4	Magic: The Gathering Cube: Live Draft	La Jolla	E	T	C	C
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	2	BOFFER SHOWCASE Brawlhalla *	Bel Air	A	T	L	L
	4	Battletech Alpha Strike Blood and Sand: Twycross 7 December 3057	International A	A	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	2	Frostgrave The Warrens	International A	A	A	M	M
	2	Star Trek: Away Missions Sponsored *	International A	A	A	M	M
	5	Star Wars Legion 600 point Small	International A	A	T	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Best Beast Playtest *	Newport A	A	A	B	I
	2	Deep Salvage Demo *	Newport A	A	T	B	I
	2	Dogville Demo	Newport A	A	A	B	I
	2	From the Shadows	Newport A	A	T	B	I
	2	One Letter Better Demo *	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Open Demo *	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	A Gest of Robin Hood	Los Angeles B	A	A	B	W
	4	Battle Cry Tournament	Los Angeles C	A	A	B	W
	2	Command & Colors Medieval: The Crusades	Los Angeles C	A	A	B	W
	7	War of the Ring	Los Angeles B	A	A	B	W
Noon	1	Legendary: A James Bond Deck Building Game 101	International B	B	T	B	B
	5	Power Grid Big	International B	E	T	B	B
	1	Space Base 101	International B	B	A	B	B
	2	The Dragon and Flagon	International B	A	T	B	B
	2	THE GAUNTLET QUALIFIER: Azul Special	International B	A	T	B	B
	4	Dice Masters Avengers: Infinity Gauntlet	La Jolla	A	A	C	C
	1	SETI: Search for Extraterrestrial Intelligence 101	La Jolla	A	A	C	C
	6	Star Wars Miniatures Constructed CA Regional Tournament	La Jolla	A	A	C	C
	1	Saber Martial Arts Fighting Demonstration Demo *	Pasade Garden	A	T	L	L
	2	Social Mixer Larp Parlor Social	Malibu Garden	A	A	L	L
	4	Arcs Boardgame Demo	International A	A	T	M	M
	4	Cthulhu Wars Across the Galaxy	International A	A	T	M	M
	5	Flames of War Battle in Normandy Bocage	International A	A	A	M	M
	6	Life Boat *	International A	A	A	M	M
	3	Nam! Learn to Play	International A	A	T	M	M
	2	Warhammer Old World Siege demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	A	T	B	P
	2	Blood on the Clocktower	Newport C	A	T	B	P
	3	Alice is Missing Alice is Mission	San Lorenzo B	A	M	R	R
	1	Arena For The Gods!	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
1 pm	3	A Study in Emerald Small	International B	A	T	B	B
	1	Good Cop Bad Cop *	International B	A	A	B	B
	2	Legendary: A James Bond Deck Building Game	International B	A	T	B	B
	3	Space Base Big	International B	E	A	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	3	Magic: the Gathering Dragons of Tarkir Sealed Sponsored Tournament	La Jolla	A	A	C	C
	5	SETI: Search for Extraterrestrial Intelligence Tournament	La Jolla	A	A	C	C
	3	Strategicon Speed Puzzling	La Jolla	A	M	G	G
	2	Pathfinder 2e Re. Learn To Play Pathfinder 2eR Sponsored	Los Angeles A	A	A	R	F
	2	Starfinder 2e Learn To Play Starfinder 2E Playtest Sponsored	Los Angeles A	A	A	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Gaslands - MRF Canyon Run Asteroid Run	International A	B	T	M	M

Sunday

Sunday

Sun, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	Deep Salvage Demo	Newport A	A	A	B	I
	2	Dogville Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	A	B	I
	2	One Letter Better Demo	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Widgets n' Digit\$ Open Demo *	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
2 pm	1	Crabs in a Bucket	Catalina A	A	F	B	B
	1	Good Cop Bad Cop: Zombies *	International B	A	A	B	B
	1	Ra 101	International B	B	A	B	B
	3	THE GAUNTLET SEMIFINAL: Catan Special	International B	A	T	B	B
	4	Ticket to Ride: Rails and Sails Tournament	International B	E	T	B	B
	1	Lorcana Learn to Play Draft	La Jolla	A	A	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	2	Amtgard Battlefield Sponsored	Malibu Garden	A	T	L	L
	4	Parlor LARP Good Society: The London Season	Bel Air	A	M	L	L
	4	Path of the Ghostspeaker Ruins of Eol	San Lorenzo A	A	M	L	L
	1	Saber Martial Arts Saber Legion Unity Primer 101	Pasa Garden	A	M	L	L
	4	BattleTech Classic Grinder Session 4	International A	B	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	2	Paint Contest Judging	International A	A	A	M	M
	2	Warhammer Age of Sigmar Spearhead	International A	A	A	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	1	Funemployed	Catalina C	A	T	B	P
	4	Advanced Dungeons & Dragons First Ed Wonders of the World	San Lorenzo F	A	T	R	R
	4	ALIEN The Roleplaying Game ALIEN: Scrap	San Lorenzo E	A	T	R	R
	4	By This Axe I Hack! The Lost City Special *	Chair Boardroom	A	T	R	R
	4	D&D 5e (2024) The Constellation of Deities	San Lorenzo E	A	A	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo C	A	A	R	R
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) CCC-SAC-02 Fun With Fey (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) DDAL00-02f The Definition of Heroism (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) DDHC-QIS-03 Beyond the Crystal Cave (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-02 On Fey Tides (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) WBW-DC-VMT-01 Tale As Old As Time (lvls 1-4)	Plaza B	A	T	R	A
	4	Fate Condensed ESPionage: Sunny Days And Rain *	San Lorenzo D	A	M	R	R
	5	MCC: Mutant Crawl Classics The Neverwhen Rock	San Lorenzo B	A	M	R	R
	3	Mothership Into the black	San Lorenzo D	A	M	R	R
	4	Pathfinder 2e The Great Toy Heist	San Lorenzo B	A	A	R	R
	8	rift Playtime In Russia	San Lorenzo F	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	2	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	Spirit of 77 Meanwhile Back At The Ranch	San Lorenzo E	A	T	R	R
	4	Urban Shadows 2nd White Lies	San Lorenzo D	A	M	R	R
	1	Boss Monster Sponsored	East Foyer	A	T	B	T
	4	Space Empires 4X Tournament	Los Angeles B	A	A	B	W
3 pm	1	Acquire 101	International B	B	A	B	B
	2	Conquerors and Conquests Prototype *	International B	B	A	B	B
	3	Ra Tournament	International B	E	A	B	B
	1	Railways of the World 101	International B	B	A	B	B
	1	River Valley Glassworks	International B	A	A	B	B
	1	Great Western Trail: El Paso 101	La Jolla	A	A	C	C
	2	Magic: The Gathering Horde	La Jolla	E	T	C	C
	3	Star Wars: Unlimited Twilight of the Republic Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Classic Battletech Battletech International [...] Sponsored Tournament	International A	E	T	M	M
	2	Warhammer Old World Siege demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport B	E	T	B	P
	3	Blood on the Clocktower	Newport C	A	T	B	P
	2	Deep Salvage Demo	Newport A	A	A	B	I
	2	From the Shadows Demo	Newport A	A	T	B	I
	2	One Letter Better Demo *	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	The Cones of Dunshire Demo	Newport A	A	A	B	I

Sunday

Sun, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
4 pm	2	Last Days of Athobrae - Expansion Playtest *	Newport A	A	T	B	I
	2	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	3	For The Lord RPG Missionaries Enter a Village	Catalina A	A	F	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Acquire: David Woolcot Memorial Sponsored Tournament	International B	E	A	B	B
	2	Crabs in a Bucket: Shrimocalypse	International B	A	A	B	B
	2	Nipon Rails	International B	A	A	B	B
	1	Splendor 101	International B	B	A	B	B
	6	War of the Ring 2nd Edition Small	International B	E	T	B	B
	4	Great Western Trail: El Paso Tournament	La Jolla	A	A	C	C
	0.5	GRID GAME Raffle Drawing Sponsored	Pacific	A	A	G	G
	2	Pathfinder 2e Re. Learn To Play Pathfinder 2eR Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. PFS2 Quest #7: A Curious Claim Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. PFS2 Quest (Series 2) #20: The [...] Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. PFS2 Quest (Series 2) #21: Infernal [...] Sponsored	Los Angeles A	A	A	R	F
	3	Pathfinder 2e Re. PFS2 Quest (Series 2) #24: Tanuki Trouble Sponsored	Los Angeles A	A	A	R	F
	2	Starfinder 2e Learn To Play Starfinder 2E Playtest Sponsored	Los Angeles A	A	A	R	F
	2	Amtgard Battlefield Sponsored	Malibu Garden	A	T	L	L
	2	Blood Bowl Demo	International A	A	A	M	M
	3	Nam! Learn to Play	International A	A	T	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Figure It Out Tournament Tournament	Santa Monica A	A	A	B	P
	4	Call of Cthulhu An Amaranthine Desire	San Lorenzo E	A	M	R	R
	0.4	The Drawing! Free Games!!!!	East Foyer	A	A	B	T
5 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Make Way Nintendo Switch	Marina	A	F	V	V
	1	Star Craft II Windows Tournament	Marina	A	A	V	V
	2	Cat Lady Small	International B	A	A	B	B
	3	Nemesis	International B	A	A	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	3	Splendor Tournament	International B	E	A	B	B
	4	THE GAUNTLET FINAL: Terraforming Mars Special MEGA	International B	A	T	B	B
	3	Magic: the Gathering Dragons of Tarkir Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Magic: The Gathering Horde	La Jolla	E	T	C	C
	1	How to Volunteer Seminar	Carmel	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	2	Doctor Who: Time of the Daleks *	International A	A	A	M	M
	4	GRUNTZ Battle for Los Angeles in 15mm	International A	A	A	M	M
	1.5	Gunslinger's Ball Free-for-All	International A	A	T	M	M
	2	Warhammer Old World Siege demo	International A	A	A	M	M
	1.5	Best Beast Playtest *	Newport A	A	A	B	I
	2	Deep Salvage Demo	Newport A	A	A	B	I
	2	From the Shadows Demo *	Newport A	A	T	B	I
	2	One Letter Better Demo	Newport A	A	A	B	I
	2	TacTile Open Demo	Newport A	A	F	B	I
	2	Last Days of Athobrae - Expansion Playtest *	Newport A	A	T	B	I
	2	Widgets n' Digit\$ Demo	Newport A	A	F	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	2	Istanbul: The Dice Game	International B	A	A	B	B
	2	Last Light: Infinity	International B	A	A	B	B
	4	Puerto Rico Tournament	International B	E	A	B	B
	2	Ticket to Ride: France	International B	A	A	B	B
	1	Wingspan 101	International B	B	A	B	B
	3	Lorcana Sealed Sponsored Tournament	La Jolla	A	A	C	C
	4	One Piece TCG Draft #3 Sponsored Tournament	La Jolla	A	A	C	C
	2	Feedback Forum	Carmel	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood Bowl Demo	International A	A	A	M	M
	1.5	Miniature Painting Workshop Sponsored	International A	A	F	M	M
	2	Warhammer Old World Demo	International A	A	A	M	M
	3	Blood on the Clocktower	Newport D	E	T	B	P
	3	Blood on the Clocktower	Newport B	A	T	B	P
	2	Blood on the Clocktower	Newport C	A	T	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Sails of Glory (Frigates) Tournament	Los Angeles B	A	A	B	W

Sunday

Sunday

Sun, May 25

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1.5	Finspan Sponsored	Pacific Foyer	A	A	B	B
	1	Imperial Steam 101	International B	B	T	B	B
	3	Power Grid World Tour: Europe Special	International B	E	T	B	B
	3	Western Legends	International B	A	M	B	B
	4	Wingspan Tournament	International B	E	A	B	B
	4	Star Wars Miniatures "Fantastic Four" Tournament Tournament	La Jolla	A	A	C	C
	3	Star Wars: Unlimited Twilight of the Republic Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Cash n Guns Live	Catalina D	A	A	B	P
	1	The Judge Playtest	Catalina B	A	A	B	P
	1.5	Best Beast Playtest *	Newport A	A	A	B	I
	2	Last Days of Athobrae Demo	Newport A	A	T	B	I
	4	D&D 5e (2024) CCC-DES-01-03 A Question Never Asked (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-01 What Sharp Teeth (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-04 The Baroness and [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-06 Dungeon and a [...] (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-03 I Find That Familiar (lvls 1-4)	Plaza B	A	T	R	A
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	1812: The Invasion of Canada Tournament	Los Angeles C	A	F	B	W
8 pm	3	Castles of Mad King Ludwig Small	International B	A	A	B	B
	2	Imperial Steam	International B	E	T	B	B
	1.5	Play 5 Sponsored *	Pacific Foyer	A	A	B	B
	1	Rival Restaurants 101	International B	B	A	B	B
	0.5	Bardic Inspirations - Magic Show	Carmel	A	A	G	G
	5	Pathfinder 2e Re. PFS2 6-01: Intro: Year of Immortal Influence Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-12: The Burning of Greensteeples Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 6-14: Twice in Steel Sponsored	Los Angeles A	A	A	R	F
	4	Braunstein The Island of War and Winter	San Lorenzo F	A	T	L	L
	4	Parlor Larp The Knights of Queen Tiffany	San Lorenzo A	A	M	L	L
	4	Parlor LARP Arsenic and Lies	Bel Air	A	M	L	L
	2	Aliens: Another Glorious Day in the Corps! Mission 5: Survive *	International A	A	A	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Advanced Dungeons & Dragons First Ed Worlds of Wonder	San Lorenzo D	A	T	R	R
	4	DCC - Weird Frontiers The Hills That Hunger	San Lorenzo B	A	T	R	R
	4	D&D 5e An icy retrieval Sponsored	Pacific Foyer	A	A	R	R
	4	Dungeon Crawl Classics The Great Pyramid of Atum-Isfet	San Lorenzo B	A	T	R	R
	4	GURPS Aspire	Chair Boardroom	A	M	R	R
	4	Sojourn RPG Let Us Build a Tower: A Mythic Bronze-Age Adventure [...] *	San Lorenzo D	A	T	R	R
	4	Spirit of 77 The Lowdown in	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	3	Rival Restaurants	International B	A	A	B	B
	3	Magic: the Gathering Dragons of Tarkir Sealed Sponsored Tournament	La Jolla	A	A	C	C
	3	Blood on the Clocktower	Newport B	E	T	B	P
	2	Two Rooms and a Boom	Santa Monica A	A	T	B	P
	4	Ultimate Werewolf	Santa Monica A	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
10 pm	2	Ingenious Small	International B	A	A	B	B
	2	Nightshift	La Jolla	A	M	B	B
	2	Strategion Karaoke	Carmel	A	A	G	G
	2	Gaslands Mario Kart Late Night Edition!	International A	A	T	M	M

* = 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

Host 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

Monday

Mon, May 26

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	1	Blood Bound		A	M	B	P
	4	Ultimate Werewolf	Newport C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
2 am	1	Social Deduction Medley	Catalina B	A	A	B	P
9 am	3	Power Grid World Tour: France Special Tournament	International B	E	T	B	B
	6	Open Gaming RNTASYDHTWAF!	La Jolla	A	A	C	C
	5	Pathfinder 2e Re. PFS1 9-24: Beneath Unbroken Waves Sponsored	Los Angeles A	A	A	R	F
	5	Pathfinder 2e Re. PFS2 1-01: The Absalom Initiation Sponsored	Los Angeles A	A	A	R	F
	2	Monster Island Kaiju Clash!	International A	A	A	M	M
	4	Alien RPG Fallout	San Lorenzo B	A	A	R	R
	4	D&D 5e (2024) CCC-DES-01-01 Finding the Rabbit Hole (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-02 On Fey Tides (lvls 5-10)	Plaza B	A	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-03 The Beast Within: [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) PS-DC-STRAT-TALES-06 Dungeon and a [...] (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-06 The Landscape of Estorian [...] (lvls 1-4)	Plaza B	A	T	R	A
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	7 Wonders 101	International B	B	A	B	B
	3	Vegas Showdown	International B	A	A	B	B
	2	Formula De Long Beach Gran Prix Tournament	International A	A	F	M	M
11 am	3	7 Wonders Sponsored Special	International B	E	A	B	B
	1	Andromeda's Edge 101	International B	B	T	B	B
	1	Pantheon: Demigods of Olympia 101	International B	B	T	B	B
	3	Auction	Carmel	A	A	G	G
	6	The Napoleonic Wars Tournament	Los Angeles B	A	A	B	W
	2	Undaunted: Battle of Britain	Los Angeles C	A	A	B	W
Noon	3	Andromeda's Edge	International B	A	T	B	B
	0.5	Grand Raffle Drawing Sponsored	Pacific	A	A	G	G
	4	Dungeons & Dragons 0e (OD&D) Mountain of the Mad Gods *	San Lorenzo D	A	T	R	R
1 pm	2	Nuclear War	International B	A	T	B	B
	2	Southern Rails	International B	A	A	B	B
2 pm	4	Pathfinder 2e Re. PFS2 6-13: All That Glitters Sponsored	Los Angeles A	A	A	R	F
	4	D&D 5e (2024) DDAL00-02f The Definition of Heroism (lvls 17-20)	Plaza B	E	T	R	A
	4	D&D 5e (2024) FR-DC-STRAT-TALES-04 The Baroness and [...] (lvls 11-16)	Plaza B	E	T	R	A
	4	D&D 5e (2024) WBW-DC-FDC-01 The Ember King (Level 1)	Plaza B	B	T	R	A
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
3 pm	3	Category 5	International B	A	F	B	B
	1	Pillars of Heracles 101	International B	B	T	B	B

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Host 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

Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of 2024.

For 2024 the winners are:

Jack Butler Award: 1st - Darrell Stark

Short Board Games: 1st - Darrell Stark

Medium Board Games: 1st - Darrell Stark

Long Board Games: 1st - Reid Barkell

Collectible Games: 1st - Chris Davis

War Games: 1st - Ian Rodrigues

Strategicon congratulates these fine gamers!

STRATEGICON SCHEDULE

Convention

Gateway 2025

Orccon 2026

Gamex 2026

Gateway 2026

Dates

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

Annual Awards

Special Events and Seminars

Special Events and Seminars

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

7 Wonders — Mon 11 am

Draft cards to develop your ancient civilization and build its Wonder of the World. International B

Catan National Qualifier — Sun 11 am

There will be 3 games for preliminary rounds, then a 16 player semifinals and a 4 player final. The winner will be invited to the US National Championship this summer. NOTE: Must be a resident of the United States, age 18+, and can not have already won a qualifier this year. International B

Power Grid World Tour: Italy — Fri 7 pm

Power Grid World Tour: North America — Sat 7 pm

Power Grid World Tour: Europe — Sun 7 pm

Power Grid World Tour: France — Mon 9 am

Buy plants in an auction, buy fuel for the plants, buy houses in cities, get paid based on cities powered. Europe has seven regions and most are expensive. International B

THE GAUNTLET QUALIFIER: Azul — Sun Noon

THE GAUNTLET SEMIFINAL: Catan — Sun 2 pm

THE GAUNTLET FINAL: Terraforming Mars — Sun 5 pm

3 rounds. 3 different games. One Champion! THE GAUNTLET is the ultimate test of gaming ability. The top 16 players from the Qualifier will play in the Semifinal round, Catan. Then the four winners will play in the final game, Terraforming Mars. International B

Happy Jacks RPG Podcast LIVE — Sat 8 pm

Come for a LIVE recording and stream of the Happy Jacks RPG Podcast! Share your experience running or playing in games at the con, with a healthy amount of humor mixed in. This event is streamed on the Happy Jacks Network but the audience is not in view. Carmel

How to Volunteer — Fri 6 pm, Sun 5 pm

Strategicon is entirely run by volunteers. If you ever wondered what it takes to either volunteer or run games for Strategicon, this seminar will have all the answers you seek. We will give you what you need to contact the relevant people to become part of the family. Carmel

IP to RPG - Adapting your IP to Games — Sat 2 pm

Join our Special Guests Andrew Haught and Max Tompkins along with Author Erin Rado as they discuss and answer questions on creating table top rpg campaigns and scenarios from your favorite books, shows, games, and movies. Game designers are welcome to participate. Door prizes. Carmel

Strategicon Trivia Night — Sat 8 pm

It's time to get your friends together and come to the second annual 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 2025 Strategicon Trivia Champions! Malibu Garden

Gamer/Martial Artist Mindest — Sat 4 pm — Saber Martial Arts

GM: Kay Sakaue

Seminar and Discussion: How do you approach combat in your games? Come learn and discuss new ways of applying traditional combat thinking while writing or engaged in your favorite RPG, tabletop, or even during light saber combat trials! Carmel

Saber Summit (Live Podcast) — Sun 10 am — Saber Martial Arts GM: Alan Veneble

Saber Martial Arts Saber Summit (SMA live podcast): Join the Saber Martial Arts Podcast as we gather the head instructors and founders of the Saber Organizations from around the world. We will discuss the future of the various organizations, the study of Saber Martial Arts, and the sport of lightsaber combat in general. Carmel

Aliens: Another Glorious Day in the Corps! — Fri 9 pm —

Mission 2: Escape

GM: Andrew Haught

Aliens: Another Glorious Day in the Corps! — co-operative survival board game in which you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers. But you're not alone. To survive, you'll need to work together, keep your cool, and stay frosty to fight off relentless Xenomorph ambushes and get out of there alive. Play with Designer International A

Lazarus — Fri 8 pm — Heaven's Open Door: Diamond Class

Lazarus — Sat 8 pm — Heaven's Open Door

GM: David Kizzia

Join Monkeyfun Studios in their exploration of deep space with "Lazarus", the first adventure for their new "Heaven's Open Door" series. Six contractors are brought together to retrieve a lost cargo, no questions asked. Secrets will be uncovered, tensions will rise. Come join us in the dark reaches of heaven. Characters will be provided, no experience necessary. San Lorenzo D

Mystic Pizza? Excellent! — Sat 2 pm — Prowlers & Paragons

GM: Len Pimentel

Shredder is dead. It's a quiet night in New York. And the Ninja Turtles are planning on chilling out with some pizza from that new joint, Aztec Pizza. But the secret ninja cult headed by masters Sticks, Stones, and Words have plans of their own. Up to 6 players (Leonardo, Raphael, Michaelangelo, Donatello, Jennika, and Casey Jones). Chairmans Boardroom

The Lost City — Sun 2 pm — By This Axe I Hack!

