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Troubleshooting Staff

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

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

Welcome

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

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

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

The prizes for board games will be as follows:

Events are played for the pure fun of the game

Tournaments are paid out as follows:

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

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

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

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

Sponsored events will often award some type of game or game

expansion

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

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

A Guide to Gateway 2016 for Non-gamers

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

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

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

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

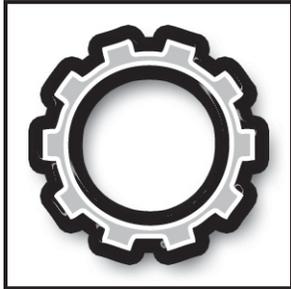
We have also added many party games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule. We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting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

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

Enjoy the con!

Gateway 2016 Special Guests

jim pinto



a nearly 20-year veteran of the gaming industry, with numerous credits in about a dozen categories, including writing, design, development, art, and editing. He's written everything from gaming adventures to board games to comics to screenplays to hot tub catalog copy. His latest fiasco involves aurochs and paleo-hunters.

jim pinto is a multicultural savant. He knows 'hello' in forty languages, as well as most of the world's capitals. His first book in the gaming industry was about Japanese culture, favorite novel is French, favorite movie is Chinese, favorite country is Romania, favorite food is Indian, and favorite wife is Korean.

He might have also won a few ENnies, two origins awards, a player's choice award from Inquest magazine, and \$50 from a college fiction contest. He's not sure. He has no children, pets, or lice. jim pinto is allergic to capital letters.

Gary Astleford

A professional writer and game designer from Southern California. He's been a freelance contributor since 2003, when his first article was published in Dungeon Magazine. Since then, Gary has written and designed RPG material for companies such as Green Ronin, Cubicle 7, Wizards of the Coast and Fantasy Flight Games. He currently works as a designer on the WildStar MMORPG for Carbine Studios.



Cory J. Herndon



An 18-year veteran of the games industry. He got his start at Wizards of the Coast in 1998 as the "everything but Magic" editor on the Duelist and TopDeck magazines, then moved on to RPG R&D mere moments after it stopped being called "TSR." There he edited and designed content for many books in the Star Wars D20 line, including the core rulebook and the Ultimate Alien Anthology, and after leaving Wizards wrote many of the entries in the popular Star Wars D20 Planet Hoppers online series. He is the author of seven Magic: the Gathering novels, one D&D novel (T.H. Lain's The Living Dead), and numerous short stories. Since 2005 he has worked in video games, including Guild Wars, Pirates of the Burning Sea, and WildStar. In 2016 he joined Phoenix Labs as a writer on an unannounced new title.

Cory lives in Southern California with his wife S.P. Miskowski and an extremely classy rabbit named Jonesy. He is the proud owner (and occasional player) of both an original edition of the Star Trek: the Motion Picture board game and the Star Trek: the Next Generation VCR Board Game. Experience BIJ!

Gateway 2016 Artist

Fink



Fink hasn't drawn like this in a long time and he really misses it. You can check out what he's been up to at www.finkfolio.com.

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

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

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

Fri, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Noon	4	Battlestations Event		A	A	B
	2	Castle Panic Expansions Event		A	A	B
	3	Dynasty DEMO Demo		B	T	B
	2	Liar's Dice Small		A	A	B
	2	Ticket to Ride System Gaming 101		B	A	B
	4	Battletech Total Warfare Aerotech: Large Scale Aerospace Battles!!!	International A	A	A	M
	6	Infinity Infinity demos and open play	International A	A	T	M
	1.5	Zombicide 101 Zombicide 101	International A	A	T	M
1 pm	1	21JumpBall Event		A	T	B
	1	Batman Fluxx Sponsored		A	A	B
	1	Small World Gaming 101		B	A	B
	1	Mystic Vale Small		A	A	B
	2	Roll Through the Ages: The Bronze Age Event		B	A	B
	3	XCOM: The Board Game Small		A	A	B
	4	Middle-Earth (MECCG) 101	La Jolla	A	A	C
2 pm	1	13 Days: The Cuban Missile Crisis Gaming 101		B	A	B
	2	Dice City Event		A	A	B
	2	No Thanks! Small		A	A	B
	1	Railways of the World Gaming 101		B	T	B
	2	Rough: The Card Game Event		A	A	B
	4	Small World Tournament		E	A	B
	2	Ticket to Ride: Switzerland Small		A	A	B
	1	Gruff Demo #1	La Jolla	A	A	C
	2	Munchkin - Players Choice Sponsored	La Jolla	A	T	B
	2	Simon's Cat - Moops Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	F	C
	4	SMOG:On Her Majesy's Service SMOG:On Her Majesy's Service	International A	A	A	M
	4	Zombicide Zombicide Qualifier	International A	A	T	M
	4	Animalia Historium Animalia Playtest *	San Lorenzo F	A	A	R
	4	Bad Streets Bad Streets - Play Test (round 4)	Chair Boardroom	A	M	R
	4.5	Bedlam Hall (Playtest) - Powered by the Apocalypse Bedlam Hall - An [...]	Santa Monica A	A	M	R
	4	D&D 5E 2CGaming Presents - The Total Party Kill Tournament	San Lorenzo A	E	T	R
	4	D&D 5E The Claw of Winter	San Lorenzo A	A	T	R
	4	D&D 5E DDAL04-10 The Artifact (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4	D&D 5E DDAL05-02 The Black Road (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDEX02-07 Bounty in the Bog (DndAL)	Plaza B	A	A	R
	9	D&D 5E DDEX02-09 Eye of the Tempest (DndAL)	Plaza B	E	A	R
	9	D&D 5E DDEX03-04 It's all in the Blood (DndAL)	Plaza B	E	A	R
	4	Feng Shui 2: Action Movie Roleplaying La Redada Asesina	San Lorenzo B	A	T	R
	4	GURPS ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	GURPS 4th Edition Hell on Wheels	San Lorenzo C	A	T	R
	4	Pasts, Personals & Prophecies City of Gold Adventure	San Lorenzo E	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Powered by an apocalypse, of sorts Fallout Shelter: Finding the Descenders	Santa Monica C	A	A	R
3 pm	2	13 Days: The Cuban Missile Crisis Small		A	A	B
	4	Battlestations Event		A	A	B
	1	Dead of Winter Gaming 101		B	A	B
	1	Galaxy Trucker Gaming 101		B	A	B
	1	Merchant of Venus Gaming 101		B	M	B
	4	Railways of the World Event		A	T	B
	3	Scepter of Zavandor Small		E	T	B
	3	Guildhall Fantasy DEMO Demo	International A	A	A	B
	1	Dice Masters 101	La Jolla	A	A	C

Friday

Fri, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	Gruff #1	La Jolla	A	A	C
	6	Flames of War HMGS-PSW Presents "Pershing's Arrival"	International A	A	A	M
	3	Sails of Glory Tournament Small	Los Angeles C	A	A	W
4 pm	1	2 Player Pentathlon Gaming 101		B	A	B
	1	Agricola Gaming 101		B	A	B
	2	Dead of Winter Event		A	T	B
	3	Galaxy Trucker Small		E	A	B
	5	Merchant of Venus Tournament		E	M	B
	4	Scythe Event		A	T	B
	3	Systems Failing DEMO Demo		B	A	B
	2	Thurn and Taxis Small		E	A	B
	2	Yahtzee Free for All #1 Small		A	A	B
	3	Dice Masters "Grab Bag" Tournament #1	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	2	One More Roll! Sponsored	La Jolla	A	A	B
	3	Battletech Total Warfare Battletech: Large Scale Mech Battles!!!	International A	A	A	M
5 pm	2	Agricola Big		E	A	B
	2	Battlestar Galactica Gaming 101		B	A	B
	4	Eclipse Expansions Event		A	T	B
	2	Lost Cities Event		A	A	B
	2	Monopoly Deal #1 Small		A	A	B
	1	Patchwork Gaming 101		B	A	B
	1	Settlers of Catan Gaming 101		B	T	B
	1	Star Wars: Rebellion Gaming 101		B	M	B
	1	Magic: The Gathering 101	La Jolla	A	A	C
	2	Weiß Schwarz - Gaming 101 & Casual Gathering #1	La Jolla	A	T	C
	1	Yu-Gi-Oh! Demo #1	La Jolla	A	F	C
	4	Dealer Room Opens! Dealer Room Opens!		A	A	G
	3	Sam Mustafa's FreeJumper Free Jumper	International A	A	A	M
	1	Warhammer 40K Intro to Warhammer 40K	International A	A	A	M
6 pm	4	1846 Small		E	T	B
	1	A Study in Emerald Gaming 101		B	A	B
	2	Love Letter #1 Small		A	A	B
	2	Patchwork Event		A	A	B
	2	Power Grid Gaming 101		B	A	B
	6	Star Wars: Rebellion Event		A	M	B
	1	Ticket to Ride: India Gaming 101		B	A	B
	5	Guildhall Fantasy Sponsored	International A	A	A	B
	4	MECCG - Hero Arda	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	2	Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G
	1	Age of Sigmar Intro to Age of Sigmar	International A	A	A	M
	4	Team Yankee Battle for Otisburg	International A	A	A	M
	1	Codenames: AJ's Remix Event	Catalina A	A	A	P
	1	LA Board Game Jam	Bel Air	A	A	S
7 pm	4	A Study in Emerald Small		E	A	B
	5	Battlestar Galactica Event		E	A	B
	4	Battlestations Event		A	A	B
	1	Merchants & Marauders Gaming 101		B	T	B
	1	Perpetual Motion Machine Gaming 101		B	A	B
	1	Castles of Mad King Ludwig Gaming 101		B	T	B
	3	Ticket to Ride: India Tournament		E	A	B
	1	Yahtzee Event		A	A	B
	3	Doomtown Reloaded	La Jolla	A	A	C
	4	Star Wars: Armada Star Wars Armada: 180 Point Tournament	International A	A	T	M
	2	Ca\$h 'n' Gun\$ Live Event	Newport A	A	A	P
	1	Codenames: AJ's Remix Event	Catalina A	A	A	P
	4	D&D 5E DDAL04-11 The Donjon (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4	D&D 5E DDAL05-03 Uninvited Guests (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDEX02-10 Cloaks and Shadows (DndAL)	Plaza B	A	A	R

Friday

Fri, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
8 pm	2	Camp Grizzly Event		A	A	B
	2	Chess #1 Event		A	A	B
	3	Eldritch Horror: Signs of Carcosa Event		B	T	B
	5	Merchants & Marauders Small		A	A	B
	3	Perpetual Motion Machine Tournament		E	A	B
	2	Phase 10 #1 Small		A	A	B
	3	Power Grid World Tour: Australia Event		E	A	B
	1	The Castles of Burgundy Gaming 101		B	A	B
	3	Magic: The Gathering Draft Tournament	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	2	One More Roll! Sponsored	La Jolla	A	A	B
	2	Flea Market Flea Market		A	A	G
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G
	4	Battletech Total Warfare Battletech: Large Scale Mech Battles!!!	International A	A	A	M
	4	Blood Rage Blood Rage	International A	A	T	M
	2	Warhammer 40K Apocalypse Mega-Apocalypse Set-up and Rules	International A	A	A	M
	2	X-Wing Miniatures X-Wing Kids Demo	International A	B	K	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	T	M
	1	Escape Room in a Box: The Werewolf Experiment Event *	Newport B	A	T	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	4	Chaosium Basic Roleplaying System 6th ed. Selling Rapture by the Pound.	San Lorenzo C	B	M	R
	4	Delta Green Last Things Last	Santa Monica A	A	M	R
	5	DragonQuest 2nd Edition Trouble at Hillsdale (Middle Earth)	Santa Monica C	A	A	R
	4	D&D 5E 2CGaming Presents - The Total Party Kill Tournament	San Lorenzo A	E	T	R
	4	GURPS Paragon University - ASPIRE Spin Off	San Lorenzo F	A	A	R
	4	GURPS The Lost Caravan	San Lorenzo A	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Scion: the Modern Mythology RPG Robbery on the High Seas	San Lorenzo E	A	A	R
	4	Shadowrun 5E Shadowrun Missions CMP 2016-1: Broke Down in KC	San Lorenzo B	B	T	R
	4	Shadowrun 5E Manhunt	San Lorenzo B	A	T	R
	4	Star Wars: Force and Destiny Peace is a Lie	San Lorenzo D	A	T	R
	4	The Hero Instant The Shadow Heroes (Episode 1) *	San Lorenzo F	A	A	R
	4	World of Darkness The Winter Train	San Lorenzo D	A	T	R
4	Wushu The Death Star Job	San Lorenzo E	A	A	R	
1	PC, Android, Apple ios Hearthstone Paupers	Marina	A	A	V	
9 pm	1	Alien Frontiers Gaming 101		B	A	B
	2	Cranium Event		A	A	B
	4	Robo Rally Event		A	T	B
	2	Rolling For Bunnies DEMO Demo		B	F	B
	1	Secret Hitler Event		A	T	B
	1	Sushi go Party! Event		A	A	B
	3	The Castles of Burgundy Qualifier Event		E	A	B
	4	Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	La Jolla	A	T	C
	0	Dealer Room Closes Dealer Room Closes		A	A	G
	3	Werewolf Event	Catalina C	A	A	P
4	feng shui Werewolf Event	Catalina D	A	A	P	
10 pm	3	Alien Frontiers Tournament		E	A	B
	4	Firefly Small		A	T	B
	2	Room 25: Season 2 Event		A	A	B
	1	Santa Monica PLAYTEST Demo		B	A	B
	2	Tanto Cuore Event		A	T	B
	2	Uno #1 Small		A	A	B
	2	7 Wonders Expansions Tournament		E	A	B
	2	Galactic Explorer PLAYTEST Demo		B	A	B
	2	Chez Geek - Spring Break! Sponsored	La Jolla	A	M	B
	1	Escape Room in a Box: The Werewolf Experiment Event *	Newport B	A	T	P
	3	Ultimate Werewolf Event	Catalina B	A	M	P
	11 pm	1	Deception: Murder in Hong Kong Event		A	A
2		Machi Koro Small		A	A	B

Saturday

* = Play with the creator

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

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

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

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

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

Sat, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Wits & Wagers Small		A	A	B
	1	Magic: The Gathering - Late Night Casual Gathering #1	La Jolla	A	T	C
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	A	M
	3	Werewolf Event	Catalina C	A	M	P
	4	GURPS - Computerworld Follow the White Rabbit	San Lorenzo A	A	T	R
1 am	2	Ultimate Werewolf Event	Catalina B	A	M	P
3 am	3	Ultimate Werewolf Event	Catalina B	A	M	P
9 am	4	18xx Event		A	A	B
	1	21JumpBall Event		A	T	B
	1	Blue Moon City Gaming 101		B	A	B
	1	Colt Express Event		A	A	B
	14	Mega Civilization Small		A	T	B
	1	Modern Art Gaming 101		B	A	B
	3	Settlers of Catan Big		E	T	B
	2	Ticket to Ride System Gaming 101		A	A	B
	2	Knitting and Crochet Meetup Knitting and Crochet Meetup	Exec Boardroom	A	A	G
	4	The Climb The Climb	3rd Floor	A	M	L
	12	Warhammer 40K Apocalypse Mega-Apocalypse Day 1	International A	A	A	M
	4	Zombicide Zombicide Qualifier	International A	A	T	M
	4	Animalia Historium Animalia Playtest *	San Lorenzo F	A	A	R
	4	D&D 5E The Siege of Sundered Hold	San Lorenzo D	A	A	R
	4	D&D 5E 2CGaming Presents - The Total Party Kill Tournament Finals	San Lorenzo A	E	T	R
	4	D&D 5E The Claw of Winter	San Lorenzo D	A	A	R
	4	D&D 5E DDAL04-06 The Ghost (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDAL04-12 The Raven (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4	D&D 5E DDAL05-02 The Black Road (DndAL)	Plaza B	A	A	R
	4	D&D 5E Out of the Abyss, Rage of Demons, Part 1	Plaza B	E	A	R
	4	Faith Corps Problem at Highhorn Pass	Newport A	A	M	R
	4	Fate Accelerated Nitrate City	San Lorenzo B	A	T	R
	4	FATE Core Pacific Rim FATE: How about not having a TPK this time?	San Lorenzo B	A	T	R
	4	GURPS ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	Moment of Truth (playtest) Big Blue Monkeys III - a Happy Jacks game	San Lorenzo C	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	2	Protocol Joan of Arc *	Chair Boardroom	A	T	R
	4	Spirit of THE KABOOM SHOW!	Santa Monica A	A	T	R
	4	Tales from the Floating Vagabond Everyone's coming up Ford! Happy [...]	San Lorenzo E	A	A	R
	4	The Hero Instant The Shadow Heroes (Episode 1) *	San Lorenzo F	A	A	R
	15	Various Games on Demand	Santa Monica C	A	A	R
	4	World of Darkness The Winter Train	San Lorenzo D	A	T	R
	12	Axis and Allies Tournament	Los Angeles C	A	A	W
9:30 am	9	Dealer Room Opens! Dealer Room Opens!		A	A	G
10 am	6	Battlestar Galactica Expansions Event		E	M	B
	3	Blue Moon City Tournament		E	A	B
	4	Descent Journeys in the Dark 2nd Ed Event		A	M	B
	2	Modern Art Small		A	A	B
	4	Scythe Event		A	A	B
	1	Titan Gaming 101		B	T	B
	1	Trick-Taking: The Trick-Taking Game Event		A	A	B
	2	Uno #2 Small		A	A	B
	1	Mystic Vale - Gaming 101	International A	A	A	B
	1	DiXiT 101	La Jolla	A	A	B
	2	Exodus DEMO *	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	1	Pokemon Workshop #1	La Jolla	A	F	C
	2	Simon's Cat - Moops Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	Highlander TCG Standard Type 1 Constructed	La Jolla	A	T	C
	1	Yu-Gi-Oh! Demo #2	La Jolla	A	F	C
	1	Cribbage		A	A	T
	4	PLAYER AIDES (Santiago de Cuba, Migration, Isle of Skye & King Up!) [...]	Plaza A	A	T	G
	7	Paint and Take	International A	A	A	M
	8	Gepanzerte Faust The Battle at Maidstone Sept 21 1940 Op Sealion Day 1	International A	B	T	M
	6	Homebrew WW2 Panzers East! *	International A	A	A	M
	6	Lion Rampant 2nd Annual Hildebrand Open Historical Miniatures [...]	International A	A	T	M
	8	Parallax: Warbands Parallax: Warbands Demo *	International A	A	A	M
	12	Robotech Tactics Robotech Tactics	International A	A	A	M
	4	Warhammer 40K Intro to Warhammer 40K	International A	A	A	M
	6	Warmachine and Hordes Warmachine Mk3 Steamroller 75pts	International A	A	A	M
	6	X-Wing X-Wing: 100 point tournament	International A	A	T	M
	4	X-Wing Miniatures X-Wing Kids Tournament	International A	A	K	M
	1	SüperN3rd Demo	Newport B	A	T	P
	2	Kid Friendly Movies #1	Carmel	A	A	S
	1	LA Board Game Jam	Newport B	A	A	S
	11	Virgin Queen (Campaign Tournament) Big	Los Angeles C	E	A	W
11 am	1	Cock & Bull... It's all about the Monkey! Small *		A	A	B
	3	Dynasty DEMO Demo		B	T	B
	2	Kill Dr. Lucky Small		A	A	B
	3	Mice & Mystics Event		A	A	B
	2	Patchwork Event		A	A	B
	1	The Kids of Catan Event		A	K	B
	4	Third Dawn: Siegecraft DEMO Demo		B	A	B
	1	Ticket to Ride Gaming 101		B	A	B
	9	Titan Tournament		E	T	B
	5	Mystic Vale Sponsored	International A	A	A	B
	2	DiXit gameplay Event	La Jolla	A	A	B
	4	Ascension: Chronicle of the Godslayer #1 *	La Jolla	A	A	C
	3	Pokemon	La Jolla	A	F	C
	1	Dragon Dice Demo	La Jolla	A	A	C
	1	Magic: The Gathering 101	La Jolla	A	A	C
	8	Fantahzee DEMO	La Jolla	A	A	C
	6	Flea Market Flea Market		A	A	G
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G
	4	1775 Rebellion Tournament Small	Los Angeles C	A	A	W
Noon	1	Automobiles Gaming 101		B	A	B
	2	Fireball Island Small		A	A	B
	3	Nuclear War Sponsored		A	T	B
	2	Phase 10 #2 Small		A	A	B
	2	Pirate Attack! Event		A	A	B
	1	Splendor Gaming 101		B	A	B
	3	Ticket to Ride Tournament		E	A	B
	1	Viticulture Gaming 101		B	T	B
	1	Dice Masters 101	La Jolla	A	A	C
	4	Dragon Dice -Sealed Starter Novice Tournament	La Jolla	A	A	C
	3	Exodus Tournament "Winner Takes All" *	La Jolla	A	A	C
	1	Magic: The Gathering 101	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	4	Fuse - Brick Party - Gravwell - Worlds Fair	La Jolla	A	A	C
	2	One More Roll! Sponsored	La Jolla	A	A	B
	4	PLAYER AIDES (Imhotep, The King Is Dead, Gold West & Via Nebula) [...]	Plaza A	A	T	G
	4	Battletech Total Warfare Aerotech: Large Scale Aerospace Battles!!!	International A	A	A	M
	6	Infinity Infinity demos and open play	International A	A	A	M
	6	Thug Life Thug Life Demo *	International A	A	A	M
	3	Warmachine and Hordes Warmachine and Hordes MK3 All New War	International A	A	A	M
	1	SüperN3rd Event	Newport B	A	T	P
	1	Make Strategicon Great Again Event	Catalina A	A	A	P
	1	WiiU Super Smash Bros #1	Marina	A	A	V
1 pm	2	7 Wonders Duel Small		A	A	B
	8	Advanced Civilization Small		A	T	B

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	2	Automobiles Event		E	T	B
	2	Bull Moose Election of 1912 Event		A	A	B
	1	In the Year of the Dragon Gaming 101		B	A	B
	1	Sentinels of the Multiverse Gaming 101		A	A	B
	3	Splendor Big		E	A	B
	3	The Castles of Burgundy Qualifier Event		E	A	B
	4	Dice Masters Booster Draft Tournament	La Jolla	A	A	C
	3	Magic: The Gathering Sealed Deck Tournament	La Jolla	A	A	C
	4	MECCG - Hero Constructed	La Jolla	A	A	C
	2	Weiss Schwarz - Gaming 101 & Casual Gathering #2	La Jolla	A	T	C
	2	Parsely Event	Catalina A	A	A	P
	2	Realistic and Compelling Worlds	Carmel	A	A	S
2 pm	2	Donkey: It's a Kick! Event		A	A	B
	4	DungeonQuest (Revised Edition) DEMO Demo		B	A	B
	1	Game of Thrones: The Board Game Gaming 101		B	A	B
	3	In the Year of the Dragon Small		A	A	B
	2	King of Tokyo Small		A	K	B
	2	Monopoly Deal #2 Small		A	A	B
	3	Sentinels of the Multiverse Tournament		E	A	B
	2	The Adventurers: The Pyramid of Horus Event		A	A	B
	2	Exodus DEMO *	La Jolla	A	A	C
	4	Munchkin Tournament Sponsored	La Jolla	A	T	B
	2	Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	F	C
	4	PLAYER AIDES (Blueprints, Valeria: Card Kingdoms, Kraftwagen, The [...])	Plaza A	A	T	G
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G
	4	Starship Valkyrie Basic Starship Valkyrie: Ambush! *	Bel Air	A	T	L
	4	Arcadia Quest Arcadia Quest	International A	A	A	M
	4	ODGW Mein Zombie Mein Zombie - WW2 Commando Raid	International A	A	A	M
	4	Rum and Bones Rum and Bones	International A	A	T	M
	1	SüperN3rd Event	Newport B	A	T	P
	1	But Wait, There's More! Event	Catalina C	A	T	P
	1	Sparkle*Kitty Demo	Catalina B	A	A	P
	4	Bedlam Hall (Playtest) - Powered by the Apocalypse Bedlam Hall - [...]	San Lorenzo D	A	M	R
	4	BRP Muppets and Madness	San Lorenzo C	A	T	R
	4	Call of Cthulhu The Derelict	San Lorenzo A	A	T	R
	4	Classic Traveller Hard Light	San Lorenzo F	A	A	R
	4	D&D 5E The Storm of Feydon	San Lorenzo E	A	A	R
	5	Dogs in the Vineyard Blight at Providence Branch	Santa Monica A	A	T	R
	4	D&D 5E 2CGaming Presents - Epic Legacy: Beyond 20th Level	San Lorenzo A	E	T	R
	4	D&D 5E Betrayal in Bogbrook	San Lorenzo E	A	A	R
	4	D&D 5E DDAL04-13 The Horseman (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4	D&D 5E DDAL05-03 Uninvited Guests (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDEX02-04 Mayhem in the Earthspur Mines (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDEX02-06 Breath of the Yellow Rose (DndAL)	Plaza B	A	A	R
	9	D&D 5E DDEX03-16 Assault on Maerimydra (DndAL)	Plaza B	E	A	R
	4	D&D 5E Out of the Abyss, Rage of Demons, Part 2	Plaza B	E	A	R
	4	Fate Accelerated ShadowPunk: You've Been Served!	San Lorenzo B	A	T	R
	4	Gumshoe, Traveller, Savage Worlds, GURPS, Swords & Wizardry Victim's [...]	San Lorenzo F	A	A	R
	4	GURPS The Blackout Era	San Lorenzo F	A	A	R
	4	GURPS Paragon University - ASPIRE Spin Off	San Lorenzo F	A	A	R
	4	Iron Kingdoms "Finding Nemo" (a Happy Jacks game)	San Lorenzo D	A	A	R
	4	Paranoia The Twinkiedelphia Miracle	Santa Monica A	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Pugmire (D20) Pugmire	San Lorenzo E	A	A	R
	8	RIFTS RPG Mexican Cargo Run: Port Horus	Newport A	A	A	R
	4	Shadowrun 5E Shadowrun Missions CMP 2016-2: The Farmer's Daughter	San Lorenzo B	B	T	R
	4	Shadowrun 5E Carbon Copy	San Lorenzo B	B	T	R
	5	Universe, 2nd Edition Salvage at Science Station New Brunswick	San Lorenzo A	A	T	R
	4	Vampire: the Dark Ages (V20) Even the Elders Have Cause to Fear	San Lorenzo D	E	M	R
	4	Wild Talents Mechs vs. Monsters, A Happy Jack's RPG Podcast Game	San Lorenzo C	A	T	R