GM: Len Pimentel

A moment of unexpected altruism leads a group of down on their luck mercenaries to a map that promises a fabled treasure: The Heart to Tamshala. Hidden in the lost city of the same name, Tamshala is a curse and a legend of death to the locals. But legends are nonsense and gold is gold. Besides, who wants to live forever. Chairmans Boardroom

DDAL-DRW-EP-03 When the Lights Went Out in Candlekeep (Levels 5-16) — Sat 7 pm — Dungeons & Dragons 5th Edition (2024)

Darkness has fallen on Candlekeep. Just as the Great Library is about to shed light on the last pieces of Szass Tam's plan, another enemy seeks to prevent kindling that knowledge. This is a SPECIAL four-hour multi-table interactive adventure, designed for many tables playing together. Each table must be comprised of characters in the same tier. Plaza C

PFS2 3-99 Fate in the Future — Sat 10 am —

Pathfinder RPG 2nd Edition Remaster

A multi-table special, run in conjunction with PaizoCon Online. The Pathfinder Society receives word of a mysterious anomaly in the magical pathway known as the Maze of the Open Road. Travelling through the maze, you find yourself in a world away from home. Only by learning the source of the anomaly can you hope to return. However, a secret that spans time rests at the heart of this dangerous expedition. Los Angeles A

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.

7 Wonders 101 – Mon 10 am

7 Wonders – Mon 11 am

Draft cards to develop your ancient civilization and build its Wonder of the World.

Acquire 101 – Sun 3 pm

Acquire: David Woolcot Memorial – Sun 4 pm

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

A Feast for Odin 101 – Sat 7 pm

A Feast for Odin – Sat 8 pm

Puzzle together the life of a Viking village as you hunt, farm, craft, and explore. Uwe Rosenberg's Euro-game design includes polyomino, worker placement, and a stunning variety of ways to win!

Age of Empires III 101 – Fri 6 pm

Age of Empires III – Fri 7 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you proceed through three ages, you launch expeditions of discovery, colonize regions, expand your merchant fleet, build capital buildings and (if necessary) declare war.

Agricola 101 – Sat 11 am

Agricola – Sat Noon

Revised edition 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 2 pm

Alien Frontiers – Fri 3 pm

Do you have what it takes to be the first player to successfully colonize an alien world?

Andromeda's Edge 101 – Mon 11 am

Andromeda's Edge – Mon Noon

Build your galactic civilization in this sci-fi followup to Dwellings of Eldervale

Arboretum – Fri 10 pm

A strategy card game for 2-4 players, aged 10 and up, that combines set collection, tile-laying and hand management. Players try to have the most points at the end of the game by creating beautiful garden paths for their visitors.

Arcs: Leaders & Lore – Sat 8 pm

Guide your faction through a space opera.

Arkham Horror – Sat 2 pm

Work as a team to save the town of Arkham from monsters and a Great Old One.

Ark Nova 101 – Sat 10 am

Ark Nova – Sat 11 am

You bought a zoo! Players balance their zoo's appeal, which earns income, with conservation efforts, which earn points. The first two rounds will be today, and the Final round will be on Sunday. Expansions will be used for the final on Sunday.

A Study in Emerald 101 – Sun 11 am

A Study in Emerald – Sun 1 pm

Cthulhu took over the world 800 years ago. But dynamite has given humanity a tool to potentially throw off the shackles of the other-worldly overlords. The game employs deck building, area control and hidden identities in an epic struggle to determine the fate of the world.

Azul 101 – Fri 6 pm

Azul – Fri 7 pm

Artfully embellish the walls of your palace by drafting the most beautiful tiles.

Battlestar Galactica: The Board Game – Fri 3 pm

The first game will be base game only and the second game, at 7 pm, will be with expansions Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with everyday crises while trying to reach the planet Kobol.

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 2 pm

Players are architects who must use different colored dice to build three different structures from blueprints, with the dice providing different advantages to you.

Boonlake 101 – Fri 1 pm

Boonlake – Fri 2 pm

Settle along the shores of Boonlake by exploring the landscapes, building houses and settlements, raising cattle, producing raw materials, and developing an infrastructure.

Campaign Trail – Sat 5 pm

Play as a presidential candidate, use action cards to register voters, place voters into states, and debate on topics that will gain you more voters. After three rounds, see who has the most electoral votes and becomes the next President of the USA.

Canvas – Fri 10 pm

Artistically layer your paintings to create a masterpiece and win Best in Show! A creative, casual game with unique semi-transparent cards of beautiful art and interesting descriptions.

Cards Against Humanity – Sat 10 pm

A party game for horrible people.

Castles of Mad King Ludwig – Sun 8 pm

Choose and play tiles to satisfy the king's whims and build the best fantasy castle.

Catan – Sat Noon

Collect and trade resources to build up the island of Catan in this modern classic.

Catan: Hawai'i – Fri 5 pm

Using the Seafarers Expansion, Catan: Hawai'i is a specialized board scenario with new rules, fishing, and a specialized map.

Board Games

Catan National Qualifier — Sun 11 am

There will be 3 games for preliminary rounds, then a 16 player semifinals and a 4 player final. The winner will be invited to the US National Championship this summer. NOTE: Must be a resident of the United States, age 18+, and can not have already won a qualifier this year.

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 5 pm

Prove that you love cats more than everyone else!

Caylus — Sat 9 am

Each turn, players pay to place their workers in various buildings in the village. These buildings allow players to gather resources or money, or to build or upgrade buildings with those resources.

Century: Spice Road — Fri Noon

In Century: Spice Road, players are caravan leaders who travel the famed silk road to deliver spices to the far reaches of the continent for fame and glory.

Chaosmos 101 — Fri Noon

Chaosmos — Fri 1 pm

Find (and hide!) the space MacGuffin until the timer runs out!

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.

Conquerors and Conquests — Sun 3 pm

A 3-4 player dice rolling game where players compete to solve quests, battle monsters, and even duel other players. Cast spells and move around the game board to become the next champion of the land.

Crabs in a Bucket — Sun 2 pm

An exciting party game full of tricks, twists, and pinches, where strategy meets luck. Race to shed your cards first.

Crabs in a Bucket: Shrimpcocalypse — Sun 4 pm

Blue Rondo's FIRST OFFICIAL Strategicon tournament for Crabs in a Bucket! This tournament will utilize the new Shrimpcocalypse expansion, whose cards utilize advanced rules. Think you're worthy of the crown?

Crash & Grab — Sat, Sun 10 am

Pilot your flying saucer to pick up crewmembers, push others around to mess them up, and upgrade your ship as you go — it's like bumper cars with power ups!

Creature Caravan — Sat 5 pm

Build a card tableau of creatures while traveling through a magnificent and dangerous land.

Deep Regrets 101 — Fri 1 pm

A game about fishing progressively more horrifying things out of the ocean.

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: Imperium Expansions 101 — Sat 3 pm

Dune: Imperium Expansions — Sat 4 pm

Dreadnoughts, Ixian technology & new leaders expand the award-winning Dune: Imperium.

Endeavor: Deep Sea — Sat 4 pm

You are the head an independent research institute with the goal preserving the fragile balance of marine life. You'll recruit field experts and use their abilities to explore new locations, research dive sites, publish critical ecological papers, and launch conservation efforts.

Everbloom 101 — Fri 8 pm

A game of pollinators guiding hybrid beings to return life to the wilderness.

Finspan 101 — Fri 4 pm

Finspan — Fri 5 pm, Sun 7 pm

Dive into the watery depths to find and observe a vast array of aquatic life.

Firefly: The Game — Sat 10 am

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

Foundations of Rome Expansions — Fri 7 pm

Construct buildings, vie for city lots, and compete to shape the city of Rome. With a quick setup time and easy to learn rules you will be on your way to achieving glory within Rome in no time!

Galactic Cruise 101 — Sat Noon

Galactic Cruise — Sat 1 pm

Hello, and welcome to Galactic Cruise. Here, we offer our guests something special: the comfort of a luxury cruise with the innovation of space travel. As the first company to offer extended-stay space vacations

Galaxy Trucker — Sat 6 pm

Build a ship for the far reaches of space ... with a timer ... what could go wrong? Then travel as a group as you find other planets and you weather meteors and pirates?

Glory to Rome — Fri 9 pm

Build card combos and race to rebuild Rome to become the most influential Patrician.

Good Cop Bad Cop — Sat, Sun 1 pm

Take a look around the table to figure out if your fellow cops are Honest or Crooked so you know if they are on your team or against you. Grab a gun or equipment and work with your team to take down the opposing leader!

Good Cop Bad Cop: Bombers & Traitors — Sat, Sun 11 am

This police precinct is full of honest and crooked cops... but also Bombers and Traitors! This 3-8 player version of Good Cop Bad Cop will test your deduction skills as you figure who you wanna shoot.

Good Cop Bad Cop: Zombies — Sat, Sun 2 pm

Zombies have taken over the police precinct! Figure out who's on your team and who's not and start shooting. Hold off the zombies while you take down the opposing leader!

Hanabi — Fri Noon

Named for the Japanese word for FIREWORKS - is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order.

High School The Game — Sat 9 am

Survive high school—but make it a game! Try High School The Game, a hilarious indie board game created by a 17-year-old student. Test your skills, make (or lose) friends, and see if you can graduate without losing your sanity.

Board Games

Ice Cool — Sun 11 am

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 — Sun 7 pm

Imperial Steam — Sun 8 pm

Players run railway companies trying to reach Trieste from Vienna. They will need resources, train carts, and a lot of money to accomplish goals and complete contracts for factories. Careful planning is needed to keep the money flowing and not fall behind.

Ingenious — Sun 10 pm

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

Istanbul: The Dice Game — Sun 6 pm

A standalone dice game in which players are once again plunging into the bustle of Istanbul's bazaar to collect rubies and thus secure their victory. By cleverly using the dice, the players can make money and goods, then exchange them for the precious jewels.

Kingdom Builder — Sun 11 am

Place your settlements better than everyone else in your quest to have the richest kingdom.

King of Tokyo — Sat 9 pm

Tokyo is under attack! Monsters are rampaging through the city, using their special powers to grab victory points while spreading mayhem and destruction! Grab a monster and plunge into the fray, but beware - only one monster can be crowned King of Tokyo!

Kingsburg 101 — Sat 3 pm

Kingsburg — Sat 4 pm

Roll your dice and influence minor nobles to give you resources with which to build your village to earn victory points. Game is played over 5 "years" each with 3 production seasons each and ending with a battle.

Last Days of Athobrae — Sun 9 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.

Last Light: Infinity — Sun 6 pm

A fast-paced 4x game with 3D planets and a rotating board in which players playing asymmetrical alien factions simultaneously gather light right before the heat death of the universe.

Legendary: A James Bond Deck Building Game 101 — Sun Noon

Legendary: A James Bond Deck Building Game — Sun 1 pm

Play through Bond's most memorable films using the famous Legendary game system.

Let's Go to Japan — Sun 9 am

Compete to create the best six-day trip to Tokyo and Kyoto.

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.

Lords of Waterdeep 101 — Sat 5 pm

Lords of Waterdeep — Sat 6 pm

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

Masters of the Universe — Fri 8 pm

By the power of Greyskull! Join He-Man, Tiela, and Man-at-Arms against Skelator, Beastman, and other denizens of Eternia.

Munchkin — Sat 9 pm

Attack and loot in this humorous, card-based dungeon crawler.

Mystic Vale: Condave — Sat 6 pm

Uses the innovative "Card Crafting System", which lets you not only build your deck, but build the individual cards in your deck, customizing each card's abilities to exactly the strategy you want to follow.

Nemesis — Sat 11 am, Sun 5 pm

Collaborate with the crew to save the space ship and yourself. but beware someone may have a conflicting mission. Game pimped with crates, doors and alien eggs etc

New Haven — Fri 10 pm

Players build a settlement by placing tiles on a shared game board to cut timber, quarry stone, plant wheat, and fill sheep pastures. With these resources whoever can build the biggest and most prosperous town will end up with the biggest population and win the game.

Nexus Ops — Fri 8 pm

A light, easy science fiction 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.

Nightshift — Sun 10 pm

A thematic board game that immerses players into the role of a strip club dancer. The customer stories and gameplay are inspired by the creator's personal experience, providing an authentic and empowering take on this often misunderstood profession.

Nipon Rails — Sun 4 pm

Construct your network of rails to make a profit hauling freight in Japan.

No Thanks! — Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. 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 (no winner)!

Oath — Sat 8 pm

As an exile, overthrow the current ruler. As the chancellor exercise your iron grip over the land. Win with the current condition or have a vision to use an alternate win condition. Use denizen cards to help you fulfill your oath to the throne.

One Letter Better — Sat, Sun 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. 20-30 minute game

Pantheum: Demigods of Olympia 101 — Mon 11 am

Greek Gods recruit Demigods to help reshape the world.

Board Games

Phase 10 — Sat 2 pm

A rummy-type card game where players compete to be the first to finish completing all ten phases. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.

Pillars of Heracles 101 — Mon 3 pm

Ancient Greece unfolds. Conquer, trade, build. Strategy meets mythology.

Play 5 — Sat, Sun 8 pm

\$20 1st place, \$10 2nd place \$5 3rd place dealer dollar prizes. Combines Poker & Scrabble. Instead of words, you form Poker hands and wager for chips. The player with the most chips wins.

Play 5 — Sat 8 pm

Combines Poker & Scrabble. Instead of words, you form Poker hands and wager for chips. The player with the most chips wins.

Power Grid 101 — Fri 6 pm

Power Grid — Sun Noon

Power Grid: Recharged — Sat 1 pm

Supply the most cities with power when the game ends. With auction rounds, fuel buying and network building, balancing different areas of game play is critical in the quest to build the largest network.

Power Grid World Tour: Europe — Sun 7 pm

Europe has seven regions and most are expensive.

Power Grid World Tour: France — Mon 9 am

France starts with cheap uranium.

Power Grid World Tour: Italy — Fri 7 pm

Italy starts with more expensive coal and oil, but cheaper garbage.

Power Grid World Tour: North America — Sat 7 pm

The North America map has 7 regions, so more variety.

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 goal is to amass victory points by shipping goods to the Old World and by constructing buildings.

Ra 101 — Sun 2 pm

Ra — Sun 3 pm

Bid to acquire the most valuable sets of Egyptian artifacts and resources.

Railways of the World 101 — Sun 3 pm

Build rails, race to deliver scarce goods, and fulfill your Rail Baron's secret goal.

Res Arcana — Fri 7 pm

Rival mages create artifacts, vying for places of power and ancient monuments. Mechanics include: deck cycling, resource management and tableau building.

Risk — Fri 6 pm

Conquer the world in this classic board game. Deals and alliances will be permitted.

Rival Restaurants 101 — Sun 8 pm

Rival Restaurants — Sun 9 pm

Be the first restaurant to get 20 popularity points and be crowned "The Wiener!" in this fast paced, simultaneous play, negotiation game

River Valley Glassworks — Sun 3 pm

In River Valley Glassworks, you play as a pioneer, drafting glass from the ever changing river. Store the glass strategically. Careful placement could earn you big points! Fill in rows and columns to gain bonus points, but don't draft too many of one type to avoid penalties!

Rock Hard: 1977 — Sat 7 pm

It's 1977. You're an up-and-coming musician, dreaming of making it big with your band. Over the next few months you'll rehearse, play gigs, write songs, and promote your band. With careful planning and luck, you'll earn the most fame and become the best new artist of the year.

Sagrada — Fri 8 pm

A game of dice drafting and window crafting. Draft dice and use tools-of-the-trade to carefully construct your stained glass window masterpiece.

SCOUT 101 — Sat 11 am

Using the members of your circus, you must put together a show that will beat out your rivals'. Align cards with the same or consecutive numbers in your hand to create a more spectacular combination than your rivals. However, rearranging your hand isn't allowed!

Scythe 101 — Fri 3 pm

Scythe — Fri 4 pm

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

Shadowstar Corsairs — Sat 1 pm

Want to be a space pirate?

Southern Rails — Mon 1 pm

Southern Rails is played on a map of the southeast United States and is similar in style to many of the stock-based, cube-rail games released by Winsome Games since 2007.

Sovereign Chess — Fri 1 pm

Players try to control armies of different colors to checkmate opponent!

Space Base 101 — Sun Noon

Space Base — Sun 1 pm

Players buy spaceships to see who can build the best fleet. Space ships begin docked at their stations and pay off when you roll that number. As new ships are commissioned, the old ones are deployed and pay off when someone else rolls that number.

Splendor 101 — Sun 4 pm

Splendor — Sun 5 pm

Renaissance merchants race to grab gems, acquire property, and please nobility.

Splendor Duel — Sat 8 pm

2 player version of Splendor is better! There's a board and puzzly aspect to grabbing chips, while still retaining most of the aspects of the original game.

Stone Age 101 — Sun 9 am

Stone Age — Sun 10 am

A worker placement game where you gather resources to create buildings or buy civilization cards that get you points, while keeping in mind you have to feed your people every round while also growing your tribe and developing tools to gather resources.

Street Masters — Sat Noon

A fully cooperative boss battler for 1-4 players. Similar to Sentinels of the Multiverse, players assume the roles of heroes, collectively choose a villain to fight (who comes with their own crew of minions) and a stage.

Tales of the Arthurian Knights — Sat 3 pm

Similar to "Tales of the Arabian Nights" you find yourself in the age of chivalry from Arthurian lore. (think choose-your-own-adventure) Do King Arthur's bidding, go on quests, interact with the locals, and maybe even find the Holy Grail.

Board Games

Talisman 5th Ed. 101 — Sat 1 pm

Talisman 5th Ed. — Sat 2 pm

Talisman, 5th Ed, Harry Potter, Star Wars, Batman. Only one power for Prophetess. Expansions possible.

Teotihuacan: City of Gods 101 — Fri 3 pm

Teotihuacan: City of Gods — Fri 4 pm

Players use their worker dice to gain resources and build the pyramid. The workers gain experience and will eventually ascend.

Terraforming Mars 101 — Sun 10 am

Terraforming Mars — Sun 11 am

Will run three rounds. Draft all starting cards and during all generations. Game content may be added after the first round, but players have the right to veto any content at their table.

Terraforming Mars: Ares Expedition 101 — Sat 1 pm

Terraforming Mars: Ares Expedition — Sat 2 pm

Return to Mars and terraform it once again, this time using only cards.

The Adventure Deck System — Sat 7 pm

A new rondel-based deck builder combat RPG playable solo or with friends. Adventure Scenario Cards and Creature Cards to play anywhere. Instant resolution mechanics ensure that you don't need a table to play. Randomizers are built right into the cards.

The Castles of Burgundy 101 — Fri 5 pm

The Castles of Burgundy — Fri 6 pm

Congratulations you own land in eastern France! Now develop it into the best territory. Roll dice, use workers, and score the most victory points as you fill your estate with castles, ships, pastures, and more. Final round will use the 2023 Special Edition.