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.	
3 pm	1	PC, Android, Apple iOS Hearthstone Standard	Marina	A	A	V	
	4	Battlestations Event		A	A	B	
	1	Blood Rage Gaming 101		B	A	B	
	4	Congregate DEMO Demo		B	A	B	
	4	Game of Thrones: The Board Game Tournament		E	A	B	
	2	Ra Small		A	T	B	
	4	Star Wars: Rebellion Event		A	M	B	
	3	Targi Event		A	A	B	
	2	Yahtzee Free for All #2 Small		A	A	B	
	4	Highlander Type 2 Standard Constructed	La Jolla	A	A	C	
	5	Strategicon Football League - 2016 Strategicon Football League - 2016	Exec Boardroom	A	T	G	
	4	Age of Sigmar Intro to Age of Sigmar	International A	A	A	M	
	6	Wargamerabbit club rules Battle of the Pyramids 1798	International A	B	T	M	
	2	Parsely Event	Catalina A	A	A	P	
	1	Sparkle*Kitty Demo	Catalina B	A	A	P	
	1	They Came from the Tabletop!	Carmel	A	A	S	
	4 pm	1	Blokus Small		A	F	B
		3	Blood Rage Tournament		E	A	B
1		Imperial Assault Gaming 101		B	A	B	
1		Rabbit Match DEMO Demo		B	F	B	
2		Race for the Galaxy, 2 player Small		A	A	B	
1		Space Beans Event		A	F	B	
1		Ticket to Ride: Team Asia Gaming 101		B	A	B	
1		Yunnan Gaming 101		B	A	B	
3		Exodus Booster Draft Tournament #1 *	La Jolla	A	A	C	
1		Magic: The Gathering 101	La Jolla	A	A	C	
2		Munchkin Treasure Hunt! Sponsored	La Jolla	A	F	B	
2		My Little Pony #1	La Jolla	A	A	C	
2		One More Roll! Sponsored	La Jolla	A	A	B	
3		Battletech Total Warfare Battletech: Large Scale Mech Battles!!!	International A	A	A	M	
4		Infinity Infinity Spec Ops Achievement League	International A	A	A	M	
6		Kings of War Kings of War HMGS Event	International A	A	A	M	
6		X-Wing X-Wing Epic Ship encounter	International A	A	T	M	
2		Captain Sonar Event	Catalina B	B	T	P	
1		SüperN3rd Event	Newport B	A	T	P	
2		LA Board Game Jam: Game Clinics	Newport B	A	A	S	
1	Nintendo 3DS, 2DS Pokemon Get-Together	Marina	A	A	V		
5 pm	6	Castles of Mad King Ludwig Small		A	T	B	
	2	Eternal Kings DEMO Demo		B	T	B	
	1	Kingdom Builder Gaming 101		B	A	B	
	2	Love Letter #2 Small		A	A	B	
	4	Star Wars: Imperial Assault Event		A	A	B	
	5	Ticket to Ride: Team Asia Big		E	A	B	
	3	Yunnan Event		A	A	B	
	1	Yu-Gi-Oh! Demo #3	La Jolla	A	F	C	
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G	
	4	20mm Warlands POST APOC CAR-NAGE!	International A	A	A	M	
	6	Circus Maximus Circus Maximus	International A	A	A	M	
	6 pm	2	Jaipur Small		A	A	B
3		Kingdom Builder Tournament		E	A	B	
2		Pandemic On the Brink Event		A	A	B	
1		Smash Up Gaming 101		A	F	B	
1		Tokaido Gaming 101		B	A	B	
1		Trick-Taking: The Trick-Taking Game Event		A	A	B	
1		You're Bluffing Event		A	A	B	
1		Exodus DEMO *	La Jolla	A	A	C	
4		MECCG - Hero Arda	La Jolla	A	A	C	
2		Munchkin - Players' Choice Sponsored	La Jolla	A	T	B	
2		Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B	
1		Yu-Gi-Oh! Game Show	La Jolla	A	F	C	
1		Ninja Event	Newport B	A	A	P	
2		Two Rooms and a Boom Event	Catalina B & C	A	A	P	

Saturday

Sat, Sep 3

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Dept.
	2	PC	Overwatch 2v2 #1	Marina	A	A	V
6:30 pm	0		Dealer Room Closes Dealer Room Closes		A	A	G
7 pm	1		7 Wonders Gaming 101		B	A	B
	2		Camel Up #1 Small		A	A	B
	2		Dominant Species Gaming 101		B	A	B
	4		History of the World Event		A	A	B
	3		Outpost Small		A	A	B
	1		Shogun Gaming 101		B	A	B
	3		Smash Up Tournament		E	F	B
	2		Star Trek Panic Event		A	A	B
	2		Yu-Gi-Oh! Tournament	La Jolla	A	F	C
	1		Age of Sigmar Age of Sigmar Arena of Death!	International A	A	A	M
	4		Beyond the Gates of Antares Antares 500 Point Battles	International A	A	A	M
	1		Warhammer 40K Warhammer 40K Arena of Death!	International A	A	A	M
	2		Ca\$h 'n' Gun\$ Live Event	Newport B	A	A	P
	4		D&D 5E DDAL04-14 The Dark Lord (DndAL)	Plaza B	E	A	R
	4		D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4		D&D 5E DDAL05-02 The Black Road (DndAL)	Plaza B	A	A	R
	4		D&D 5E DDEX02-07 Bounty in the Bog (DndAL)	Plaza B	A	A	R
	4		D&D 5E Out of the Abyss, Rage of Demons, Part 3	Plaza B	E	A	R
8 pm	2		7 Blunders Tournament		E	A	B
	4		Battlestations Event		A	A	B
	1.5		Beauty Queen Death Match PLAYTEST Event		A	T	B
	4		Descent Journeys in the Dark Event		A	M	B
	2		Modern Art Small		A	A	B
	3		Power Grid World Tour: UK & Ireland Event		E	A	B
	1		Santa Monica PLAYTEST Demo		B	A	B
	4		Shogun Small		A	A	B
	3		Magic: The Gathering Draft Tournament	La Jolla	A	A	C
	4		Magic: The Gathering - James Aldrich Pauper Tourney	La Jolla	A	T	C
	4		Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	2		One More Roll! Sponsored	La Jolla	A	A	B
	2		Age of Sigmar Storm of Magic Setup and Rules	International A	A	A	M
	4		Battletech Total Warfare Battletech: Large Scale Mech Battles!!!	International A	A	A	M
	4		The Others: 7 Sins The Others: 7 Sins	International A	A	T	M
	4		Zombicide Zombicide Qualifier	International A	A	T	M
	4		AD&D 1st Edition THE TWOFOLD TALISMAN	San Lorenzo F	A	A	R
	6		Delta Green The Star Chamber	San Lorenzo C	A	M	R
	4		Fate Core Camp X: Target L'Argues	San Lorenzo D	A	A	R
	4		GURPS "I want his head on a stick"	San Lorenzo E	A	T	R
	4		Homemade Star TrekMirror Mirror Doomsday Machine	San Lorenzo A	A	T	R
	4		Pasts, Personas & Prophecies City of Gold	San Lorenzo B	A	T	R
	5		Pathfinder RPG California Premiere Event - PFS 8-00: The Cosmic Captive	Los Angeles A	A	A	R
	2		Praxis King of Storms *	Chair Boardroom	A	T	R
	4		The Hero Instant The Lair of Darkness (Episode 2) *	Santa Monica A	A	A	R
	2.5		Happy Jacks Live from Gateway 2016	Carmel	A	M	S
	1		PS4 Rocket League 2v2	Marina	A	A	V
9 pm	2		Captain Sonar Event		A	T	B
	2		Cosmic Encounter Small		A	T	B
	7		Dominant Species Big		E	T	B
	3		Extra! Extra! Event		A	A	B
	3		Galaxy Trucker Expansions Small		E	A	B
	2		Guild Masters Event		B	T	B
	2		Rabbit Match DEMO Demo		B	A	B
	3		Werewolf Event	Catalina C	A	A	P
	4		D&D 5E DDEX02-03 The Drowned Tower (DndAL)	Plaza B	E	A	R
10 pm	2		Dexterity Games DEMO Demo		B	A	B
	2		San Juan Small		A	A	B
	1		What the Food! Event		A	A	B
	2		Galactic Explorer PLAYTEST Demo		B	A	B
	2		Chez Geek - Spring Break! Sponsored	La Jolla	A	M	B
	3		Ultimate Werewolf Event	Catalina B	A	M	P

Sunday

* = Play with the creator

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

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

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

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

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

Sun, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Incan Gold Event		A	A	B
	3	King of Tokyo MEGA		E	A	B
	1	Magic: The Gathering - Late Night Casual Gathering #2	La Jolla	A	T	C
	3	Werewolf Event	Catalina C	A	A	P
	4	GURPS - Computerworld Everybody Falls the First Time	San Lorenzo A	A	T	R
1 am	2	Ultimate Werewolf Event	Catalina B	A	M	P
3 am	3	Ultimate Werewolf Event	Catalina B	A	M	P
9 am	1	Coloretto Event		A	A	B
	1	Dream Factory Gaming 101		B	A	B
	3	Formula D Small		A	A	B
	1	Here Kitty Kitty Event		A	F	B
	4	Middle Earth Quest Event		A	M	B
	1	Risk Express Event		A	A	B
	4	Ticket to Ride: USA 1910 Big		E	A	B
	10	Age of Sigmar Age of Sigmar: Storm of Magic	International A	A	A	M
	8	Warhammer 40K Apocalypse Mega-Apocalypse Day 2	International A	A	A	M
	4	Zombicide: Black Plague Zombicide: Black Plague	International A	A	A	M
	4	Bad Streets Bad Streets - Play Test (round 4)	San Lorenzo E	A	M	R
	2	Bittersweet Bittersweet (Public Playtest)	San Lorenzo B	A	A	R
	4	D&D 5E Finding Fir Restor (Independent OR Part#1)	Santa Monica C	E	M	R
	4	D&D 5E 2CGaming Presents - Epic Legacy: Beyond 20th Level	San Lorenzo A	E	A	R
	4	D&D 5E DDAL04-10 The Artifact (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4	D&D 5E DDAL05-03 Uninvited Guests (DndAL)	Plaza B	A	A	R
	9	D&D 5E DDEX02-09 Eye of the Tempest (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDEX02-10 Cloaks and Shadows (DndAL)	Plaza B	A	A	R
	9	D&D 5E DDEX03-04 It's all in the Blood (DndAL)	Plaza B	E	A	R
	4	D&D 5E Out of the Abyss, Rage of Demons, Part 4	Plaza B	E	A	R
	4	FATE Core Pacific Rim FATE: How about not having a TPK this time? [...]	Santa Monica A	A	T	R
	2	Forget Me Not Murder Hobo *	Chair Boardroom	A	T	R
	4	Golden Sky Stories - Heart-warming Roleplaying Like Dancing in the [...]	San Lorenzo B	A	A	R
	4	GURPS The Blackout Era- The Long Game	San Lorenzo D	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	12	Revised WoTC Star Wars Role-Playing Game Anime-Inspired Star Wars	San Lorenzo F	A	A	R
	3.5	Spirit of 77 (PbtA) Spirit of 77: All the Anti-Christ's Men	San Lorenzo C	A	T	R
	4	The Hero Instant The Shadow Heroes (Episode 1)	San Lorenzo F	A	A	R
9:30 am	9	Dealer Room Opens! Dealer Room Opens!		A	A	G
10 am	3	Dream Factory Tournament		E	A	B
	3	El Capitan Event		E	A	B
	2	Flash Point Event		A	A	B
	1	Pounce Event		A	K	B
	1	Star Wars: Rebellion Gaming 101		B	M	B
	1	Twilight Imperium 3rd Ed Gaming 101		B	A	B
	2	Uno #3 Small		A	A	B
	1	DiXit 101		A	A	B
	1	Smash Up- Gaming 101	International A	A	A	B
	8	Android: Netrunner Summer Tournament	La Jolla	A	A	C
	2	Exodus DEMO *	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	1	Pokemon Workshop #2	La Jolla	A	F	C
	2	Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B
	2	Cribbage 2		A	A	T
	4	PLAYER AIDES (Apotheca, Rococo, Dice Town & Expansion, Nations: Dice [...])	Plaza A	A	T	G
	7	Paint and Take	International A	A	A	M
	2	Clay-O-Rama Clay-O-Rama	International A	A	F	M
	12	Dust Tactics Dust Tactics: Apocalypse Now	International A	A	A	M

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	6	Flames of War 20mm Ordeal of the 179th RCT Salerno 1943	International A	B	T	M
	8	Gepanzerte Faust The Battle at Maidstone Sept 21 1940 Op Sealion Day 2	International A	B	T	M
	6	Saga Dark Ages and Crescent and the Cross Saga Open Play and Demos	International A	A	A	M
	4	Star Wars: Armada Star Wars Armada free play	International A	A	A	M
	4	Warhammer 40K Intro to Warhammer 40K	International A	A	A	M
	4	Warmachine and Hordes mk3 Warmachine Full Steam Release Event	International A	A	A	M
	4	Wings of War/ Wings of Glory Curse You Red Baron	International A	A	A	M
	1	SüperN3rd Event	Newport B	A	T	P
	1	The Meeple Steeple	Carmel	A	A	S
	4	Maria Small	Los Angeles C	A	A	W
	10	Sturm Europa (Digital) Event *	Los Angeles C	A	A	W
11 am	1	Eclipse Gaming 101		B	A	B
	3	Firefly Small		A	A	B
	1	Fluxx DEMO Demo		A	F	B
	1	Ghost Blitz Event		A	F	B
	6	Star Wars: Rebellion Event		B	M	B
	2	The Grizzled Event		A	A	B
	1	Ticket to Ride: Europe Gaming 101		B	A	B
	8	Twilight Imperium 3rd Ed Tournament		A	T	B
	2	DiXit gameplay Event	La Jolla	A	A	B
	5	Smash Up Sponsored	International A	B	A	B
	3	Pokemon	La Jolla	A	F	C
	1	Magic: The Gathering 101	La Jolla	A	A	C
	8	Fantahzee DEMO	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #4	La Jolla	A	F	C
	6	Flea Market Flea Market		A	A	G
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G
	6	Pike anf Shotte 28mm HMGS-PSW Presents Renaissance Italian Wars	International A	A	A	M
	1.5	Fuse Team Event Event	Newport D	A	A	P
	2	Bittersweet Bittersweet (Public Playtest)	San Lorenzo B	A	A	R
Noon	4	Battlestations Event		A	A	B
	4	Eclipse Expansions Event		A	A	B
	1	Flapjacks and Sasquatches Event		A	F	B
	2	Phase 10 #3 Small		A	A	B
	1	Scrabble Event		A	A	B
	1	Talisman Cataclysm Gaming 101		B	T	B
	3	Ticket to Ride: Europe Tournament		E	A	B
	1	Tokaido Small		A	A	B
	4	Star Wars Minis Sealed Booster Draft Virtual Set #12, "A More Civilized Age"	La Jolla	A	A	C
	4	Dragon Dice -Sealed Kicker Draft	La Jolla	A	A	C
	3	Exodus Tournament "Champion Reigns Supreme" *	La Jolla	A	A	C
	4	Herodix "Battle Royale"	La Jolla	A	A	C
	2	Munchkin - Beat the MIB!!!! No holds barred! Sponsored	La Jolla	E	T	B
	2	One More Roll! Sponsored	La Jolla	A	A	B
	4	Battletech Total Warfare Aerotech: Large Scale Aerospace Battles!!!	International A	A	A	M
	4	Faustus Furius Faustus Furius - the Other chariot racing game	International A	A	A	M
	6	Infinity Infinity demos and open play	International A	A	A	M
	4	Team Yankee Battle for Otisburg	International A	A	A	M
	6	Thug Life Thug Life Demo *	International A	A	A	M
	3	Warmachine and Hordes Warmachine and Hordes MK3 All New War Demo	International A	A	A	M
	1	SüperN3rd Event	Newport B	A	T	P
	2	Kid Friendly Movies #2	Carmel	A	A	S
	4	LA Board Game Jam	Newport B	A	T	S
	1	WiiU Super Smash Bros #2	Marina	A	A	V
1 pm	3	Chess #2 Event		A	A	B
	1	Concept Event		A	F	B
	4	Eternal Kings DEMO Demo		B	T	B
	1	Manila Gaming 101		B	A	B
	5	Power Grid Big		E	A	B
	2	Quilt Show Small		A	A	B
	1	Side Quest: Pocket Adventures Event		A	A	B
	4	Talisman Cataclysm Small		E	T	B

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	Ascension: Chronicle of the Godslayer #2 *	La Jolla	A	A	C
	1	Magic: The Gathering 101	La Jolla	A	A	C
	3	Magic: The Gathering Sealed Deck Tournament	La Jolla	A	A	C
	4	MECCG - Open Constructed	La Jolla	A	A	C
	4	Weiss Schwarz - English Trial Deck Tournament	La Jolla	A	T	C
	3	Battle Cry Tournament Small	Los Angeles C	A	A	W
2 pm	2	Chinatown Small		A	A	B
	2	Donkey: It's a Kick! Event		A	A	B
	3	Fortune and Glory Event		A	T	B
	3	Manila Tournament		E	A	B
	2	Monopoly Deal #3 Small		A	A	B
	1	Red Dragon Inn Gaming 101		B	A	B
	1	World of Warcraft: The Board Game Gaming 101		B	A	B
	2	Exodus DEMO *	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	4	Munchkin Tournament Sponsored	La Jolla	A	T	B
	2	Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B
	2	Yu-Gi-Oh! Lite Tournament	La Jolla	A	F	C
	4	PLAYER AIDES (Airships, Cargo Noir, Rattus & Welcome to the Dungeon) [...]	Plaza A	A	T	G
	0.25	Raffle Drawing! Raffle Drawing!		A	A	G
	4	Juggernaut Juggernaut	3rd Floor	A	M	L
	1	Paint Contest Judging	International A	A	A	M
	4	B-Sieged B-Sieged	International A	A	T	M
	4	Rum and Bones Rum and Bones	International A	A	T	M
	1	SüperN3rd Event	Newport B	A	T	P
	1	But Wait, There's More! Event	Catalina C	A	T	P
	4	Animalia Historium Animalia Playtest *	San Lorenzo F	A	A	R
	2	Bittersweet Bittersweet (Public Playtest)	San Lorenzo B	A	A	R
	4	Classic Traveller Hard Light	Newport A	A	A	R
	4	D&D 5E Casters Cabal (Independent OR Part#2)	Santa Monica A	E	M	R
	4	D&D-flavored Classic Traveller Hack The Eye of Traldar	San Lorenzo E	A	A	R
	3	D&D 5E 2CGaming Presents - The Giant Runesmith	San Lorenzo A	A	A	R
	4	D&D 5E DDAL04-05 The Seer (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDAL04-11 The Donjon (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R
	4	D&D 5E DDAL05-02 The Black Road (DndAL)	Plaza B	A	A	R
	4	D&D 5E Out of the Abyss, Rage of Demons, Part 5	Plaza B	E	A	R
	4	Dungeon World Heart of the Labrynth	San Lorenzo B	A	A	R
	4	Fate Accelerated ShadowPunk: Survival of the Fittest	Santa Monica C	A	T	R
	4	Fiasco Chaos in the Kitchen	San Lorenzo D	A	T	R
	4	GURPS GURPS Finals	San Lorenzo F	A	A	R
	4	GURPS 4th Edition Hell on Wheels	Chair Boardroom	A	T	R
	4	Hero Kids The Lost Village (abridged)	Family Area	A	K	R
	4	Pasts, Personae & Prophecies City of Gold	San Lorenzo C	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Shadowrun 5E CMP 2016-03: Today Isn't Your Day, Tomorrow Isn't [...]	Santa Monica C	B	T	R
	4	Spirit of Suffragette Suplex	San Lorenzo D	A	T	R
	4	The Hero Instant The Lair of Darkness (Episode 2)	San Lorenzo A	A	A	R
	1	Fandom to Full-Time: When Play Becomes Work	Carmel	A	A	S
	1	PC, Android, Apple iOS Hearthstone Wild	Marina	A	A	V
3 pm	1	Acquire Gaming 101		B	A	B
	4	Age of Empires III: Age of Discovery Small		A	A	B
	2	Navegador Event		A	A	B
	3	Red Dragon Inn Tournament		E	A	B
	8	Star Wars: Imperial Assault Event		A	M	B
	4	The Castles of Burgundy Finals Big		E	A	B
	3	World of Warcraft: The Board Game Event		A	A	B
	2	Yahtzee Free for All #3 Small		A	A	B
	4	Age of Sigmar Intro to Age of Sigmar	International A	A	A	M
	1	Codenames: AJ's Remix Event	Catalina A	A	A	P
	2	Rolling Dice	Carmel	A	A	S
	4	Moral Conflict Event *	Los Angeles C	A	A	W

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.	
4 pm	3	Acquire: David Woolcott Memorial Tournament Tournament		E	A	B	
	4	Battlestations Event		A	A	B	
	1	Castle Panic Event		A	A	B	
	1	DiXit Gaming 101		B	A	B	
	1	Lords of Waterdeep Gaming 101		B	T	B	
	1	Rolling For Bunnies DEMO Demo		B	A	B	
	2	Rough: The Card Game Event		A	A	B	
	4	Dice Masters "Grab Bag" Tournament #2	La Jolla	A	A	C	
	3	Exodus Booster Draft Tournament #2 *	La Jolla	A	A	C	
	2	My Little Pony #2	La Jolla	A	A	C	
	2	One More Roll! Sponsored	La Jolla	A	A	B	
	0.25	GRID GAME Raffle Drawing! GRID GAME Raffle Drawing!		A	A	G	
	4	PLAYER AIDES (Medici, Scythe, Stellar Conflict & Dead Man's Draw) [...]	Plaza A	A	T	G	
	6	Alpha Strike: Battletech Alpha Strike: Assault of Frankopolis IV	International A	A	A	M	
	3	Battletech Total Warfare Battletech: Large Scale Mech Battles!!!	International A	A	A	M	
	1	SüperN3rd Event	Newport B	A	T	P	
	1	Codenames: AJ's Remix Event	Catalina A	A	A	P	
	1	Read Between the Wines Event *	Malibu Garden	A	M	P	
	2	Bittersweet Bittersweet (Public Playtest)	San Lorenzo B	A	A	R	
	1	PC Overwatch 2v2 #2	Marina	A	A	V	
	6	Friedrich Small	Los Angeles C	A	A	W	
	5 pm	1	Airlines Europe Gaming 101		B	A	B
		2	DiXit Event		A	A	B
2		Guillotine Small		A	A	B	
4		Lords of Waterdeep Big		E	T	B	
2		Love Letter #3 Small		A	A	B	
1		Mottainai Gaming 101		B	A	B	
1		Puerto Rico Gaming 101		B	A	B	
4		Lord of the Rings The Miniatures Game "Clash of the Titans" Dynamic Duo [...]	La Jolla	A	A	C	
2		Pirates Sink & Keep: " It's The Great Pumpkin Charlie Brown"	Family Area	A	K	C	
1		Yu-Gi-Oh! Demo #4	La Jolla	A	F	C	
0.25		Raffle Drawing! Raffle Drawing!		A	A	G	
6	Warhammer 8th Edition Warhammer 8th Edition	International A	A	A	M		
6 pm	2	Airlines Europe Small		A	A	B	
	2	Clue:The Great Museum Caper Event		A	A	B	
	2	Codenames Small		A	T	B	
	1	Concordia Gaming 101		B	A	B	
	2	Mottainai Event		A	T	B	
	4	Puerto Rico Tournament		E	A	B	
	1	Qwix Event		A	A	B	
	1	Exodus DEMO *	La Jolla	A	A	C	
	4	MECCG - Hero Arda	La Jolla	A	A	C	
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B	
	2	Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B	
	4	Beyond the Gates of Antares Antares 500 Point Games	International A	A	A	M	
	1	Make Strategicon Great Again Event	Catalina A	A	A	P	
	1	Ninja Event	Newport A	A	A	P	
	1	BREW-HA-HA! Event *	Malibu Garden	A	M	P	
	4	C&C Napoleonic Generals, Marshals, Tacticians Event	Los Angeles C	A	A	W	
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	A	G	
7 pm	3	Alhambra Event		A	A	B	
	2	Camel Up #2 Small		A	A	B	
	5	Concordia Tournament		E	A	B	
	1	Empire Builder Gaming 101		B	A	B	
	4	Guild Masters Event		B	T	B	
	2	Ticket to Ride: Pennsylvania Small		A	A	B	
	1	Gruff Demo #2	La Jolla	A	A	C	
	2	Yu-Gi-Oh! Tournament	La Jolla	A	F	C	
	2	Ca\$h 'n' Gun\$ Live Event	Newport A	A	A	P	
	4	D&D 5E DDAL04-06 The Ghost (DndAL)	Plaza B	A	A	R	
	4	D&D 5E DDAL04-12 The Raven (DndAL)	Plaza B	E	A	R	
	4	D&D 5E DDAL05-01 Treasure of the Broken Hoard (DndAL)	Plaza B	B	A	R	

Sunday

Sun, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D 5E DDAL05-03 Uninvited Guests (DndAL)	Plaza B	A	A	R
	4	D&D 5E Out of the Abyss, Rage of Demons, Part 6	Plaza B	E	A	R
	2	Feedback Forum	Carmel	A	A	S
	3	Sails of Glory Tournament Small	Los Angeles C	A	A	W
8 pm	4	Battlestations Event		A	A	B
	1	Carson City Gaming 101		B	A	B
	4	Empire Builder Tournament		E	T	B
	3	Kingdom of Solomon Event		A	T	B
	1	Kingsburg Gaming 101		B	A	B
	3	Power Grid World Tour: India Event		E	A	B
	2	UberChrononauts Event		A	A	B
	1	Yahtzee Event		A	A	B
	2	Gruff #2	La Jolla	A	A	C
	3	Magic: The Gathering Draft Tournament	La Jolla	A	A	C
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	2	One More Roll! Sponsored	La Jolla	A	A	B
	2	Weiss Schwarz - Gaming 101 & Casual Gathering #3	La Jolla	A	T	C
	4	Battletech Total Warfare Battletech: Large Scale Mech Battles!!!	International A	A	A	M
	4	Zombicide Zombicide Finals	International A	E	T	M
	3	Time's Up! Event	Catalina C	A	A	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	1	Read Between the Wines Event *	Malibu Garden	A	M	P
	2	Bittersweet Bittersweet (Public Playtest)	San Lorenzo B	A	A	R
	2	City of Masks Playtest/Demo *	Chair Boardroom	A	A	R
	4	D&D 5E Deceiver's Vengeance (Independent OR Part#3)	San Lorenzo C	E	M	R
	4	GURPS ASPIRE - Reborn	San Lorenzo F	A	A	R
	4	Homemade Star TrekMirror Mirror Doomsday Machine	San Lorenzo D	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	5	Shadowrun 5E Shadowrun Missions CMP 2016-4: Mage Without A Face	San Lorenzo A	B	T	R
	4	Wushu The Once Upon A Time In Shaolin Job	San Lorenzo E	A	A	R
9 pm	1	Abyss Gaming 101		B	A	B
	3	Carson City Small		A	A	B
	1	Glory to Rome Gaming 101		B	A	B
	4	Kingsburg Big		E	A	B
	1	Sequence Event		A	A	B
	1	Shakespeare Gaming 101		B	A	B
	1	The Adventurers Event		A	A	B
	3	Ultimate Werewolf Event	Catalina D	A	M	P
10 pm	2	Abyss Small		E	A	B
	3	Glory to Rome Tournament		E	A	B
	1	Nexus Ops Gaming 101		B	A	B
	2	Ra Small		A	A	B
	2	Shakespeare Event		E	A	B
	2	Galactic Explorer PLAYTEST Demo		B	A	B
	2	Chez Geek - Spring Break! Sponsored	La Jolla	A	M	B
	1	BREW-HA-HA! Event *	Malibu Garden	A	M	P
	3	Ultimate Werewolf Event	Catalina B	A	M	P
	2	Bittersweet Bittersweet (Public Playtest)	San Lorenzo B	A	A	R
11 pm	4	Nexus Ops Tournament		E	A	B

* = Play with the creator

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

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

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

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

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

Mon, Sep 5

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	TransAmerica Event		A	A	B
	3	Ultimate Werewolf Event	Catalina C	A	M	P
1 am	2	Ultimate Werewolf Event	Catalina B	A	M	P

Monday

3 am	3	Ultimate Werewolf Event	Catalina B	A	M	P
9 am	3	7 Wonders MEGA		E	A	B
	3	Power Grid World Tour: Northern Europe		E	A	B
	1	Stone Age Gaming 101		B	A	B
	4	Krosmaster Quest Krosmaster Quest	International A	A	A	M
	4	D&D 5E DDAL04-13 The Horseman (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-02 The Black Road (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDEX02-03 The Drowned Tower (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDEX02-06 Breath of the Yellow Rose (DndAL)	Plaza B	A	A	R
	9	D&D 5E DDEX03-16 Assault on Maerimydra (DndAL)	Plaza B	E	A	R
	4	GURPS Paragon University - ASPIRE Spin Off	San Lorenzo F	A	A	R
	4	GURPS 4th Edition Hell on Wheels	San Lorenzo A	A	T	R
	4	Pasts, Personas & Prophecies City of Gold	San Lorenzo C	A	T	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
	4	Vampire: The Masquerade V20 The Darkest Hour Chronicles: A [...]	San Lorenzo D	A	T	R
9:30 am	5	Dealer Room Opens! Dealer Room Opens!		A	A	G
10 am	1	Saint Petersburg Gaming 101		B	A	B
	4	Stone Age Small		E	A	B
	2	Uno #4 Small		A	A	B
	2	Munchkin - Players' Choice Sponsored	La Jolla	A	T	B
	2	Simon's Cat - Moops Monster Mashup - OGRE: Objective 218 Sponsored	La Jolla	A	A	B
	4	Napoleonic Wars Small	Los Angeles C	A	A	W
11 am	2	Machi Koro Small		A	A	B
	2	Saint Petersburg Small		A	A	B
	2	Galactic Explorer PLAYTEST Demo		B	A	B
	3	Auction Auction	Carmel	A	A	G
Noon	2	Gruff #3	La Jolla	A	A	C
	2	One More Roll! Sponsored	La Jolla	A	A	B
	0.25	Grand Raffle Drawing! Grand Raffle Drawing! *		A	A	G
1 pm	3	Vegas Showdown Event		A	A	B
2 pm	4	Beast: The Primordial Dreams of the Dark Mother	San Lorenzo A	A	A	R
	4	D&D 5E Betrayal in Bogbrook	San Lorenzo B	A	A	R
	4	D&D 5E DDAL04-14 The Dark Lord (DndAL)	Plaza B	E	A	R
	4	D&D 5E DDAL05-03 Uninvited Guests (DndAL)	Plaza B	A	A	R
	4	D&D 5E DDEX02-07 Bounty in the Bog (DndAL)	Plaza B	A	A	R
	5	Pathfinder RPG Pathfinder Society Games	Los Angeles A	A	A	R
2:30 pm	5	Dealer Room Closes Dealer Room Closes		A	A	G
3 pm	2	Category 5 Event		A	A	B

* = Play with the creator

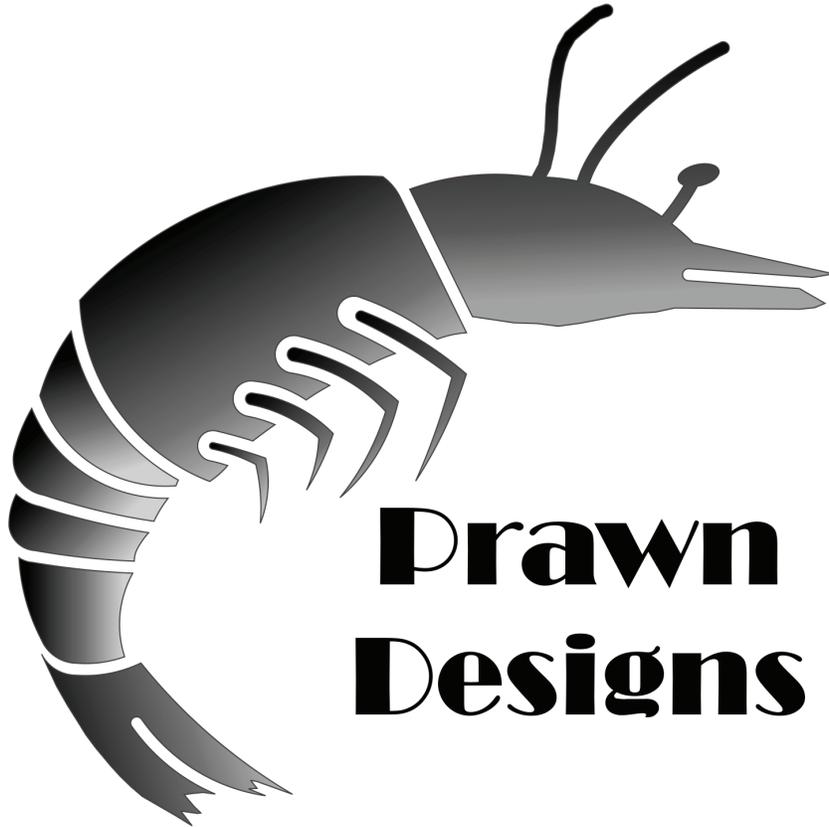
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Annual Awards

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

For 2015 the winners are:

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

Board Management: Renee Rose-Perry

Card: Mary Taylor

Collectible: Matthew Fox

Dice Rolling: Richard Rodrigues, Samantha Burkes

Resource / Hand Management: Darrell Stark

Social: Jonathan Nowak

Tile / Worker Placement: Sean Growley

Variable Player Powers: Darrell Stark

War: Tim Towery

Strategicon congratulates these fine gamers!

For 2016 we are reformulating the awards.

We will retain the Jack Butler award and the Collectible(s) award; and simplify the board game award categories to have them based on game duration and number of players.

For 2017 we are considering adding a video game award and a miniatures award. We are even considering a con-wide cooperative game award.

We are finalizing details, and it will be the system we use going forward.

Special Events and Seminars

Special Events and Seminars

Carmel, Newport B

Fandom to Full-Time: When Play Becomes Work – Sun 2 pm
Earning a living working on the the object of your own fandom can be trickier than you think. Former Star Wars D20 editor and designer Cory J. Herndon discusses the pros, the cons, and the joys of working on your own obsessions as your day job.

Feedback Forum – Sun 7 pm
Comments? Complaints? Suggestions? Here's your chance to let us know how we're doing.

Happy Jacks Live from Gateway 2016 – Sat 8 pm
Join the Happy Jacks crew for an evening of RPG talk. Share your greatest moments (or most agonizing defeats) as we spend hours discussing our favorite hobby.

Kid Friendly Movies – Sat 10 am, Sun Noon
We invite children, parents and non-parents alike to watch Kid Friendly Movies with us. *Please note, this is not a babysitting service, the sole responsibility of the moderator is to make sure the equipment is running. Strategicon is NOT responsible for your children. *Family Track

LA Board Game Jam – Fri 6 pm, Sat 10 am

LA Board Game Jam Judging – Sun Noon
A board game design competition in which teams are given an identical set of materials and a theme and they have to brainstorm, design, test, and complete a prototype of the game over the weekend. It's like Iron Chef for board games! Join us at this session to form teams, get the rules/theme/supplies. Game clinics on Saturday evening and judging is on Sunday.

General Events

Pacific Ballroom, Carmel, Executive Boardroom, Plaza Ballroom A

Auction – Mon 11 am
Our last game auction of the year. Always entertaining and you never know what will show up.

Dealer Room Opens! – Fri 5 pm, Sat, Sun, Mon 9:30 am
The Dealer Room is open for the day! Make sure you get your Raffle tickets in early so you have multiple chances to win free Dealer Tokens!

Dealer Room Closes – Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm
The Dealer Room is closed.

Flea Market – Fri 8 pm, Sat, Sun 11 am
Gateway's Bazaar of the Bizarre. Games of all sorts can be found here – who knows what will be there this con? Clear your closet of unwanted stuff or find that rare precious gem to complete your collection.

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

GRID GAME Raffle Drawing! – Sun 4 pm
The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon!

Knitting and Crochet Meetup – Sat 9 am
Are you a fiber artist? Come join us in this informal meetup to knit, crochet, needlepoint, tat, felt, spin, weave, or any other fiber arts. Bring your WIPs and your coffee/tea, and join us for some relaxation before the serious gaming begins!

LA Board Game Jam: Game Clinics – Sat 4 pm
This session is for teams competing in our game design contest to get feedback on their game design/ideas midway through the weekend competition.

Realistic and Compelling Worlds – Sat 1 pm
A one-hour long workshop on how to design game worlds, what they need and don't need, and how best to structure your designs. Lots of time for Q&A. No goddamn dwarves.

Rolling Dice – Sun 3 pm
A one-hour long seminar on the value of rolling dice in games, specifically roleplaying games and task-based board games. Learn about the comparative form model and why it's overdue for an overhaul. Also, some free dice (if you're good).

The Meeple Steeple – Sun 10 am
Eternity: it's the real long-term strategy. Don't miss Strategicon OR church today! Join us for a short Bible-based devotional, 1-2 songs & some pre-play prayers. Get your meeple to the steeple, so you can roll & move with God today. All Christians & curious gamers are welcome.

They Came from the Tabletop! – Sat 3 pm
A background in traditional pen-and-paper roleplaying can be excellent training for the job of a video game writer. Guests Gary Astleford and Cory J. Herndon interview each other about their experiences on both sides of the RPG writing fence and take your questions about the crossover between GMing and narrative design.

PLAYER AIDES
(Airships, Cargo Noir, Rattus & Welcome to the Dungeon) – Sun 2 pm
(Apotheca, Rococo, Dice Town & Expansion, Nations: Dice Game) – Sun 10 am
(Blueprints, Valeria: Card Kingdoms, Kraftwagen, The Networks) – Sat 2 pm
(Imhotep, The King Is Dead, Gold West & Via Nebula) – Sat Noon
(Medici, Scythe, Stellar Conflict & Dead Man's Draw) – Sun 4 pm
(Santiago de Cuba, Migration, Isle of Skye & King Up!) – Sat 10 am
Whether you choose to learn a game or two from our menu or if you've just been hoping for a chance to play some of them at the convention, the GMs of PLAYER AIDES are happy to facilitate a great experience. We start new games as players show up, all throughout the 4-hour session.

Raffle Drawing! – Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm
Raffle drawing at the Strategicon Booth in the Dealer's Room! Three tickets will be pulled to win 15 Dealer Tokens each!

Strategicon Football League - 2016 – Sat 3 pm
FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 5th season of the SFL. Over 14 weeks teams will meet head-to-head as they compete in 4 divisions (2 conferences) before a 3 week post season. Beginners are welcome and there is no entry fee ... just have your convention badge. No keeper league using a standard QB, 2 RB, 2 WR, TE, K, X lineup & "basic (TD) scoring method" FIRST PICK AT 4 PM OR BEFORE!

Board Games

Board Games

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

13 Days: The Cuban Missile Crisis Gaming 101 – Fri 2 pm

13 Days: The Cuban Missile Crisis – Fri 3 pm

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

1846 – Fri 6 pm

Set in the Midwest. Differences from other 18xx games include scaling the number of corporations and private companies to the number of players, the initial distribution of private companies, and paying for virtually all track builds.

18xx – Sat 9 am

Any 18xx can be played.

21JumpBall – Fri 1 pm, Sat 9 am

The most strategic way to play Black Jack w/o the cards. Get 21 by jumping numbered balls on your playing tray. Compete against other players and see if you can win all the chips. Basic counting and math required, being able to find and build patterns throughout the game play.

2 Player Pentathlon Gaming 101 – Fri 4 pm

7 Blunders – Sat 8 pm

Are you bad at 7 Wonders? Then this might be your game! 7 Blunders is like 7 Wonders, only you are purposely trying to get the lowest score. It's harder to do than you think.

7 Wonders Gaming 101 – Sat 7 pm

7 Wonders Duel – Sat 1 pm

Players build their civilization over 3 ages using an innovative draft design. This is 3 of the 5 events in the 2 Player Pentathlon this weekend.

7 Wonders Expansions – Fri 10 pm

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

7 Wonders MEGA – Mon 9 am

In each of three ages, players receive seven cards, choose one of those cards, then pass the rest to an adjacent player. Players reveal their cards simultaneously, paying resources if needed, collecting resources or interacting with other players in various ways.

A Study in Emerald Gaming 101 – Fri 6 pm

A Study in Emerald – Fri 7 pm

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

Abyss Gaming 101 – Sun 9 pm

Abyss – Sun 10 pm

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

Acquire Gaming 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

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

Advanced Civilization – Sat 1 pm

A game of skill for 2 to 8 players. Each player leads a nation of peoples over a map board of the Eastern Mediterranean and Near East as they attempt to carve a niche for themselves and their culture.

Age of Empires III: Age of Discovery – Sun 3 pm

Explore the new world, trade with the Indians, shoot up your enemies. This is a higher level strategy worker placement game involving (new) world domination!

Agricola Gaming 101 – Fri 4 pm

Agricola – Fri 5 pm

Cards draft from a hand of 9. Occupations first, passing right, then improvements, passing left. Most expansion decks are welcome. Players not familiar with expansion decks may request base game. Default for final is EIK-WM plus any agreed upon.

Airlines Europe Gaming 101 – Sun 5 pm

Airlines Europe – Sun 6 pm

A stock game, with players earning points for the stock they hold in particular airline companies when one of the randomly determined scorings takes place.

Alhambra – Sun 7 pm

Build the best Alhambra using craftsmen from four countries, keep up your supplies of their currencies, and watch where you place your buildings (tiles) so that you maximize connected wall segments.

Alien Frontiers Gaming 101 – Fri 9 pm

Alien Frontiers – Fri 10 pm

Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first!

Automobiles Gaming 101 – Sat Noon

Automobiles – Sat 1 pm

Do you have what it takes to build the best racing team? Find out by playing a game or two of Automobiles. We'll run 2-lap qualifiers using a predetermined set of cards and then a 4-lap final race.

Batman Fluxx – Fri 1 pm

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

Battlestar Galactica Gaming 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

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

Board Games

Battlestar Galactica Expansions – Sat 10 am

An exciting semi-cooperative game of mistrust, intrigue, and the struggle for survival. The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Each table will decide if they are using the Daybreak expansion.

Battlestations – Fri Noon, 3 pm, 7 pm, Sat 3 pm, 8 pm, Sun Noon, 4 pm, 8 pm

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

Beauty Queen Death Match PLAYTEST – Sat 8 pm

Battle in a competition judged on beauty, talent and congeniality, where your best chance of winning lies in bribery and sabotage! Tuck that tummy one last time, brush-up your Shakespeare, and be sure to pack your chainsaw, because this beauty pageant is about to get ugly!

Blokus – Sat 4 pm

In this elegant abstract game, 4 players must strategically divide their attention between blocking other players' moves and obeying the tricky placement rules when they squeeze their own pieces onto the shared board. Blokus is both a fun personal challenge as well as a tense competition.

Blood Rage Gaming 101 – Sat 3 pm

Blood Rage – Sat 4 pm

Blood and rage! What could go wrong? In this fast paced game of Nordic conquest and battle you are the commander of a tribe who has one goal: glory! And glory is won obviously by spilling the blood of your enemies and controlling the most of the Nordic realms before Ragnarok!

Blue Moon City Gaming 101 – Sat 9 am

Blue Moon City – Sat 10 am

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

Bull Moose Election of 1912 – Sat 1 pm

Come be part of the 1912 presidential election. This is a 3-5 player game with each player representing one of the main candidates. Game play is fluid and rules can be learned quickly.

Camel Up – Sat, Sun 7 pm

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

Camp Grizzly – Fri 8 pm

Take on the role of a camp counselor, trying to escape a sleep-away camp, while being hunted by the hulking, bear mask wearing brute known as Otis. This is basically Friday the 13th: The Board game

Captain Sonar – Sat 9 pm

In every game of Captain Sonar, you and your fellow players are split into two teams. Each team represents the officers aboard a submarine, and each player has a vital role to play. Take your place in the conn and prepare for battle with Captain Sonar!

Carson City Gaming 101 – Sun 8 pm

Carson City – Sun 9 pm

Settle the frontier town of Carson City! Recruit townsfolk and place your cowboys on action locations to construct buildings, houses, or roads, claim ground, earn money or score victory points. But recall: if more than one player is on a location, its time for a duel!

Castle Panic – Sun 4 pm

A cooperative, light strategy game. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board. Players trade cards to hit and slay monsters and keep their castle intact.

Castle Panic Expansions – Fri Noon

Castle Panic with the Wizard's Tower and Dark Titan expansions.

Castles of Mad King Ludwig Gaming 101 – Fri 7 pm

Castles of Mad King Ludwig – Sat 5 pm

An epic castle building game, done room by room. Create the best castle while winning favor with the Mad King!

Category 5 – Mon 3 pm

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

Chess – Fri 8 pm, Sun 1 pm

A chess round robin tournament with a time limit of 10 minutes per game, (5 minutes per side) using chess clocks.

Chez Geek - Spring Break! – Fri, Sat, Sun 10 pm

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

Chinatown – Sun 2 pm

This is a negotiation game in the truest sense of the word. In it, players acquire ownership of sections of city blocks then place tiles, representing businesses, onto the block-sections. Players must trade to get matching businesses and adjacent locations.

Clue: The Great Museum Caper – Sun 6 pm

In this game, you travel through a 3D board of an art museum. One of the players is the thief and uses hidden movement similar to Scotland Yard. You and your fellow detectives work together to build a strategy to find the thief as the paintings slowly vanish from the board.

Cock & Bull... It's all about the Monkey! – Sat 11 am

A battle over territory and a race to the finish happen simultaneously in this fast paced two player dice game. Players can rocket ahead or fall behind repeatedly, not knowing if they will win or lose until the last second.

Codenames – Sun 6 pm

This social-deduction game for partners pits players against rival spy networks. Bring your partner (or we will match you with one) and defeat multiple spy networks in under 2 hours! This tournament is comprised of 3 half-hour bouts & will incorporate a meta-game scoring system.

Coloretto – Sun 9 am

A fun set collection game with push your luck aspects.

Colt Express – Sat 9 am

In Colt Express, you play a bandit robbing a train at the same time as other bandits, and your goal is to become the richest outlaw of the Old West.

Concept – Sun 1 pm

A word guessing game with a twist - use images on a board to describe the word. Concept is what would happen if Pictionary and Codenames had a baby.

Board Games

Concordia Gaming 101 – Sun 6 pm

Concordia – Sun 7 pm

A peaceful strategy game of economic development in Roman times. In the game, colonists are sent out from Rome to settle down in cities that produce bricks, food, tools, wine, and cloth. Each player starts with an identical set of playing cards and acquires more cards during the game.

Congregate DEMO – Sat 3 pm

Lead your fictional political party to success in this barnyard congregation of powder wig wearing livestock. Change how the game is played by voting on a series of propositions with your menagerie of representatives, all while trying to complete your hidden agendas.

Cosmic Encounter – Sat 9 pm

In the depths of space, the alien races of the Cosmos vie with each other for control of the universe. Alliances form and shift from moment to moment, while cataclysmic battles send starships screaming into the warp. Players choose from dozens of alien races, each with its own unique power to further its efforts to build an empire that spans the galaxy.

Cranium – Fri 9 pm

Can you sculpt a pan? Can you pretend like your Porky Pig? Do you know how to spell? You and your team members must make it through the game without the other teams beating you. Can you do it?

Dead of Winter Gaming 101 – Fri 3 pm

Dead of Winter – Fri 4 pm

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

Deception: Murder in Hong Kong – Fri 11 pm

Players take on the roles of investigators attempting to solve a murder case - but there's a twist. The killer is one of the investigators! While the Investigators attempt to deduce the truth, the murderer's team must deceive and mislead. This is a battle of wits!

Descent Journeys in the Dark – Sat 8 pm

The heroes' goal will be to cooperatively conquer the dungeon, seize its many treasures, and achieve other objectives as set by the scenario. If the heroes cooperate and achieve their goals, they will all win.

Descent Journeys in the Dark 2nd Ed – Sat 10 am

A board game in which one player takes on the role of the treacherous overlord, and up to four other players take on the roles of courageous heroes.

Dexterity Games DEMO – Sat 10 pm

Come play Bling Bling Gemstone, Lift It, and other great dexterity games! Jump in and jump out. Have a blast!

Dice City – Fri 2 pm

The Kingdom of Rolldovia is in turmoil. The Queen has decreed that there will be a new capital. As leaders of one of the country's influential noble families, players vie with each other to establish their provincial city as the best home for Rolldovia's new capital.

DiXit 101 – Sat 10 am, Sun 10 am, 4 pm

DiXit – Sat 11 am, Sun 11 am, 5 pm

Like a visual Apples to Apples. 80+ cards with unique and breathtaking art, no two rounds will ever be the same.

Dominant Species Gaming 101 – Sat 7 pm

Dominant Species – Sat 9 pm

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

Donkey: It's a Kick! – Sat, Sun 2 pm

Each Kicker Card challenge makes every round unique! In addition, players get to "police" other players and give them an unwanted letter score if they "slip up."

Dream Factory Gaming 101 – Sun 9 am

Dream Factory – Sun 10 am

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

DungeonQuest (Revised Edition) DEMO – Sat 2 pm

This new edition of DungeonQuest features a streamlined combat system that harkens back to the classic editions of the game, and a deadlier dungeon than ever before. The "Torchlight" variant offers you a new way to explore the dungeon's depths, while building an even more complex and sprawling dungeon throughout the game.

Dynasty DEMO – Fri Noon, Sat 11 am

A deck building game in which 2-4 players take on the role of Chinese nobility vying with one another to be China's dominant dynasty. The game features a unique card acquisition mechanic, quick turns, and opportunities for direct competition among players.

Eclipse Gaming 101 – Sun 11 am

Eclipse Expansions – Fri 5 pm, Sun Noon

Places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, and build spaceships to wage war with. The Rise of the Ancients expansion will be included.

El Capitan – Sun 10 am

Sail, build, proliferate.

Eldritch Horror: Signs of Carcosa – Fri 8 pm

Signs of Carcosa is a new expansion for Eldritch Horror, and within, you'll find enough madness to influence all of your games. Hastur enters the game as a new Ancient One, spreading insanity and dissension.

Empire Builder Gaming 101 – Sun 7 pm

Empire Builder – Sun 8 pm

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

Eternal Kings DEMO – Sat 5 pm, Sun 1 pm

Combines your favorite aspects of dueling card games with the strategic battlefield of a chess board. Your creatures will move across the board as chess pieces do and use their own unique abilities to create a more colorful and multi-dimensional chess match.

Extra! Extra! – Sat 9 pm

In this strategy game, players compete to complete the front and back pages of their newspaper with a mixture of stories of different sizes (the larger, the better). Players score bonus points for stories in their specialty, extra material, interviews, and headlines.

Board Games

Fireball Island – Sat Noon

This MB classic is loved and remembered by many. Bring the kids along to the 3D Island Board where you roll marbles as fireballs to thwart your fellow explorers progress. Be the first to survive with the sacred jewel in hand and win.

Firefly – Fri 10 pm, Sun 11 am

Players begin with a ship, and travel from planet to planet, hiring crew, purchasing ship upgrades, and picking up cargo to deliver (jobs) all in the form of cards.

Flapjacks and Sasquatches – Sun Noon

Lumberjacks compete to see who can chop down the most trees. But watch out, your axe might break, or you might be run off by a sasquatch!

Flash Point – Sun 10 am

A cooperative game of fire rescue. Players are attempting to rescue 7 of 10 victims from a raging building fire.

Fluxx DEMO – Sun 11 am

Starts out basic - draw one, play one. As the game goes, the rules, and the goal to win, change. Fun family game that is easy to learn, and different every time. Many versions of Fluxx will be available, including the basic game, Family, Starr, Zombie, Monster, and others.

Formula D – Sun 9 am

Start your engines and race to the finish!

Fortune and Glory – Sun 2 pm

A fast-paced game of high adventure, vile villains, edge-of-your-seat danger, and cliffhanger pulp movie action. Players take on the role of a treasure hunter, traveling the globe in search of ancient artifacts and fending off danger and villains at every turn in a quest for the ultimate reward of fortune and glory!