The Dragon and Flagon — Sun Noon

There is a tavern that is world-renown for its most magical drink, The Dragon. Legend has it that one sip can give a hero wondrous abilities beyond their wildest dreams! There is only one problem: there is a tavern full of thirsty adventurers and only one legendary drink left!!

THE GAUNTLET QUALIFIER: Azul — Sun Noon

THE GAUNTLET SEMIFINAL: Catan — Sun 2 pm

THE GAUNTLET FINAL: Terraforming Mars — Sun 5 pm

3 rounds. 3 different games. One Champion! THE GAUNTLET is the ultimate test of gaming ability. The top 16 players from the Qualifier will play in the Semifinal round, Catan. Then the four winners will play in the final game, Terraforming Mars.

The Isle of Cats — Fri 5 pm

A competitive card-drafting, cat-placement board game. Rescue cats in time before the evil Lord Vesh arrives.

The Princes of Florence — Sun 10 am

Players attract artists and scholars trying to become the most prestigious in Florence. Each player is given a palace reference chart to attempt to gain victory points. VPs can be gained in a variety of ways.

The Search for Planet X — Fri 8 pm

Plan, scan, and theorize to find a new planet at the edge of our solar system. Logic / deduction space game. Each player must download a free phone app to play (others can still join to learn the game without the app)

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 — Fri 4 pm

Ticket to Ride — Fri 5 pm

All aboard! Collect trains, choo-choo-choose your routes, fulfill your destination!

Ticket to Ride: Europe 101 — Sat 2 pm

Ticket to Ride: Europe — Sat 3 pm

Features new elements. Tunnels may require you to pay extra cards to build on them, Ferries require locomotive cards in order to claim them, and Stations allow you to sacrifice a few points in order to use an opponent's route to connect yours.

Ticket to Ride: France — Sun 6 pm

Play the T2R game where you get to lay tracks for the colored train cards you want.

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

Ticket to Ride: Rails and Sails — Sun 2 pm

World will be used for first round. Great Lakes for the second. Wild cards in train deck. Harbor pointts: 1st 10, 2nd 20, 3rd 30.

Titan 101 — Sat 9 am

Titan — Sat 10 am

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

Toy Battle — Sat 10 am

On land, on sea, in clouds, and even in space, battles are breaking out between toys. Your troops need your tactical talent to lead them to victory. Your mission? Be the first to reach the enemy headquarters or control more territories than your opponent.

Trekking the World: 2nd Edition — Sat 7 pm

A light, gateway strategy game where you race to the world's most fascinating places, draft itineraries, collect souvenirs, and gain powers that combo.

Tridexco — Sat 5 pm, Sun 10 am

A new, competitive puzzle board game. This strategic game, challenges players to improve their spatial reasoning and visualization skills. Players race to deplete their pieces by matching colors and forming a colorful gem mosaic on the board.

Uno — Sat Noon

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile.

Uno: No Mercy — Sat 4 pm

A brutal, ruthless version of the classic UNO card game. In addition to standard action cards like Skip, Reverse, and Draw 2, No Mercy comes with Wild Draw 6, Wild Draw 10, Skip Everyone, Discard All, and the new Wild Color Roulette

Vegas Showdown — Mon 10 am

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.

War of the Ring 2nd Edition — Sun 4 pm

As the Free-People, guide the Fellowship to Mt Doom to destroy the One Ring. As the Shadow Army, corrupt the Ring Bearer before he can get close to Mt. Doom. As either side, rule Middle Earth through military strength. Decide the fate of Middle Earth with minis and battles.

Board Games

Western Legends — Sun 7 pm

Immersive game set in the legendary Wild West. Choose to pursue your path as an outlaw, lawman, gambler, or pioneer. Engage in poker games, cattle rustling, shootouts, and more. Blow your hard earned cash at the caberet and increase your fame.

Wingspan 101 — Sun 6 pm

Wingspan — Sun 7 pm

Attract a beautiful and diverse collection of birds to your wildlife preserve.

Witchstone — Sat 9 pm

Use your cauldron wisely to multiply actions because the more you do, the better. A mid-weight euro with a unique, tile-based action selection mechanism.

Wondrous Creatures — Fri Noon

Unique Worker Placement mechanisms where your worker interacts with surrounding icons to bring in resources, cards, or activates special effects. Every creature card provides a deep strategic tableau building experience.

Zeit Heist — Sat 9 pm

A 2-6 player drafting game where you and your friends build heist teams and manipulate time to win!

Family Games

Catalina A (Family Area)

For Gamex 2025, 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

LARPs

Saber Martial Arts Youngling Program Training 101,
Saber Martial Arts Apprentice Training (9-12 years) 101

Family

Board & Card Games

Category 5, Coloretto Small Tournament,
Crabs in a Bucket, From the Shadows Demo,
Ice Cool, King of Tokyo Small Tournament,
Liar's Dice Small Tournament,
No Thanks! Small Tournament,
Oh No, Volcano!,
Phase 10 Small Tournament,
TacTile Open Demos (13),
Tridecco Demo,
Uno Small Tournament,
Uno: No Mercy, Widgets n' Digit\$ Demo (14)

Miniatures

Clay-o-rama (2),
Formula De Super-Incredisized Spectacular Long Beach Gran
Prix Medium Tournament,
Miniature Painting Workshop Sponsored (2)

RPGs

For The Lord RPG Missionaries Enter a Village (3),
RPG Indie Games on Demand (Kids Ed) (2)

Video

Nintendo Switch Make Way

Open Gaming

Plaza Ballroom A

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

CheckPoint Gaming

The Home of In-Depth Rule Tutorials

With CheckPoint Gaming, it is an in-depth tutorial channel that uses game rules as a means of teaching any given game. So if you're interested in learning a game but want a deeper understanding than what is found with the typical tutorial program, feel free to scan this QR code and check us out.



Indie New Games

Newport A

Ahimsa — Fri Noon, 2 pm, 4 pm, 6 pm, 8 pm

Each player seeks to satisfy their secret Need while doing the least harm to their neighbors. Using limited communication, players cooperatively try to arrange a shared pool of cards so every player's Need is met. Great for lovers of "The Crew!" or other co-op games!

Best Beast — Fri 1 pm, 3 pm, Sun 9 am, 11 am, 5 pm, 7 pm

Which animal would be the best backup in a diamond heist? Which would write the best breakup text? Which would you trust to tell your child a bedtime story? Choose from a hand of possible animals and argue your case. Learn and laugh in this game that celebrates weird animals.

Cannon Fodder — Sat 11 am, 1 pm, 3 pm

A setting-agnostic tabletop role-playing game centered on firearm-based action, spanning historical periods from the Wild West to the modern era. The game caters to enthusiasts of firearm history and players who seek precise, tactical gunplay mechanics.

Deep Salvage — Sat 9 am, 11 am, 1 pm,

Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm

Four Guilds battle for control of the deep in this new deck builder. Choose your captain, hire your crew, buy equipment and provisions, complete jobs and earn credits and Animose rum. Beware of Neptune's Curse and SNAFU cards as you work to be the first Guild to complete 3 Jobs.

Dogville — Fri 4 pm, 6 pm, 8 pm, Sat 3 pm, 5 pm, 7 pm, Sun 11 am, 1 pm

Players have a backyard where they home up to four dogs (purebred & rescue) adopted from the kennel. There are over 50 customized dog cards with individualized skills and traits, so no two dogs (or games) are the same. Each dog spends energy pursuing 1 task or adventure per round in the pursuit of Joy (VP). After each stretch (good stretch!) comprised of 3 rounds, there's a Road Trip where dogs are rewarded for added skills, shared events occur, & dogs are fed. The pack with the most JOY at the end of the 9 rounds is Top Dog!

Forged Galaxy — Fri 6 pm, Sat, Sun 9 am

A space civilization builder and expander simplified to use only few tokens and single deck of cards. Expand, explore, build, trade or conquer your way to victory.

From the Shadows — Fri 2 pm, 6 pm,

Sat, 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm,

Sun 9 am, 11 am, 1 pm, 3 pm, 5 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.

Last Days of Athobrae - Expansion — Sun 3 pm, 5 pm

Last Days of Athobrae — Sun 7 pm

A resource gathering strategy game filled with unexpected turns and pitfalls. Help test our new city the Squorran. An undiscovered race living underground that emerges when the planet begins to destabilize.

One Letter Better — Sat, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm

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. 20-30 minute game

TacTile! — Fri 4 pm

TacTile Open Demos — Fri Noon, 2 pm, 6 pm, Sat, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm

Award winning abstract strategy engine building board game where you move pawns on a board to trigger bonus actions from your tableau. Balance position and investment to win in this strategy game!

Tag Tower — Sat 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm

Compete to be the most infamous tagger by adding graffiti words of your color to a 3-dimensional skyscraper. Create words, tag, over other player's words, and try to dominate every side of a building in this competitive, speed-based word game.

The Cones of Dunshire — Sat 3 pm, 5 pm, Sun 3 pm

From the streets of Pawnee comes "The Cones of Dunshire," brought from the show "Parks and Recreation" and into real life - now for YOU to experience in person at Strategicon. Just don't forget about the essence of the game... it's about the cones.

Tridexco — Sat 9 am, 11 am, 1 pm

13-sided competitive tile board game. Based on the amazing einstein shape discovered in 2023. the players try to form gems in order to get rid of all of their pieces, forming a beautiful mosaic during the process. The game is easy to grasp for all ages. It has a surprising depth of gameplay similar to chess.

Widgets n' Digit\$ — Fri Noon, Sat, Sun 3 pm, 5 pm

Widgets n' Digit\$ Open Demos — Fri Noon, 2 pm, 4 pm, 6 pm, Sat, Sun 9 am, 11 am, 1 pm

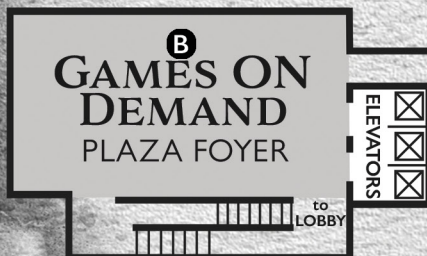
Its economics in action! You are a startup founder trying to scale your business to make big bucks! You'll need to navigate supply chain bottlenecks, shifting resource prices, and terrible puns to win in this economic strategy game!



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





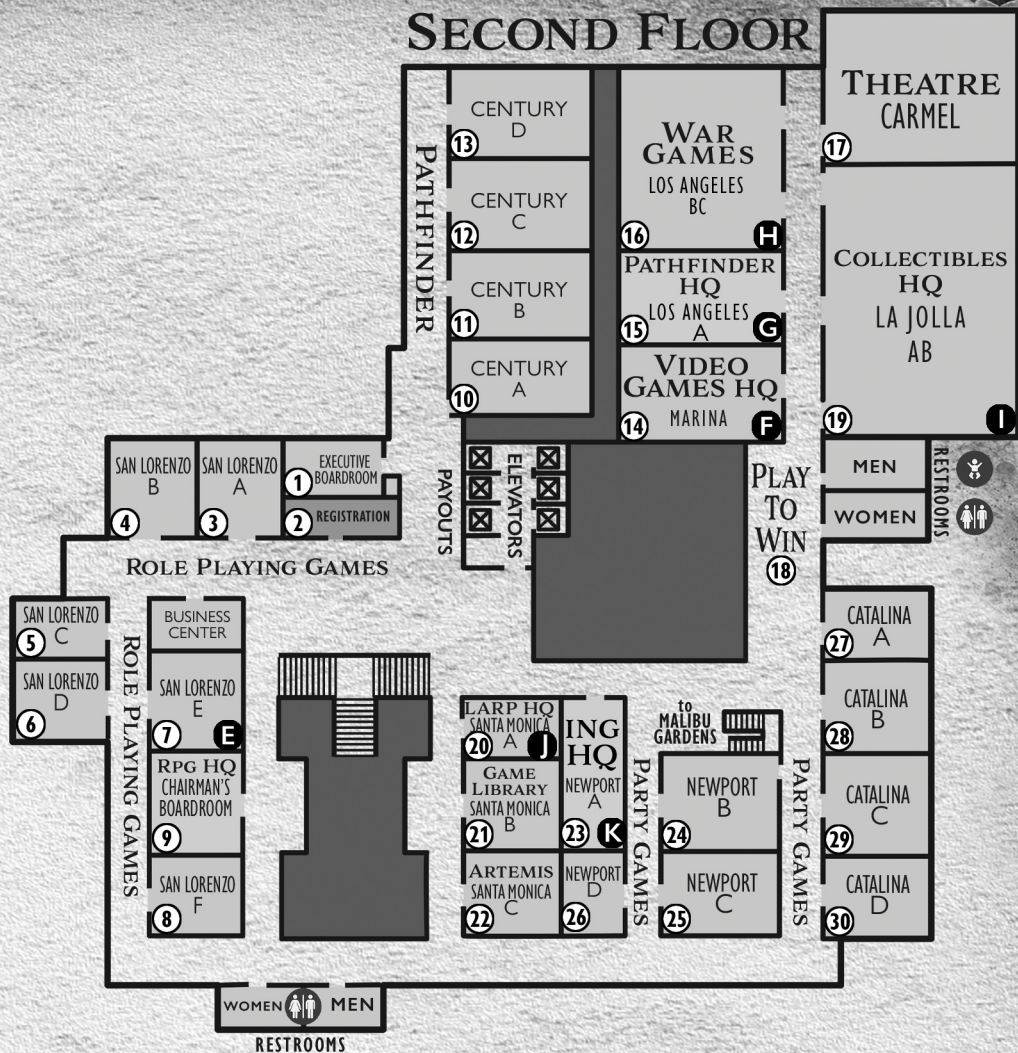
THE LOBBY



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 |

Party Games

Party Games

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

Blood Bound — Sat, Sun, Mon Midnight

A deduction game played in 15-30 minutes, players assume the roles of members of two clans – the brutal, animalistic warriors of the Clan of the Beast and the graceful, deadly members of the Clan of the Rose – and (with an odd number of players) the human inquisition. Disguised by a secret identity, they try to kidnap the Elder of the opposing clan or give their lives for the benefit of their own Elder. Malicious attacks, aimed indiscretions, and assistance from others will slowly uncover the truth: Who fights for whom?

Blood on the Clocktower — Fri 8 pm, Sat, Sun 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 5 pm, Sat, Sun Noon, 6 pm — Player's 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 — Sat, Sun 3 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, 8 pm, Sat Noon, 2 pm, 4 pm, 6 pm, 8 pm, 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 the town. All players contribute (even after death) up to the final execution...but who can be trusted? Open to all...first-timers are welcome.

Camel Up 2nd Edition — Fri 10 pm

Up to eight players bet on five crazy racing camels, trying to suss out which ones will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win.

Cash n Guns Live — Fri, Sat, Sun 7 pm

Push your luck to leave this “Gangsta” stand-off with the cash. Bluff or don't, Chicken out or Stand your ground.

Fiber Arts Meetup — Sat 1 pm

Come meet other Knit, Crochet, Cross Stitch and other fiber art enthusiasts. Feel free to bring your current work in progress or show off your latest success. Fiber art themed games will also be available.

Figure It Out Tournament — Sat, Sun 4 pm

You and up to 15 other players in a bracket where you must fight your way to the top. You and your opponent have seven short minutes to figure out how one of you will win. Items and other people may also be used to decide who wins!

Funemployed — Sun 2 pm

Each player gets 4 random Qualification Cards, like Umbrella or Dingo Repellent. Each player then interviews using all 4 cards and has to talk their way into winning jobs, like Professional Cuddler, Coal Miner or even The President!

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

Gather your Ninja skills to dodge and strike other Ninjas to be the last standing. Action filled playground game testing your cunning and reflexes. Tons of laughs will be had.

Prince AJ's Squid Game — Sat Noon, 2 pm

Baseds on competiton shows like Squid Game and Survivor! Outwit your opponents and betray your friends to be the survivor who wins real prizes. Different from the previous con. Games like egg n spoon race, puzzle games, or scavenger hunt. Anything is possible!

Social Deduction Medley — Mon 2 am

We are going to wind down the convention with a series of more casual social deduction games such as Werewords, Crossfire, Mafia de Cuba, etc.

Spelling Bee — Sat 3 pm

Do you have that one spelling bee word that tripped you up and you want a second chance? Even if you do not, come play! A speller may ask questions about the pronunciation or definition, its use in a sentence, and its language of origin. (Dealer dollars for the finalists!)

The Judge Playtest — Sat 6 pm, Sun 7 pm

A social deduction game where one player takes the role of the Judge in a murder trial. The Judge must determine which lawyers are honest and which have been corrupted. It is a game that fans of games like Secret Hitler and Avalon will enjoy.

Two Rooms and a Boom — Sat 7 pm, Sun 9 pm

3 games will be played. Join any time! 10-25 players. Blue Team has the President. Red Team has the Bomber. Players will move between two different rooms. If the Bomber is in the same room as the President at the end of the timer... BOOM!

Ultimate Werewolf — Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

You have discovered the presence of vicious werewolves in your previously safe home! Can you figure out who out of your friends and neighbors is the culprit? New this con: no last man standing! The village might go to sleep without a kill after the day phase.

Ultimate Werewolf — Sun Midnight — Homebrew: The Medium
A 3-point role for the Village team that attempts to consult with the dead during the night phase. Dead players are given a flash card and, when woken up, can write one word on their card each night to present to the Medium.

Ultimate Werewolf — Fri, Sat 9 pm — Seer, Witch, Hunter
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 — Sat Midnight — Witch Hunt
Plays just like Werewolf, but uses roles from the social deduction game, Witch Hunt. For all intents and purposes, this is an “all specials” game with the players knowing in advance what roles will be in the game.

Werewolf — Fri 6 pm

Can you outsmart a Werewolf? Enter the ultimate game of deception and deduction. Werewolf is a fast-paced party game where players take on secret roles—villagers trying to survive and werewolves hunting in the dark. Accuse, defend, and vote as tension builds each round. Who will survive?

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

The (now) classic deck-builder wherein you defeat the evil other play- -um, hordes of demons. Boards to be determined at time of event. Between 2 and 4 players per board.

Black Forest — Sat 4 pm

GM: John Borders

2 Rounds. 4 people will advance from 1st round to Final Round.

Black Forest 101 — Sat 3 pm

GM: John Borders

A reimagining of Uwe Rosenberg's Glass Road, you start with a small domain and are in need of new buildings and livestock. You will travel from village to village to enlist the aid of specialists. Come learn to play.

Dice Masters 101 — Sun 11 am — Avengers: Infinity Gauntlet

Dice Masters — Sun Noon — Avengers: Infinity Gauntlet

GM: Andres Fresquez

We will use unopened Avengers: Infinity Gauntlet Draft Packs in a rainbow draft. This is a 2-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.

Great Western Trail: El Paso 101 — Sun 3 pm

Great Western Trail: El Paso — Sun 4 pm

GM: John Borders

2 Rounds. 4 people will advance from 1st round to Final Round.

Heat: Pedal to the Metal Qualifier 1 of 4 — Fri 4 pm

Heat: Pedal to the Metal Qualifier 2 of 4 — Fri 6 pm

Heat: Pedal to the Metal Qualifier 3 of 4 — Sat 5 pm

Heat: Pedal to the Metal Qualifier 4 of 4 — Sat 7 pm

Heat: Pedal to the Metal Gamex Championship — Sun 11 am

GM: John Borders

8 Drivers who advanced from the qualifier events will race in a circuit of 3 races. No basic upgrades.

Keyforge 101 — Sat Noon

Keyforge — Sat 1 pm

GM: Kylan Swank

Come play in a simple 3 round tournament. Decks are available for purchase for \$15 at the Game Nights booth in the dealer hall if you don't have one to bring.

Lorcana — Sat, Sun 2 pm — Learn to Play Draft

GM: Josh Badger

Learn how to play Disney Lorcana

Lorcana — Sat, Sun 6 pm — Sealed

GM: Josh Badger

6 pack sealed. Booster Pack prizing and raffling one LFG Con 3 Day Badge! \$40 Entry to Sealed Event.

Lord of the Rings LCG — Sat 6 pm

GM: Robert Reeley

Players use their decks with up to 3 heroes of middle earth to contend with the growing darkness fending off foes and completing objectives as a team. need to be able to read and basic addition. please feel free to bring your own decks and copies of the game

Lost Ruins of Arnak w Exp Leaders and Missing Exp — Fri 7 pm

GM: John Borders

2 Rounds. 4 people will advance from 1st round to Final Round. Will you find the most valuable artifact?

Magic: The Gathering — Sat 3 pm, Sun 11 am — Cube: Live Draft

GM: Michael Arsollon

Casual multiplayer cube draft variant.

Magic: the Gathering — Sat, Sun 5 pm — Dragons of Tarkir Draft

GM: Josh Badger

3 pack draft. 3 Rounds. Booster Pack prizing and raffling one LFG Con Full Con badge! \$25 Entry for Draft.

Magic: the Gathering — Fri 10 pm, Sat, Sun 1 pm, 9 pm —

Dragons of Tarkir Sealed

GM: Dae Kim/Josh Badger

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

Magic: The Gathering — Sat 11 am, 1 pm, Sun 3 pm, 5 pm —

Horde

GM: Michael Arsollon

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

Magic: the Gathering — Fri 9 pm — K&J Pauper

GM: Melissa Weiss

If you haven't won a Golden Binkie, you should try to win a Golden Binkie. This is done by defeating your opponents with a Standard Pauper deck. (Then you sacrifice all your Mythics... wait, no, not that.)

Marvel Champions — Sat 2 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 (ICE) — Sat 1 pm — Hero 30-30 Decks

GM: Larry Page

This is a casual-format MECCG event for Hero/Wizard decks! Bring your preconstructed 30-30 decks to vie for the leadership of the Free Peoples against Sauron! Find weapons and treasure and recruit armies and allies, while fighting hazard creatures. And roll high on your two D6's!

One Piece TCG — Fri 9 pm, Sat, Sun 6 pm — Draft

GM: Fady Hanna

One Piece draft: \$45 gets you 6 packs + participation pack to draft a deck. You have 30 minutes before tournament start to build your deck. Deck should consist of 40 cards plus leader. Any leader is fine. Sleeves are recommended. Winner gets a One Piece winner card.

Open Gaming — Mon 9 am — RNTASYDHTWAF!

GM: Brandon Weiss

Yes, La Jolla will be open on Monday! The room will be available until you get kicked out or the Convention ends- whichever happens first. Fortunately, the room is Right Next To the Auction So You Don't Have To Walk As Far.

Collectibles

Pokemon 101 — Sat, Sun 9 am

Pokemon — Sat, Sun 10 am

GM: Charles Watson

Collect all the Pokemon and prove you're the top trainer! Catch them all! Battle against other trainers and prove you're the best.

SETI: Search for Extraterrestrial Intelligence 101 — Sun Noon

SETI: Search for Extraterrestrial Intelligence — Sun 1 pm

GM: John Borders

2 Rounds. 4 people will advance from 1st round to Final Round.

Star Wars Miniatures — Sun Noon — Constructed CA Regional

GM: Mel Campbell

200pt (or fewer) teams with a maximum of 16 activations on their team. The 10 pt gambit rule will be in effect. The tourney will consist of 3-4 swiss rounds, with a possible 1 hour championship round, at the end. GM will provide minis, cards, and maps for participants to borrow.

Star Wars Miniatures — Sun 7 pm — "Fantastic Four" Tournament

GM: Mel Campbell

Build a four-activation squad totalling 200 points or fewer.

Doors cannot be overridden closed in this format. Activate one character at a time each phase. The 10 pt gambit rule will be in effect. The tourney will consist of 3-4 swiss rounds. GM will provide minis, cards, and maps, for participants to borrow.

Star Wars: Unlimited — Sat, Sun 3 pm, 7 pm — Twilight of the Republic Draft

GM: Josh Badger/Dae Kim

3 pack draft. 3 Rounds. Booster Pack per win. \$15 Entry for Draft.

War of the Ring: The Card Game — Sat 10 am, 6 pm, Sun 10 am

GM: Larry Page

This is the condensed version of Ares Games' popular strategic board game, pitting the Free Peoples against the Dark Powers at battlegrounds while assisting the Fellowship in destroying the One Ring.

LARPs

Bel Air, Santa Monica A, Malibu Gardens, 3103

Apprentice Training (9-12 years) 101 — Sat Noon —

Saber Martial Arts

GM: Alan Veneble

Train with your apprentice in traditional sword styles with a Star Wars flavor in a class specifically designed for them. Taught by Certified Instructors from Phoenix Saber Academy, this class will teach forms and sword techniques for kata/taolu performance, choreography and combat. Each apprentice must train with a parent/guardian.

Arsenic and Lies — Sun 8 pm — Parlor LARP

GM: Bex R

A 3-hour murder mystery LARP for 5-12 players, inspired by Downton Abbey and Agatha Christie novels. A twist on the classical whodunnit, it focuses on the emotions, relationships and secrets of the characters. Solving the murder may be less important than the pursuit of clandestine affairs, arranging marriages of convenience, or blackmailing of enemies. Set just after the end of the Great War, you have gathered at a country estate among friends and family to celebrate New Years Eve 1919. Before the night is over, someone will be dead!

Battlefield — Sun 2 pm, 4 pm — Amtgard

GM: Chaim Weinberg

Engage in foam weapon combat! For glory! For fun! Come learn the basics of foam combat and vanquish goblins, zombies, and other monsters. We will play battle games such as Capture the Flag, Kill your Killer (think free-for-all dodgeball with foam swords), Sharks and Minnows (Zombie/Octopus tag with swords), and more. Amtgard is a fast-paced, family-friendly, light boffer LARP game focused on foam weapon combat, medieval fantasy, and creative expression. Hosted by the Amtgard Freehold of Angels' Dusk.

Boffer (Foam Sword) Crafting — Sun 9 am — Amtgard

GM: Chaim Weinberg

Crafting Workshop. Every warrior needs a weapon for the battlefield! Join us for a hands-on workshop to build a simple foam boffer sword (or dagger) that you can take home. You can also use it in the Boffer Showcase and the Amtgard Battlefield later in the day. Cost will be \$10/person to cover the cost of materials, and you will get to take home your sword. Hosted by the Amtgard Freehold of Angels' Dusk. Pay at the door of the workshop.

Brawlhalla — Sun 11 am — BOFFER SHOWCASE

GM: Odin, the All Father (Rob)

Join Odin's Einherjar, the greatest warriors collected across centuries and continents, as they fight, fall, and rise to fight again in Valhalla, all in preparation for Ragnarök. With the Last War still far away, this shall be a day of bravado and blade sport. Brawlhalla will be a lightest touch, plot-light foam combat game with varying weapons, teams, and objectives. A waiver will be required for this event, and players are asked to wear closed-toed shoes.

Elsinore: The Time Is Out of Joint — Sat 2 pm — Theater LARP

GM: Reggy Granovskiy

Something is rotten in Elsinore Castle. King Hamlet's ghost has trapped the castle residents in a time loop, unsatisfied with their actions in the wake of his death. But can the ghost be trusted? Play as members of the court as they balance deadly revelations and hidden motivations in a haunted castle. This is a mechanics-light 4-9 player game focusing on emergent narratives coming out of character relationships and internal conflicts, with an intro to roleplaying through the (abridged) plot of Hamlet, followed by a "play to find out" time loop.

Endgame — Fri 8 pm — Murder Mystery

GM: Ash Perrine

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.

Fighting Demonstration — Sun Noon — Saber Martial Arts

GM: Cang Snow

Join us for a demo of Lightspeed Saber League in full fighting gear, expert against expert, in Pasadena Courtyard. Experience the world's fastest light-based fencing in action! Exhibitions, demonstrations, and live tryouts.

LARPs

Gamer/Martial Artist Mindest — Sat 4 pm — Saber Martial Arts
GM: Kay Sakaue

Seminar and Discussion: How do you approach combat in your games? Come learn and discuss new ways of applying traditional combat thinking while writing or engaged in your favorite RPG, tabletop, or even during light saber combat trials!

Good Society: The London Season — Sun 2 pm — Parlor LARP
GM: Ross Cheung

It is 1812, and you are young members of the gentry staying in London for the season. There, you'll grapple between duty, desire, and the affairs of the heart, as you chase advantageous marriages, inheritance, and more. For part of the larp, you will take part of high society, and this will be broken up by epistolary chapters where letters are exchanged and rumors are spread. Note that there will be romance but with gender norms switched off.

"Heroes" — Fri 8 pm — Parlor LARP

GM: Kevin Pearl

"Heroes" is a group drama of conflicting loyalties. It is set in East Berlin in the mid-1970s, in two locations: a room in a derelict building that overlooks the Wall, and a room in a guardpost that protects it. It is realistic and mature in tone.

Iliad — Sat 8 pm — Parlor LARP

GM: Ross Cheung

Wrath - sing, goddess, of the ruinous wrath of Peleus's Son Achilles! You are all ancient heroes who once made a pledge and sailed to Troy to fulfill a pact and wage war, but ten years later, the siege isn't going well. Together with your fellow players, you will recreate Homer's epic, the Iliad, full of larger-than-life drama, pathos, war, pride, and heroic death. Contains physical movement, and (safely) shouting and living out your finest heroic moments is highly encouraged.

Larp Parlor Social — Sun Noon — Social Mixer

GM: Rebecca Roycroft

Come join us for the Larp Parlor Los Angeles social! This is a social event for anyone interested in meeting the local LARP community and discussing our shared hobby. All experience levels (including none!) are welcome! Light refreshments will be served. Guests under 18 must be accompanied by a parent or guardian.

Lesbian Taco Bar — Sat 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.

Lightsaber Practice 101 — Sat 3 pm — Saber Martial Arts

GM: Chad Eisner

Introduction to Lightsaber Practice. The founder of TPLA and USA Lightfencing will guide you through the basics of everything you need to know about practicing with the LED lightsaber, from forms to fitness, combat to choreography. All the skills you need to become a lighter athlete will be covered!

Occupational Hazard — Sat 2 pm — Starship Valkyrie

GM: Robert Prag & Tara Leederman

The ERS Hydra garrisons Dragon Eye Secundus, the farthest captured Praezorian world, as increasingly strange problems complicate their counter-offensive and risk once again reversing the tide of the Praezorian War. New mysteries and discoveries await amid the strange event. Starship Valkyrie is a mechanical, cooperative LARP wherein the players operate the largest and most advanced warships of 2153 AD Earth, while fighting off aliens and solving scientific anomalies, with players forming a strictly cooperative force against myriad hazards.

Resident Evil - Raccoon City — Sat 8 pm — LARP/Escape Room

GM: Alice Herla

Welcome to Raccoon City! Outside the streets are packed with zombies. But you're safe inside the Raccoon City Police Department... for now. Work with other survivors to solve puzzles, uncover mysteries, and take down monsters to get out of town before it's too late. But beware, not everyone is your ally. Team up in turn-based combat or solve complex puzzles if you want to get out alive. You never know what biological horrors might be lurking around the corner. CW: Horror, violence, presence of prop weapons (e.g. guns), and frightening imagery.

Ruins of Eol — Fri 8 pm, Sun 2 pm — Path of the Ghostspeaker

GM: Joe Landolph

Spirits are active in the ruins outside the city. As respected practitioners of the Ghostspeaker traditions, you have been asked to investigate. Tonight, by allowing these spirits to possess you, you will re-live important moments from the past and learn forgotten history. You may even form a permanent bond with a spirit, merging their memories and skills with your own. For while the flesh is transient, the soul can carry wisdom eternally. But take care and keep a watchful eye on each other: some of these spirits may be very disturbed or even dangerous!

Saber Legion Unity Primer 101 — Sun 2 pm — Saber Martial Arts

GM: Alain Bloch

Join us as we teach fighting basics, drill stances, guards, strikes and blocks, as well as train the understanding of timing and proper measure for the Saber Legion Unity Ruleset.

Saber Summit (Live Podcast) — Sun 10 am — Saber Martial Arts

GM: Alan Veneble

Saber Martial Arts Saber Summit (SMA live podcast): Join the Saber Martial Arts Podcast as we gather the head instructors and founders of the Saber Organizations from around the world. We will discuss the future of the various organizations, the study of Saber Martial Arts, and the sport of lightsaber combat in general.

Sword Choreography Training (Teens) 101 — Sat 2 pm — Saber Martial Arts

GM: Alan Veneble

Introduction to Sword Choreography for Stage and Film (13+ yrs & older). Train in traditional sword styles with a Star Wars flavor, in a class specifically designed for teens. Taught by Certified Instructors from Phoenix Saber Academy, this class will teach forms and sword techniques for kata/taolu performance, choreography and combat.

The Island of War and Winter — Sun 8 pm — Braunstein

GM: Robert Stemmons

A game of intrigue, diplomacy, backstabbing and alliances... all with other players. Take on the role of one of the major players on the Island of War and Winter: in the end, your success is up to you! Come as an individual or as a group. LARPer, RPGers, and all other manner of players are welcome. Can YOU come out on top?

LARPs

The Knights of Queen Tiffany — Sun 8 pm — Parlor Larp

GM: Kevin Pearl

What if King Arthur had instead been Queen Tiffany? That's the question being asked by genius (self-described) theatre director Darvish Lightowler. In this parlor larp, you play as the company of actors that Darvish has gathered together to devise a play on that theme, and together construct the story. This game features no combat and explores mature themes.

What is LARP? 101 — Sat 11 am

GM: Tara Leederman

Join LARP Department Head and long-time LARP player, writer, lore manager for Starship Valkyrie, and GM Tara Leederman to learn all about LARP- what it is, the different types, how to play it safely and sanely, what LARPs tend to run at Strategicon, and to have your questions answered about both playing and running LARPs at convention. You can also learn here about the department and get your questions answered about general expectations for LARP GMs.

Youngling Program Training 101 — Sat 10 am —

Saber Martial Arts

GM: Alan Veneble

Saber Martial Arts Youngling Program (5 to 8 years old). Hello there! Train with your youngling in traditional sword styles with a Star Wars flavor in a class specifically designed for them. Taught by Certified Instructors from Phoenix Saber Academy, this class will teach forms and sword techniques for kata/taolu performance, choreography and combat. Each youngling must train with a parent/guardian.

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.

Miniatures

International Ballroom A, Catalina A

Aliens: Another Glorious Day in the Corps! — Fri 9 pm,

Sat, Sun 8 pm — Mission 2: Escape

GM: Andrew Haught

Aliens: Another Glorious Day in the Corps! - co-operative survival board game in which you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers. But you're not alone. To survive, you'll need to work together, keep your cool, and stay frosty to fight off relentless Xenomorph ambushes and get out of there alive. Play with Designer

Alpha Strike — Sat 9 am — Battle of Tukayyid

GM: David Kinnison

Play through the entire Campaign of Tukayyid in 1 day with Alpha Strike. Forces will be pre-drawn to speed up the Campaign and maximize play time. All materials will be provided for. Bring your own minis and terrain is optional but not required.

Arcs Boardgame — Sun Noon

GM: Robert Courtney

Arcs is a sharp sci-fi strategy game for 2-4 players, set in a dark yet silly universe. Ready yourself for dramatic twists and turns as you launch into this galactic struggle

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

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

GM: Jeff Siadek

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.

Battletech Alpha Strike — Sat 10 am — A Snake in the Grass!

GM: Fradel Gonzales

A Rattlesnake mobile fortress has been sighted. Can your battle force be the first to defeat this armored monstrosity? Other units have been sighted and are vying for the prize as well.

Miniatures

BattleTech Alpha Strike — Fri 4 pm — Attack of the Zhang He
GM: Fradel Gonzales

Showcasing the product line of 888stl.cc, players will engage against a Capellan ZHANG HE amphibious assault ship, Can your strike force repel the attack? Team up with other players or fight for the prize. Who will claim victory?

BattleTech Alpha Strike — Sun 11 am — Blood and Sand: Twycross 7 December 3057

GM: Philip Abramowitz

Khan Natasha Kerensky leads the remains of Clan Wolf Beta Galaxy in a desperate stand against the Jade Falcon Guards. Low on ammo, will the Wolves be able to escape, and how many Falcons will they take with them. A BattleTech Alpha Strike scenario for 2-8 players. All materials will be provided.

BattleTech Alpha Strike — Sat 4 pm — The Leviathan

GM: Fradel Gonzales

A Kriegshammer has been confirmed as the culprit to destroyed bases along the coast. Can your force but an end to these raids? Other units have been sighted, are they friend or foe?

BattleTech Classic — Sat, Sun 9 am, 2 pm — Grinder Session

GM: Craig Konas

BattleTech Classic Retail Grinder! Arrive anytime, leave anytime. Pilot a randomly assigned mech. Spawn in with a better mech when it's destroyed! Come and go as you please, picking up with the same mech classification! Mass destruction with free-for-all format!

Black Powder — Sat Noon — Learn to Play

GM: Alan Pell

Black Powder tutorial in 15mm. The year is 1809. The French and Austrian armies are it at again! Learn to Play Black Powder in a family friendly setting. No experience necessary, beginners welcome.

Blood Bowl — Sat, Sun 9 am, 11 am, 2 pm, 4 pm, 6 pm

GM: Craig Jindra

Come learn the original Fantasy Football with GW's long running game of old world sports violence. Beginners welcome, no materials needed.

Chivalry is Dead: Race for the Crown 101 — Sat 2 pm, 4 pm

GM: Cory Nelson

Chariot Racing at its finest. Come play this recently funded Kickstarter miniatures game where you compete as one of 5 distinct races in a chariot race to rule the kingdom. This will be the large King sized copy of the game.

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 — Sun 3 pm — BattleTech International

Mercenary Salvage Box Challenge

GM: Kyler Michel

Must have 1 Inner Sphere and 1 Clan READY Mech before play You must purchase a Mercenary Salvage box from Lost Planet located in Dealer Hall as your entry fee You get to build a force of 5k BV with using the contents of the Salvage Box and of your READY mechs. Max Skill level is 2. Era limit is Civil War.

Classic BattleTech — Sun 9 am — **CIRCLE OF DEATH**

GM: Mario Acuña

Specialized F4A Tournament. Who will be the last Mech standing? Can you kill your target before you die? Who will destroy the most mechs in the **CIRCLE OF DEATH**! Beginners Welcome. All Materials Provided. Each player receive FREE 2D6.

Classic BattleTech — Sat 9 am, 1 pm — Kaiju Invasion

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.

Clay-o-rama — Sat, Sun 9 am — Clay-o-rama

GM: Benjamin Hicks

The gods of Claydonia seek gladiators to fight for their amusement! Your fighter is limited only by your imagination (well, and one can of play-doh)! A kid favorite, come smash some clay with us!

Conquest the Last Argument of Kings — Sat 10 am — 1500 point

GM: Donnal Tseng

1500 point 3 game tournament.

Cthulhu Wars — Sun Noon — Across the Galaxy

GM: Michael Mirth

The Elder Gods have long ago conquered Earth now they vie for the stars! Using the pnp hex map from BGG.

Cthulhu Wars — Sat Noon — The Doom That Came to Shaggai

GM: Michael Mirth

As long as we get enough sign-ups, we'll battle on the 6-8-player Shaggai map until it destroys itself.

Doctor Who: Time of the Daleks — Sat 11 am, Sun 5 pm

GM: Andrew Haught

A semi-cooperative board game that puts players in the roles of their favorite Doctor, pulled from various timelines to stop the Daleks: Either one player/doctor wins, or the Daleks win and all the players/doctors lose

Don't Look Back — Sat 1 pm

GM: Mark D

A cooperative miniatures game set in an 80s slasher movie. Plays as the jock, cheerleader, nerd or rocker as the masked Killer stalks and terrorizes you. Can you survive the night in Camp Northwood?

Eclipse: Second Dawn for the Galaxy — Sat Noon

GM: Robert Courtney

A "4X" game where players will command a human or alien species that explores, expands, exploits, and exterminates their way to victory. Over 8 rounds, each player will select actions to achieve their goals, carefully managing resources, engaging in epic battles with one another and the Ancients that lie in wait. Only one will guide the galaxy toward the second dawn.

Fallout: Factions — Sat 5 pm

GM: Greg Mazourek

Post apocalyptic skirmish in the wastelands

Firefly: The Game - 10th Anniversary Collectors Edition — Sat 7 pm

GM: Brian Cook

Come check out the full game in all its glory. Players captain their own Firefly-class transport ship, traveling the 'Verse with a handpicked crew of fighters, mechanics and others. As a captain desperate for work, players are compelled to take on any job — so long as it pays.

Miniatures

Flames of War — Sat, Sun Noon — Battle in Normandy Bocage
GM: Richard Aldrete
Come learn the 4th edition of the popular 15mm WWII game, Flames of War. This will be Bachmanns corner, A battle between the U.S. Army and the German army in northwestern Europe in the summer of 44. No experience necessary, beginners welcome.

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. BE THE FIRST TO GET THEIR NAME ON THE NEW WINNER'S PLAQUE!