Galactic Explorer PLAYTEST – Fri, Sat, Sun 10 pm, Mon 11 am

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

Galaxy Trucker Gaming 101 – Fri 3 pm

Galaxy Trucker – Fri 4 pm

Build a spaceship and watch it get smashed to pieces by asteroids and space pirates in this tile laying adventure.

Galaxy Trucker Expansions – Sat 9 pm

Expansions will be included in all rounds.

Game of Thrones: The Board Game Gaming 101 – Sat 2 pm

Game of Thrones: The Board Game – Sat 3 pm

King Robert Baratheon is dead, and the lands of Westeros brace for battle. In the second edition of A Game of Thrones: The Board Game, three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne.

Ghost Blitz – Sun 11 am

A fast visual reaction game. Help Balduin, the house ghost, figure out what item he wanted, when the photos he took don't quite match the items.

Glory to Rome Gaming 101 – Sun 9 pm

Glory to Rome – Sun 10 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used.

Guildhall Fantasy DEMO – Fri 3 pm

Guildhall Fantasy – Fri 6 pm

Players compete to create the perfect party by recruiting adventurers into their guildhall chapters. Collect sets of cards with unique abilities to control the table, and complete a full chapter to claim victory cards. 101 before

Guild Masters – Sat 9 pm, Sun 7 pm

The King needs a Royal Guild, and you're one of the Guild Masters competing for the title! Gather resources and craft items to send heroes on quests. Collect treasure, hire workers with special abilities, and build rooms to gain the most reputation and earn the King's favor!

Guillotine – Sun 5 pm

The French Revolution is famous in part for the use of the guillotine to put nobles to death, and this is the macabre subject of this light card game. As executioners pandering to the masses, the players are trying to behead the least popular nobles.

Here Kitty Kitty – Sun 9 am

Are you the craziest cat lady in town? Collect as many cats as you can in your house. Find them in the neighborhood or steal them from other people's houses. In the end, the one with the most cats, wins.

History of the World – Sat 7 pm

Play out the history of the world's great empires, from Ancient Egypt to WWII Germany. During each epoch, each player controls one of history's great military powers, expanding and conquering territories to score points, then going on the defensive as new empires rise to have their day in the limelight.

Imperial Assault Gaming 101 – Sat 4 pm

Incan Gold – Sun Midnight

How much risk are you willing to take for the big payout? You and others are adventuring into the cave of wonder to seek out treasure. At each turn, additional treasure or risk of destruction awaits. Your goal is to be the richest explorer at the end of 5 short rounds.

In the Year of the Dragon Gaming 101 – Sat 1 pm

In the Year of the Dragon – Sat 2 pm

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

Jaipur – Sat 6 pm

You are one of the two most powerful traders in the city of Jaipur. Your goal is to earn 2 Seals of Excellence and be invited to the Maharaja's Court. This is #5 of the 5 events in the 2 Player Pentathlon this weekend.

Kill Dr. Lucky – Sat 11 am

Only you know your reasons for wanting to kill Dr. Lucky. But you must make sure to do it where nobody can see you. Problem is, Dr. Lucky is very lucky and everyone else wants to kill him, too!

Kingdom Builder Gaming 101 – Sat 5 pm

Kingdom Builder – Sat 6 pm

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

Kingdom of Solomon – Sun 8 pm

Palestine, during Israel's Golden Age. Players take the roles of governors appointed by the king to help him advance the nation's ambitious building program. Use your workers decisively, gather wisely & build to win!

Board Games

King of Tokyo – Sat 2 pm

King of Tokyo MEGA – Sun Midnight

You are giant monsters on a rampage. Your destructive feats earn you glory in the form of Victory Points. The first to get to 20 wins the game. Unless it's a slugfest and the last Monster standing wins.

Kingsburg Gaming 101 – Sun 8 pm

Kingsburg – Sun 9 pm

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

Liar's Dice – Fri Noon

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, unless half or more players already have a single die left.

Lords of Waterdeep Gaming 101 – Sun 4 pm

Lords of Waterdeep – Sun 5 pm

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

Lost Cities – Fri 5 pm

A game where you are trying to gain points by mounting the most profitable archaeological expeditions. This is 1 of the 5 events in the 2 Player Pentathlon this weekend.

Love Letter – Fri 6 pm, Sat, Sun 5 pm

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

Machi Koro – Fri 11 pm, Mon 11 am

Welcome to the city of Machi Koro. You've just been elected Mayor. Congrats! Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower.

Manila Gaming 101 – Sun 1 pm

Manila – Sun 2 pm

The players speculate about success or failure, while the ultimate fate of the ships will be determined by the dice. If they make it to Manila, their share price will increase. The aim of the game is to bet on the outcome of these shipments.

Mega Civilization – Sat 9 am

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

Merchant of Venus Gaming 101 – Fri 3 pm

Merchant of Venus – Fri 4 pm

Can you plan a route between the planets to optimize your net worth to reach \$3,000 first?

Merchants & Marauders Gaming 101 – Fri 7 pm

Merchants & Marauders – Fri 8 pm

A game of seeking your fortune through trade, rumor hunting, missions, and plundering. We will play with some of the options from the Seas of Glory expansion. Will you be a merchant or a pirate?

Mice & Mystics – Sat 11 am

A cooperative adventure game in which the players work together to save an imperiled kingdom. They will face countless adversaries such as rats, cockroaches, and spiders, and of course the greatest of all horrors: the castle's house cat, Brodie.

Middle Earth Quest – Sun 9 am

Take the role of a character and stop Sauron from conquering Middle Earth.

Modern Art Gaming 101 – Sat 9 am

Modern Art – Sat 10 am, 8 pm

Accumulate the most money by auctioning and buying art over 4 rounds. There are 5 auction types, making for a variety of interactions with your fellow art lovers.

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

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

Mottainai – Sun 6 pm

As an artistic monk, complete great works by performing tasks, collecting materials, and overall building your temple toward greater glory. Choose your actions, recalling that every card has multiple uses and other players will get to follow up on your task on their next turn.

Mottainai Gaming 101 – Sun 5 pm

Munchkin - Beat the MIB!!!! No holds barred! – Sun Noon

You have got the swag that gives you every bonus - the bookmarks, the t-shirts, the plushies, the phone apps, you got it all. You ready to put your STUFF to the test? Then join in and beat the MIB - the one who has all their STUFF. No holds barred. Are you up for the challenge?

Munchkin - Players' Choice – Fri 2 pm, 4 pm, 6 pm, 8 pm, Sat 10 am, Noon, 6 pm, 8 pm, Sun 10 am, 2 pm, 6 pm, 8 pm, Mon 10 am

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

Munchkin Tournament – Sat, Sun 2 pm

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

Munchkin Treasure Hunt! – Sat 4 pm

Explore the Dungeon! Fight monsters! Collect treasures! When a munchkin lands on a monster, use the cards to find out how tough it is, then roll a die and use your Treasures (like Protective Kittens or a Broccoli Smoothie) to beat it, then take its gold to win the game! (age 6+)

Mystic Vale - Gaming 101 – Sat 10 am

Mystic Vale – Fri 1 pm, Sat 11 am

Uses an 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.

Navegador – Sun 3 pm

This game is inspired by the Portuguese Age of Discoveries in the 15th-16th century. Players take actions such as contracting men, acquiring ships and buildings, sailing the seas, establishing colonies in discovered lands, trading goods on the market, and getting privileges.

Nexus Ops Gaming 101 – Sun 10 pm

Nexus Ops – Sun 11 pm

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

Board Games

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. All cards are bad.

Nuclear War – Sat Noon

Basic Nuclear War card game. Multiple rounds, everyone plays all rounds, prizes will be awarded. Have YOU blown up the world yet? Why not?

One More Roll! – Fri 4 pm, 8 pm, Sat, Sun Noon, 4 pm, 8 pm, Mon Noon

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

Outpost – Sat 7 pm

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase any of 13 outpost improvements which give different advantages.

Pandemic On the Brink – Sat 6 pm

Fabulous co-op that always presents a new challenge. The team selects roles (Medic, Researcher, etc) and tries to contain four diseases that are sweeping over the world. Watch out for outbreaks and find the cures!

Patchwork Gaming 101 – Fri 5 pm

Patchwork – Fri 6 pm, Sat 11 am

Players are trying to complete the most aesthetic (and high scoring) patchwork quilt on a personal 9x9 game board. This is 2 of the 5 events in the 2 Player Pentathlon this weekend.

Perpetual Motion Machine Gaming 101 – Fri 7 pm

Perpetual Motion Machine – Fri 8 pm

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

Phase 10 – Fri 8 pm, Sat, Sun Noon

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

Pirate Attack! – Sat Noon

Players command ships, upgrading their abilities, while attacking other player's ships. Collect gold to buy items from the Witch Doctor, The Fortune Teller, The Magic Shop and The Tavern to help you or hurt others.

Pounce – Sun 10 am

While the owner's away, the cats will play! Avoid Bruno the dog and out think and out maneuver the other cats in the house. Will you make mischief in one room or all but one room before your cat friends do?

Power Grid Gaming 101 – Fri 6 pm

Power Grid – Sun 1 pm

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

Power Grid World Tour: Australia – Fri 8 pm

Power Grid World Tour: India – Sun 8 pm

Power Grid World Tour: Northern Europe – Mon 9 am

Power Grid World Tour: UK & Ireland – Sat 8 pm

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

Puerto Rico Gaming 101 – Sun 5 pm

Puerto Rico – Sun 6 pm

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

Quilt Show – Sun 1 pm

Players collect fabric cards, which can be exchanged for block tiles. They race the clock as they amass block tiles that can be combined into one or more quilts. Three times during the game, quilts are entered and prize money is awarded.

Qwixx – Sun 6 pm

Qwixx is a quick-playing dice game in which everyone participates, no matter whose turn it is. Each player has a score sheet with colored rows of numbers, which correspond to the colored dice in the pool. To score points you want to mark off as many numbers as possible.

Ra – Sat 3 pm, Sun 10 pm

Across 3 epochs of Egyptian history, gods may rise to prominence, the Nile may dry up, but you will make the most of it all! Expand your succession of pharaohs, build monuments that stand for all time & know when to push your opponents, in this classic Knizia set-collection game.

Rabbit Match DEMO – Sat 4 pm, 9 pm

This is a special version of our Rabbit Match Card game for parents and their kids. Bunnies keep coming through your door, can you find them friends or forever homes?

Race for the Galaxy, 2 player – Sat 4 pm

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

Railways of the World Gaming 101 – Fri 2 pm

Railways of the World – Fri 3 pm

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

Red Dragon Inn Gaming 101 – Sun 2 pm

Red Dragon Inn – Sun 3 pm

The adventure is over, it's time to Party! Join your fellow Adventurers for a night of drinking, gambling, and general mayhem at the Red Dragon Inn. Who will be the last one standing?

Risk Express – Sun 9 am

Command troops, defeat enemies, own the world! ... all with dice? Yes, the entire world can come under your firm grip in this fast paced yatzee like game of world domination.

Robo Rally – Fri 9 pm

You are a programmer of a robot. You must pit your skills against others in this frantic race across the factory floor with destructive obstacles, and other dangerous robots (Because every Bot has a deadly Laser). The first Bot to touch all the flags, in order, wins.

Board Games

Rolling For Bunnies DEMO — Fri 9 pm, Sun 4 pm

We got dice, we got rabbits...and more rabbits. Like lops? Lionheads? Large or small? Strategize for points or as bunny foo-foos as you can get in this stripped-down, dice-based version of our gamer-tested, rescue-approved rabbit game

Roll Through the Ages: The Bronze Age — Fri 1 pm

Players roll dice to obtain commodities and workers to build up their civilizations. Dice can be rerolled twice unless they come up as a hazard. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points.

Room 25: Season 2 — Fri 10 pm

Players are prisoners locked in a 5x5 grid of booby-trapped rooms searching for the exit, Room 25. But some among them are undercover prison guards trying to sabotage their escape. The Season 2 expansion includes new rooms, characters, and special abilities.

Rough: The Card Game — Fri 2 pm, Sun 4 pm

Some games are tough, some are torture, some are easy, but this game is Rough.

Saint Petersburg Gaming 101 — Mon 10 am

Saint Petersburg — Mon 11 am

Players compete, using money, to manage their economic resources to see who would have made the best Czar.

San Juan — Sat 10 pm

In each round, each player in turn selects from one of the available roles, triggering an event that usually affects all players. The person who picks the role gets a privilege.

Santa Monica PLAYTEST — Fri 10 pm, Sat 8 pm

This is a playtest for a new drafting game in which players draft cards in order to build their beach.

Scepter of Zavandor — Fri 3 pm

About magic and power. To increase power and influence, magicians enchant jewels and seek out knowledge. An auction mechanism allows them to acquire artifacts and sentinels. Victory points are earned through gems, artifacts, sentinels, and knowledge.

Scrabble — Sun Noon

The classic crossword game.

Scythe — Fri 4 pm, Sat 10 am

Build mechs, gain resources, expand your empire, threaten your opponents, and try to gain the most money before the end.

Secret Hitler — Fri 9 pm

Secret Hitler is a game of intrigue and betrayal set in 30's Germany. Players are secretly divided into two teams. The fascists coordinate to sow distrust and install their cold-blooded leader. The liberals must find and stop the Secret Hitler before it's too late.

Sentinels of the Multiverse Gaming 101 — Sat 1 pm

Sentinels of the Multiverse — Sat 2 pm

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

Sequence — Sun 9 pm

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

Settlers of Catan Gaming 101 — Fri 5 pm

Settlers of Catan — Sat 9 am

Come see if you can get someone to actually trade for your sheep in this classic game of expansion and trading.

Shakespeare Gaming 101 — Sun 9 pm

Shakespeare — Sun 10 pm

Shogun Gaming 101 — Sat 7 pm

Shogun — Sat 8 pm

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

Side Quest: Pocket Adventures — Sun 1 pm

A cooperative dungeon crawling card game that fits in your pocket. You and up to 3 friends can battle your way through the dungeon. Fight monsters, grab loot and rescue maidens as you gear up your characters to fight the boss at the end of the dungeon.

Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218 —

Fri 2 pm, 6 pm, Sat, Sun 10 am, 2 pm, 6 pm, Mon 10 am

These 3 newest offerings from SJG have something to offer everyone! In OGRE: Objective 218, it is 2085 A.D. and armored warfare is faster and deadlier than ever! This two-player OGRE experience is based on The Battle for Hill 218 and plays in less than 30 minutes.

Small World Gaming 101 — Fri 1 pm

Small World — Fri 2pm

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

Smash Up Gaming 101 — Sat 6 pm, Sun 10 am

Smash Up — Sat 7 pm, Sun 11 am

Take turns drafting one of many faction decks. Shuffle them together, combining their separate abilities into a unique 40-card deck of minions and actions with which you'll take bases.

Space Beans — Sat 4 pm

Join the galactic bean traders, try to collect a cashable crop of beans, strive to be the "Lord ruler of the Beaniverse". Must be able to count to 9, and bean collecting strategy is helpful.

Splendor Gaming 101 — Sat Noon

Splendor — Sat 1 pm

A game of chip-collecting and card development. Players are Renaissance merchants trying to buy gem mines. If you're wealthy enough, you might even receive a visit from a noble.

Star Trek Panic — Sat 7 pm

Star Trek Panic is a cooperative light strategy game based on Castle Panic that challenges players to defend the U.S.S. Enterprise from enemy attacks.

Star Wars: Imperial Assault — Sat 5 pm, Sun 3 pm

Puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star. The campaign game pits the limitless troops and resources of the Galactic Empire against a crack team of elite Rebel operatives as they strive to break the Empire's hold on the galaxy.

Star Wars: Rebellion — Fri 6 pm

2 vs 2 game in the classic Star Wars galaxy. Asymmetrical victory conditions: Galactic Empire team tries to locate and destroy the hidden Rebel base, Rebel Alliance team tries to earn enough reputation points to overthrow the Empire.

Star Wars: Rebellion Gaming 101 — Fri 5 pm, Sun 10 am

Star Wars: Rebellion — Sat 3 pm, Sun 11 am

2 vs 2 game in the classic Star Wars galaxy. Asymmetrical victory conditions: Galactic Empire team tries to locate and destroy the hidden Rebel base, Rebel Alliance team tries to earn enough reputation points to overthrow the Empire.

Board Games

Stone Age Gaming 101 – Mon 9 am

Stone Age – Mon 10 am

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

Sushi go Party! – Fri 9 pm

A party platter of mega maki, super sashimi, and endless edamame. You still earn points by picking winning sushi combos, but now you can customize each game by choosing à la carte from a menu of more than twenty delectable dishes.

Systems Failing DEMO – Fri 4 pm

You're ship just barreled through an asteroid field. The ship is falling apart and all of its systems are failing - including the escape pods. You must work together to keep your ship from exploding long enough to repair the escape pods and get out of there! Games are 20 mins.

Talisman Cataclysm Gaming 101 – Sun Noon

Talisman Cataclysm – Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round expansions may be used regardless of the board. Cataclysm will be used in the final round with slight modifications. Only new decks and five new characters, along with the originals, will be included the same rules of Talisman 4th apply.

Tanto Cuore – Fri 10 pm

The players take the roles of "masters of the house", employ a lot of cute maids, and are served by them while slowly filling out their house (card deck).

Targi – Sat 3 pm

Targi, by Andreas Steiger, is a worker placement game where both players try to grow their families by dealing with nobles and trading dates, salt, pepper and gold. This is 4 of the 5 events in the 2 Player Pentathlon this weekend.

The Adventurers – Sun 9 pm

The only way to avoid getting squished by a boulder, smashed by closing walls, melted in lava, or drowned in a waterfall is to not get any treasure ... I don't know about you but I'm taking the treasure!

The Adventurers: The Pyramid of Horus – Sat 2 pm

Disturbing a cursed pyramid has its hazards, but there is no adventure without risk. Can you make it out alive and wealthy or will this ancient Egyptian tomb be your final resting place?

The Castles of Burgundy Gaming 101 – Fri 8 pm

The Castles of Burgundy Qualifiers – Fri 9 pm, Sat 1 pm

Qualifiers for the Finals on Sunday. There will be exactly 1 game with the winner from each table qualifying for Sunday's Finals. Seating and setup will be random.

The Castles of Burgundy Finals – Sun 3 pm

This will be for the semifinal and final rounds of the tournament. Players will be from the qualifiers on Friday and Saturday. At least 1 expansion will be used in the final round.

The Grizzled – Sun 11 am

A cooperative game about survival in the trenches during the first World War where players win or lose together. Planning, teamwork, and a little luck are the tools you'll need to win this cooperative game for two to five players.

The Kids of Catan – Sat 11 am

Help build a town in Catan. Be the first to build your buildings and the Town Hall to win.

Third Dawn: Siegecraft DEMO – Sat 11 am

A hybrid card game that pits two players against each other in an epic battle for domination.

Thurn and Taxis – Fri 4 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 Gaming 101 – Sat 11 am

Ticket to Ride System Gaming 101 – Fri Noon, Sat 9 am

Ticket to Ride – Sat Noon

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

Ticket to Ride: Europe Gaming 101 – Sun 11 am

Ticket to Ride: Europe – Sun Noon

Ticket to Ride: Europe takes you on a new train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe.

Ticket to Ride: India Gaming 101 – Fri 6 pm

Ticket to Ride: India – Fri 7 pm

On this game board for 2-4 players, in addition to scoring points for claiming routes and completing tickets, a player can also score points in two other ways. First, the player with the longest continuous path of trains receives a ten point bonus. Second, each player scores bonus points for connecting the cities on one or more tickets with two distinct routes.

Ticket to Ride: Pennsylvania – Sun 7 pm

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

Ticket to Ride: Switzerland – Fri 2 pm

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

Ticket to Ride: Team Asia – Sat 5 pm

Four or six players compete as two-player teams, with teammates sitting next to one another at the table. Each player has her own secret hand of cards and tickets, in addition to some cards and tickets being placed in a shared cardholder that either player on the team can access.

Ticket to Ride: Team Asia Gaming 101 – Sat 4 pm

Ticket to Ride: USA 1910 – Sun 9 am

Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. The 1910 expansion will be used.

Titan Gaming 101 – Sat 10 am

Titan – Sat 11 am

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

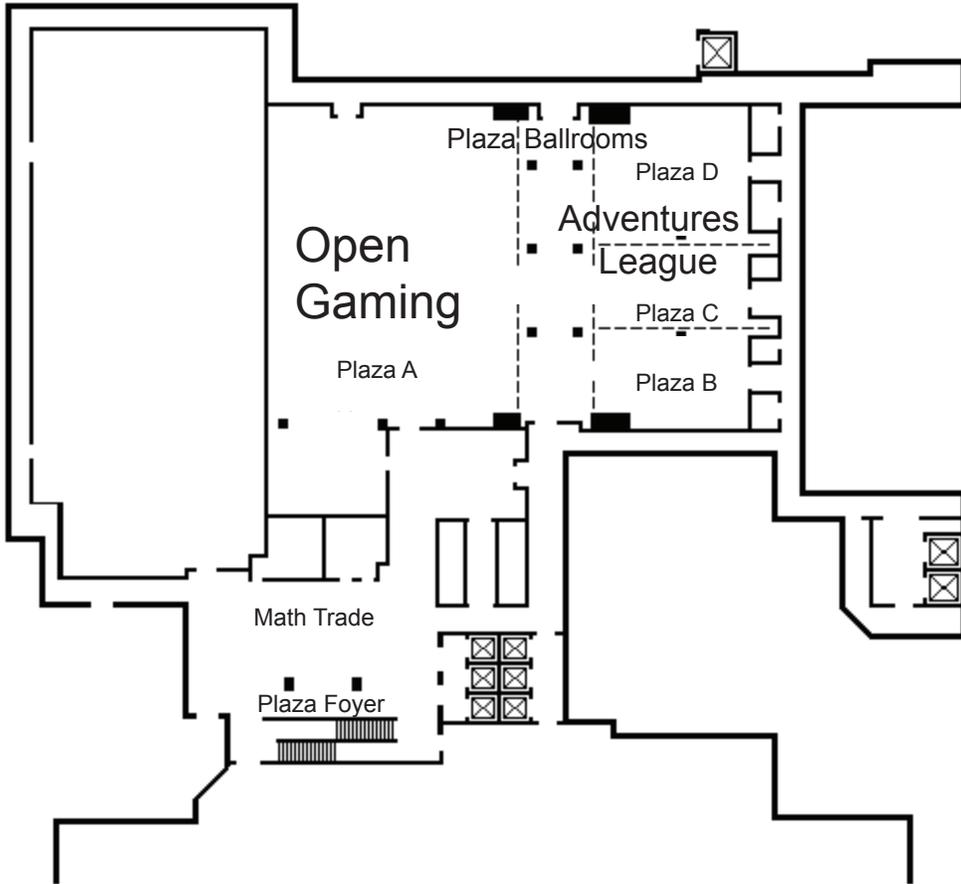
Tokaido Gaming 101 – Sat 6 pm

Tokaido – Sun Noon

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

Gateway 2016 Maps

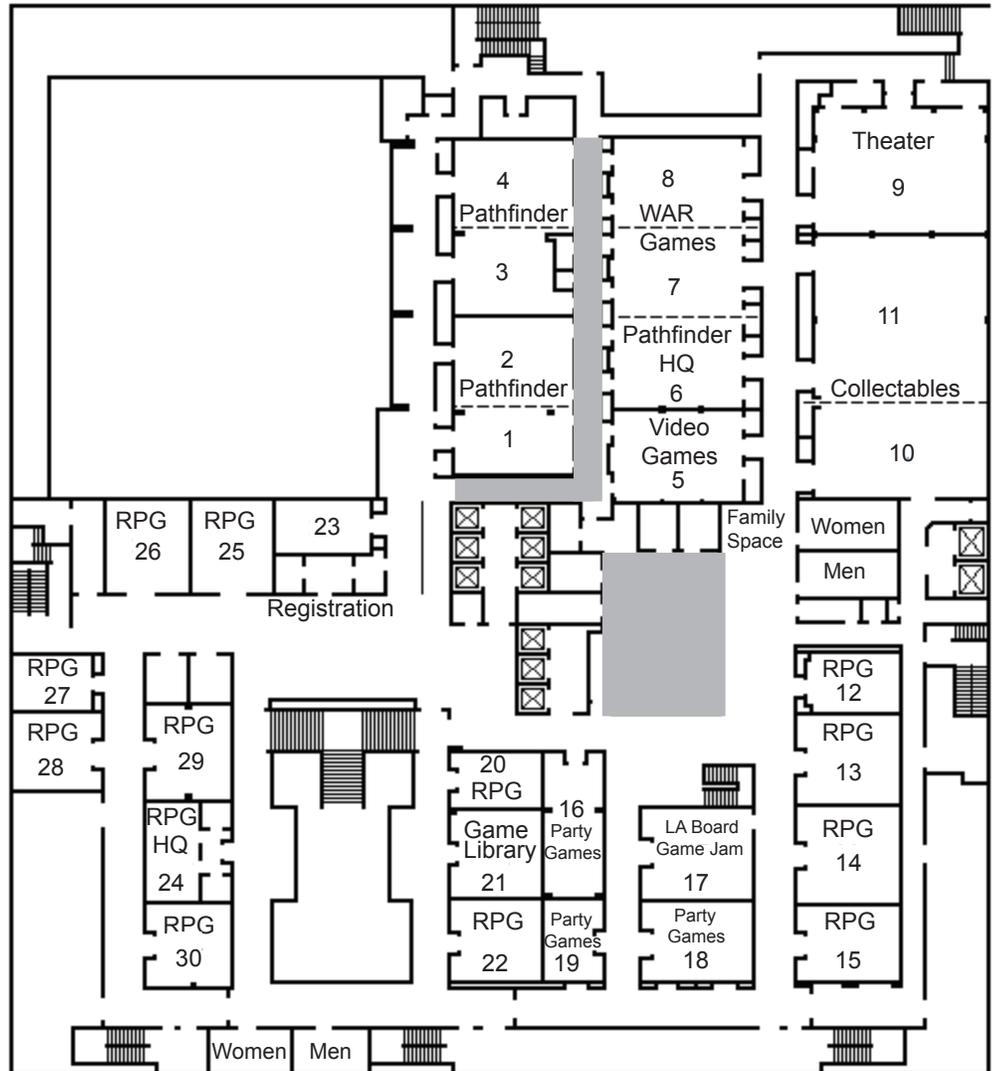
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

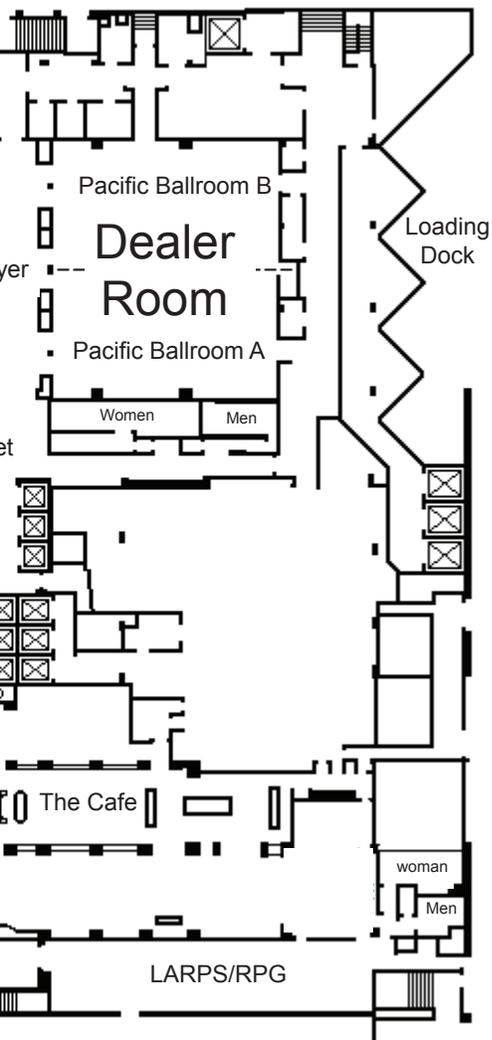


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



Board Games

TransAmerica – Mon Midnight

A very simple train game. Each player has 5 cities across the US that need to be connected. Players place either 1 or 2 rails each turn, and can attach to other players' rails. The game ends when a player completes a connected route between his or her 5 cities.