Frostgrave — Sat 2 pm — Dog Days
Frostgrave — Sat 11 am — Isher's Weapon Shop
Frostgrave — Sun 9 am — The Reavers' Crypy
Frostgrave — Sun 11 am — The Warrens
Frostgrave — Sat 9 am — Writhing Fumes
GM: Andrew Fernandez

There are many tales of the Frozen City, and not all of them tell of battles between rival wizards. Often, the greatest adventures are those that pit a wizard and his trusty warband against the myriad perils found amidst the ruins of Felstad. (Two warbands will be available to choose from or bring your own.)

Games Workshop Blood Bowl — Sun 10 am
GM: Craig Jindra
1.1 Million Team Value, painting not required, but positions and numbers must be clearly marked. Kickoff at 10:15am. Prizes for 1st and 2nd Place with additional Awards for: Most Casualties, Most Touchdowns, and best Painted Team.

Gaslands — Sat, Sun 9 am — Mario Kart Gaslands
GM: Adam Hicks
Do you like Mario Kart? Do you like miniatures? Do you want to learn the basics of miniatures gaming? Then this is for you! Race and battle modes are available! Uses a modified Gaslands system. Family friendly, kids encouraged!

Gaslands — Sun 10 pm — Mario Kart Late Night Edition!
GM: Adam Hicks
When the sun goes down in the Mushroom Kingdom, the underground kart battle begins! Choose your favorite character and engage in cutthroat kart combat, with extra questionable items to help you smash your way to victory! Uses a modified Gaslands system.

Gaslands — Sun 9 am —
The Apocalypse Comes to Radiator Springs
GM: Adam Hicks
Have you ever had questions about the Cars universe? Ever wondered if there were people in this universe, and what happened to them? When the shiny chrome veneer of civilization tarnishes in the great Autocalypse, the dark secrets of the past will rise. Uses traditional Gaslands rules with some very slight extras, experience with Gaslands great but not necessary!

Gaslands - MRF Canyon Run — Sun 1 pm — Asteroid Run
GM: mike fryer
Fly a TIE fighter through an asteroid field chasing an escaping rebel freighter. Be the first to catch it or the last pilot remaining. This game uses the Gaslands Martian Racing Federation Canyon Run rules.

Général de Division — Sat 10 am — SFV Wargamers present: St. Leonhardt 27th June 1809
GM: Stephen Phenow
Near the village of Leonhardt, on the eve of the Battle of Wagram, two advance divisions clash, the French Division of Tharreau, II Corps, is looking for the main Austrian Army, the Austrian advance Division of Nordmann is trying to prevent this. Introduction of Général de Division a divisional level game using unique command and control system replicating the chaos of a division level battle.

GRUNTZ — Sun 5 pm — Battle for Los Angeles in 15mm
GM: Michael Gregory
A combined arms battle between Terran forces versus and alien invasion. Can the Grunts of Earth defend against the xenos assault.

Gunslinger's Ball — Sun 5 pm — Free-for-All
GM: Frank Zazanis
Gunfighter's Ball is a fast-paced wild west skirmish game by Knuckleduster Miniatures. Using detailed 32mm figures and a card-based action system, players reenact cinematic shootouts, saloon brawls, and high-noon duels. Easy to learn and packed with a western flair, it's a rootin-tootin good time for new and veteran gunslingers. A free-for-all scenario, you get 1 or 2 fighters based on players. Beginners welcome!

Life Boat — Sat, Sun Noon
GM: Jeff Siadek
Lifeboat is a card game of intrigue and survival. Players vie for the highest score when their lifeboat reaches land — Each player has a secret Love and a secret Hate among the passengers and no one knows when landfall will occur.

Micro Armor Rules for WWII — Sat 3 pm — Battle of Arracourt, Sept 1944
GM: Rene Lafargue
1/285th scale tank battle! September, 1944. Pattons 3rd Army pushes hard for the German border, but their supply lines are thinned out and their blitz stalls as they wait for their gas and ammo to catch up! Manteuffel is given the order to counter attack with his new Panthers off the production line, but they must keep their eyes open for Allied Air power hunting them. All Materials provided, beginners welcome

Miniature Painting Workshop — Sat, Sun 6 pm
GM: Jeff Beyer
Painting workshop sponsored and run by GHOST Brush. Miniature and paints supplied. \$10 which includes brushes, hands on instruction, and giveaways. All materials provided

Monster Island — Mon 9 am — Kaiju Clash!
GM: Adam Hicks
Pick your favorite Kaiju, trash a city, and thrash other Kaiju in an all out rumble! Uses Monster Island rules an easy way to learn miniatures gaming!

Nam! — Sat 4 pm, Sun Noon, 4 pm — Learn to Play
GM: Alan Pell
Based on the popular Flames of War game system. Learn the basics of game play. The year is 1968. It seems the war is nearly won. PS Happy New Year! Everything is provided. No experience necessary, beginners welcome.

One Page Rules, Star Quest — Sun 9 am
GM: Greg Mazourek
Small scale tactical RPG set in a Sci-Fi environment. All materials will be provided.

Miniatures

Paint and Take — Sat, Sun 10 am

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 on our website for details and rules. Miniatures can be claimed after 4pm

Pirate Borg — Sat 7 pm

GM: Donald Tseng

An OSR style game set in the dark Caribbean - you are crew members aboard the Dominion, a brigandine and privateer patrolling waters around Haiti once again against the French. The ship's bosun Oberon, who doesn't take a particular liking your party (referring to your bunch as the shirkers) has you on rat catching duty in the hold. While you are busy or not, the cabin boy Freckles begs a word ...

PitchCar — Sat 1 pm

GM: Kat Ramirez

Flick disks around a wooden race track in which we will build together. Feel free to bring any expansions you own to help build a cooler, bigger track. Only own base game.

Star Trek: Away Missions — Sat 5 pm, Sun 11 am

GM: Andrew Haught

Lead an away team into the aftermath of the Battle of Wolf 359. Play as Klingon, Federation, Romulan, or Borg as you complete goals, conduct espionage, fight in glorious battles, or assimilate distinctiveness. Please bring a copy of the game if you have it to have enough boards. Participation prizes. Play with Designer.

Star Wars Legion — Sun 11 am — 600 point

GM: Frank Vassallo

600 point 3, game tournament.

Victor vs Bobby — Fri 9 pm

GM: Victor Bugg

Round 2. Bobby is getting too big for his britches and once again challenges Victor to a game of his choice.

Warhammer 40K 10th edition — Sun 10 am — Intro to 40K

Come learn to play one of the most popular miniature games in the world that just happens to have a new and improved version. All materials provided.

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

Bring 1000 points, patrol detachment. No Uniques and no Lords of War. Killed models won't be in the next round. 3 games of 4 turns each. Do you have what it takes to be the last man standing? Loaner armies available.

Warhammer 40K 10th edition — Fri 4 pm —

Mega-Apocalypse Deployment

Join the SoCal Crusaders for part 2 of the year-long campaign to decide the fate of worlds. This is the deployment for Saturday's game. You do not need to attend to play on Saturday.

Warhammer 40K 10th edition — Sat 9 am — Mega-Apocalypse

Part 2 of the year-long campaign to decide the fate of worlds. 10,000 points, no Lords of War. Yet.

Warhammer Age of Sigmar — Sat, Sun 10 am, 2 pm — Spearhead

GM: Bex Alvarez

Play Spearhead mode to play a quicker mode of Age of Sigmar and taste sweet victory against your enemy. Try to gain control of the point or die trying.

Warhammer Old World — Fri 5 pm, 7 pm

Sat 9 am, 10 am, 11 am, 2 pm, 4 pm, 6 pm,

Sun 9 am, 11 am, 2 pm, 4 pm, 6 pm

GM: Craig Jindra

Come try Warhammer Old World. 1 hour demo games, play with different armies and see which one you like The best raffle prizes for participating.

Warhammer Old World — Sat, Sun Noon, 3 pm, 5 pm —

Siege demo

GM: Craig Jindra

A Warhammer Old World game where players siege a castle. Learn to play, beginners welcome, all materials provided

Zombicide Black Plague — Fri 4 pm

GM: Larry Ross

Take control of paladins, dwarves, knights, and magicians, wielding powerful swords, crossbows, and even magic spells to defeat the zombie hordes and its Necromancer overlords. This will be the base game for Zombicide: Black Plague, no expansions. This will be a deluxe experience with painted 3D walls. 6 players. Scenario will be chosen based upon player experience.

Zombicide: Undead or Alive — Fri 2 pm — Co-op survival

GM: Squee

Let's save the townfolk and get away.

Zombicide: Undead or Alive Co-op survival — Sat, Sun 2 pm

GM: Squee

Let's save the townfolk and get away.

Video Games

Marina, Santa Monica C

Artemis Spaceship Bridge Simulator — Fri 6 pm, 7 pm, 8 pm

Sat 11 am, Noon, 1 pm, 3 pm, 4 pm, 5 pm, 8 pm, 7 pm, 8 pm

Sun 11 am, Noon, 1 pm, 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.

Make Way — Sun 4 pm — Make Way

A racing game where you build the track itself and add items to spice things up. Winner is the first to reach the required points.

Mario Kart 8 Deluxe — Sat 10 am — Mario Kart 8 Deluxe

Come and play in a tournament of mario kart, all skill levels welcome. It will be 4 player/single cup/150cc races. Come and have some racing fun!

Star Craft II — Sat 2 pm, Sun 4 pm — Star Craft II

Come play the all time favorite RST Star Craft II this will be a player versus player. There will be a few prizes to choose from.

Super Smash Bros Ultimate — Sat 2 pm — Super Smash Bros Ultimate

We are here to smash!!! Come and play in a super smash bros tourney where all skills levels are welcome. It will all be 1v1 matches (elims will be based on turnout) on omega or battle field maps. Come and have some fun in the mario fighting game!

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.

Action Movie World — Sat 2 pm — Iron Justice

GM: John Miewald

Powered by the Apocalypse TTRPG where players take on the roles of action movie actors starring in over-the-top, cheesy 80s-style films. You play an actor playing a character, blending humor, nostalgia, and high-energy action into fast-paced, cinematic storytelling. Each game is like filming a new blockbuster. Grab your popcorn. It's showtime!

Advanced Dungeons and Dragons 1e — Sun 9 am — The Resplendent Waste of Po

GM: Zood

Quest for gold and glory with the heroes of Lopun!

Advanced Dungeons & Dragons 1e — Sun 2 pm — Wonders of the World

GM: Zood

Contest swords and spells in a world at war. For my old school.

Advanced Dungeons & Dragons 1e — Sun 8 pm — Worlds of Wonder

GM: Zood

Contest swords and spells as worlds collide. For my old school.

Alice is Missing — Sun Noon — Alice is Mission

GM: Richard Jackson

A session of Alice is Missing.

Alien RPG — Sat 9 am — Alien3 (yeah the movie!)

GM: Tod Hostetler

Prisoners on a desolate planet long forgotten by The Company. An EEV crashes on a nearby shore. A lone survivor with stories of horror. How will you deal with her? Is this the opportunity of redemption through sacrifice? Or is it the promised Apocalypse? I promise that fans of Alien3 will still have fun with the twists that can be made by player decisions. Really proud of this adaptation.

Alien RPG — Fri 8 pm — Fallout

GM: Tod Hostetler

Three scientists place their faith in an old buddy space captain and his newly reunited daughter to get them through a planetary blockade and find the biosamples that could save millions of lives. Get your Radsuits ready, though.. this colony's Reactor has seen better days...Characters and their Agendas are premade handouts, ready to go for an exciting adventure!

Alien RPG — Mon 9 am — Fallout

GM: Tod Hostetler

GM's choice. At this point in the Con I will have run Fallout, Alien3 and Icarus. I reserve this spot to run a continuation of any of those depending on player demand. Or maybe I will have run one of those and have some new thoughts on how to run them better. Either way, new players absolutely encouraged, I can have your characters running and screaming in no time. Fun stuff.

Alien RPG — Sun 9 am — Icarus (Homebrew Mod)

GM: Tod Hostetler

You are STEEL TEAM, a fully Synthetic Commando team that has agreed to do 'one final job' for the USMC. Sample retrieval from a highly irradiated world sounds like an easy job. This story event will be light on STRESS and high on COMBAT. The pre-made characters are OP and so is the enemy. Expect a LOT of fighting. This will be unusual for an ARPG game. Of course, there will be story twists as well!

ALIEN The Roleplaying Game — Sat, Sun 2 pm — ALIEN: Scrap

GM: Jennifer Morgan Wolff

Years after the fateful events on Fiorina 161, the husk of the former prison has finally been sold off for scrap. While a workforce of Working Joe androids dismantles the facility, they uncover a relic of Fury's past. Now a new infestation of Xenomorphs has taken root, and communications have gone dark. New workers have arrived, and now they must discover what happened and why the androids are behaving so strangely.

A Stranger's Face — Fri 2 pm — Whose smile are you wearing?

GM: christian yetter

A Stranger's Face is a game of possession and familial horror. It tells the story of an assassin who possessed the bodies of people close to their target in order to carry out their missions - and how that ruins their own relationships. GMless, 2-4 players

Barbarians of Lemuria — Fri 2 pm, 8 pm — The Conquered Sun

GM: Zood

Explore the world of the Conquered Sun where you are the hero!

Bedlam Hall - Powered by the Apocalypse — Fri 2 pm —

It Must Be Wednesday

GM: Louis Garcia

At the Blackwood Academy for Ill Tempered Children. You play one of the faculty and staff tasked to deal with the rabble. One this day, the headmaster has been found dead from poisoning, which student could have done this? It must be Wednesday. Presented by the Dead Games Society

Brindlewood Bay — Fri 8 pm — The Hex Files

GM: Stephanie Bryant

The Mavens are on a road trip to sunny California. Your destination: Who Dunnit? Con, the biggest mystery book convention in the country. An overturned car in the ditch on a lonely stretch of road in a part of New Mexico that looks suspiciously like Vancouver causes them to stop and render assistance. But what they find inside leads them down a mysterious path of the sinister and supernatural. The truth is out there!

RPGs

Brindlewood Bay — Sun 9 am — You Can Lead a Horse to Murder
GM: Stephanie Bryant

It's a clear sunny day at Palomino Fields, an historic horse racing track on the California coast. The Mavens are in town for Delacourt Day, a day-long event hosted at Palomino Fields to commemorate the release of the classic Amanda Delacourt mystery that used the track as its setting.

By This Axe I Hack! — Sun 2 pm — The Lost City
GM: Len Pimentel

A moment of unexpected altruism leads a group of down on their luck mercenaries to a map that promises a fabled treasure: The Heart to Tamshala. Hidden in the lost city of the same name, Tamshala is a curse and a legend of death to the locals. But legends are nonsense and gold is gold. Besides, who wants to live forever.

Call of Cthulhu — Sun 4 pm — An Amaranthine Desire
GM: Isaiah Bird

In Dunwich, England 1895, players are all taking part in a covert smuggling operation when a nasty storm hits. Yet there's something supernatural about this storm...

Call of Cthulhu — Sat Midnight — My Little Sister Wants You to Suffer
GM: Isaiah Bird

Lost on board a doomed spaceship, a disparate group of investigators must try to remember who they are and why they are here.

Call of Cthulhu 7E — Sat 8 pm — Those Within
GM: Hank Wong

September 1895, Northumberland, England. You have gathered for the annual harvest feast of the mining village of Ninebanks. The village has embraced the Temperance movement and the discovery of a new ore deposit brings hope. But during the feast, one of the villagers falls ill...(This game will use the CoC core rules.)

Call of Kid-thulhu — Sat 8 pm — Remember the Time
GM: Robert Hagmaier

Sometimes, miracles do happen. As soon as you got the letter, you knew that 2002 would be the greatest year of your life. "You are cordially invited to spend the week with your host Michael Jackson at his Neverland Ranch. You won't want to miss the amazing zoo, carnival rides, and treats, just in time for Halloween!" Streamlined version of the CoC rules called "Call of Kid-thulhu". Unlock your inner tween!

Cthulhu Now — Sat 9 am — Pink Harvest
GM: Zood

Unspeakable cults, unspeakable truth.

Cyberpunk — Sat 2 pm — h a z c o r
GM: Zood

This world is enough.

Dungeon Crawl Classics — Sat 2 pm — Five Days Through the Void
GM: Paul Keller

A 1st level adventure for DCC by Death Guaranteed Games. 6 months ago, the Lord of Dumatat sent forth an expedition by boat to the frozen North Sea in search of new trade, that vessel was lost along with its precious cargo. Few captains were brave enough to step forth as volunteers for the recovery efforts, so a royal requisition was issued and a crew of the unwilling were assembled for the dangerous task of finding out what fate had befallen The Dominion.

Dungeon Crawl Classics — Sat 8 pm — Shadow of the Beakmen
GM: Judge SteveG

Towering obelisks stab the sky. Monstrous knights with blazing lances prowl the night. Huts burn, and entire villages are taken as slaves to be fed darksome pits. The cries of terror and panic give the horrors a name: the Beakmen have come. A level 1 DCC adventure - Pre-gen characters will be provided.

Dungeon Crawl Classics — Sat 9 am — The Great Pyramid of Atum-Isfet
GM: Paul Keller

A 0-level funnel for DCC by Death Guaranteed Games. In the Great Desert South of The Known Lands once lived and thrived the ancient Azinir people who built a great temple to their demonic patron Atum-Isfet. In search of the wealth of an ancient king you will plunder the depths of his megalithic tomb armed with only your wits (and maybe a shovel). Only the clever, and the lucky, will survive the madness of the pyramid.

Dungeon Crawl Classics — Sat 2 pm — Moonricket Bridge
GM: Paul Schipitsch

There's an old legend of a covered bridge out over Lost Creek, and the legend tells it is a haunted place... - A level 1 Chained Coffin DCC RPG adventure set in The Shudder Mountains.

DCC - Weird Frontiers — Sat 8 pm — The Brimstone Cradle
GM: grady catterall

A level 2 adventure using the dungeon crawl classics weird frontiers game system. Outside in a blizzard, you and your fellow adventurers seek refuge from a raging blizzard. As you stumble into a cabin, you come across a screaming child who you feel a strong urge to protect. Pre-gen characters will be provided, or feel free to bring your own.

DCC - Weird Frontiers — Sun 8 pm — The Hills That Hunger
GM: grady catterall

A level 1 adventure in the Dungeon Crawl Classics Weird Frontiers game system. Wagon trains have started to go missing, and there have been rumors of a group of cannibals being the cause. After the latest disappearance, the local sheriff has decided to hire a group of adventurers to search for and rescue the folks captured from the caravan. Pre-gen characters will be provided, but feel free to bring your own.

D&D 5e — Sun 8 pm — An icy retrieval
GM: DM Dunn

D&D 5e (2014) adventure. Pre made character sheets can be provided, or build and bring your own level 6 character. In addition to starting gold can add additional 1500 gold to buy new/different supplies/items. You may also add 1 common magic item and 1 uncommon magic item. A scholar hires your adventuring party for a simple book retrieval. "If any adventure was simple". \$20 which includes \$35 in swag-dice, bag, etc

D&D 5e — Fri, Sat 2 pm — Mrs. Glassox's Chicken Coop
GM: John Walts

Level 2: Weasels have been eating the local gnome widower's chickens, and she will pay top coin to bold, strong adventurers to kill the vermin. However, it won't take long to realize there's more going on than just some eaten chickens.

D&D 5e (2024) — Fri 8 pm, Sat, Sun 2 pm — The Constellation of Deities
GM: Michael Schrepfer

In the City of Candlewind and the surrounding country of Oldpass there have been strange goings on within the stars. Come and investigate the mysteries of these strange stars.*The Constellation of Deities sessions are a connected story but function as one-shots. Recaps for previous sessions will be told at the start of sessions but hold little sway over the events that unfold. Pregens available and encouraged.

RPGs

D&D 5e — Fri 8 pm, Sat 9 am, 2 pm, 8 pm, Sun 9 am, 2 pm — My Forever Adventure

GM: Clive Souter and Colin Merritt

You freed your home island of the fiend, and have prepared the populace so they may restore order. Now what? A return to the mainland to take on an evil Ancient Red Dragon? Adventured awaits! New and greater challenges, and greater rewards could be abound. But be prepared to push the limits of your abilities! The journey will enlightening. And maybe even terrifying. You are forewarned.

Dragonbane — Sat, Sun 9 am — Player's Choice Part A

GM: Ron Shaw

Sweden's version of D&D since 1982 made it to the U.S. recently with an English translation of the latest edition. This event, the players will decide on pre-generated characters, or make their own from scratch As well as a "from the book" adventure or a "Mallard-Tales" themed adventure generated by the GM

Dungeon Crawl Classics — Sat 9 am —

Discovery of the Doomweaver

GM: Marc Anderson

Centuries ago, a great evil rose to power behind his six generals. These forces of evil were rewarded with powerful magic blades, forged by their dark master. The forces of good were able defeat these mighty forces and eventually force the evil back into its castle and eventually seal it away forever, deep down in the dark keep. Or so they thought. Recently, the Blades of Calisdoom have made themselves known.

Dungeon Crawl Classics — Sun 9 am — Festival Time

GM: Matthew Middleton

A teen was found running wild from the woods, covered in blood. He swears a werewolf attacked his family on the outskirts of his village. Such a village doesn't exist according to anyone's knowledge, and the baron wants answers. Find out what happened and solve the situation as best you can.

Dungeon Crawl Classics — Sun 8 pm — The Great Pyramid of Atum-Isfet

GM: Marc Anderson

1000 years ago, a great temple was built to the demonic patron Atum-Isfet, Demonic Lord of Entropy and patron of undeath. Since then fall of the old civilization, the pyramid has been all but lost to antiquity. Recently a mad nomad arrived in town, telling stories of seeking shelter in a strange monolith and rumors began spreading, attracting adventurers and treasure seekers hoping to discover the lost riches.

Dungeon Crawl Classics (DCC) — Fri 2 pm, Sun 9 am —

The Secret of Kythe Hollow

GM: Judge Ike

This is a 3rd level adventure set in the Shudder Mountains Campaign Setting. The setting is based on Appalachia lore. This is a playtest of my upcoming adventure "The Secret of Kythe Hollow". Will the party be able to unravel the secret behind The Tradition? Or will they succumb to the terrors of the holler. Some d20 experience and familiarity with DCC mechanics will be helpful but not necessary. Pre-gens will be provided.

Dungeons & Dragons 0e (OD&D) — Sat 8 pm — Black Death, Pale Fires: Pilgrims in the Plague's Apocalypse

GM: Caleb Wimble

The year is 1348, and the world burns with the Black Death. Penitents pray to a deaf God for mercy amidst the plagued ruins of Christendom. Hell's mouth has opened wide. From its jaws the dead return to torment the living. As fallen knights, seek a miracle to cure the Plague before its pale fires consume all flesh upon the earth. Draw your blades, cling to hope, and steel your hearts for this grim pilgrimage.

Dungeons & Dragons 0e (OD&D) — Mon Noon — Mountain of the Mad Gods

GM: Caleb Wimble

Monsters descend from the mountain at the roof of the world. Unending storms, quakes, and floods ravage the once-peaceful land below. As would-be saviors or glory-seekers, ascend the heights. Find the temple whose monks guard the pass between the realms of gods and mortals. Restore the balance before your world is torn asunder.

Fate Condensed — Fri 2 pm — ESPionage: MindGuard

GM: Tone Milazzo

A militia called MindGuard has come to the attention of the American House. There's nothing new about fringe groups setting up in the woods and professing to conduct 'mind warrior' training. But we've intercepted some of their rhetoric and it's suspiciously well informed. Your mission: Investigate this organization, MindGuard, and determine if they're showing our hand.

Fate Condensed — Sun 2 pm — ESPionage: Sunny Days And Rain

GM: Tone Milazzo

The agents of Rainbow Intelligence Services wake 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 — Sat 2 pm — ESPionage: The King in Gaillo

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. Locate him and bring him in.

For The Lord RPG — Fri 5 pm, Sat 11 am, Sun 3 pm —

Missionaries Enter a Village

GM: Ronald Smorynski (StorytellingRon)

A Christian family friendly RPG utilizing classic OSR style gaming. Players play as medieval missionaries going to villages to help locals with adventurous problems while also sharing the gospel with them.

For The Queen — Fri 7 pm, Sat Noon, 1 pm — For The Queen

GM: GM-less

For the Queen is a card-based story-building game. Choose your queen from existing illustrations - or start from scratch - and use the cards to tell a story of love, betrayal, doubt, and devotion. Hosted at Games on Demand where we set you up to play in minutes. If you have not played a role-playing or story game, this is THE place to start, and a great example of the types of games we play in this space!

GURPS — Fri, Sat, Sun 8 pm — Aspire

GM: Daniel Alvarez

Save the Fay Rebels pocket world.

GURPS — Fri 2 pm — Lords of the Apocalypse Ep. 1

GM: James Freeman

So its a zombie apocalypse, but the players are newly turned vampires. How does one survive a zombie apocalypse as a vampire?

GURPS — Sat 2 pm — Lords of the Apocalypse Ep. 2

GM: James Freeman

So its a zombie apocalypse, but the players are newly turned vampires. Time to hunt the abominations that created the zombies.

RPGs

GURPS — Sun 9 am — Lords of the Apocalypse Ep. 3

GM: James Freeman

So it's a zombie apocalypse, but the players are newly turned vampires. Logistics, you need to figure out how to feed and keep these humans alive or you will lose your source of sustenance. Maybe you can find somewhere that suits your needs without dying from the external threats, even some of the humans might be a threat. Life was supposed to be easy as a vampire.

Heaven's Open Door — Sat 8 pm — Lazarus

GM: David Kizzia

Join Monkeyfun Studios in their exploration of deep space with "Lazarus", the first adventure for their new "Heaven's Open Door" series. Six contractors are brought together to retrieve a lost cargo, no questions asked. Secrets will be uncovered, tensions will rise. Come join us in the dark reaches of heaven. Characters will be provided, no experience necessary.

Heaven's Open Door: Diamond Class — Fri 8 pm — Lazarus

GM: David Kizzia

Join Monkeyfun Studios in their exploration of deep space with "Lazarus", the first adventure for their new "Heaven's Open Door" series. Six contractors are brought together to retrieve a lost cargo, no questions asked. Secrets will be uncovered, tensions will rise. Come join us in the dark reaches of heaven. Characters will be provided, no experience necessary.

Household — Sat 9 am — The Case of the Missing Bumblebee

Household — Sat 2 pm — The Wax Trap

GM: Ian ChristianScher

100 years have passed since the Master left his House, and now, the little folk have returned: strong Boggarts in the Hearth, the refined Faeries from the Garden, the ingenious Sprites on the Upper Floor, and the daring Sluagh of the Horde, down in the Basement. So temper your pins and sharpen your scissors. Wear your best suits and bridle your mice. You're going on a tiny adventure!

MCC: Mutant Crawl Classics — Sun 2 pm — The Neverwhen Rock

GM: Paul Schipitsch

Your tribal shaman, awakened from their slumbers with word that their dreams had been touched by the Ancient Ones. They told him of a strange rock at the edge of the jungle, a mighty boulder that houses a cave unlike any have ever seen. Therein lies a quest to aid the spirits of the Ancients—one that will gain the blessings of the spirits and that will bring prosperity to the village. - A Level 0 MCC RPG funnel..

Monster of the Week — Sat 9 am — Dead Rise

GM: John Miewald

Dive into Monster of the Week, a collaborative tabletop RPG where you and your fellow players become monster hunters inspired by shows like Buffy the Vampire Slayer and Supernatural. Investigate happenings, uncover the monster's weaknesses, and protect the world from supernatural threats using your unique skills and special abilities. Each session is a new "episode."

Mothership — Fri 8 pm — Another Bug Hunt: Distress Signals

GM: Marc Anderson

The Greta Base Terraforming Colony has not made contact in six months. The Company has hired the crew to make contact with the colony, get communications back online and get the terraformer back online. The crew has been transported to Samsa VI's orbit aboard The Metamorphosis, a J2C-I Executive Transport.(SCI-FI Horror)

Mothership — Sat 8 pm — Another Bug Hunt: Hive Mind

GM: Marc Anderson

The remaining survivors of Greta Base have barricaded themselves inside Heron Terraforming Station. To make matters worse, the entire station is under siege by roaming cars. Tensions are high among the remaining colonists, and the group has splintered into factions with three competing goals: immediate evacuation, researching the cars for a weakness, or rescuing a squad of missing marines.(SCI-FI Horror)

Mothership — Sun 2 pm — Into the black

GM: Tim Heiderich

Learn to play this rules-light OSR RPG while your character experiences the worst day of their life in the dystopian space-faring future. After quick character creation, it's off to investigate a mysterious distress beacon. Then, inevitably, new character creation. Bring a set of dice and a pencil.

Pathfinder — Sat 9 am — Festival Time

GM: Matthew Middleton

A teen was found running wild from the woods, covered in blood. He swears a werewolf attacked his family on the outskirts of his village. Such a village doesn't exist according to anyone's knowledge, and the baron wants answers. Find out what happened and solve the situation as best you can.

Pathfinder 1e — Sat 2 pm — Endless Dungeon

GM: paul roger

a hire party is clearing out a dungeon for profit

Pathfinder 2e — Fri, Sat 8 pm, Sun 2 pm — The Great Toy Heist

GM: Tyler Cinkle

In The Great Toy Heist, you take on the role of poppets - living toys with strong wills of their own. Your gentle creator is beside himself with worry after the deed to the toy shop has been stolen, so you and your friends enact a risky plan to save your home and livelihoods with stealth, subterfuge, and no shortage of luck! Beginners welcome. Pre-generated characters provided and loaner dice available.

Pirate Borg — Sat 2 pm — Getting your feet wet

GM: Tim Heiderich

Set sail from Black Coral Bay into the strange and spooky seas of this Mörk Borg-based OSR. Roll up your scurvy seadog and face random encounters in search of buried treasure! You and your crew will lead this rudderless voyage through the Dark Caribbean. A quick, rules-light adventure for players from cabin boy to cap'n! Bring a pencil and a set of dice (grog optional).

Prowlers & Paragons — Sat 2 pm — Mystic Pizza? Excellent!

GM: Len Pimentel

Shredder is dead. It's a quiet night in New York. And the Ninja Turtles are planning on chilling out with some pizza from that new joint, Aztec Pizza. But the secret ninja cult headed by masters Sticks, Stones, and Words have plans of their own. Up to 6 players (Leonardo, Raphael, Michaelangelo, Donatello, Jennika, and Casey Jones).

rift — Sun 2 pm — Playtime In Russia

GM: Ebenezer Eibenhardt

finish up friday's game

Rifts — Fri 8 pm — Playtime In Russia

GM: Ebenezer Eibenhardt

Party from last con finish up

RPGs

RPG Design Lean Coffee — Sun 8 am — RPG game design discussion

GM: 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 — various

GM: various

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)

RPG Indie Games on Demand (Kids Edition) — Sat, Sun 2 pm — various

GM: various

In the Kids Edition of Indie Games on Demand we gather kids and teens and parents who want to play role playing games and run games for kids such as For The Queen, The Deep Forest, and more. Listed as 2 hour slot but may run much shorter.

Savage Worlds: Necropolis 2350 — Sat 9 am — House to House

GM: Damon Sutton

On Mankind's last colony, war rages between humanity and an undead scourge from beyond. On a quiet front in the war, your squad of knights is searching a devastated city for survivors and intelligence, but others are also searching, and to the victors go the spoils. Characters will be provided, new players welcome.

Shadowdark RPG — Fri 8 pm — The Swamp Dragon Cult

GM: Hank Wong

A group of bandits have been terrorizing the local area. Rumors suggest they are more than your average motley assortment of ruffians. The PCs have been hired by local authorities to stop them. 1st Level pregens will be provided. Rules will be taught. If you've played any fantasy TTRPG Shadowdark is very easy to pick up.

Sojourn RPG — Sun 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 — Disco Ambulance

GM: Mike Leader

Hey there, all you boppers! Get ready for high-octane excitement with Spirit of 77 -the 1970's pop culture RPG that turns up the volume and never slows down! Hit the siren and the rotating disco ball as you make your way through the crowded city streets as members of the Karma Ambulance Company. (known as Disco Ambulance) Put on your scrubs and dancing shoes, it's all about stayin' alive.

Spirit of 77 — Sun 2 pm — Meanwhile Back At The Ranch

GM: Mike Leader

Hey there, all you boppers! Get ready for high-octane excitement with Spirit of -the 1970s pop culture RPG that turns up the volume and never slows down! What does a lost baby, a mysterious ghost town, robots, and bank robbers have to do with a broken-down car? Groove on down and find out!

Spirit of 77 — Sun 8 pm — The Lowdown in

GM: Gary Mack

Arson Greed and Corruption ... Served "Deep-Dish" Style

Spirit of 77 — Sat 8 pm — Viva Lost Wages

GM: Gary Mack

Roll the Dice in Sin City but beware... The House Always Wins

Traveller — Fri 8 pm — Intro to Mongoose Traveller

GM: Tim Heiderich

Join up for a Session 0 of character creation, follow a life-path, meet your crew-mates, learn about the setting, and go on your first adventure. You will start with some skills and equipment, allies and enemies, and maybe even a ship (with a sizable mortgage). This is Mongoose Traveller 2nd Ed (2016). Bring 2D6 and a pencil.

Trinity Continuum: Adventure! — Fri 8 pm — Punching Nazis!

GM: Louis Garcia

1934: In this pulp two fisted adventure you are part of the Century Club. Nazi's are secretly on the move, looking for supernatural treasures to help with their evil efforts. It is up to the Century Club to put that to a stop. It is time to take a stand. It is time to punch Nazis. This is Adventure! Presented by the Dead Games Society

Urban Shadows 2nd — Sun 2 pm — White Lies

GM: Chris Czerniak

You play mortals and monsters who vie for control of a modern-day city in a political battleground layered just under the reality we think we know. Vampires, faeries, hunters, and wizards fight to carve out a piece of the streets and skyscrapers, ready to make deals with all those who have something to offer. Play to find out what will happen to these creatures of the city.

Vampire the Masquerade 5th edition — Sat 2 pm — The Tremere Chronicles

GM: Louis Garcia

They call them warlocks, hermetics, usurpers...they are the Tremere. The Tremere are a clan with secrets and they horde knowledge known only to them. What scares the Tremere as they hide away in their Chantryes? Only they know. You play a vampire from Clan Tremere in this game of sinister darkness in the World of Darkness Presented by the Dead Gamers Society

War Games

Los Angeles B & C

1775 Rebellion — Sat 11 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 2 American players and 3 British players seek to control the U.S.-Canadian border by moving units into enemy territory and using action cards to do battle. Whoever controls the most enemy objectives at the end of the game wins!

1960: The Making of the President — Sat 6 pm

This fast-playing strategy game for two players challenges you to run for the most powerful elective office in the world, at one of its most unique crossroads. Will you recreate history, or rewrite it? 1960: The Making of the President provides you the opportunity to do both.

Age of Renaissance 101 — Sat 9 am

Age of Renaissance — Sat 10 am

Players attempt to build up their cultures during the Middle Ages and Renaissance periods. The game features a card deck that holds events, payout cards, and famous leaders of the particular eras.

A Gest of Robin Hood — Sun 11 am

A board game about the daring adventures of Robin Hood and his brave band of Merry Men as they struggle against the oppressive Sheriff and his cruel Henchmen.

Axis & Allies: Battle for the Deep — Sat Noon

Learn to play with the designer! This is the newest Axis & Allies game on the market, having just come out a month ago. Four aquatic factions are featured, with alliances (2v2) and starting positions determined during setup. It's the easiest A&A game to learn by far!

Axis & Allies: Europe 1940 2nd Edition — Sat 10 am

WWII conflict in European Theater with plastic troops, tanks, planes, and ships.

Battle Cry — 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.

Charioteer — Fri 1 pm

History's favorite blood sport! Chariot racing in the Coliseum of Imperial Rome. New and inventive mechanics make this a fun and challenging game for 2-6 players.

Command & Colors Medieval: The Crusades — Fri 5 pm, Sun 11 am

The Crusade Mid-Eastern Battles I expansion will instead focus on some of the major engagements of earlier Crusader history. In this first Crusade expansion, we showcase at least 16 Crusader scenarios and all the additional unit blocks you need to fight out these battles. New units include: Crossbow Infantry, Foot Knight Infantry, Turcopole Light Bow Cavalry, Heavy Knight Cavalry, and Heavy Military Order Knight Cavalry.

Empires of the Middle Ages — Sat 10 am

Classic SPI game. Fight off Viking Raiders, Pesky Saracen Pirates in the Mediterranean, and Magyars Exploding from Hungary. Manage your empire to quell unrest, or stop Heretical/Usurper Vassals seeking to take over your kingdom.

Kriegsspiel - Battle of Coral Sea, WWII — Sun 10 am

Players will command the Allied or Japanese forces during the Coral Sea campaign. They will need to manage logistics, movements, strikes, and ground operations. Newcomer friendly, players do not need to know any rules to play.

Machiavelli — Sat 2 pm

Politics, bribery, assassination and war - just another day in Renaissance Italy! While not Diplomacy, there are many similarities. Using negotiation and conflict, players representing 8 powers seek to control Italy and the center of Europe.

Quarter Master General: 1914 — Fri 6 pm

Quartermaster General: 1914 is the next title in the critically acclaimed Quartermaster General series by Ian Brody and creates a narrative of the First World War in Europe, reflecting the military, technological, and social changes that occurred over the following four years.

Sails of Glory (Frigates) — Sun 6 pm

Sails of Glory (Ships of the Line) — 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.

Space Empires 4X — Sun 2 pm

A game in the finest tradition of 4X space games - eXplore, eXpand, eXploit, and eXterminate. Each player builds up a space empire and uses it to conquer the other players. Exploration on the mounted map is simple for players (and dangerous for their ships), revealing different space terrain that affects movement and combat.

Sturm Europa — Sat 10 am

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, Mon 11 am

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

Virgin Queen — Sat 10 am

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.

War of the Ring — Sun 11 am

Classic Wargame that is surprisingly compelling. Frodo and the Fellowship act like an espionage mission while Military Battles rage overtly. Allies of both sides arrive at non-specific times adding more intrigue.

Adventurers League

Adventurers League

Plaza C

All games are Dungeons & Dragons 5th Edition (2024) unless specified otherwise

CCC-DES-01-01 Finding the Rabbit Hole (Levels 5-10) –

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

Pirates are pillaging and raiding more than usual along the Stojanow River and its tributaries, prompting Aya Glenmiir to invite help from renowned adventurers. The journey toward Greenhall is complicated by deeper issues in the Quivering Forest. The ever-malicious hag Jeny Greenteeth makes an appearance, revealing the hidden source of activity and presenting a new opportunity to the adventurers.

CCC-DES-01-03 A Question Never Asked (Levels 5-10) –

Sat 9 am, Sun 7 pm

The Fey Veil barrier to the Feywild weakens as the Greengrass equinox approaches. A Fey hunting party awaits on the other side. The hunt will expect a reception, but Greenhall is no condition to host the hunt. Can the adventurers prevent the unsated hunters from destroying the village, or will they join in alongside the hunt?

CCC-SAC-02 Fun With Fey (Levels 11-16) –

Fri 7 pm, Sun 2 pm
Trouble is afoot in the mysterious Quivering Forest. An Archdruid finds herself unable to control the magic of a particularly powerful tree. This tree's magic threatens to create a portal that would allow the most mischievous members of the Feywild entry to the Moonsea region. Adventurers will be needed to discover the nature of these fluctuating powers and keep them at bay.

DDAL00-02f The Definition of Heroism (Levels 17-20) –

Fri, Sun, Mon 2 pm

Myth Drannor lies under a layer of debris that is nearly a quarter-mile thick. But there are secrets in the chaos, and some of those secrets yearn to be made known once more. Within the rubble of Thultanthar and Myth Drannor can be heard ethereal voices - but of what they speak, no sane mind has yet to report. Chapter 9 of Lost Tales of Myth Drannor.

DDAL-DRW-EP-03 When the Lights Went Out in Candlekeep (Levels 5-16) –

Sat 7 pm

Darkness has fallen on Candlekeep. Just as the Great Library is about to shed light on the last pieces of Szass Tam's plan, another enemy seeks to prevent kindling that knowledge. This is a SPECIAL four-hour multi-table interactive adventure, designed for many tables playing together. Each table must be comprised of characters in the same tier.

DDHC-QIS-03 Beyond the Crystal Cave (Levels 5-10) –

Sat 9 am, Sun 2 pm

The city, Sybar, on the small island of Sybarate. Its people are industrious and friendly, eagerly sharing stories. A popular tale surrounds the Eternal Garden a magical paradise created by lovers ages ago. Legend states the entrance to the garden lies within a cave that whispers secrets of the future to those who enter. Recently, the daughter of the island's governor fled her feuding family in search of the utopia.