Trick-Taking: The Trick-Taking Game – Sat 10 am, 6 pm

Stick it to your fellow magicians as you trick them out of their tricks to get your mitts on the Ultimate Trick (and the fame and fortune that goes with it) in this quick, slick trick-taker.

Twilight Imperium 3rd Ed Gaming 101 – Sun 10 am

Twilight Imperium 3rd Ed – Sun 11 am

An epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression.

UberChrononauts – Sun 8 pm

What would you do with a time machine? Stop the sinking of the Titanic? Prevent the assassination of JFK? Kill Hitler before WWII? You can serve in the Time Patrol, collect artifacts, and change history. But don't create too many paradoxes, or you'll destroy the universe!

Uno – Fri 10 pm, Sat, Sun, Mon 10 am

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

Vegas Showdown – Mon 1 pm

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

Viticulture Gaming 101 – Sat Noon

What the Food! – Sat 10 pm

FOOD FIGHT!!! You are in a cafeteria and there is food everywhere. On your turn you select a target and select three actions: grab some food, chuck some food or just duck. Collect cards from the center of the table to make messy combinations. Last man standing wins

Wits & Wagers – Sat Midnight

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

World of Warcraft: The Board Game Gaming 101 – Sun 2 pm

World of Warcraft: The Board Game – Sun 3 pm

Invites the players to choose from 16 characters, drawn from the eight races and nine character classes of the Warcraft universe, and take up arms for the glory of the Horde ... or the Alliance.

XCOM: The Board Game – Fri 1 pm

In XCOM: The Board Game, the alien invasion has begun. Early encounters have only served to prove that the world's militaries are hopelessly outgunned. Panic leads to riots, and governments struggle to maintain any control. Human civilization is on the brink of collapse...

Yahtzee – Fri 7 pm, Sun 8 pm

The classic dice rolling game.

Yahtzee Free for All #1 – Fri 4 pm, Sat, Sun 3 pm

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

You're Bluffing – Sat 6 pm

German card game where you are bidding for a set of one type of animal. Your cards are your money. Exchanges are allowed but amounts paid are secret so you have no idea what the buyer is paying. That is where the bluffing comes in. You could pay a fortune and lose your shirt.

Yunnan Gaming 101 – Sat 4 pm

Yunnan – Sat 5 pm

You'll have to balance making a profit, obtaining gifts, maintaining your influence, and exploring new provinces. Yunnan is a game of interesting choices every turn. Do you take your profit as cash or points?



Party Games

Party Games

Chairman's Boardroom

BREW-HA-HA! – Sun 6 pm, 10 pm

Players sample beer, then combine their cards to create hilarious, accurate, or just plain ridiculous descriptions of what they taste. Then comes character assassination, where you use the cards to describe each other!

But Wait, There's More! – Sat, Sun 2 pm

Have you ever wanted a glass, that stops messy accidents before they happen, or pants, that provide relief at the touch of a button? In But Wait, There's More!, players pitch wacky products to each other for fun and profit.

Ca\$h 'n' Gun\$ Live – Fri, Sat, Sun 7 pm

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

Captain Sonar – Sat 4 pm

You and your fellow players are split into two teams. Each team represents the officers aboard a submarine, and each player has a vital role to play. Coordination and communication is key when trying to find and destroy the enemy submarine. Played in real time.

Codenames: AJ's Remix – Fri 6 pm, 7 pm, Sun 3 pm, 4 pm

You've heard of Codenames, the hit party game where you have to get your team to guess hidden words. Now it's time to up the ante with the game show version. It's like Codenames mixed with charades and dexterity games! Bring a friend and play as a team.

Escape Room in a Box: The Werewolf Experiment – Fri 8 pm, 10 pm

A unique tabletop experience where players solve puzzles, crack codes & find hidden clues to thwart a mad scientist's plot to turn them into werewolves. Based on real life Escape Rooms, this game is full of "Aha!" moments, complex puzzles, and lots of surprises!

feng Shui Werewolf – Fri 9 pm

Join us for a classic game of werewolf with a little twist there will be wolves a seer, witch hunter and a special character the feng shui master whom upon his or her death will rearrange the room to increase the villages energy flow

Fuse Team Event – Sun 11 am

Put together a team of 3-5 and try and defuse all the bombs! A real-time co-operative game that employs 25 dice and 65 cards. Each game is set to a ten-minute timer, and players must work together in that ten minutes to defuse all of the bombs. This event can support 7 teams

Make Strategicon Great Again – Sat Noon, Sun 6 pm

"Strategicon is in serious trouble. We don't win anymore. But you can be a winner if you play Make Strategicon Great Again. This will be a game show of generosity and warmth, but it will also be a game show of law and order. It's gonna be HUGE!"

Traditional Card Games

International Ballroom

Cribbage – Sat, Sun 10 am

Traditional cribbage card game.

Ninja – Sat, Sun 6 pm

A simple playground game where the objective is to take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called Best Ninja.

Parsely – Sat 1 pm, 3 pm

Remember the days of the text adventure? Fumbling through trying to work out what the computer will understand so that you can solve the puzzles and escape the dungeon? That is Parsely, except that instead of a computer, a human controls the responses, and hilarity ensues!

Read Between the Wines – Sun 4 pm, 8 pm

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

Sparkle*Kitty – Sat 2 pm, 3 pm

Play as a Naughty Princess who has been locked up in a Curse-Free tower where all your words have become sugar & spice & everything nice. Take turns matching colors, icons and words to create magical spells and combos that build or destroy Towers. Will you be the first to escape?

SüperN3rd – Sat, Sun 10 am, Noon, 2 pm, 4 pm

A hypothetical fighting game this isn't self contained to only death matches. Once the characters are on the table, anything can happen and it's all up to the judge of that round to declare the winner.

Time's Up! – Sun 8 pm

A charades based party game for teams of multiple players. Give increasingly limited clues to your teammates – from virtually any clue, to only clues with one word, to gestures and mimicry – to guess names on cards and gain points. Get the most points before Time's Up and win!

Two Rooms and a Boom – Fri 8 pm, Sat 6 pm, Sun 8 pm

In this social game of hidden roles and deduction, players are divided into 2 different rooms. Find your teammates, establish trust, and exchange hostages before time runs out and the bomb explodes! It's the party game that's always a blast.

Ultimate Werewolf – Fri 10 pm, Sat 1 am, 3 am, 10 pm, Sun 1

am, 3 am, 9 pm, 10 pm, Mon Midnight, 1 am, 3 am
Starts with 'pre-set' villages ready to go – as soon as 21 people are sitting in their chairs, we start. The village may choose as a group how many 'specials' to use, but don't be late or you won't get to live (or die!) in this village!

Werewolf – Fri 9 pm, Sat Midnight, 9 pm, Sun Midnight

A game for anywhere from 7 to 75 players! Try to bluff and see who's bluffing to find the werewolves hidden among you.

Collectibles

Collectibles

La Jolla

Android: Netrunner Summer Tournament – Sun 10 am

GM: Darren Eskandari

Players must bring one Corp deck and one Runner deck (both sleeved). In addition, players must also bring tokens for credits, advancement, etc. Standard tournament rules and the NAPD Most Wanted List apply. Summer Game Night Kit plus bonus prizes based on participation.

Ascension: Chronicle of the Godslayer – Sat 11 am, Sun 1 pm

GM: Brandon Weiss

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

Dice Masters 101 – Fri 3 pm, Sat Noon

GM: Diane Grotjohn

A collectible dice game focusing on team building, strategy, luck and rolling a whole lot of dice!

Dice Masters "Grab Bag" Tournament – Fri, Sun 4 pm

GM: Diane Grotjohn/Melissa Weiss

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

Dice Masters Booster Draft Tournament – Sat 1 pm

GM: Rich Pizann

Six player pods. 12 pack draft (per player). Each player should come to the event with 8 Sidekick Dice, 12 Basic Action Dice, 4 Indicator cards, and 2 Basic Action Cards. Prizes. \$10 Entry Fee

Doomtown Reloaded – Fri 7 pm

GM: Richard Matney

Dragon Dice Demo – Sat 11 am

GM: Clifford Broadway, Shiloe Swisher

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

Dragon Dice – Sealed Kicker Draft – Sun Noon

GM: Clifford Broadway, Ric Parrish

Dragon Dice – Sealed Starter Novice Tournament – Sat Noon

GM: Clifford Broadway, Nicole Roberts

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

Exodus Booster Draft Tournament – Sat, Sun 4 pm

GM: Jake & Lexi Medina

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

Exodus DEMO – Sat, Sun 10 am, 2 pm, 6 pm

GM: Jake & Lexi Medina

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

Exodus Tournament "Champion Reigns Supreme" – Sun Noon

GM: Jake & Lexi Medina

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

Exodus Tournament "Winner Takes All" – Sat Noon

GM: Jake & Lexi Medina

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

Fantazzee DEMO – Sat, Sun 11 am

Gather up a team of heroes to defend the town, roll the combos to activate their awesome abilities, and fight your way through the monsters to the bosses. Defeat three of the five bosses, then tally up your trophies from the day. Collect the most VP to win! 15-30 minute demo

Fuse - Brick Party - Gravwell - Worlds Fair – Sat Noon

GM: Karla Freeman

Players will choose which game to play. Whether you enjoy the mechanics of area control, the right card play, dexterity & reaction, or cooperative dice games, you will enjoy one of these games. They are quick to learn, quick to play, and loaded with fun!

Gruff Demo – Fri 2 pm, Sun 7 pm

GM: Brandon Weiss

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

Herodix "Battle Royale" – Sun Noon

GM: Rich Pizann

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

Highlander TCG Standard Type 1 Constructed – Sat 10 am

GM: Geoff Colman

Come fight for the Prize, Quickening foil card awarded to champion. Standard prize pack and participation prizes including Gen Con exclusives.

Highlander Type 2 Standard Constructed – Sat 3 pm

GM: Geoff Colman

Come fight for the prize. Quickening foil card awarded to champion.

Lord of the Rings The Miniatures Game "Clash of the Titans"

Dynamic Duo Style Tournament – Sun 5 pm

GM: Mel Campbell

For this Lord of the Rings The Minis Game, "Dynamic Duo" melee style tournament, each participant will pick 2 minis, in pre-determined 2 mini pairings (D20 rolls determine picking order). The tourney will consist of 3-4 swiss rounds. GM will provide minis to borrow.

Magic: The Gathering 101 – Fri 5 pm, Sat 11 am, Noon, 4 pm,

Sun 11 am, 1 pm

GM: Dae Kim

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

Collectibles

Magic: The Gathering Draft Tournament – Fri, Sat, Sun 8 pm

GM: Jimmy Crowell

Shadows of Innistrad / Eldritch Moon Draft Tournament. 2 EM and 1 Sol booster packs, swiss, 3 rounds, prizes. \$15

Magic: The Gathering - James Aldrich Pauper Tourney – Sat 8 pm

GM: Michael Arsollon

Who will win the James Aldrich all-commons tourney and take home the prize? Build your deck with all commons. Your deck must contain a minimum of 60 cards. Swiss rounds. Prizes.

Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney

– Fri 9 pm

GM: Michael Arsollon

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

Magic: The Gathering - Late Night Casual Gathering – Sat, Sun

Midnight

GM: Michael Arsollon

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

Magic: The Gathering Sealed Deck Tournament – Sat, Sun 1 pm

GM: Jimmy Crowell

Shadows of Innistrad / Eldritch Moon Sealed Tournament. 4 EM and 2 Sol booster packs, swiss, 3 rounds, prizes. \$25

MECCG - Hero Arda – Fri, Sat, Sun 6 pm

GM: Larry Page

You are one of 5 wizards vying to represent the Free Peoples of Middle Earth against Sauron! You gain points by seeking weapons and treasure, recruiting armies and allies, and dispatching hazard creatures that cross your path! We will supply all cards, beginners are most welcome!

MECCG - Hero Constructed – Sat 1 pm

GM: Larry Page

You are one of 5 wizards vying to represent the Free Peoples against Sauron! You gain points by seeking weapons and treasure, recruiting armies and allies, and dispatching hazard creatures! Standard 30/30 decks in 3-round Swiss format – bring constructed decks or use one of ours!

MECCG - Open Constructed – Sun 1 pm

GM: Larry Page

You are one of 5 wizards vying to represent the Free Peoples, or you can be one of Sauron's Ringwraiths, or perhaps Sauron himself! You can even be a fallen wizard or the Balrog! Standard 30/30 decks in a 3-round Swiss format – bring your constructed decks or just use one of ours!

Middle-Earth (MECCG) 101 – Fri 1 pm

GM: Larry Page

Open/casual play for MECCG! Veteran players are welcome to play-test decks for the weekends tournaments, or even bring First Folk/Dream Card decks if you have them! Beginning players are welcome to drop by, we'll have intro decks available to introduce you to the game!

My Little Pony – Sat, Sun 4 pm

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

Pirates Sink & Keep: "It's The Great Pumpkin Charlie Brown" – Sun 5 pm

GM: Victor Bugg

Kids event. Special Format. Two teams of three players each vs each other team and vs The Great Pumpkin. Ships provided. Fun and Prizes for everyone.

Pokemon – Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop – Sat, Sun 10 am

GM: Charles Watson

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

Star Wars Minis Sealed Booster Draft Virtual Set #12, "A MORE CIVILIZED AGE" – Sun Noon

GM: Mel Campbell

Star Wars Minis sealed new set booster draft tourney.

Participants receive full set of 30 cards from new set and the 6 card mini set "The Force Awakens" and 2 sealed booster sheets, to make a 150pt team. 3-4 swiss rounds. GM will provide minis to borrow.

Weiss Schwarz - English Trial Deck Tournament – Sun 1 pm

GM: Michael Arsollon

Weiss Schwarz is a trading card game based on various anime series. Compete with English Trial Decks and prove your chosen anime is the best!

Weiß Schwarz - Gaming 101 & Casual Gathering – Fri 5 pm, Sat 1 pm, Sun 8 pm

GM: Michael Arsollon

Weiß Schwarz is a trading card game based on various anime series. There is the Weiß side, which is for cute anime and the Schwarz for cool anime. Learn the basic rules and try out the game! Discuss, trade, and play without the pressures of being in a competitive tournament.

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

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

Yu-Gi-Oh! Game Show – Sat 6 pm

GM: Yu-Gi-Holics

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

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

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

Yu-Gi-Oh! Tournament – Sat, Sun 7 pm

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



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

Open Gaming

Open Gaming

Plaza Ballroom A

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

STRATEGICON SCHEDULE

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

Family Games

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

Kids Only Events

Boardgames: The Kids of Catan, King of Tokyo, Pounce

Collectibles: Pirates Sink & Keep: "It's The Great Pumpkin Charlie Brown"

Miniatures: X-Wing Kids Demo and Tournament

RPGs: The Lost Village (abridged)

Family Events

Boardgames: Blokus, Concept, Flapjacks and Sasquatches, Fluxx DEMO, Ghost Blitz, Here Kitty Kitty, Rabbit Match Demo, Rolling For Bunnies Demo, Smash Up, Space Beans

Collectibles: Munchkin Treasure Hunt!, Pokemon (2), Pokemon Workshop (2), Yu-Gi-Oh! Demo (4), Yu-Gi-Oh! Lite Tournament (3), Yu-Gi-Oh! Tournament (2)

Miniatures: Clay-O-Rama

Seminars: Kid Friendly Movies (2)

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

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

5+

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

6+

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

LARPs

LARPs

Bel Air, Catalina, 3103

Juggernaut – Sun 2 pm – Juggernaut

GM: Ryan McMullan

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

Video Games

Marina

Hearthstone Paupers – Fri 8 pm

Standard format. Players must have 3 decks. No hero can be repeated, all three decks must be different decks. Best 2 out of 3. Decks may ONLY use cards from the Basic and Classic sets.

Hearthstone Standard – Sat 2 pm

Standard format. Players must have 3 decks. No hero can be repeated all three decks must be different decks. Best 2 Out of 3. Cards from the Curse of Naxxramas and Goblins & Gnomes expansions are not allowed.

Hearthstone Wild – Sun 2 pm

Wild format. Same as standard, you must have 3 different decks except that decks must be in wild format. Best 2 out of 3. No hero can be repeated. Additional information will be given at the start of the event.

Overwatch 2v2 – Sat 6 pm, Sun 4 pm

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

Pokemon Get-Together – Sat 4 pm

Gotta catch 'em all! Well, have you? If not, maybe you'll be able to trade for some you don't have yet, or even just play some friendly games!

Rocket League 2v2 – Sat 8 pm

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

Super Smash Bros – Sat, Sun Noon

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

Starship Valkyrie: Ambush! – Sat 2 pm – Starship Valkyrie Basic

GM: Christian Brown

Starship Valkyrie is cooperative live action role-playing. Players take the part of crewmembers of a powerful starship tasked with defending the Earth Republic. Rules are simple enough that they can be learned in about 15 minutes. This game will be a classic 'ambush' scenario where the players must respond to a sudden emergency as best they can.

The Climb – Sat 9 am – The Climb

GM: Ryan McMullan

Two will summit in the morning. For the six of us on the slopes of the Gangkhar Puensum massif, summiting ensures a place in climbing history. We all want a shot, but only two of us can make it to the top. Who will it be? And what fate awaits the "lucky" ones above 7000 meters? THE CLIMB is a six-person, live-action game about an expedition to a virgin peak in the Himalayas.

RINGON 2016

Special guests:

James Ernest
Sean Patrick Fannon
Seth Jaffee
Andy Looney
David Short
Ross Watson
John Wick
Ben Woerner
and Madame Askew



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Miniatures

International Ballroom A

2nd Annual Hildebrand Open Historical Miniatures Tournament – Sat 10 am – Lion Rampant

GM: Ian Mitchell-Smith

The Hildebrand Open is Strategicon's largest historical and fantasy miniatures tournament. This year's tournament will use Osprey Books' _Lion Rampant_ rules and the compatible _Dragon Rampant_ for those who would like to play fantasy-themed retinues. The rules will be taught and retinues will be available for loan, so all are welcome to play! Retinues should be entirely painted and built to 24 pts.

Aerotech: Large Scale Aerospace Battles!!! – Fri, Sat, Sun Noon – Battletech Total Warfare

GM: Cody Hudson

In an uncolonized system's asteroid belt, a previously unknown beacon has started transmitting the location of a long lost Brian cache. Both House Kurita and Federated Commonwealth have dispatched dropships and accompanying aerospace fighters to explore and retrieve any possible lostech. To the victor goes the spoils! Experience Aerotech on a whole new scale.

Age of Sigmar Arena of Death! – Sat 7 pm – Age of Sigmar

GM: SoCal Crusaders

Players bring any single character model up to 15 Wounds. Each character is then placed "in the Arena" and fight 'til the last model is standing!

Age of Sigmar: Storm of Magic – Sun 9 am – Age of Sigmar

GM: SoCal Crusaders

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

Alpha Strike: Assault of Frankopolis IV – Sun 4 pm – Alpha Strike: Battletech

GM: Chris Mazourek, Robert Courtney

The assault on the city of Frankopolis has begun. Will the defense of the city, spaceport and industrial sectors hold? Players will be divided into defending and attacking forces. The game will be split up into smaller sub games to make it more enjoyable for all. Each player will control a couple of mechs. All materials will be provided, if you'd like to bring your own mechs, you are welcomed to.

Antares 500 Point Battles – Sat 7 pm, Sun 6 pm – Beyond the Gates of Antares

GM: Justin Rodriguez, Don Tseng

A science fiction miniatures game created by legendary games designer Rick Priestly. Produced by Warlord Games and based on the Bolt Action "blind draw" system, Gates of Antares is a well designed elegant rules set. Come join us as we begin our journey exploring this great universe. This event will be small scale 500 point games for fast pace action in a learning environment.

Arcadia Quest – Sat 2 pm – Arcadia Quest

GM: CMON Legion

Arcadia Quest is an exciting adventure board game for 2 to 4 players created by a quartet of designers, including acclaimed designer Eric M. Lang. Each player controls a Guild, competing to be the liberators of the city of Arcadia and, more importantly, to become the richest and most powerful Guild in the land!

Battle for Otisburg – Fri 6 pm, Sun Noon – Team Yankee

GM: Tim Keennon

Captain Bannon has managed to slow the Soviet incursion but not stop it. The next chapter in the battle for Otisburg happens right on the doorstep to the increasingly critical crossroads to Northern Germany. Loaner armies available, beginners welcome. All materials provided.

Battle of the Pyramids 1798 – Sat 3 pm – Wargamerabbit club rules

GM: Michael Verity

Historical 25/28mm Napoleonic scenario fought near the Giza pyramids opposite Cairo. French under General Bonaparte vs. Mameluk Murad Bey. Hundreds of painted miniatures on full terrain 12x6 tabletop. Palm trees, Nile river with boats, Egyptians and Albanians, French republican veterans, camels, lots mameluke and local arabic cavalry. <https://wargamerabbit.wordpress.com/2014/05/12/battle-of-the-pyramids-july-1798/>

Battletech: Large Scale Mech Battles!!! – Fri, Sat, Sun 4 pm, 8 pm – Battletech Total Warfare

GM: Cody Hudson

The feud between House Kurita and the Federated Commonwealth continues as a Draconis Combine scouting lance attacks a defended Commonwealth installation. 25mm Battletech in a City fight. Experience Battletech on a whole new scale.

Blood Rage – Fri 8 pm – Blood Rage

GM: CMON Legion

In this fast-paced yet highly strategic game, players take control of Viking clans, with their own warriors, leader and ship. Invading, pillaging and battling in a quest to gain as much glory as possible before Ragnarök finally consumes the land!

B-Sieged – Sun 2 pm – B-Sieged

GM: CMON Legion

B-Sieged is a fully-cooperative, castle defense board game that combines exciting combat action with classic resource management. In this thrilling defensive battle, 1 to 6 players control the mighty Heroes of Modhelm, who must fight back the encroaching Abyssal hordes and endure until salvation arrives!

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

Clay-O-Rama – Sun 10 am – Clay-O-Rama

GM: Patrick Sewell

Come on down and create your very own combatant out of one cup of Play Doh. Then, crush your enemies....or poke, toss, bowl and reshape them as you battle for supremacy in the arena. Most fun all con that does not involve chariots...unless you build a chariot! Focus is on kids but all ages are welcome as long as they enjoy light hearted destruction of Play Doh.

Curse You Red Baron – Sun 10 am – Wings of War/ Wings of Glory

GM: Rob Boyens

Come fly your favorite WWI or WWII (or both) plane against a soon-to-be ex-friend to become an Ace. Everything provided. HMGS event.

Miniatures

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

GM: Thomas Farr

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

Faustus Furius - the Other chariot racing game – Sun Noon –

Faustus Furius

GM: Tom Glauser

Can't get enough chariot racing? Want a fast fix? Faustus Furius is a fast and furious, tongue in cheek table-top racing game based very loosely around the chariot races of the ancient world and adaptable to any racing situation. Easy and quick to learn for all ages. Families welcome. Bonus points if you bring your own chariot!

Free Jumper – Fri 5 pm – Sam Mustafa's FreeJumper

GM: Tom Glauser

FreeJumper, the latest creation of Sam Mustafa, is a fast, action-packed space game combining the best of Galaxy Trucker and Firefly. Create your own ship (infinite possibilities) and battle to stay independent. Going pirate? Snitch to the government? The choice is up to you. All materials provided or bring your own.

HMGS-PSW Presents "Pershing's Arrival" – Fri 3 pm – Flames of War

GM: Adam Hammer, Mark Nickolson

The new T-26 Pershing Tanks try their new technology against Tigers, Panthers, and the Wehrmacht's finest equipment during the final days of the war. This is a Flames of War demo style game where all materials are provided. Beginners are welcome.

HMGS-PSW Presents Renaissance Italian Wars – Sun 11 am – Pike and Shotte 28mm

GM: Andrew Gledhill and Adam Hammer

The invading French Army is seeking to finally crush the Imperial Spanish in a massive pitched battle for control over the Italian City-State of Milano. This large scale, multi-player, battle royal game offers a very fun, fast and colorful battle. It will consist of very diverse units: Gendarmes, Landsknechts, Arquebusiers, Swiss Pikes, and early gunpowder units to just name a few. All materials will be provided and beginners are welcome.

Infinity demos and open play – Fri, Sat, Sun Noon – Infinity

GM: Mark Nicholson

Come learn one of the biggest sci-fi skirmish games, or bring a friend and get a game in.

Infinity Spec Ops Achievement League – Sat 4 pm – Infinity

GM: Mark Nicholson

A small achievement based tournament that allows the use of Spec Op troops

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

Age of Sigmar

GM: SoCal Crusaders

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

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

GM: SoCal Crusaders

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

Kings of War HMGS Event – Sat 4 pm – Kings of War

GM: James Lang

Small game for HMGS Members and Friends

Krosmaster Quest – Mon 9 am – Krosmaster Quest

GM: CMON Legion

Gather your heroes and depart on your quest! Krosmaster Quest is an all new adventure set in the Krosmaster universe. Heroes will work together to defeat villains and try to achieve their own unique quest goals.

Mega-Apocalypse – Sat, Sun 9 am – Warhammer 40K

Apocalypse

GM: SoCal Crusaders

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

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

GM: SoCal Crusaders

All rules and SoCal Crusader rules will be discussed at this time.

Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset! Deployment begins at 8pm.

Mein Zombie - WW2 Commando Raid – Sat 2 pm – ODGW

Mein Zombie

GM: Tom Glauser

Can your crack team of British Commandos find the cause of the outbreak? Can your SS goons contain it? It's Mein Zombie, set in WW2. A cooperative zombie survival game with a twist.

Ordeal of the 179th RCT Salerno 1943 – Sun 10 am – Flames of War 20mm

GM: Daniel Verity

Allies have landed at Salerno Italy 1943. Clearing the beachhead and advancing into nearby foothills, the 179th RCT was ordered to secure the Sele-Calore corridor and seize Ponte Sele and hills near Serre. Nighttime advance went well till stopped, then German panzer-grenadiers attacked the rear.... surrounding the 179th RCT. Battle set the tone as the next few days saw the critical fighting to hold the front lines.

Paint and Take – Sat, Sun 10 am

GM: Sarah Cary

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

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 personalized plaques. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 3pm.

Panzers East! – Sat 10 am – Homebrew WW2

GM: Rob Boyens

A WW2 Armor game of Soviets vs Germans in N Scale.

Parallax: Warbands Demo – Sat 10 am – Parallax: Warbands

GM: Adam Rosenblum

Parallax: Warbands is a fast-paced skirmish game set in a world of high fantasy. Players build a Warband of approximately 4-8 highly customizable adventurers and mercenaries to complete contracts and foil the plans of their enemies.

Miniatures

POST APOC CAR-NAGE! – Sat 5 pm – 20mm Warlands

GM: Rene Lafargue

20mm Road Warrior action using modified WARLANDS rules! A fast and furious game set in the apocalypse as the warmachines of the noble Johnsons from Rock Ridge battle with the smelly inbred Kannibals of the wasteland! Who will be the victor? Only you can decide! Sponsored by the San Diego Historical Miniature Wargamers club! Prizes to whomever inflicts the most damage!

Robotech Tactics – Sat 10 am – Robotech Tactics

GM: Allan Sylvia III

Players take control of either the United Nations Spacy Defense Forces, or the Zentraedi and compete in simulated battle across the terrain for resources, glory, or personal interest.

Rum and Bones – Sat, Sun 2 pm – Rum and Bones

GM: CMON Legion

Davy Jones is dead. His treasure scattered across the Seven Seas. And whosoever can seize it all, will claim the forbidden power of Davy Jones' locker itself. Run out the guns and prepare to board! Accept no quarter, for there's none to give!

Saga Open Play and Demos – Sun 10 am – Saga Dark Ages and Crescent and the Cross

GM: William Stilwell

SAGA is a skirmish game set in the Dark Ages, an age of endemic warfare that saw mighty warlords at the head of their warbands struggle for power, wealth and glory. This is an open play event. Bring your 4 to 6 point warband to test new lists, try out scenarios or just get a game in. Want to learn? All materials provided for demo games and loaner armies available for open play.

SMOG:On Her Majesty's Service – Fri 2 pm – SMOG:On Her Majesty's Service

GM: CMON Legion

On Her Majesty' Service is a strategical board game set in the The World of Smog's fantastic steampunk universe. Players must guide their Gentleman through the shifting board that makes up the Shadow Market. Buying and selling the different kinds of Ethers will allow them to not only gather enough coin to acquire the precious Artifacts demanded by the Queen.

Star Wars Armada: 180 Point Tournament – Fri 7 pm – Star Wars: Armada

GM: Frank Vassallo

180 point Armada tournament. 1 hour games 3 games No objectives, terrain if both players want it.

Star Wars Armada free play – Sun 10 am – Star Wars: Armada

GM: Colin Dimock

Bring your fleet, we got game. Depending on how many players we get we can do multi player games or a couple of smaller games.

Storm of Magic Setup and Rules – Sat 8 pm – Age of Sigmar

GM: SoCal Crusaders

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

The Battle at Maidstone Sept 21 1940 Op Sealion Day 1 –

Sat, Sun 10 am – Gezanerte Faust

GM: Stephen Phenow

7th Panzer regiment of the 10th Panzer div, with motorized infantry attacks the British Defenses at Maidstone, Kent. This one of the last defensive positions before the outskirts of London. The British have committed the 22nd Armored Brigade with its hodgepodge regiments of various tanks, to Maidstone's defense. A large tank battle is in offing. This one of the few times British 2lb is as good as German armor

The Others: 7 Sins – Sat 8 pm – The Others: 7 Sins

GM: CMON Legion

The Others: 7 Sins is a horror board game designed by Eric M. Lang that pits the forces of good against evil in a battle for the fate of the planet. One player will take on the role of one of the Sins and the rest will team up in an effort to disrupt their plans.

Thug Life Demo – Sat, Sun Noon – Thug Life

GM: Jason Serrato

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

Warhammer 40K Arena of Death! – Sat 7 pm – Warhammer 40K

GM: SoCal Crusaders

Players bring any single character or unique character model up to 400pt value. Each character will be placed "in the Arena" and fight each other until a single model remains!

Warhammer 8th Edition – Sun 5 pm – Warhammer 8th Edition

GM: Yale Hammer

A demo game of WHFB where forces of good ally against the evil armies of death and despair! Bringing back to the good ole days!

Warmachine and Hordes MK3 All New War – Sat Noon – Warmachine and Hordes

GM: Press Gangers

Come learn the newly streamlined mk3 system of Warmachine and Hordes. Bring your battle boxes and duke it out if you like.

Warmachine and Hordes MK3 All New War Demo – Sun Noon – Warmachine and Hordes

GM: Press Gangers

With the release of the new mk3 rule set, it is the perfect time to jump in and learn how to play this great game. Demos will be available or feel free to bring your battleboxes and duke it out.

Warmachine Full Steam Release Event – Sun 10 am – Warmachine and Hordes mk3

GM: Justin Leyva

This is the mark 3 release event. This is an achievement based event where players get points for achieving milestones and winning games. The rules and list of achievements can be found here: <http://privateerpress.com/files/FullSteamReleaseEventRules.pdf> Prize support provided by The Monstore, Strategicon, and Privateer Press.

Warmachine Mk3 Steamroller 75pts – Sat 10 am – Warmachine and Hordes

GM: Press Gangers

Players face-off in a 75 point tournament. 1 or 2 lists. Prize support provided by Monstore, Strategicon, and Privateer Press. Any questions? Email:Justinleyva@live.com

X-Wing: 100 point tournament – Sat 10 am – X-Wing

GM: Colin Dimock

100 point tournament, 3 rounds 1 hr games

X-Wing Epic Ship encounter – Sat 4 pm – X-Wing

GM: Claude Lecesne, Bill Fretze

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

Miniatures

X-Wing Kids Demo – Fri 8 pm – X-Wing Miniatures

GM: Patrick Sewell

Keep seeing all the awesome ships at the con and wonder how to play? Come on by and learn how to play X-wing Miniatures. All materials provided and this prepares you to play in the Kids only tournament Saturday. If you already know how to play, bring a list and test it out as practice for the tournament.

X-Wing Kids Tournament – Sat 10 am – X-Wing Miniatures

GM: Patrick Sewell

Tournament for ages 16 and under. Bring your own 100 point list or use one of the teams provided. A demo is provided on Friday night for those who wish to learn how to play prior to the tournament. Minimum of 2 games played, with a third round of finals depending on number of players.

Zombicide 101 – Fri Noon – Zombicide 101

GM: CMON Legion

This is a simple demo to teach new players how to play the game. A demo usually takes about 15-30min

Zombicide: Black Plague – Fri 8 pm, Sat Midnight, Sun 9 am –

Zombicide: Black Plague

GM: CMON Legion

A standalone cooperative boardgame for 1 to 6 players that brings the relentless zombie-killing action of Zombicide into a brand new fantasy setting!

Zombicide Finals – Sun 8 pm – Zombicide

GM: CMON Legion

This is a finals so the players will be by invitation only, I will add the finalist to the signup sheet 1 hr before the game and it will be available at the sign up desk.

Zombicide Qualifier – Fri 2 pm, Sat 9 am, 8 pm – Zombicide

GM: CMON Legion

Take the role of a Survivor, each with unique abilities, and harness both their skills and the power of teamwork against the masses of unthinking, blood-craving Zombies! Unfortunately for you, there are a lot more zombies than you have bullets... This is a qualifier game for the Zombicide tournament, Tournament rules will be explained at the start of the game.

War Games

Los Angeles B & C

1775 Rebellion Tournament – Sat 11 am

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

Axis and Allies – Sat 9 am

All are invited to play, even if you have never done an A&A Tournament before. It's a team event, and we can match you up with a partner to play. Final round will be on Sunday, and will be 1940, 2nd Ed. Other versions can be played in first two rounds.

Battle Cry Tournament – Sun 1 pm

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

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

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

Friedrich – Sun 4 pm

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

Maria – Sun 10 am

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

Moral Conflict – Sun 3 pm

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

Napoleonic Wars – Mon 10 am

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

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

Recreates naval combat in the Age of Sail (1750 – 1815).

Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanics

Sturm Europa (Digital) – Sun 10 am

Digital version of Sturm Europa. Game runs all day...come join in at any time.

Virgin Queen (Campaign Tournament) – Sat 10 am

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



Roleplaying

Plaza Ballroom D, Newport, San Lorenzo

RPG Games on Demand

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

2CGaming Presents - Epic Legacy: Beyond 20th Level – Sat 2 pm, Sun 9 am – Dungeons & Dragons 5th Edition
GM: Ryan Servis

Have you wondered what lies beyond 20th level? Wonder no more! Join us for a game of Epic Legacy, and take a premade 24th level character on a short adventure. You'll meet epic characters, cast incredible spells, and tackle monsters more dangerous than anything you've faced before.

2CGaming Presents - The Giant Runesmith – Sun 2 pm – Dungeons & Dragons 5th Edition
GM: Steven Gordon

As the Giants leave their strongholds to bring ruin to the lands of the 'small folk', you must undertake a desperate mission to turn their rune-magic against them. Call down elemental barrages, create armor of stone, and even become a giant yourself. Can you master the runes in time to stop a pair of Cloud Giants from devastating your home? Premade 5th level characters will be available, or you can bring your own!

2CGaming Presents - The Total Party Kill Tournament – Fri 2 pm, 8 pm – Dungeons & Dragons 5th Edition
GM: Steven Gordon

Can you survive the Lair of the Wizard's Ghost? A Dungeons & Dragons 5th Edition tournament, face deadly challenges with friends or strangers! Join a party of five brave heroes. Premade characters of 6th level will be available, no custom characters for this one! Bring your lucky dice. You'll need them. The top two parties will compete for prizes!

2CGaming Presents - The Total Party Kill Tournament Finals – Sat 9 am – Dungeons & Dragons 5th Edition
GM: Steven Gordon

This is the final round of a two round tournament, only winning parties from round one are eligible to participate.

"Finding Nemo" (a Happy Jacks game) – Sat 2 pm – Iron Kingdoms
GM: Weaselcreature

Fresh off unfortunate events in Corvis, the Black River Irregulars find themselves in Fellig. Sure to find work in such a hotbed area, the nature and the subject of the offered job comes as a shock.

"I want his head on a stick" – Sat 8 pm – GURPS
GM: Gary Mack

Death is not good for business, particularly a nobleman's death. Some dim witted fool killed the son of a low ranking nobleman. Now all of the Syndicates operations must be halted until the furor dies down. Meanwhile the Syndicate is bleeding out gold like a mark with a gut wound something they hate. As a member of one of Dagger Squads you are now on the hunt for a dim witted fool. Your orders "I want his head on a stick"

Animalia Playtest – Fri 2 pm, Sat 9 am, Sun 2 pm – Animalia Historium
GM: Ben Woerner

Playtest small furry animals (ala Zootopia, Redwall, Mouse Guard) in a fantasy world as adventurers setting out to on your first adventure.

Anime-Inspired Star Wars – Sun 9 am – Revised Wizards of the Coast Star Wars Role-Playing Game
GM: Allan Sylvia III

During the Old Republic Era, the Jedi/Republic Forces encountered the Ultimate Sith Lord and were unable to defeat him, so instead they opted to rid the Galaxy of his presence, by sabotaging his Flagship, and sending him to the Unknown Regions of the Galaxy. Now their greatest fears could come true. Either The Ultimate Sith Lord has returned, or one of their many apprentices has learned the darkest secrets.

ASPIRE - Reborn – Fri 2 pm, Sat 9 am, Sun 8 pm – GURPS
GM: Michale Shupe

ASPIRE stands for the Agency for Supernatural and Paranormal Investigation, Research and Exploration. Join in this 18 year long urban fantasy and espionage campaign at Strategicon! Plenty of pregenerated characters provided! Part of the GURPS Tournament. Play in just two GURPS games and you qualify to possibly play in the finals on Sunday at 2pm for prizes!

Bad Streets - Play Test (round 4) – Fri 2 pm, Sun 9 am – Bad Streets
GM: JiB

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

Bedlam Hall - An Unsettling Tradition – Fri, Sat 2 pm – Bedlam Hall (Playtest) - Powered by the Apocalypse
GM: David Kizzia

From the people who brought you Spirit of 77 comes something simply dreadful - a new RPG that brings The Addams Family to Downton Abbey. The Blackwood family have maintained Bethlehem Hall for generations, but they tend to do things... differently. Think you can maintain your composure as you struggle to fulfill your duties? Play to find out. No experience required, all levels are welcome... to survive Bedlam Hall.

Betrayal in Bogbrook – Sat, Mon 2 pm – Dungeons & Dragons 5th Edition
GM: John Prichard

Play an original D&D adventure before it releases to DMs Guild! An adventure for D&D characters level 1-4 (Pre-gens Available). North of the Marsember Swamps lies Bogbrook, a village of cranberry growers and brewers. When a small group of new recruits learns of a conspiracy against the Queen, the characters must find their own way to uncover the plot - even if it means risking everything!

RPGs

Big Blue Monkeys III - a Happy Jacks game — Sat 9 am — Moment of Truth (playtest)

GM: Stuart Venable

The crew of the Corazon del Oro must once again band together to fight the tyranny of an evil corporate giant and avert a system wide Worlds War!

Bittersweet (Public Playtest) — Sun 9 am, 11 am, 2 pm, 4 pm, 8 pm, 10 pm — Bittersweet

GM: Mike Rozycki

Atlantis sinks. The cops break up the party. The peasants are at the gates. How will your community face its end? Similar to Fiasco and Microscope, this is an indie storytelling game in which we collaboratively create a community, its inhabitants, and find out how they meet their fate through role-played scenes. Perfect for people who have never tried a storytelling rpg before!

Blight at Providence Branch — Sat 2 pm — Dogs in the Vineyard

GM: Scott Martin

You've been trained at the temple to identify demons, armed with a pistol and the Book of Life, and sent out on horseback to tend to the problems that crop up in the faithful towns. Your colorful coat is a badge of office that clearly identifies you for all to see. After your initiation, you'll be sent to the Providence Branch, which needs the attention of the Dogs to get back on track. Are you up to the task?

CALIFORNIA PREMIERE EVENT - PFS 8-00: The Cosmic Captive — Sat 8 pm — Pathfinder RPG

The Greater Los Angeles Pathfinder Society is proud to present the California Premiere of this multi-table interactive experience. Once every 56 years the comet "Aucturn's Tear" quietly passes Golarion. This year strange portals have opened and an unknown entity calls for help. Join us as we delve into this once-in-a-lifetime adventure and either free the captive or ensure that it remains sealed away forever.

Camp X: Target L'Argues — Sat 8 pm — Fate Core

GM: Scott Martin

It's early 1942, and the world is at war. It's impossible to escape, even in far away North America - rationed items are hard to get and the news is filled with doom and gloom. Founded as a paramilitary and commando training installation, Camp X is the first espionage training facility in North America. You're about to graduate. Characters will be created at the session

Carbon Copy — Sat 2 pm — Shadowrun 5th Edition

GM: Desmond Wooten

In the last two weeks, a string of murders has the rumor mill working overtime that the infamous Mayan Cutter is back again. With one phone call, the runners are drawn into a search for this killer. Players will be participating in a Shadowrun 5th Edition Convention Module game with pre-gen characters.

Casters Cabal (Independent OR Part#2) — Sun 2 pm — D&D 5E

GM: Daryle Landers

A near distant lord beckons you to his lands for the paid retrieval of his beloved daughter from the renown Casters Cabal arcane academy. But why would such a gifted student desire to leave such a prestigious school or does the hardship of acceptance pale in comparison to escape?

Chaos in the Kitchen — Sun 2 pm — Fiasco

GM: Ed Murphy

This place used to be packed three meals a day, but some two-star Yelp reviews and a celeb-owned bistro have driven most of the customers away. Rumor is, it might shut down if the money don't start rolling back in. It's late on a Friday afternoon and every table is booked for the entire weekend. The wild stories about VIPs and food critics can't possibly be true, but nervous excitement spreads through the staff...

City of Gold — Fri 2 pm, Sat 8 pm, Sun 2 pm, Mon 9 am — Pasts, Personas & Prophecies

GM: Hunter Fox

Enter the Gold District, the once opulent home of the aristocracy within the city-state of Argon. The nobles who once dwelled here have been transformed into terrifying reflections of their former selves and have been quarantined by the City Watch. You must navigate this abandoned city-district in order to survive.

DDAL04-05 The Seer (DndAL) — Sun 2 pm — Dungeons & Dragons Fifth Edition

The time has come to venture beyond the village of Oraşnou and explore the realm of Barovia. However, in your travels, you happen across an unusual tribe of people-distrusted denizens of the Demiplane of Dread. Do the Vistani truly possess the ability to see the future, or is it simple parlor tricks and deceit? Part five of Misty Fortunes and Absent Hearts. An adventure for characters levels 1 through 4.

DDAL04-06 The Ghost (DndAL) — Sat 9 am, Sun 7 pm — Dungeons & Dragons Fifth Edition

Old hatreds die hard, but sometimes it is necessary to set aside petty, personal disagreements for the greater good. The hag, Jeny Greenteeth, is wise and may prove instrumental in the troubles that lay ahead. Your task will not be easy, however, the dark forces of Barovia have agents everywhere, and eyes from beyond the grave no doubt watch your every move. An adventure for characters levels 1 through 4.

DDAL04-10 The Artifact (DndAL) — Fri 2 pm, Sun 9 am — Dungeons & Dragons Fifth Edition

An expedition to the Amber Temple reveals another major minion of the enemy and uncovers a secret weapon that may help defeat them. Part ten of Misty Fortunes and Absent Hearts. An adventure for characters level 5 through 10.

DDAL04-11 The Donjon (DndAL) — Fri 7 pm, Sun 2 pm — Dungeons & Dragons Fifth Edition

The village of Oraşnou is panicked when a group of Bloodhand orcs appear at the edge of the woods. They bring news and an unusual request that reveals a new foe. Part eleven of Misty Fortunes and Absent Hearts. An adventure for characters levels 5 through 10.

DDAL04-12 The Raven (DndAL) — Sat 9 am, Sun 7 pm — Dungeons & Dragons Fifth Edition

The Bloodhand orcs have a prisoner that may hold the answers to the strange goings on and the key to stopping the enemy. Now you just have to convince them to hand the prisoner over. Part twelve of Misty Fortunes and Absent Hearts. An adventure for characters levels 5 through 10.

DDAL04-13 The Horseman (DndAL) — Sat 2 pm, Mon 9 am — Dungeons & Dragons Fifth Edition

The unexpected ally imparts the secret you have been searching for and now only one more puppet remains before you can finally face the enemy. Unfortunately your allies begin to pay the price for your interference in the enemy's plans. Part thirteen of Misty Fortunes and Absent Hearts. An adventure for characters levels 5 through 10.

RPGs

DDAL04-14 The Dark Lord (DndAL) – Sat 7 pm, Mon 2 pm – Dungeons & Dragons Fifth Edition

The enemy is revealed, but time is short and if you are not successful in your mission to Mount Baratok, love will never die. Part fourteen and the finale of Misty Fortunes and Absent Hearts. An adventure for characters levels 5 through 10.

DDAL05-01 Treasure of the Broken Hoard (DndAL) –

Fri 2 pm, 7 pm, Sat, Sun 9 am, 2 pm, 7 pm – Dungeons & Dragons Fifth Edition

A famous relic hunter seeks adventurers to help her find caches of treasure hidden by the now-defeated followers of the Cult of the Dragon. Her maps and notes may lead the way to great wealth – or a terrible death. And do other parties have designs on the treasure as well? Levels 1-2, optimized for 1st

DDAL05-02 The Black Road (DndAL) – Fri 2 pm, Sat 9 am, 7 pm, Sun 2 pm, Mon 9 am – Dungeons & Dragons Fifth Edition

Caravans are having a difficult time getting through to Parnast via the Black Road. Organized attacks by orcs and other monstrous humanoids working in concert with one another have folks baffled. Little do they know that an unusually intelligent hill giant, going by the name of Bad Fruul is to blame. An adventure for characters levels 1 through 4.

DDAL05-03 Uninvited Guests (DndAL) – Fri 7 pm, Sat 2 pm, Sun 9 am, 7 pm, Mon 2 pm – Dungeons & Dragons Fifth Edition

The Shrine of the Axes has been restored and Ragnnar Redtooth, who previously conspired with dragon cultists, is trying to restore his reputation in Parnast by sponsoring a feast. There is just one thing he needs, meat for his feast. An adventure for characters levels 1 through 4.

DDEX02-03 The Drowned Tower (DndAL) – Sat 9 pm, Mon 9 am – Dungeons & Dragons Fifth Edition

You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth? An adventure for characters levels 5 through 10.

DDEX02-04 Mayhem in the Earthspur Mines (DndAL) – Sat 2 pm – Dungeons & Dragons Fifth Edition

Riddled with veins of precious ore and gem, the Earthspur Mountains to the west have long been a valuable resource for anyone able to mine them. One such mine has gone silent and the only thing more concerning than its long overdue shipment is the fate of the members of the Soldiery sent to discover what has happened to the mine's workers. An adventure for characters levels 5 through 10.

DDEX02-06 Breath of the Yellow Rose (DndAL) – Sat 2 pm, Mon 9 am – Dungeons & Dragons Fifth Edition

The monks of the Monastery of the Yellow Rose have long cloistered themselves in their home atop the Earthspur Mountains, practicing their strange lifestyle which is rumored to give them longevity. Now, their dietary restrictions and practices of breath control have become the fashion amongst the well-to-do of Mulmaster. An adventure for characters levels 1 through 4.

DDEX02-07 Bounty in the Bog (DndAL) – Fri 2 pm, Sat 7 pm, Mon 2 pm – Dungeons & Dragons Fifth Edition

The Soldiery has grown weary of dealing with a particularly nettlesome band of miscreants who have holed up in the Flooded Forest to the south. And so, you have been called upon to quell their activities so that trade along the North Road can resume unmolested. However, in so doing, the truth behind their activities reveal that much more than simple banditry is at hand. An adventure for characters levels 1 through 4.

DDEX02-09 Eye of the Tempest (DndAL) – Fri 2 pm, Sun 9 am – Dungeons & Dragons Fifth Edition

A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. An adventure for characters levels 5 through 10.

DDEX02-10 Cloaks and Shadows (DndAL) – Fri 7 pm, Sun 9 am – Dungeons & Dragons Fifth Edition

The Cloaks of Mulmaster have taken an interest in your progress, and may be looking to sponsor adventurers for future work. You've been offered an interview with one of their ranking members at the Theater of the Stars, but you never know what to expect in the City of Danger. An adventure for characters levels 1 through 4.

DDEX03-04 It's all in the Blood (DndAL) – Fri 2 pm, Sun 9 am – Dungeons & Dragons Fifth Edition

Rumors of faceless demonic creatures have been steadily rising in the Hillsfar region, and it is said that far below the surface of Faerun, nestled in the bowels of the underdark, ancient terrors are stirring. The imperiled drow of Szith Morcaine have extended an intriguing offer, but can the drow be trusted, and for how long? An adventure for characters levels 11 through 16.

DDEX03-16 Assault on Maerimydra (DndAL) – Sat 2 pm, Mon 9 am – Dungeons & Dragons Fifth Edition

The time has come for the brave and the bold to put an end to the machinations of Maerimydra's demonic occupiers and their fiendish fire giant ruler. This will be no mean feat the city is a cesspit of corruption and madness. You will have help, however, as an unlikely group of allies have gathered to your side in the Underdark beneath Faerûn. An adventure for characters levels 11 through 16.

Deceiver's Vengeance (Independent OR Part#3) – Sun 8 pm – D&D 5E

GM: Daryle Landers

You did it! You survived! But, what manner or measure of evil's wrath did you happen to thwart for your salvation? Fore, what is the nature of these new strange tormenting nightmares that haunt your very soul? How could you indeed even have come by such a hex, or for that matter, what twisted malice could have wrought such a vile curse? Can this dark bestow even be lifted, and if so, at what cost? VERY CHALLENGING!

Dreams of the Dark Mother – Mon 2 pm – Beast: The Primordial
GM: Louis Garcia

You are one of the Begotten, the living embodiment of a primal nightmare of humanity. Your soul, your Horror, is a monstrous creature - maybe something that humanity dreamed and wrote down and still speaks of in legends, or maybe some outlandish horror that no living person has ever seen. You are a Beast, and you must feed. Your Hunger drives you, and your Hunger might damn you. Presented by the Dead Gamers Society

Even the Elders Have Cause to Fear – Sat 2 pm – Vampire: the Dark Ages (V20)

GM: Kurt Hanna - Happy Jacks Listener

The year is 1342, and throughout the chaos and internecine squabbles amongst the Clans of Cainites, rumors and prophesy have surfaced of a greater threat, one that should give even the Elders cause for concern. But what is it?