FR-DC-STRAT-TALES-01 What Sharp Teeth (Levels 5-10) –

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

In the Feywild, the werewolves of Brokenstone Vale call for aid from their brethren in the Moonshae Isles. But someone preys upon these peaceful lycanthropes for reasons unknown. Could it be the Maiden of the Moon, seeking retribution for the breaking of an ancient pact? Desperate to reach their embattled cousins, the Moonshae werewolves turn to some unlikely protectors: adventurers. A GAMEX 2025 Premiere Adventure!

FR-DC-STRAT-TALES-02 On Fey Tides (Levels 5-10) –

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

Stranded in the Fewwild by an unnatural storm, adventurers must unravel the schemes of a capricious fey lord and his court to rescue their noble patron and find a path home. A GAMEX 2025 Premiere Adventure!

FR-DC-STRAT-TALES-03 The Beast Within: A Many Teeth Story (Levels 11-16) –

Fri 2 pm, Sat, Sun, Mon 9 am

The village of Little Wolf has seen relative peace and prosperity for years. But now folk are vanishing into thin air as the town is caught in the crossfire of a grudge beyond their understanding. A GAMEX 2025 Premiere Adventure!

FR-DC-STRAT-TALES-04 The Baroness and the Hag (Levels 11-16) –

Fri 7 pm, Sat 2 pm, Sun 7 pm, Mon 2 pm

The ambitious Baroness Kette has recruited the characters for a journey to the Shackled Keep deep in the Feydark. There she will hear her prophecy from the Chained Hag, cursed by forgotten gods eons ago. With this knowledge, she shall achieve greatness like her ancestors did, but only if the characters can keep her, and themselves, alive for the perilous trek. A GAMEX 2025 Premiere Adventure!

PS-DC-STRAT-TALES-05 War of the Roses (Levels 17-20) –

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

Hobgoblins from the Infinite Battlefield of Acheron are invading the Feywild in protest of being reclassified as Fey. Can you slip into the Feywild and convince these hobgoblins the plane is haunted by mischief as they take over one Domain of Delight after another? A GAMEX 2025 Premiere Adventure!

PS-DC-STRAT-TALES-06 Dungeon and a Dragon (Levels 17-20) –

Sat 9 am, Sun 7 pm, Mon 9 am

Rescue the princess. Slay the dragon. Save the kingdom. A GAMEX 2025 Premiere Adventure!

WBW-DC-FDC-01 The Ember King (Level 1) –

Fri 2 pm, Sun 9 am, Mon 2 pm

The Tavern of the Ember King appears during the Feast of the Moon. This is the hospitable domain of the pixies who spark embers in campfires. Adventurers go here to begin their journey in the Feywild, and veteran adventurers meet inside for drinks and stories. No coin, food and drink can be purchased for a tale. For new Feywild explorers, their first adventure is offered in exchange for the tale of their exploits.

WBW-DC-FDC-03 I Find That Familiar (Levels 1-4) –

Sat 9 am, Sun 7 pm

This is a disaster! Spellcasters all over the realm cannot summon their fey familiars. Something must've happened in Paliparan, the Domain of Delight where a lot of fey creatures go before they get summoned using the find familiar spell.

WBW-DC-FDC-06 The Landscape of Estorian LeFae (Levels 1-4) –

Sat 2 pm, Mon 9 am

Canvas is a self-contained domain inside of a painting, protected by magic and housing secrets hidden in plain sight. In a place of art and creation, anything can become reality, and that in itself is dangerous. This Domain of Pigment is located inside a painting of a large tree covered in moss, raised on the ground, with a small waterfall flowing out of the base. It is labelled "Season's Fleeings" by Estorian LeFae.

WBW-DC-VMT-01 Tale As Old As Time (Levels 1-4) –

Fri 7 pm, Sun 2 pm

Grab your sword, grab your bow, pray to Torm and here we go! Enter the domain of Chief's Castle and confront its archfey, the eponymous Chief, to rescue a kidnapped woman in this homage to a classic fairy tale.

General Events

Pacific Ballroom, Pacific Foyer, Carmel, International F, 1635, Bel Air, Santa Monica A

Auction — Mon 11 am

Gaming stuff and lots of it. Old games, new games, games you know, games you've never heard of. One never knows what can be found here, but it's always entertaining.

Bardic Inspirations - Magic Show — Fri 10 pm, Sat 6 pm, Sun 8 pm
40-60 minutes of Family Friendly Clean Comedy Magic with jokes for Gamers and Geeks. An all-new show by Frank Zazanis, our award-winning magician and Karaoke Host. If you saw him last con, see him again if not come see what all the fuss was about. A different show each night

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 on our website.

Board Game Geek Virtual Flea Market — Sat 11 am

Link posted! 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.

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

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

Feedback Forum — Sun 6 pm

How are we doing? What are we doing? Why are we here? I don't remember, but I'm sure we will by the end of the forum. Join us for a free-form discussion of all things Strategicon. Plus learn how the 2027 Super Bowl might affect Orccon.

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

Random gaming stuff from random gamers closets sold on no-so-random tables. Gamex's bazaar of the bizarre.

Raffle Drawing! — Mon Noon

Raffle drawing in the DealersRoom 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. Pacific Ballroom

Raffle Drawing! — Sun 4 pm — GRID GAME Raffle Drawing

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

Play to Win

East Foyer (Hours: Friday Noon — 6 pm, Saturday 9 am — 6 pm, and Sunday 9 am — 4 pm.)

Andromeda Fight League — Sat 2 pm

The Millennial Wars have ended....it is a time of peace in the galaxies between man, machine and all life forms. In the absence of conflict, to fill the void, great warriors, enchanters, creatures, and engineers began to compete in battling tournaments.

Andromeda Fight League (Learn to Play) —

Sat 9 am, 10 am, 11 am

Learn to play! - The Millennial Wars have ended....it is a time of peace in the galaxies between man, machine and all life forms. In the absence of conflict, to fill the void, great warriors, enchanters, creatures, and engineers began to compete in battling tournaments.

Happy Jacks RPG Podcast LIVE — Sat 8 pm

Come for a LIVE recording and stream of the Happy Jacks RPG Podcast! Share your experience running or playing in games at the con, with a healthy amount of humor mixed in. Streamed on the Happy Jacks Network but the audience is not in view.

How to Volunteer — Fri 6 pm, Sun 5 pm

Strategicon is entirely run by volunteers. if you ever wondered what it takes to either volunteer or run games for Strategicon, this seminar will have all the answers you seek. We will give you what you need to contact the relevant people to become part of the family.

IP to RPG - Adapting your IP to Games — Sat 2 pm

Join our Special Guests Andrew Haught and Max Tompkins along with Author Erin Rado as they discuss and answer questions on creating table top rpg campaigns and scenarios from your favorite books, shows, games, and movies. Game designers are welcome to participate. Door prizes.

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

At the Strategicon Booth in the Dealers Room. Three tickets will be pulled to win 10 Dealer Tokens each. PacificBallroom

Strategicon Speed Puzzling — Sun 1 pm

Join us for the 2nd annual Strategicon Speed Puzzling competition! Pairs will race to assemble a Ravensburger puzzle as quickly as they can. Two divisions are available: beginners (300 piece puzzle) and experienced (500 piece puzzle). While this Special Event is included in your convention badge, registration MUST be completed using the More Information link.

Strategicon Trivia Night — Sat 8 pm

It's time to get your friends together and come to the second annual 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 2025 Strategicon Trivia Champions!

Strategicon Karaoke — Fri 11 pm, Sat, Sun 10 pm

Do you have what it takes to sing with the greats? Yeah, me neither. Come make that someone else's problem and have some fun in the process!

Arboretum — Sun 10 am

Create carefully planned paths for your visitors to walk as they take in the colorful explosion of buds and leaves.

Arena For The Gods! — Sun Noon

A strategic battle game in which you fight each other to honor and please the gods who are watching you.

Boss Monster — Sun 2 pm

Inspired by classic video games, Boss Monster challenges you to become a villain, build a dungeon, lure in adventurers....and destroy them?

FORK and AQUA — Fri 2 pm

FORK is a food chain trick-treating game. AQUA is a set collection game of art. Both games give a great sampling of local designer Ta-Te Wu's genius and creativity. Sign up and drop in for this event and learn to play both games.

Play to Win

Good Omens — Sat Noon

This ineffable game consists of battle games, each with rules that you can learn as you play! All battles are cooperative you win or lose as a team! Face off against the Four Horsemen of the Apocalypse, then the forces of Heaven and Hell....

Hard Time — Fri 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.

Oh No, Volcano! — Sat 2 pm

Climb the legendary volcano to claim its ancient treasures! Peril lies ahead on every turn. Be the first explorer to collect your riches and avoid the fiery fury of the volcano. Will you triumph with treasure or will you be left screaming...."OH NO, VOLCANO!"

Pathfinder Society

Los Angeles A

All games are Pathfinder RPG 2nd Edition Remaster unless specified otherwise

Learn To Play Pathfinder 2R — Sat, Sun 10 am, 1 pm, 4 pm

Experience the Pathfinder Roleplaying Game (2nd Edition Remaster) in this 2-hour quest. Select one of the exciting Pathfinder Iconic Characters, or come with a character you've created! Grab some dice, a miniature, and start rolling in your first adventure. Everything, including dice, will be provided. Just bring yourself and some friends!

Learn To Play Starfinder 2E Playtest — Sat, Sun 10 am, 1 pm, 4 pm — Starfinder RPG 2nd Edition

Experience the Starfinder Roleplaying Game (2nd Edition Playtest) in this 2-hour quest. Select one of the exciting Starfinder Iconic Characters, or come with a character you've created! Grab some dice, a miniature, and start rolling in your first adventure. Everything, including dice, will be provided. Just bring yourself and some friends!

Pathfinder Quest (Series 2) #14: The Swordlord's Challenge — Sat 4 pm

An Aldori swordlord who fought alongside Pathfinders years ago is looking for a way to push her students harder. She issues a challenge to Marcos Farabellus, the Master of Swords, boasting that her most promising young pupils can defeat any Marcos has trained.

Pathfinder Society Quest #9: Wayfinder Origins — Sat 4 pm

The Pathfinder Society has sent an expedition to a previously uncharted island! The island contains a door sealed with a type of magical technology thought lost with the ancient Azlanti empire. What secrets lie behind the door, and what dangers may lurk beneath the island's surface? To find out, the PCs will first have to solve the magical "puzzle" sealing the door and preventing contact with whatever lies beyond.

PF1 Mod: The Witchwar Legacy (ALL DAY) — Sun 10 am — Pathfinder RPG 1st Edition

The witch queens of Irrisen must abdicate their thrones every 100 years when their mother, Baba Yaga, places a new daughter on the throne. But one queen was unwilling to relinquish her rule, and led a doomed rebellion. Baba Yaga entombed her wayward daughter in an icy necropolis known as the Veil of Frozen Tears, along with a powerful artifact called the Torc of Kostchtchie, hiding them both far from mortal eyes.

Playing Cats (Classic Card Games) — Sat 4 pm

Play some classic and traditional card games with this 52 card deck sporting the adorable cats from the cat games designed by Ta-Te Wu and illustrated by Kaiami.

Porta Nigra — Sat 9 am

Porta Nigra is a gamer's game about the master builders of ancient Trier. Tactics and good timing are needed to build the most impressive buildings of the city.

The Drawing! Free Games!!!! — Sun 4 pm

The moment you have waited for - FREE GAMES! We will draw the winner of each game from those who played those games. Winners must be present. Your agent may be present for you, as long as we can verify.

Treasure Hogs — Fri Noon

Will you become the ultimate treasure hog? Players take on the role of a Hog-Archeologist collecting treasures, but must beware of thieves planning to steal your treasure!

PFS1 6-16: The Heart of the City — Fri 8 pm

Word from a missing Pathfinder agent makes its way to Decemvirate leadership, revealing that Hesla Embersplitter has not only staffed her manor home with cultists of the deceased demon lord, Deskari, but that she's also received an ominously large shipment. Unable to convince the High Council of Absalom of Hesla's ill intentions, they turn to their agents to look into what's happening at Ember Manor

PFS1 9-14: Down the Verdant Path — Sat 10 am — Pathfinder RPG 1st Edition

Few dare tread through the ancient groves of the Verduran Forest, and those who do settle in these woodlands tend to stay close to their communities. Mystery and danger rarely deter agents of the Pathfinder Society

PFS1 9-24: Beneath Unbroken Waves — Mon 9 am

Fishers have dredged up a strange, glowing artifact from the sea off the coast of Jalmeray, and the Pathfinder Society believes this is a key—likely to something hidden beneath the waves. With the key in hand, the PCs sail out to the underwater ruins of a people erased from history. Can the PCs' discoveries shed new light on who these people were and the true reason for their downfall?

PFS2 1-01: The Absalom Initiation — Mon 9 am

A new era is beginning for the Pathfinder Society, with new recruits and new factions all excited to build connections and embark on grand adventures. The PCs are among these recruits invited to attend a welcoming party where they can meet both the old guard as well as the up-and-coming leaders. But the party's not all talk the PCs learn of four exciting escapades in Absalom.

PFS2 3-99 Fate in the Future — Sat 10 am

In this multi-table special, ran in conjunction with PaizoCon Online, the Pathfinder Society receives word of a mysterious anomaly in the magical pathway known as the Maze of the Open Road. Travelling through the maze, you find yourself in a world away from home. Only by learning the source of the anomaly can you hope to return. However, a secret that spans time rests at the heart of this dangerous expedition.

Pathfinder Society

PFS2 5-12: Mischief in the Maze — Sun 10 am

The Maze of the Open Road has mostly been stabilized, and yet agents are still ending up at the wrong destination. While no one has been hurt, Venture-Captain Sigvard Tornkvist fears that it might be a matter of time until injury or worse results. She tasks the PCs with investigating the cause of these mishaps, and dealing with it if possible.

PFS2 6-01: Intro: Year of Immortal Influence — Sat, Sun 8 pm

A new year comes for the Pathfinder Society, and what better way to start it off than by attending a fancy event? The Pathfinders find themselves invited to a charity dinner to benefit the Knights of Lastwall fighting in far-off lands against the lich king, Tar-Baphon.

PFS2 6-03: Godsrain in a Godless Land — Sun 10 am

Rahadoum is a land that abhors the gods, and while the death of Gorum was cause for celebration there, the Godsrain that followed brought only uncertainty. Kassi Azaril, one of the most outspoken opponents of divine magic and reknowned medical researcher, found several of her apprentices empowered after the Godsrain, and they now face growing prejudice from other citizens, stoked by a radical element within the city.

PFS2 6-05: Silver Bark, Golden Blades — Sat 8 pm

Silvertree Village is a small settlement within the Forest of Spirits, not far off the Spirit Road, the trade route tracing the southern coast of the forest. It's a smaller river crossing, but often used when the larger Ohira's inns are full, and some travelers even prefer using it. Or they did, until the found access to it cut off by a mysterious fog.

PFS2 6-11: The Godsrain and the Dragon — Fri 8 pm

The Pathfinder Society secured friendly relations with the dragon Valashinaz over a year ago, and now seek to call upon that connection. They've recovered several warshards large and small, and their powers seem varied and unpredictable. The latest warshard recovered, the largest yet, seems even stranger.

PFS2 6-12: The Burning of Greensteeples — Fri 2 pm, Sun 8 pm

Within the heart of devil-cursed Chelax, Greensteeples Manor, home of the illustrious Jeggare line, secretly stands as the only stronghold of the Pathfinder Society. However, among the fallout of handling the scandal of her cousin within the past few years, the queen of Chelax has learned of the manor's true nature.

PFS2 6-13: All That Glitters — Fri, Mon 2 pm

A small earthquake and landslide near the mining operations of Marivit Kopje, a Kalistocrat of minor standing, have opened a vault long thought lost. Shimia Renveld was an oddity even among Kalistocrats. She collected oddities that held no real monetary value, or at least that was what she thought. Marivit believes that her recently uncovered collection might hold a key to helping turn around his fortunes.

PFS2 6-14: Twice in Steel — Sat 10 am, Sun 8 pm

The Pathfinders travel to the demon-torn Sarkoris Scar in search of more information about Hesla Embersplitter, who's been rumored to have connections to a cult in the area known as The Cult of the Screaming Grub. The agents in the area will need to explore the desolate wasteland to find Deskari's Gullet, a cave system filled with strange connections to other planes.

PFS2 6-17: The Devil in the Details — Sat 8 pm

The Pathfinder Society, seeks to collect the fallen shards of the dead war god Gorum, the warshards. They have devised a means of detecting some, and using this an expedition of veteran Pathfinders is assembled, but their tracking ritual leads them strait to a secret Chelaxian weapons laboratory.

PFS2 Intro 1: The Second Confirmation — Sun 10 am

A Pathfinder Society initiate goes missing on their Confirmation mission to become a field agent. With no update on the initiate's whereabouts, the Society assembles a group of initiates into a group Confirmation in order to spearhead a rescue. It's up to a new generation of heroes to save one of their own, and potentially make a few big discoveries along the way!

PFS2 Intro 2: United in Purpose — Fri 8 pm

When a group of Pathfinder Society initiates recently completed their Confirmation and rescued a fellow Pathfinder, they also uncovered a host of ruins belonging to an ancient civilization. Now, the Society's major factions have sent their foremost experts and leaders to begin coordinating a thorough investigation of the ruins. Strong and savvy field agents are needed to begin uncovering the secrets hidden within these ruins.

PFS2 Quest #7: A Curious Claim — Sun 4 pm

Money is power in the land of Druma and those who know how best to manipulate the economics of the land have the most of both. The PCs are sent to Druma to investigate a missing ship and the particulars of an insurance claim related to its disappearance, though both ravenous undead and agents of one of the Pathfinder Society's fiercest rival organizations seek to keep them from the truth behind the ship's sad end.

PFS2 Quest (Series 2) #15: In the Footsteps of Horror — Sat 4 pm

A group of powerful Pathfinders had to abandon the exploration of an underground complex after defeating a powerful lich and stopping a devatating ritual by the skin of their teeth. The PCs are tasked with exploring this complex now cleared of threats and cataloguing what's there.

PFS2 Quest (Series 2) #20: The Dacilane Academy's Show Must Go On — Sun 4 pm

The Dacilane Academy often calls upon the Pathfinder Society to get them out of trouble, or to aid their students. Considering that many Pathfinders enroll their children in the academy, the relationship is one of mutual benefit. It's therefore no surprise when the academy calls upon the Pathfinders to help make sure nothing terrible happens during the play that the students will be performing at a nearby theater.

PFS2 Quest (Series 2) #21: Infernal Infiltration — Sun 4 pm

Some disgruntled citizens in Kintargo, who preferred things under Chelaxian rule, have stolen into some very sensitive information concerning the Pathfinder Society's trade dealings and routes.

PFS2 Quest (Series 2) #22: Friends in Need — Sat 4 pm

The Tskikha iruxi enclave has long been a staunch ally of the Pathfinder Society. Their enclave's location near some elementally-attuned Azlanti ruins has given the Society a wealth of research opportunities while allowing them to protect the iruxi from the dangers in the ruins, which have a tendency to cause trouble. Recently they seem to have attracted some elemental scamps,

PFS2 Quest (Series 2) #24: Tanuki Trouble — Sun 4 pm

During the Year of Unfettered Exploration, the reappearance of the planes of metal and wood destabilized the Maze of the Open Road, the extradimensional maze the Pathfinder Society uses to transport personel and good across vast distances. In trying to stabilize itself, new entrances and exits appeared, one in a Tanuki village in Minkai.

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 | * Strategiteen |

* 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.