RPGs

Everybody Falls the First Time – Sun Midnight – GURPS - Computerworld

GM: Ron Shaw

Reeling from the success of your first mission, now comes the hard part. Since the White Rabbit is now firmly a member of your crew, she pleads for the second, and much more difficult part of her request, now that you know what you're after, you have to find a way to retrieve it... May the One help you.

Everyone's coming up Ford! Happy Jacks! – Sat 9 am – Tales from the Floating Vagabond

GM: Stork and CADave

The bar at the center of the universe is used to seeing strange things, but when too much oddity arrives for even the seasoned bartender, some very special patrons must save the whole universe!

Fallout Shelter: Finding the Descenders – Fri 2 pm – Powered by an apocalypse, of sorts

GM: Tomer Gurantz

Today a group of us from Vault 456 leaves on a journey through the wasteland, to Vault 321, to meet with the Descenders. Homebrew mashup with elements of Powered By The Apocalypse, Fallout Shelter, and Lego.

Finding Fir Restor (Independent OR Part#1) – Sun 9 am – D&D 5E

GM: Daryle Landers

Secluded in the Mountain Cove Valley of Stienvale, to the fabled festival city of Alehelm you all have been sequestered to reclaim the fruits of your labor. For the heavily traveled singular mountain pass into this hidden valley was plagued by choice ale barrel, pilfering bandits which you've dispatched and claimed the missing barrel sigils for your pay. One mite believe that getting paid would be the easy part.

Follow the White Rabbit – Sat Midnight – GURPS -

Computerworld

GM: Ron Shaw

You are the cursed crew from the cursed ship the Osiris, the ancient ghost ship resurrected from the time of the last war. The misfits, the outcasts, no one will crew with inexperienced newbs like you. Then came the girl with the white rabbit tattoo, outcast and hunted by agents for helping the One. She comes to you as a last resort with your first mission.

Games on Demand – Sat 9 am – Various

GM: Tomer Gurantz

Have some free time due to games being full or cancelled? Come join us for games on demand. Several short format games will be available for play starting at 9:30am, 2:30pm, 8:30pm and 12:30am on Saturday. Check us out in Santa Monica C!

GURPS Finals – Sun 2 pm – GURPS

GM: Michale Shupe

Play in two GURPS games and you might qualify for the finals, with prizes both from Steve Jackson Games and Strategicon! Check the sign in table by 1pm Sunday to see if you made it in. Even if you're an alternate, drop by the room - you may still be able to play!

Hard Light – Sat, Sun 2 pm – Classic Traveller

GM: Christopher Kubasik

In the system of Hard Light, the dangerous light of a red giant star glows upon hard-bitten miners at the end of civilization's road. When you and your friends catch rumors of an alien tomb floating amid the asteroid belt, you scramble into action, seeking the treasures that might be contained within and the ticket to a new life...

Heart of the Labrynth – Sun 2 pm – Dungeon World

GM: michael cantin

It rises from the Abyss, sundering the earth with it's arrival. Sometimes it swallows a lone traveler, sometimes an entire town. It is the beast called Everynthe: a living dungeon called forth from the depths by demonic powers. Tonight you and your party are going to delve its secrets and rip out its eternal beating heart, lest you become another of its many shifting mysteries.

Hell on Wheels – Fri, Sun 2 pm, Mon 9 am – GURPS 4th Edition

GM: Mook

The Hellhounds outlaw motorcycle club has been in decline for years, but this big score could really turn things around. Just watch your back as you make the drop - things in this world aren't always what they seem, and no matter how tough you are there's always a bigger fish. NOTE: Characters are outlaw bikers and not Nice People at all. NO GURPS experience needed.

In Caverns Deep – Sun 2 pm – Beyond the Wall

GM: Michael Hall

Westhaven is a peaceful, secluded village far from the political strife and troubles in the southland. In other words, it's boring. You and your young friends dream of a life of adventure. Sadly, it seems you are destined for more humble paths ... or so you thought. Come join the adventure!

Into The Woods – Fri 2 pm – Beyond The Wall

GM: Michael Hall

The small village of Glenhollow has been home and haven to you and your friends for all your young lives. But now, something stirs in nearby Morrow Woods that threatens your friends and family. You and your companions are young and untested, but ready to face the threat. Come join the adventure!

Joan of Arc – Sat 9 am – Protocol

GM: jim pinto

Joan of Arc is a story roleplaying game about scientists & rescue personnel working to save a damaged space station before disruptive energy rips it apart. Starting from the planet's surface, the team has limited time to get to the station, climb inside, and repair the damaged station. The clock is ticking as problem after problem besets the team members who have limited resources to battle the ravaged reactor core.

King of Storms – Sat 8 pm – Praxis

GM: jim pinto

One thousand years ago, the gods and titans slew one another in a great battle for the heavens. In their destruction, their blood rained from the heavens, permeating the earth, drenching the soil. From this blood rose powerful beings, capable of unearthly feats. Some were born of god's blood. Others were born from titans blood. A third was born an abomination of the two – half god, half titan: the bloodless gorgons.

La Redada Asesina – Fri 2 pm – Feng Shui 2: Action Movie Roleplaying

GM: Ira Taborn

Memo from the office of the Commissioner General: Your orders are to take your team and infiltrate the Escorpión del Desierto Cartel compound in the town of El Fuste. There you will arrest or terminate Escorpión del Desierto's chief enforcer Juan Pérez, aka El Tio. Your transportation in and out has been already secured and will be waiting for your team at the meetup point. Good luck Sargent.

RPGs

Last Things Last – Fri 8 pm – Delta Green

GM: Aaron Vanek

Clyde Baughman was an active agent from 1967 to 1970 & infrequent “friendly” in the late 90s. He died 4 days ago. Delta has tasked nearby agents to sweep his apartment to remove any evidence. Delta Green is a modern day secret government organization tasked with fighting the Cthulhu Mythos. Think X-files or the Quatermass series. This is the introductory adventure to the new DG rules.

Like Dancing in the Rain, but for RPGs – Sun 9 am – Golden Sky Stories - Heart-warming Roleplaying

GM: Ira Taborn

A young child is in despair having learned that none of his friends want to or can participate in his new hobby. Maybe some of the local animal spirits can help with this dilemma.

Lost & Found - Even Stranger Things – Mon 9 am – World of Darkness - Innocents

GM: Michael Hall

Elm Grove is cursed. You and your friends know it. But your teacher doesn't believe you. The police don't believe you. Even Mom and Dad say it's just your imagination. But things disappear in Elm Grove. Important stuff. Even people. You know why, even if the grown ups can't see it. There are monsters in Elm Grove. You've seen them. If no one else is going stop the monsters, you will. Before you disappear.

Manhunt – Fri 8 pm – Shadowrun 5th Edition

GM: Desmond Wooten

The runners are hired to haul ass out to the Barrens and bail ex-Lone star Officer Hua out from under a paracritter siege. Hua was helping an old buddy, Mr. Singh, investigate mysterious animal killings, that seem very similar to a 15 year old Lone Star murder investigation. Can the runners find out the mystery behind these killings, and save the people of Kaur's Farm, or will they have something more sinister.

Mechs vs. Monsters, A Happy Jack's RPG Podcast Game – Sat 2 pm – Wild Talents

GM: Kimi

Kimi is running WILD TALENTS! An elite team of fighters is tasked with handling some real threats in modern Los Angeles. Are you up for the challenge? (Tested at JackerCon 2016!) Bring d10s and your enthusiasm. I'll bring everything else. @goldenlassogirl

Mexican Cargo Run: Port Horus – Sat 2 pm – RIFTS RPG

GM: cameron cleveland

Sci-fi, Fantasy, Cyberpunk, & Post Apocalypse. I use music for Immersive Role playing. I supply Pre-gen characters for players. This living campaign lets players build and advance characters, develop their personalities, and forge relationships. I offer character tracking to allow players to take their PC they created for the campaign to any of these gatherings and play it in the adventures offered.

Muppets and Madness – Sat 2 pm – BRP

GM: Lily Mansfield

Since agreeing to host the cast of the hit show, The King in Yellow, odd things have been happening at the Muppet Theatre.

Murder Hobo – Sun 9 am – Forget Me Not

GM: jim pinto

Playtest. Based on the Forget Me Not game system. Players take on the role of adventurers who really don't get out of the tavern.

Nitrate City – Sat 9 am – Fate Accelerated

GM: Morgan Ellis

Los Angeles was transformed in a burst of dark magic and mad science into Nitrate City, a place where elements of film noir and classic monster movies combine with explosive results. With Wolfman gangsters, Vampire PIs, and Mummy Femme Fatales. When you walk the mean, flickering streets of this action-packed, celluloid landscape in this Fate World of Adventure by Doselle Young and Bill White, always watch your back.

Out of the Abyss, Rage of Demons, Part 1 – Sat 9 am –

Out of the Abyss, Rage of Demons, Part 2 – Sat 2 pm –

Out of the Abyss, Rage of Demons, Part 3 – Sat 7 pm –

Out of the Abyss, Rage of Demons, Part 4 – Sun 9 am –

Out of the Abyss, Rage of Demons, Part 5 – Sun 2 pm –

Out of the Abyss, Rage of Demons, Part 6 – Sun 7 pm –

Dungeons & Dragons Fifth Edition

Can you help the drow archmage Vizeran to banish the Demon Lords from the Underdark and save the world? An adventure for characters levels 11 through 16.

Pacific Rim FATE: How about not having a TPK this time? –

Sat, Sun 9 am – FATE Core

GM: Patrick 'Mouser' Rowley

The Jaegers are back! Join Strike Group Angels in another Mech-and-Monster-filled mission, courtesy of Fate Core and a mixture of Camelot Trigger Mech rules and some custom (and well-tested) Drift mechanics. 3 Mechs, 6 pilots, and a ton of action. Fate on a hex-grid! Read your partner's mind! Chase the rabbit! A multimedia extravaganza with music and voiceovers! A take-home mech mini-poster! Let's stomp some Kaiju!

Paragon University - ASPIRE Spin Off –

Fri 8 pm, Sat 2 pm, Mon 9 am – GURPS

GM: Michale Shupe

Join in this new urban fantasy campaign set in the same game world as ASPIRE Reborn, where paranormals come to grips with their abilities and differences at Paragon University. Pregenerated characters provided! Part of the GURPS Tournament. Play in just two GURPS games and you qualify to possibly play in the finals on Sunday at 2pm for prizes!

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

The Greater Los Angeles Pathfinder Society hosts multiple tables of games every day of the convention in 3 slots that start at 9am, 2pm and 8pm. You can signup at the convention at the Pathfinder Society HQ found on the second floor in Los Angeles Ballroom A.

Peace is a Lie – Fri 8 pm – Star Wars: Force and Destiny

GM: Steven Rodriguez

Oceania is a thriving world, teeming with diverse and intelligent life. The battle for Endor is over, and some still believe the Emperor survived the battle. Your Moff has directed you to infiltrate the political system of Oceania and make way for an invasion that will subjugate the people and command its resources. Play as Sith trained in the dark side, under command from a local warlord to prepare a planet for war.

Playtest/Demo – Sun 8 pm – City of Masks

GM: jim pinto

Playtest. Demo. A new game from Post World Games

RPGs

Problem at Highhorn Pass – Sat 9 am – Faith Corps

GM: JiB

In the remote reaches of the Highhorn Pass, the winds howl through the rocks, biting flesh and bone with icy teeth. Only the hardy and strong survive here, and only the foolish come here unprepared. You came here to meet Tyrglyn because he said he'd found something important here. He didn't say what it was, but you trust him, or love him, or owe him, so here you are ... Here to face the problems of the Highhorn Pass.

Pugmire – Sat 2 pm – Pugmire (D20)

GM: michael cantin

Be a Good Dog. Protect Your Home. Be Loyal To Those Who Are True. These are the words of the Code of Man. Dogs have inherited the world, building the kingdom of Pugmire thousands of years after the Ages of Man. These Dogs have learned to use tools and language, and they seek to rediscover the world they've inherited. The world is dangerous and mysterious, but courageous and loyal dogs will persevere.

Robbery on the High Seas – Fri 8 pm – Scion: the Modern

Mythology RPG

GM: Ira Taborn

In one week, the Dragon of the Seas will begin a cruise from Kobe to Los Angeles. While in international waters, that ship will be holding an illegal auction selling some of the most exclusive artifacts on the Earth. Your job is to get onboard, steal one of them, and get off. For some, this would be near impossible. But for you, the children of gods, this should be easy.

Salvage at Science Station New Brunswick – Sat 2 pm –

Universe, 2nd Edition

GM: Gregory Walters

By the 23rd Century, Human settlements have reached locations beyond thirty light years from Earth. Numerous attempts by corporations, governments or entrepreneurs have either been lost, or have simply failed due to lack of funding. Your trusty team of specialists has been offered a contract to follow up on a new lead to an abandoned system. Universe is a unique Sci-Fi RPG by the war game publisher, S.P.I.

Selling Rapture by the Pound. – Fri 8 pm – Chaosium Basic

Roleplaying System 6th ed.

GM: Dimitri Del Castillo

Rapture 1956: Anna Culpepper Chair of the all female secret society Filles Dans Fers calls the group to action to find out who is to blame for a rash of vanishings in Rapture. The city is mired in lurid activity while Ryan and Fontaine wage their cold war! Play as Brigid Tannenbaum, Sophia Lamb, or other female protagonists from Bioshock. Mystery, Horror, and SAN Rolls await! Mature Themes.

ShadowPunk: Survival of the Fittest – Sun 2 pm – Fate

Accelerated

GM: Seth Halbeisen

You did your job, served them up, and now you're all wanted men, not by the feds, but just about everybody else. Who knew the Sub-Commander of the Watch would be served? So now it's a race, A deadly race, to the safety of City Hall, as if that place is ever safe! You've got the evidence, now you just have to survive to deliver it!

ShadowPunk: You've Been Served! – Sat 2 pm – Fate

Accelerated

GM: Seth Halbeisen

It's a crappy job, but you'd rather be part of the crackdown than a target of it. Yes, some would say you sold out, but you've got a steady paycheck, and you get to pay back all those bastards who kicked you around. Almost no one wants to be served without a fight, and you're ready to accommodate them! Plus, this time it's legal!

Shadowrun Missions CMP 2016-1: Broke Down in KC – Fri 8 pm

– Shadowrun 5th

GM: Daniel Cork

The definitive Maria Mecurial tribute singer has gone missing, but why?

Shadowrun Missions CMP 2016-2: The Farmer's Daughter – Sat 2

pm – Shadowrun 5th

GM: Daniel Cork

Allied with the KC Mob, Agri-Seeds, is expanding and everyone sells... or else.

Shadowrun Missions CMP 2016-3: Today Isn't Your Day,

Tomorrow Isn't Looking Good Either – Sun 2 pm – Shadowrun

5th

GM: Daniel Cork

What happens when the hit team becomes the targets?

Shadowrun Missions CMP 2016-4: Mage Without A Face – Sun 8

pm – Shadowrun 5th

GM: Daniel Cork

The mob loves hitters, but they love cleaning up loose ends even more.

Something Wicked This Way Comes – Sat 2 pm – Beyond the

Wall

GM: Michael Hall

Something stirs within Barrow Hills. In nearby Morgan's Grove, rumors of shadowy figures and other strange sightings are spoken of in hushed tones at the Pig & Whistle. You and your young friends have made a pact to find out what darkness has come to your sleepy village. Come join the adventure!

Spirit of 77: All the Anti-Christ's Men – Sun 9 am – Spirit of 77

(PbtA)

GM: David Kizzia

It's an election year, a perfect time to go out to the park and hear the local city candidates debate. That is until the shooting starts, then all hell breaks loose. Literally. What will happen and how will you survive the aftermath? Play to find out. All levels of experience welcome!

Star TrekMirror Mirror Doomsday Machine – Sat, Sun 8 pm –

Homemade

GM: Darnell Coleman

The Imperial Starship Enterprise is sent to find out why Cestus 3, Cook, Mayfield and Ares were destroyed. They also are to find out if the ISS Emperor who was pacifying Orions on Ares. If the Emperor is damaged the Enterprise is to destroy it. This is in the Star Trek Mirror Universe where the Empire is strong and some promotions are done by killing your superiors

Suffragette Suplex – Sun 2 pm – Spirit of

GM: Mike Leader

The Titan Wrestling Alliance is a fledgling professional wrestling outfit who's greedy & villainous owner, El Jefe, is going all out for WRESTLEFEST! Luchadors, muscle-heads and high-flyers will all be there...will you? (This is an original adventure created for the Spirit of system by the Steam Differential team)

RPGs

The Blackout Era – Sat 2 pm – GURPS

GM: James Freeman

What would you do if the power went out permanently. You are visiting San Diego, CA when the power suddenly stops working. How will you survive? Will society rally together or will chaos reign? Pregenerated characters provided! Part of the GURPS Tournament.

The Blackout Era- The Long Game – Sun 9 am – GURPS

GM: James Freeman

You have survived the first wave of chaos in the aftermath of what is now being called the worst event in human history, at least by those near you. Since there is no power anymore, you have not been able to determine the fate of those not in your immediate area. It is time to start thinking about long term survival. Pregenerated characters provided! Part of the GURPS Tournament.

The Claw of Winter – Fri 2 pm, Sat 9 am – Dungeons & Dragons 5th Edition

GM: John Prichard

Play the best-selling DMs Guild adventure with the creator! An adventure for D&D characters levels 5-8 (Pre-gens avail.) High in the Stormhorn Mountains lays the monastery of Chauntea, a place of worship, hard work, and careful study of nature. When a grisly murder occurs, and a noble-born pilgrim is the victim, the characters must track down the killer, no matter who - or what - it is.

The Darkest Hour Chronicles: A Question of Gehenna – Mon 9 am – Vampire: The Masquerade V20

GM: Louis Garcia

In the eternal night, a hidden jihad flares. In this eternal struggle, the immortals... the kindred...vampires each come to a crossroads between their long dead humanity and the beast within...this is their darkest hour. Presented by the Dead Gamers Society. New player friendly, experienced players most welcome

The Death Star Job – Fri 8 pm – Wushu

GM: Jesse Quisenberry

"This is Grand Moff Wilhuff Tarkin, governor of the Outland Regions and overseer of the Empire's new project, a massive space station with firepower unlike anything before. Your mission: obtain plans for this 'Death Star' project from Tarkin's star destroyer Devastator, to be analyzed by our technicians. Dispose of this holoprojection as dictated by operation protocols." Star Wars as it should have been: a heist.

The Derelict – Sat 2 pm – Call of Cthulhu

GM: Brand Bogard

A new scenario written by the Old One himself, Sandy Peterson. It starts somewhere in the North Atlantic. A stranded vessel, the promise of a great reward, a mystery filled with horror.

The Eye of Traldar – Sun 2 pm – D&D-flavored Classic Traveller Hack

GM: Mike Olson

Deadly character creation! Table lookups! Stats expressed in hexadecimal! What is this, old-school Traveller? No, it's fun Traveller-inspired mechanics with a D&D flavor. Players will make characters at the table. Powerful magics are loose in Karameikos, so grab your 2d6 and do something about it!

THE KABOOM SHOW! – Sat 9 am – Spirit of

GM: Mike Leader

The Kaboom Show is the hottest daytime variety program on the network, filled with crazy contestants and weird guest stars. But things get a lot weirder when the truth comes out about its zany host's connection to the world of espionage. Can things get any weirder or deadlier? Find out next time on...THE KABOOM SHOW!

The Lair of Darkness (Episode 2) – Sat 8 pm, Sun 2 pm – The Hero Instant

GM: Andy Ashcraft

The team of Horror-themed heroes has followed the trail of evil to its frightful lair. How can these heroes hope to fight the very darkness from whence they emerged? No experience necessary, and you're invited to play Episode 2 even if you missed Episode 1.

The Lost Caravan – Fri 8 pm – GURPS

GM: Gary Mack

Your Dagger Squad has been tasked with finding an errant merchant caravan for the Gatekeepers. A lead has come up, a very twisted one. Whatever the case, missing shipments are bad for business, bad business is bad for your health...

The Lost Village (abridged) – Sun 2 pm – Hero Kids

GM: Stu Venable

A party of intrepid heroes must unravel the mysterious fate of the village of Willowsdell. Hero Kids is an RPG for kids, though parents are welcome to play as well.

The Once Upon A Time In Shaolin Job – Sun 8 pm – Wushu

GM: Jesse Quisenberry

The clandestine and entirely true story of Bill Murray and the currently-active members of the Wu-Tang Clan, scheming to recover the lone copy of *Once Upon A Time In Shaolin* from the "pharma bro," Martin Shkreli.

The Shadow Heroes (Episode 1) – Fri 8 pm, Sat, Sun 9 am – The Hero Instant

GM: Andy Ashcraft

Play as classic horror-themed superheroes who must work in the shadows of the city to fight crime and keep the citizens safe from harm. No experience necessary. Heroes from previous Strategicon games are welcome back.

The Siege of Sundered Hold – Sat 9 am – D&D 5E

GM: Christopher Grey

On the frontier of the Realm of Highcaster Sundered Hold stands alone above swampy brackish wetlands. The sleepy stronghold has never seen struggle, so when the demons from the Realm Beyond lay siege they are ill-prepared for the battle ahead. An entry into the Age of the Wizard Lords SRD 5E setting. Defend Sundered Hold from infernal forces. Use provided pre-gen characters, or bring your own level 1 using PHB rules.

The Star Chamber – Sat 8 pm – Delta Green

GM: Aaron Vanek

Agents hear a horrific after-action report from another team by way of playing out scenes from the earlier mission in between scenes of the present day. Delta Green is a modern day secret government organization tasked with fighting the Cthulhu Mythos. Think X-files or the Quatermass series. This scenario hinges heavily on players' role-playing skills, metagaming, and CvC (character vs character)- expect drama.

RPGs

The Storm of Feydon – Sat 2 pm – D&D 5E

GM: Christopher Grey

The mysterious Storm is a gargantuan and mystical tree towering over the forest of Feydon. It has always been the center of unexplained forces and magic, but recently evil things have escaped its roots and it is time to stop the evil at its source. A crazy dungeon crawl into a fey crossing. Wicked things await! Take the plunge into the Wizard Lords 5E setting Highcaster. Bring a level 5 or use one of the pre-gens.

The Twinkiedelphia Miracle – Sat 2 pm – Paranoia

GM: Ed Murphy

A few weeks ago, The Computer announced the beginning of a new era. Alpha Complex is apparently ready to make a sudden and amazing leap from its already perfect utopian state to an even more perfect one. The fact that such an even-more-perfect state could exist had previously been a highly classified secret, for obvious reasons, but now The Computer feels the citizens of Alpha Complex are ready... for the Miracle.

THE TWOFOLD TALISMAN – Sat 8 pm – AD&D 1st Edition

GM: Louis Kahn

In this classic RPGA Tournament module from GEN CON XVI (1983), the players must race to discover and restore a gem of the Twofold Talisman.

The Winter Train – Fri 8 pm, Sat 9 am – World of Darkness

GM: Gary Gandara

Six wildly varied citizens of the World of Darkness are stuck on a train in the Dead of winter. A messenger of Mab the Winter Queen has been murdered and she wants to know why or there will be ... Consequences.

Trouble at Hillsdale (Middle Earth) – Fri 8 pm – DragonQuest 2nd Edition

GM: Gregory Walters

If you have never played a Role-Play game before, now is your chance! "The reign of the king has begun, but there is yet more to be done in small communities scattered across Middle Earth." Journey to a the Hillsdale orchards on slopes not far from the Mines of Moria to find out more.

Victim's League! Happy Jacks – Sat 2 pm – Gumshoe, Traveller, Savage Worlds, GURPS, Swords & Wizardry

GM: CADave and Tim!

You read that right! This is an attempt to run a multi-game system scenario. Come have fun with us saving the poor unfortunate souls who find themselves in the way of bad guys of many types! Learn if Tim and CADave can actually pull off a game with 5 different game systems at once!

Whispers – Fri 8 pm – Don't Walk in Winter Wood

GM: Michael Hall

The Village children have a game. You are dared to stand at the edge of Winter Woods at night and whisper to it. Some whisper their name. Some whisper of how they are not afraid. A brave few whisper the names of things even the adults dread to utter without making the sign. Tonight you and your friends have been challenged to play the Whisper game. Only this time ... something has whispered back.



STRATEGICON PRESENTS

Orecon

February 17-20, 2017

at the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045



Join us this Presidents' Day Weekend for four days of action, adventure, valor, intrigue... and more than 800 games and events.

Registration is \$50 before February 13 or \$60 at the door.

To register and learn more, visit us on the web at
<http://www.strategicon.net>

Hotel Food Policy

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

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

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

San Diego Historical Games Convention

November 11, 12 and 13 2016

Al Bahr Shriners Hall
5440 Kearny Mesa Road San Diego, CA 92111

This years Special Guest

Mark Herman!



www.sdhist.com

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

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

* Single: All single 25 mm-35 mm human-sized and smaller models. Model should be on an appropriately sized base. The majority of miniatures fit into this size range. The upper limit may reasonably include things such as an orc on a boar (fantasy), Space Marine Terminator (science fiction), and mounted cavalry (historical). Judges reserve the right to move entries intended for the Single category to Large.

* Unit: Groups of two to twelve miniatures grouped together as a cohesive unit. Entry should follow legal games system rules where available. It is suggested you use some form of tray for loose units but is not required.

* Large: All miniatures larger than a normal 28 mm human-sized model. This may include models such as dragons (fantasy), tanks and similar vehicles (science fiction and historical), and large-scale models.

* Open: Entry can be anything from a single model straight out of the package to a sweeping diorama with dozens of figures. Have dueling dragons, blow-up tanks, or a completely scratch-built model? This is where it goes. The only restriction is that entries can be no larger than 18" x 18" x 18".

* Strategikids: For contestants 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.
9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but

Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

10. All entries must be reclaimed by noon Monday. Entries must be reclaimed by the person submitting them unless plans have been established and approved beforehand. ID will be required.

11. All entries will be photographed, and submission into the competition indicates permission for Strategicon to use such images for any purpose, including posting to the online photo gallery.

Our sponsors include:

Aberrant Games	Mayday Games
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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 Gateway 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.