* Strategiteens: 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	Looney Labs
AEG	Lost Planet Games
Arcane Wonders	Mayday Games
Area 88	NycosRPG
Bandai	Paizo Publishing
Bandero Tequila	Para Bellum Games
Blue Panther	Reaper Paints & Miniatures
Dan Verssen Games	Renegade Game Studios
Days of Wonder	Rio Grande Games
Decision Games	Silver Dragon Games
Devir Games	Steve Jackson Games
Existence Games	The Army Painter
Fire & Dice	The Game Chest
Gamecraft Miniatures	Ultra Pro
Game Nights	Vallejo Paints
Games Workshop	Warlord Games
Ghost Brush	White Wizard Games
Imperial Outpost Games	Wizards of the Coast
Inferno Games	World of Game Design
Kayenta Publishing	

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 2025 Dealer Room Vendors:

Area 88	David Wong
BGE's Tabletop	Devir Games
Black Rose Designs	Dice Envy
Blue Panther	DM Dunn
Blue Rondo Games	Erin Rado
Booster Brat	Extra-Life
Cactus Blossom Artworks	Fire & Dice
Clyde Jones & Son	Forgeborne Games
Crazy Bob's Dream Emporium	Frog Knight Games
Critical Hit Games	Game Nights Cafe

Ghost Brush
 Good Newsed Euros
 Goodman Games
 Gorilla Games
 Halfling Priced Books
 Hellmouth Convention
 Hidden Enchantery
 Huck & Puck Books
 Jennifer Messman
 Kawaii Crossing
 LFG Con
 Line of sight Terrain
 Loscon
 Lost Planet Games
 Merch Nozzle Max
 Moonlight in Glenwood
 NerdPool Industries
 No Limit Games
 Numbskull Games
 Pancake Frog Studios Gaming
 Para Bellum Games

Party Penguins
 Party Wanted
 Pendragon Costumes
 Play 5
 Quicksilver Mercantile
 Services
 Ramen Sandwich Press
 RosaleenDhu Designs
 Sand Box Gaming
 Savage Collections
 Save vs Death Ray
 Sojourn RPG Publishing
 Strategicon Market
 Super Dimension Convention
 The Collector's Corner
 The Game Chest
 The Goods Merchant
 The Weekend Warrior
 Tiny Shiny Squids, Inc
 Zander's Game House

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. Now that we are in 2025 there is indeed a rule 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 2025 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1846	Andrew Schoonmaker	Amanda Ridley	Roland Morel
7 Blunders	Sage Garver	David Parayre	Lumin Sperling
7 Wonders	Michael Swinson	Luca Carnevale	Steve Tran
7 Wonders	Cheryl Gaul	Gary Park	Joseph Beck
A Feast for Odin	Erick Vallejos	Sue Senki	Cheryl Gaul
A Study in Emerald	Daniel Smiley,	Richard Potthoff	
Acquire: David Woolcott Memorial	Llewelyn Curran		
Age of Empires III	David Parayre	Eric Downing	John Hegner
Agricola	Sue Senki, Winton Lemoine		Vanessa Adelaide
Alien Frontiers	Lumin Sperling	Reid Barkell	Winton Lemoine
Arcs	Misty Diaz	Michelle Mills	Rob Flores
Ark Nova	Nicholas Cascone	Avinash Calidas	
Azul	Winton Lemoine	Lisa King	Duck Osborne
Barrage	Brandon Duyan	Saul Bruenell	Heather Mazorow
Black Fleet	Lucia Gonzalez	Susan Fintland	Gabriel Alpuerto
Blue Moon City	Michael Bryson		
Brass Birmingham	Darrell Stark	Christine Marciniak	Lisa Burola
Builders of Blankenburg	Evan Sarafian	Olga Pedroza	Ram Deleon
Carcassonne	Gerald Delker	Robin Stout	Shawn Lu
Cards Against Humanity	Tim Kopacz	Tom Corbett	Sue Senki
Cascadia: Landmarks	J. R.	Llewellyn Curran	Bill Gallagher
Cat Lady	Fangying Zhu	William Guisto	Keira Estrella
Catan National Qualifier	Lisa Burola	Sean Rich	Tanya Aldrich
Category 5	Callie Waligora	Nihad Shariff	Samir Shah
Caylus	Winton Lemoine	David Parayre	Heather Mazorow
Codenames: Partners	Robert Neff	Eric Downing	Susan Fintland
Coloretto	Rick Senki / Rebecca Leila		
Crash and Grab	Robert Neff	Paris Themmen	Dooley
Cthulhu Wars Expansions	Alex Georges		Arielle Mayer
Cyclades	Michael Mirth	Gregory Mazourek	Stella Guisto
Dead Man's Doubloons	Michael Gardner	Paul Flores	Thomas Hoeg-Jensen
Distilled	Bill Harris	Chris Hayes	Martin Juarez
Dream Factory	Mark Dierking	Thomas Becker	Erick Vallejos
Dune: Imperium	Michelle Gott	Darrell Stark	Andre Chautard
Dune: Imperium: Rise of lx	James Creech	Mong Yang	Gillian Grassie
Eclipse: Second Dawn for the Galaxy	Luke Luschwitz		
Firefly: The Game	Gene Lin	Allison Sulock	Robert Salinas
Flight of Icarus	Lisa Gray	Jeff Gray	
From the Shadows	Jennifer Hsiao	Lance Watanabe	Andres Perez
Genoa	Jeffrey Johnson	Dan Freidin	
Get the MacGuffin...or the MacMuffin		James Sudd	David Cohen
Ghost Blitz	Misty Diaz	William Medwid	Daniel Mcdairmant
Good Cop Bad Cop	James Aldrich	Paisley Lamarre	Jon Daneshgar,
King of Tokyo			Tanya Aldrich
Kingdom Builder	Angela York	David Johnson	Lacey Pitino
Kingsburg	Gilbert Quinonez	Heather Mazorow	David Parayre
Last Days of Athobrae	Eric Downing	Darrell Stark	Christine Marciniak
Let's Go to Japan	Sean Rich	Eric Downing	Bruce Schlickbernd
Liar's Dice	Joseph Beck	Max Roberts	Matt Leon
Lords of Waterdeep	Austin Jones	Joellen Shendy	George Ngo
Mandala	Lisa Burola	Richard Potthoff	Bob Stout
Meadow	Eric Downing	Susan Fintland	Tracy Ashizawa
Nexus Ops	Darrell Stark	Tristan Hurst	Ankur Mehta
No Thanks!	Samina Schiller	Chanel Leibsohn	Andy Mcguire
Nuclear War	Eric Downing	Darrell Stark	Dave Jensen
Oath	Keenan Kibrick	Lisa Burola	Petros Hong
One Letter Better	Gus Gilman	Rob Flores	John Spence
Orleans	Gene Lin	Arkadi Shwartz	Sarah Murray
Perpetual Motion Machine	Asher Liebgold		
Perpetual Motion Machine	Mark Nadeski	Kyle Greenwood	Nick Smith
Phase 10	Darrell Stark	Winton Lemoine	Moya Mazorow
Pirates!	Joshua Blazej	J. R.	Travis Grady
Play 5	J. R.	Rebecca Leila	Moya Mazorow
Power Grid	Jean-Patrick Francoisse	Arielle Mayer	David Johnson
Power Grid World Tour: Brazil	Alex Morel	Toni Johnson	David Parayre
Power Grid World Tour: China	Mike Munson	Neil Poloso	Zachary Poloso
Power Grid World Tour: Korea	Jack Munsen, Bill Harris,		
	Jhon Byun, Reid Barkell		
	Gilbert Quinonez,		
	Scott Samarel, Mike Munson,	Lisa Burola, Michelle Mills,	Andrew Risner,
	Chris Mills	Reid Barkell, John Byun	John Cuthbertson,
	Mike Munson	Bill Harris	Bob Munson, Bill Harris
			Reid Barkell

Power Grid World Tour: Spain and Portugal	Bob Munson, Mike Munson, Jack Munson, Bill Gallagher		
Power Grid: Recharged!	Michelle Mills	William Medwid	Misty Diaz
Puerto Rico	Michelle Gott	Darrell Stark	Warren Usui
Quatermain	Darrell Stark	David Parayre	Conner Morlang
Ra	Brandon Muller	Winton Lemoine	David Sanches
Root	Sergio Vasquez	Max Roberts	Colin Moreno
Root	Danielle B	Max Roberts	Tim Kopacz
Scepter of Zavandor	Theresa Ritchie	Travis Grady	Roger Ritchie
Scythe	Dave Jensen	Andy McGuire	Alex Hall
Sentinels of the Multiverse: Definitive Ed	Players won		
Sorcerer City	Misty Diaz	Eric Ongchangco	Brian Fong
Sorcerer City Expansion	Asher Silberman	Robin Stout	Rafael Nevarez
Sovereign Chess	Alex Morel	Roland Morel	Michael Morel
Space Base	J. R.	Ozgun Tumer	David Parayre
Splendor	Andre Chautard	Ankur Mehta	Petros Hong
Stone Age	Steven Estrella	J. R.	Gilbert Quinonez
Talisman	Jonathan Schrepfer	Richard Potthoff	Nicolás Gutiérrez
Teotihuacan: City of Gods	Olga Pedroza	Roland Morel	Kirk Lynch
Terraforming Mars	James Creech	Lisa King	Nick Cascone
Terraforming Mars: Ares Expedition	George Vulov	Alex Georges	Winton Lemoine
Terraforming Mars: Ares Expedition	Jonathan Flagg	Winton Lemoine,	
Terraforming Mars: Ares Expedition Crisis	Scott Samarel	David Parayre	
The Acts: Letters from Rome	Kyle Gilbertson	Leah Fales	Steven Mann
The Castles of Burgundy	Ozgun Tumer	John Logie	Josh Kozycz-Curiel
THE GAUNTLET FINAL: Ark Nova	Bruce Schlickbernd	Rachel Adams	Valerie Lake
The Princes of Florence	Robert Neff	Thomas Wallace	Kyle Greenwood
		Susan Finland	Ivan Demoura
The Thing: The Board Game	Mong Yang, Alien	Sami Nasrawi, Robert Reeley,	
Thurn and Taxis	Gilbert Quinonez	David Ballesteros, Gene Lin	
Ticket to Ride	Pearl Brinkley	Mike Munson	Lumin Sperling
Ticket to Ride: France	Ivan Yospe	Reimer Tran	Kyle Minnis
Ticket to Ride: Europe	Jeremy Estrella	Kyle Greenwood	Lee Ursich
Ticket to Ride: Italy	Lance Watanabe	Mark Dierking	Jojo Kiedman
Ticket to Ride: Mini Games	Andrew Ma	Ivan Yospe	
Ticket to Ride: Old West	Rebecca Murphy	Samina Schiller	Kyle Greenwood
Ticket to Ride: Rails and Sails	Rebecca Murphy	Lucas Takao-Haun	Gary Wachtler
Ticket to Ride: USA 1910	Darrell Stark	Christopher Negrette	Bob Stout
Titan	Jeff Matthews	Pearl Brinkley	Erick Olson
Tzolk'in: The Mayan Calendar	Cheryl Gaul	Gordon Schick	Richard Potthoff
Ubongo	James Aldrich	Dave Jensen	Alex Hall
UNO	J. R.	Tanya Aldrich	
Vegas Showdown	Darrell Stark	Alexandra Schultz	Alex Morel
Wingspan	Lumin Sperling	David Mines	Jonathan Flagg
Witchstone	Evan Sarafian	Jack Munson	David Fraats
Collectible	1st Place	2nd Place	3rd Place
Altered - Constructed	Perrin Weiss		
Altered - Starter	Perrin Weiss	Christopher Bohn	Victor Bugg
Altered - Starter	Billy Evatte	Amy Fields	Ron Madrid
Ascension	Sky E Merit	Lisa Adams	Aj Grimm
Ascension	Cheryl Gaul	Frank Zazanis	Ephraim Silverman
Black Forest	Chris Buskirk	Benjamin Cosman	Gene Lin
Boss Monster 2	Jerry Escobedo		
Civolution	Chris Buskirk	Ricardo Fischer	Brian Peters
Fluxx	Dustin Takeyama	Jami Eidson	Jennifer Stavros
Heat: Pedal to the Metal - 2025 Circuit	Theo Black	Logan Jameson-Hatch	Ted Blegen
Magic: the Gathering - Aetherdrift Sealed	Grant Gaines	Matthew Phillips	Rylan Gattis
Magic: the Gathering - Aetherdrift Sealed	Alex Lane	Rylan Gattis	
Magic: the Gathering - Commander: Pods	Andrew Deheer, Jaime Estrada, David Ziegert		
Magic: the Gathering - Commander: Pods	Quinn Zeigert, Andrew Deheer, Bryan Romero		
Magic: The Gathering - Cube: Live Draft	Michael Arsollon	Charles Mendez	
Magic: The Gathering - K&J Pauper	Jon Brown	Perrin Weiss	Tanya Aldrich
Marvel Dice Masters Draft: Infinity Gauntlet	Scott Morrison		
S.E.T.I.	Dae Kim	Chris Buskirk	David Mines
Star Wars Miniatures - Sealed Booster Draft	Brynn Given	Andre Bashay	
Star Wars Miniatures - Clash of the Titans	Brynn Given	Andre Bashay	
Star Wars Unlimited - Chaos Draft	Jason Gonzalez	Josh Everman	Tommy Hattori
Star Wars Unlimited - Chaos Draft	Jacob Shelton	Andrew Enriquez	Louis Melrose
Uno: NO MERCY	James Aldrich	Michael Morel	Evan V
VtES - Brachah 2R+Final Constructed	Billy Troxel, Darby Keeney, Ian Lee, Matthew Hatch		

VtES - Condemnation: Betrayed Standard	Marcus Acevedo	Jason Ketcham, Juan Soto, Darby Keeney, Mark Jasper	
VtES - Riposte Standard Constructed	Billy Troxel	Sagan Jameson-Hatch, Logan Jameson-Hatch, Darby Keeney, Harry Hakobyan	
War of the Ring - The Card Game	Sergio Vasquez	Bruce Tompkinson	William Salazar
War of the Ring - The Card Game	Roger Ritchie, Beren Canlas	Theresa Ritchie, Ben Canlas	
War of the Ring - The Card Game	Steven Forbes, Zee Levi	Ben Rocheteau, Larry Ross	
Kids Games	1st Place	2nd Place	3rd Place
Fuzzy Heroes - Snow White	Players Won		
Miniatures	1st Place	2nd Place	3rd Place
BattleTech Alpha Strike - Western Assault	Darren Eskandari	Chris "Jesty" Pribanick	Phil Abramowitz
Battletech - Urbie Derby - Last Can Standing!	Jacob Shober	Thomas Morningstar	Chandler Reller
Circus Maximus	Luca Carnevale	Todd Hannan	Mike Patterson
D&D 5e PvP	Alexander Grigg		
Formula De Long Beach Grand Prix	Bruce Schlickbernd	Max Porter	Tall Paul
Conquest: The Last Argument of Kings -	Morgan Fox	Daniel Cellucci	Jacob Merkovsky
Star Wars Legion	Philip Mccabe	Frank Vassallo	Calvin Moneypenny
Battletech - Salvage Booster Draft	Sam Imai	Preda Jittannon	Malik Ryon
Warhammer 40K 10th edition - Ironman	Josh Stevens	Cody Berger	
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Jeff Russo	Kevin Hill	Joshua Park
Fantasy Single	Nicholas Berry	Kevin Hill	Jennifer Morgan Wolf
Fantasy Unit	Cecil Cares Less	Peter Schultz	Michael Gregory
Sci Fi Large	Rob B	Michael Gregory	Veero Derkarabetian
Sci Fi Single	Joshua Park	Kevin Hill	Veero Derkarabetian
Sci Fi Unit	Joshua Park	Veero Derkarabetian	Jerome Miller
Historical Single	Desiree Patenaude		
Modern Pulp Single	Stephanie Sasenz-Orzzo	Veero Derkarabetian	
Open	Kevin Hill	Daniel Morton	
Kids	Lucas Schrepfer	Malik Ryon	Raphael Weinstein
Party Games	1st Place	2nd Place	3rd Place
Cards Against Humanity	Dooley	Reagan Duerer	
Cash n Guns Live	Woke Seapickles	Block Blast	Rough Riders
Cash n Guns Live	Toasted Filberts	LRLRLrLr	The Gooberino
Funemployed	Ben Ziek		
Prince AJ's Challenge #1	Chris Buskirk		
Prince AJ's Challenge #2	Gus Gilman		
The Judge Playtest	Corrupt won		
Play to Win	1st Place	2nd Place	3rd Place
Crabs In A Bucket	Lalypopk	Arielle Mayer	Amanda Ridley
Deadly Doodles	Bob Stout	Potato Pie	Robin Stout
Extraordinary Adventures: Pirates!	Vennesa Martinez	Karla Freeman	
Extraordinary Adventures: Pirates!	Lee Ursich	Ivan Yospe	Karin Yospe
Hard Time	Steven Mann	Valerie Lake	
Jetpack Joyride	Chanel Leibsohn	Bob Stout	Robin Stout
Kitty Paw - Valentine Edition	Robin Stout	Karla Freeman	
Munchkin Spongebob Squarepants	Martin Juarez	Jon Daneshgar	Nico Carnevale
Munchkin Spongebob Squarepants	Samuel Espinoza	James Freeman	Adrian Espinoza
Renegade Games sampler	Lalypopk	Daryl Jaramillo	Logan Joyce
TETRIS	Amanda Ridley	David Morgan	Steven Alvarez
Treasure Hogs	Kim Shaver	James Freeman	Steven Alvarez
Treasure Hogs	Lucas Takao-Haun	Heather Mazorow	Jon Daneshgar
Video Games	1st Place	2nd Place	3rd Place
Star Craft 2 #2	Ace Gentry	Gabriel Halloran	Jose Orozco
War Games	1st Place	2nd Place	3rd Place
1775 Rebellion	Craig Caven, Emily Moran	Jon Daneshgar	
1812: The Invasion of Canada	Maximilian Krochman,		
1960: The Making of the President	Eric Noel		
Age of Renaissance	Michael Bryson	Richard Cordero	
Axis & Allies: D-Day	Winton Lemoine	Martin Juarez	Ian Rodrigues
Battle Cry	Dave Jensen		
Civilization	Anakin Ramirez	Ian Rodrigues	
Fortress America	Michael Bryson	Gus Gilman	Dan Liebgold
Kriegsspiel	M H	John Mcmanis	Hiato Yukakosi
Sails of Glory (Frigates)	David Beck	Yochanan Kabasker	
Sails of Glory (Ships of the Line)	Terry Newton	Michael Bryson	
The Napoleonic Wars	David	Daniel Cramer	
Twilight Struggle	Michael Bryson	Fona Kitty	
Undaunted: Battle of Britain	David Mohajer-Rahbari	Tadao Tomomatsu	
Wellington: The Peninsular War 1812-1814	Eric Noel	Georgios Mallas	
	Richard Cordero	Ian Rodrigues	

In Memoriam

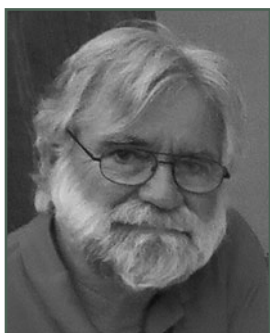


Rodger B. MacGowen
1948-2025

Guest of Honor, Orcon 2011

Worked on over 250 wargames and designed various game magazines in his career and has won numerous game industry and hobby awards. Credits include founding Fire & Movement magazine, the Charles S. Roberts awards, co-founder of GMT Games.

Most famous for his artwork which defined and set the standard of wargaming for years, Credits include Avalon Hill, Yaquinto, GMT, GDW, Quarterdeck Games, Hobby Japan, OSG, ADG and many more.



Jack W. Greene
1949-2025

Guest of Honor, Gateway 2015

Noted naval historian and game designer. A wargamer since the 1960s, he has worked for SDC, Avalon Hill and Battleline. He also ran Quarterdeck Games for 7 years. Jack published several books and over a dozen games including Bismarck (1978 ed.), Ironbottom Sound, Norway-1940 and several others. Even handled North American distribution for ADG.

Jack and Rodger collaborated a couple of times on various games over the years as well. Both helped out Strategicon behind the scenes multiple times. Thanks guys, we already miss both of you.

A Word (or two) from the Con Man

Welcome to Gamex 2025

We made it. Hope you found parking easily.

We need volunteers!

Volunteers are the lifeblood of our show. If you're interested in possibly helping us out we're hosting two separate seminars on "How to Volunteer", one on Friday and one on Sunday. Should be entertaining too.

Largest Gamex ... ever?

Our pre registration is very high for a Gamex, and we start the show with more people registered than ever before for this show. By a lot – over 100 more. We have more games than previous years too. Not sure what to make of it. Hope we printed enough con books.

State of the Con

Orcon 2025 was our largest show post pandemic. Official total attendance was 2370. So we're now at about 95 percent of where we were. While Gamex probably won't beat that total, it might beat that percentage. We'll see.

Web site upgrade successful!

Ok, so very little was visible, but we overhauled the server right after Orcon and it seems to all work.

For once a con book came together without a hitch

I know I'm jinxing myself as I write this, but for once issues were minimal. It was a good thing as the printer moved up the deadline at the last second so they could take a vacation.

Orcon 2027 is going to be wonky

A heads up now. The Super Bowl is in Los Angeles in 2027 on the Sunday of what would normally be Orcon. Due to this, however, we will almost certainly have to either change location or change the date. We are leaning towards the latter, and we will probably run a weekend early. Not much we can do about it, unfortunately. More discussion at the Feedback Forum Sunday evening (hint, hint)

Time to have some fun. Looking forward to this show. Have fun everyone – it's what we're here for.

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