Gateway 2016 Dealer Room Vendors:

Andromeda Flight League	Cobblestone Games
Arcknight	Crazy Bob's
2C Gaming	Dapper Devil
Blue Panther LLC	Decision Games
Board of Games	Existence Games
Capere	Fantization Miniatures

Flying Buffalo
Gamecraft Miniatures
Gamer Concepts
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Seth's Games and Anime
Sly Fox Games
Spellbinders
Stonehouse Miniatures
Strategicon Marketing
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The Monstore
The War House
Tiny Shiny Squid
Victory Point Games
Wargamma

2. Price and terms are to be determined between the seller and buyer. Standard terms are usually cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, etc.

Sheet do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

The Flea Market has moved back upstairs for 2016

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables (should any disputes among sellers arise).
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes – no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.

Product Policy

Game manufacturers or their designees have exclusive rights to sell their products at this convention. You may not violate any attending exhibitor's product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of Strategicon or the attending manufacturer/designee, of new games produced by an attending manufacturer/designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of new product (in or out of shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of Flea Market tables. Individuals judged in violation of any of these policies and regulations may be expelled from the convention site for the remainder of the event without a refund of fees paid.

Notice from the State of California

If you do not have a seller's permit and are not an occasional seller you MAY NOT sell at this event. A temporary seller's permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.

Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute an activity requiring the holding of a seller's permit. Occasional sellers are typically people who clear out their own garage and who sell those items.

Game Auction

The convention hosts, as one of its prime attractions, the auction of games and related products. This entertainment highlight, where items often sell for below retail price, will be held on Monday at 11 am in the Seminar Room.

Auction Registration Rules

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals only please; no copies). This includes magazines, variants, spare components.

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to register for the auction, please adhere to the rules below.

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPTOR ("Let the buyer beware") All auction items are sold "as is" and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the

game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.

GameX 2016 Winners

Board Games	1st Place	2nd Place	3rd Place
1846	Todd Van Der Pluym	Jonathan Flagg	Bill Gallagher
1856	Todd Van Der Pluym	Peter Van Ettinger	Jonathan Flagg
7 Blunders	Benjamin Lesel	Joman Diec	Sean Growley
7 Wonders Expansions	Sean Growley	Yan Yan	Joman Diec
A Study in Emerald	Karen Haugland	Richard Potthoff	Alison Hutt
Abyss	Jeremy Lennert	Nathan Morelli	Dwight Stone
Acquire: David Woolcott Memorial	Jonner	Ozgun Tumer	Kimberly Brown
Agricola	Joshua Nave	Lumin Sperling	Matthew Barrs
Alien Frontiers	Steve Feuerborn	Jennifer Fah	
Arcadia Quest	Alex Arjad	John Clair	Frank Cerros
Bag-O-Loot	Tanya Aldrich	Kristen Perez	Judy Ann Blake
Batman Fluxx #1	Daniel Glenn	Stephen Stewart	Matthew Fox
Batman Fluxx #2	Bruce Mccarthy	Eric Chon	Jason Demoura
Battlestar Galactica	Jeremy Langdon	Brandi Hammons	
Bling Bling Gemstone	Joseph Espinoza	Dwight Stone	Darian Wilkin
Blokus Trigon	Sue	Kathleen Harbinger	Rowan Harbinger
Blood Rage	Johnathan Krage	Peter An	Jimmy Chang
Blue Moon City	J Karen Star	Winton Lemoine	Allen Eckhouse
Bruges	Ehren Evans	Aaron Clark	Jean Clare Sarmiento
Camel Up #1	Evan Craft	Don Voets	Daniel Barrett
Camel Up #2	Foster Nicholas	Chris Hines	Chad Burnett
Carcassonne	Benjamin Lesel	Andreas Pluchar	Christopher Buckley
Castles of Mad King Ludwig	J Karen Star	Mara Kenyon	Jamie Bussio
Catan National Finals	Chris Buskirk	Alex Vayhinger	Matt Black
Category 5	Sean Growley	Jaye R.	Lisa Buroala
Chess	Jack Munson	Frank Zazanis	Corey Gonzalez
Chez Geek	Mark Delatorre	Martin Padilla	Stephanie Delatorre
Cinque Terre	Roderick Lee	Winton Lemoine	Matt Champagne
Cinque Terre	Roderick Lee	Bill Harris	Sean Growley
Codenames	Eli Morton,	Chris Green,	Samantha
Concordia	Jimmy Nguyen	Kristen Perez	
Coup	Todd Van Der Pluym	Eric Downing	Jenn Van Persaud
Dead Things	Chris Suarez	Brian Rush	Brandon Muller
Dixit	Alan Wilcox		
Dominant Species Finals	Andre Chautard	Jennifer Fah	Joman Diec
Down in Flames: Aces High	Darrell Stark	Evan Craft	Kimberly Brown
Down in Flames: Aces High	Brett Holbrook	Sue	
Dream Factory	Darrell Stark	Rick Lepore	Marcelo Figueroa
Empire Builder	Darrell Stark	Michael Swinson	Andre Chautard
Empire Builder	Winton Lemoine	Michael Cheng	Kyle Greenwood
Euphrat & Tigris	Jonathan Flagg	Richard Potthoff	Jay Klmnop
Evolution	Roderick Lee	Alex Vayhinger	Tino Forever
Fireball Island	Tyler Wright	Josh Wood	Ed Murphy
Five Crowns	Daniel Glenn		
Five Crowns	Jaye R	Craig Caven	Skyler Van Nuys
Food Chain Magnate	Jaye R.	Toni J	Lisa Buroala
Fortress America	Eric Delgado	Chris Schrader	Nam Tran
Galaxy Trucker Expansions	George Nickols	Walter Wichowski	Mike Munson
Game of Thrones: The Board Game	Kyle Montpas	Zachary Alvarado	Kody Batchelor
Game of Thrones: The Board Game		Joshua Dennison	Kurt Stenzel
Ghost Blitz	Darian Wilkin	Michael Deich	Zachary Pitts
Glory to Rome	Sarah Willy,		Diego Sewell
Hiss	Jeremy Estrella		Bill Persaud
In the Year of the Dragon	Jenn Van Persaud	Hector Reyes	
Inhabit the Earth	Keith Aldrich	Keira Estrella	Edward Williams
Jaipur	Michael Swinson	Darrell Stark	Karen Haugland
Jamaica	Darian Wilkin	Caleb Jones	Sue
Kill Dr. Lucky	Stephanie Gill	Luis Diaz	
King of Tokyo	Darrell Stark	Michael Swinson	Kyle Montpas
Kingdom Builder	Karina Jacques	Jack Munson	Nathan Demoura
Kingsburg	Zak Stoltz	Chris Garcia	Apar Suri
Liar's Dice	Michael Swinson	Bruce Schlickbernd	Jessica Callenback
Lord of the Rings Deck Building #1	Jay Spowart	Eric Downing	Paul Slavich
Lord of the Rings Deck Building #2	Robert Neff	Foster Nicholas	Sam Christopher
Lords of Waterdeep	Dave Intner	Alex Haley	Ethan Haley
Lost Cities	Alasdair Burton	Alex Haley	Brian Peters
Lost Cities	T.J. Wallace	John Clair	
Love Letter #1	Alex Haley	Sue	
Love Letter #2	Eliot Hochberg	Joman Diec	David Ashworth
Love Letter #3	Frank Cerros	Shaun Stanley	Zak Stoltz
	Sharon Ezra	Rachel Moore	Grace Letner
	Tanngnjostr Ratatoskr	Toni J	

Macao
Machi Koro MEGA
Magic Realm
Manila
MegaCivilization
Merchant of Venus
Mesopotamia
Monopoly Deal #1
Monopoly Deal #2
Monopoly Deal #3
Munchkin Nightmare Before Christmas
Munchkin Steampunk Deluxe
Nexus Ops
Ninja All Stars
No Thanks!
Pax Porfiriana
Perpetual Motion Machine
Phase 10 #1
Phase 10 #2
Phase 10 #3
Piratissimo
Power Grid
Power Grid World Tour: Italy
Puerto Rico
Ra
Race for the Galaxy: 2 player
Railroad Tycoon
Red Dragon Inn
Risk express

Robot Turtles

Saint Petersburg
San Juan
San Juan
Scepter of Zavandor
Scrabble
Sequence
Shogun
Small World
Smash Up
Splendor
Squarrels
Stone Age
Tales of the Arabian Nights
Talisman
Tanto Cuore Romantic Vacation
Targi
Tenzi
The Adventurers
The Castles of Burgundy Finals
The Gallerist
Thurn & Taxis
Thurn & Taxis: Power & Glory

Tichu Finals

Ticket to Ride
Ticket to Ride Gamex Championship
Ticket to Ride: Africa
Ticket to Ride: Europe
Ticket to Ride: India
Ticket to Ride: Nordic Countries
Ticket to Ride: Pennsylvania
Ticket to Ride: Switzerland
Ticket to Ride: USA 1910
Tiny Epic Galaxies
Titan
To Court the King
Tokaido
Tsuru
Twilight Imperium Expansions
Uno #1
Uno #2
Uno #3
Uno #4

Eric Downing
Nathan Demoura
Eric Gerber
Edan Ortner
Will Morgan
Andrew Nicholas
Jaye R.
Eric Downing
Michael Cheng
Rachel Moore
Megan Takahashi
Jon Daneshgar
Atticus Gifford
Aaron Gelb
David Ashworth
John Gonzalez
Kim Chen
Michelle Olson
Naseem Zubi
Rhonda Blue
Zachary Poloso
Bruce Schlickbernd
Bruce Schlickbernd
Ryan Gan
Kevin Kinsel
Drew Conley
Kyle Greenwood
Cameron Takahashi

Jack Ward,
David Anderson,
Christopher Anderson
J Karen Star
Darrell Stark
Hector Reyes
Peter Van Ettinger
Lorie York
Samantha Burkes
Walter Wichowski
Jenn Van Persaud
Matthew Cohen
Jaye R.
Jeremy Estrella
Kyle Greenwood
Patricia Liu
Edwin Lopez
Michael Cheng
Marianne Gorczyca
Andrew Ma
David South
Ozgun Tumer
Winton Lemoine
Roderick Lee
Darrell Stark
Erich Storza,
Stanton Peay
Michael Cheng
Jaye R.
Jaye R.
Brian Simmons
Veronica Hines
J Karen Star
Jaye R.
Jaye R.
Kyle Greenwood
Alex Arjad
Alasdair Burton
Jaye R.
David Ashworth
Harper Alvarado
Ed Bodge
Kristen Perez
Naseem Zubi
Robert Lamarre
Traber Bourcy

Tim Oates
Cameron Takahashi
Steven Rodriguez
Nathan Demoura
Paul Schulzetenberg
Roderick Lee
Apar Suri
Lea Vical
David Ashworth
Lea Vical
Allison Takahashi
Adam Tores
Robert Patino

Peter An
Oscar Horta
Jaye R.
Jon Daneshgar
Danielle Suarez
Jon Daneshgar
Cristoforo Silvestri
Bill Gallagher
Kyle Greenwood
Michael Swinson
Andreas Pluchar
Jenn Van Persaud
Chris Hall
Tanngnjostr Ratatoskr
Ian De Moura

Patrick Ward

Todd Van Der Pluym
Joseph Espinoza
Todd Van Der Pluym
Jonathan Flagg
Samantha Burkes
Lisa Burola
Mark Stoxen
Allen Eckhouse
Allen Eckhouse
Andre Chautard
Allison Takahashi
Jessica Callenback
Tanngnjostr Ratatoskr
Marsha Waldau
The Anarchist
Stephanie Gill
Cameron Takahashi

David Mines
Erick Vallejos
Gilbert Quinonez
Gilbert Quinonez
Roderick Lee,
Johnathan Krage
Heather Spowart
Brian Simmons
Madeline Barnicle
Allen Eckhouse
Jeanne Spowart
Brian Rush
Michael Goren
Mike Sislofsky
Mike Munson
Chad Burnett
Tall Paul
Bill Harris

Rowan Harbinger
Martin Bowers
Kelsey Gaines
Lisa Burola
Rhonda Blue
Samantha Burkes

Jonathan Flagg
Michael Cheng
Thomas Diendorf
Hector Reyes
Mark Stoxen
Austin Hammons
Reema Suri
Daniel Glenn
Mike Munson
Christopher Sprute
Yoshi Takahashi
Lara South
Jack Munson

Eliot Hochberg
Thomas Diendorf
Tall Paul
Judy Ann Blake
Sarah Willy
Sarah Willy
Neil Poloso
Jim Foster
Brian Simmons
T.J. Wallace
Sue
Sam Nazarian
Gerald Delker
Kevin Sue
Kevin Sue

Jonathan Flagg
Lea Vical
Bill Gallagher
Ed Bodge
Michelle Olson
Toni J
Tino Forever
J Baker
Andrew Veiga
Mara Kenyon
Megan Takahashi
Bootsie Brenner
Kenny Johnson
Dean Taylor
Frank Sanchez

Yoshi Takahashi
Rick Lepore
Sean Growley
Hallie Stringer
Zak Stoltz
Mark Stoxen
Bill Persaud,
Jenn Van Persaud
Grace Letner
Jeannette Albright
Pearl Brinkley
Kyle Greenwood
Kyle Greenwood
Mike Sislofsky
Harriet Goren
Naseem Zubi
Ivan Yospe
Mike Sloan
Gordon Schick
Sergio Alvarez
Andrew Ma
Sue
Tyler Wright
Michael J. Russell
Kelsey Gaines
Jon Daneshgar
Eric Downing

Valeria: Card Kingdoms	Marianne Gorczyca	Christopher Lawrence	Mark Hom
Vegas Showdown	Stanton Peay	Bob West	Randall Bart
Wits & Wagers	Michael Swinson	Apar Suri	Josh Wood
Wits and Wagers	Michael Swinson	Darrell Stark	Gilbert Quinonez
Yahtzee	Samantha Burkes	Jeremy Willis	
Yahtzee	Candace Dovie	Partner In Crime	
Yahtzee Free for All #3	Grace Letner	Benjamin Lesel	Tannngjostr Ratatoskr
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Android: Netrunner	Foster Nicholas	Oliver Caceres	
Ascension: Chronicle of the Godslayer	Rami Silverman	Kristen Perez	Matthew Cohen
Ascension: Chronicle of the Godslayer	Chris Garcia	Nick Chavez	Erin Chavez, Rami Silverman
Dice Masters: "Grab Bag" Tournament	Mark Delatorre	Jimmy Jones	Stephanie Delatorre
Dice Masters: Rainbow Draft Tournament	Dave Intner	Henry Caceres	Oliver Caceres
Dice Masters: Rainbow Draft Tournament	Dave Intner	Jose Vasquez	Alex Haley
Doomtown Reloaded	Nick Chavez	Richard Matney	
Dragon Dice -Sealed Kicker Draft	Quinn Ziegert	Benjamin Ziegert	Ken Kirby
Dragon Dice -Sealed Starter Novice Tournament	Beckett Osher	Jimmy Crowell	Slade Wilson
Exodus the Trading Card "Gamex 2016 Championship"	Melissa Weiss	Vincent Fryer	Jon Brown
Exodus Trading Card Game Booster Draft Tournament	Perrin Weiss	Derik Duley	Derik Duley
Gruff	Manuel Perez	Alan Wilcox	Brandon Weiss
Heroclix "Battle Royale"	Mason Stewart	Geoff Colman	
Highlander TCG Southwest Regional Type 2 Championship	Geoff Colman	David Wakefield	Victor Bugg
Highlander TCG Southwestern Regional Type 1	Marybelle Foster	David Wakefield	Victor Bugg
Lord of the Rings The Miniatures Game "War of the Last Alliance"	James Branzuela	Samantha Rowe	
Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	Michael Arsellon	Chris Waters	Tanya Aldrich, Melissa Weiss Henry Caceres
Magic: The Gathering Draft Tournament	Stanton Peay	Cameron Takahashi	
Magic: The Gathering Draft Tournament	Willy Donica	Dae Kim	
Magic: The Gathering Sealed Deck Tournament	George Caceres	Matthew Fox	Issac Veal
Magic: The Gathering Sealed Deck Tournament	George Caceres	Santi Munoz	Chris Waters
Middle-Earth CCG - Hero Arda	Gene Berry	Dan Johnson	Michael Canlas
Middle-Earth CCG - Hero Arda #2	Larry Page	Noah Mindess	Dan Johnson
Munchkin	Hayes Dunlap	Adam Tores	Nate Holl
Munchkin	James Stearns	James Stearns	Nicholas Butler
Munchkin - Players' Choice	Patrick Saul	Joey Vigil	
Munchkin - Players' Choice	Elizabeth Kerney	Sylvia Abrahamson	Frank Sevilla
Munchkin - Players' Choice	Kallen Paddock	Adam Tores	
Munchkin - Players' Choice	Isaac O'Neal	Daniel Alvarez	
Munchkin - Players' Choice	Tanya Takahashi	Jimmy Jones	Stevo Rood
Munchkin - Players' Choice	Stevo Rood	Nicholas Butler	Doug Ecks
Munchkin - Players' Choice	Jimmy Jones	Adam Tores	Ivan Yospe
Munchkin - Players' Choice	Joey Vigil	James Stearns	Nick Chavez
Munchkin - Players' Choice	Elliot Bely	Adam Tores	Nicholas Butler
Munchkin - Players' Choice	Kimberly Shaver	Nick Chavez	Yoni Cohen
Munchkin Marvel/Star Munchkin Mashup	Nicholas Butler	Doug Ecks	Cedric Snow
Munchkin Tournament	Derek Ren		
Munchkin: Marvel Edition	Christopher Lawrence	Duncan Lawrence	David Spencer
Munchkin: Marvel Edition	Nicholas Butler	Allen Eckhouse	Elliot Bely
Munchkin: Marvel Edition	Brady Chin	Tommy Svolos	Monica Riche
One More Roll!	Doug Ecks	Jimmy Jones	Adam Tores
One More Roll!	Keith Aldrich	Oliver Caceres	
Pirates Pocketmodel: Sink-N-Keep "Godzilla"	Charlotte Senki	Samantha Kearney	Lucas York
Pokemon	Charlotte Senki	Lucas York	Luke Johnson
Pokemon	Lea Vicerál	Eric Chon	Anthony Jaffe
Revolution! - or - Castellán (Players' Choice)	Elliot Bely	Adrian Konikow	
Revolution! - or - Castellán (Players' Choice)			
Star Trek Attack Wing Classic Movies "The Search For Spock"	Evan Moreno-Davis	Bryan Hart	Jimmy Crowell
Star Trek Attack Wing Special Event	Evan Moreno-Davis	Cheyenne Cummings	
Star Wars Minis Sealed Booster Draft Virtual Set #11, "Far, Far Away"	Samantha Rowe	James Branzuela	
VS System 2PCG Standard Constructed	Brandon Weiss	Geoff Colman	Victor Bugg
Yu-Gi-Oh! Game Show	Ryan	Christopher Anderson	Patrick Ward
Yu-Gi-Oh! Lite Tournament	Jeremiah Alinea	Marcelo Figueroa	Ryan
Yu-Gi-Oh! Lite Tournament	Ryan	Alex Figueroa	Marcelo Figueroa
Yu-Gi-Oh! Tournament	Ryan	Moe	David Anderson
Yu-Gi-Oh! Tournament	Luke Johnson	Marcelo Figueroa	
Video	1st Place	2nd Place	3rd Place
Hearthstone Standard tournament	Ryan Caven	Joman Diec	Rebecca Berland
Hearthstone Wild Tournament	Rebecca Berland	Ryan Caven	Aj Of House Aj

MC: Iron Block Challenge
 MC: Iron Block Hard Challenge
 Minecraft: Spleef
 Minecraft: Spleef

Overwatch 2v2

Rocket League 2v2
 Super Smash Bros
 World of Tanks

Miniatures

35 Point Spell Draft
 Bolt Action Farewell to Mk1 Tournament
 Circus Maximus
 Dragon Rampant Tournament
 Guild Ball Tournament: The PiP Cup!
 Imperial Assault Tournament
 Star Wars Armada 400 point casual tournament
 X-Wing: 100 point tournament
 Xwing kids tournament

Miniatures Painting Contest

Fantasy Single
 Open
 Strategikids
 Sci Fi Single

RPG

GURPS Final

War Games

1775 Rebellion Tournament
 Axis and Allies Tournament
 Battle Cry Tournament
 Maria
 Sails of Glory Tournament
 Sails of Glory Tournament

Virgin Queen (Campaign Tournament)

Charlotte Senki
 Asa Schiller
 Lucas York
 Willie, Luke Johnson
 Dylan Barker,
 Skyler Van Nuys
 Asa Schiller
 Nate The Collector 6741
 Rick Bradley

1st Place

Scott Brown
 Chris Mazourek
 Kevin Kinsel
 Adam Hammer
 Henry Ripley
 Alexander Nobles
 Patrick Mullins
 Alex Vayhinger
 Breck Lebaron

1st Place

Kythera Of Anevern
 Kythera Of Anevern
 Sarah Willy
 Joshua Howdeshell

1st Place

Scott York

1st Place

Rick Lepore, Jon Wagner
 Tim Towery, Dale Conklin
 Harold Buchanan
 Oscar Valenzuela
 Andrew Nicholas
 Matt Eagleson

Nicholas Werner

Matthew Alvarez
 Charlotte Senki
 Cain Stilwell
 Alex Figueroa
 Kevin Anderson,
 Jimmy Crowell

Marcus Walker
 Christopher Kearney

2nd Place

Jose Sanchez
 Greg Mazourek
 Belle Ippolito
 Chris Mazourek
 Gordon Lewis
 Johnathan Krage

Alexander Nobles
 Ethan Haley

Willie Callenback
 Willie Callenback
 Ryan Senki

Ryan Caven,
 Cameron Cleveland

Harold Buchanan

3rd Place

Sergio Alvarez
 William Stilwell
 Paul Turner
 Greg Mazourek
 Garret Buell
 Alex Vayhinger

Chris Brockmeier
 Jeremy Estrella

2nd Place

Gary Mack

2nd Place

Bruce Ballard, Dearl
 Albright
 Maximilian Krochman
 Rick Lepore
 Christopher Buckley
 Anthony Stenzel
 Kurt Keckley, Mark
 Luta, Marshall, Anthony
 Stenzel, Kurt Stenzel

3rd Place

Ron Shaw

3rd Place

George Nickols

Mini-Wars 2016

Two Days of Miniatures!

Saturday, October 8th and Sunday, October 9th

14557 Erwin St. Van Nuys, CA 91411

Doors open at 10:00AM

Gaming until 9:00PM Saturday

6:00PM Sunday

Entry Fee: \$20 for the weekend

\$15 for HMGS-PSW members

\$10 for students

Come join us for anything miniature or anything historical table top games. There will be vendors to purchase miniatures and reference books. Bring your camera as the table tops tend to be rather photogenic!

For Additional Information See our website:

<http://www.hmgspsw.com/>

Or email Harmon Ward: hjw@pacbell.net



HMGS-PSW

Historical Miniature Gaming Society
 - Pacific Southwest

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 smartphone to
 access online
 information



The War House Celebrates 40 Years of Gaming

It was 1974 when Gary Gygax discovered that his gaming buddies preferred to play out the story behind the battles in his fantasy miniatures game rather than fighting the battles themselves. His response was to publish the rules for Dungeons & Dragons. When postal worker and gaming hobbyist Steven Luckey realized the potential of the Dungeons & Dragons game, he organized his friends to spread the news of the hobby throughout Los Angeles and Orange Counties. Selling the game from store-to-store by carting it around in the back of his '73 Pontiac Safari, he became one of the leading sellers for its publisher, Tactical Studies Rules.

Sales grew rapidly and a warehouse was needed. Thus began The War House. Steven would now stock the entire TSR line along with figures and polyhedral dice. Inventory grew to include rare war games that were only available through mail order. Cash flow became so good that the company was able to dabble in publishing original war games and fantasy modules. (We still have a few of them in stock. Ask Steven about them.)

In October 1976 a storefront was opened to display stock. An innovation was to have a gaming table installed to allow customers play at the site where their merchandise could be bought. Sales continued to grow as distributor housed in the back of the store became The Balboa Game Company in the eighties. It would become one of the leading sellers for TSR games.

As the hobby grew and diversified, the game store would become The War House and split from the game distributor. Sales would continue to grow enabling the store to outreach to players at the first big local convention, Orcon. The War House is the only store to participate in every local convention.

The War House would be at the forefront during the Trivial Pursuit craze. It would be among the first stores to sell games for personal computers. When Magic: the Gathering ushered in the collectable card game fad, The War House would stock as many titles as its shelves could hold.

The distributor would fold in 1990 but the store would continue and stock over 25,000 individual items. Stock would grow to include books about military history.

Now, as the store celebrates its fortieth year in business its owner and employees express their gratitude to you, the customer. We look forward to serving you for the next forty years!

We are at 630 West Willow Street (three blocks east of I-710, next to Bank of America) in Long Beach. Telephone: 562-424-3180. Email: warhouse@earthlink.net. Web site: thewarhouselongbeach.com.

A Word (or two) from the Con Man

Time may change me ...

40 Years Is A Long Time

I first went to the War House in either late 1978 or early 1979 (between the releases of the AD&D Players' Handbook and the Dungeon Master's Guide). I remember being amazed at seeing all the gaming stuff I had heard about all being in one place. It certainly fed my gaming addiction during the 1980s, and is responsible at least in part for getting me involved in gaming conventions. (so you can blame them)

We take game stores for granted in this hobby now. That shouldn't be the case. Running a game store is a lot of work. It certainly can be fun at times, and it has its perks, but given the difficulties of the game market over the years, surviving this long is in itself quite a feat of business acumen.

The War House has, as mentioned above, has always supported Strategicon, through both the good and the bad. The support has always been appreciated. Strategicon thanks you.

The Food Policy Continues

First off, we know it's not fun. But we have to live with it. Thankfully, all things considered, it went as well as could be hoped for last show. Amazingly we didn't receive any fines.

We're hoping to make things a bit more sane next year in this regard, but we want to thank everyone for their cooperation, even if it's begrudging.

GameX 2016 was a huge success!

We broke 2000 attendees for the first time in, well, maybe ever. Not bad for a show that was going to get cancelled before we took over.

10 Years Is A Long Time

Speaking of, it's hard to believe we're now completing 10 years of running these shows. It's been a wild ride.

Thanks all.

Learn Bridge in a Day

Best Bridge Game

Sunday, October 2, 2016

9:45 a.m. – 2:45 p.m.

\$20 includes lunch and student book

Classes available and start that week

Tuesday, October 4, 2016, 9:45 – 11:45 a.m.

Thursday, October 6, 2016, 7-9 p.m.

Saturday, October 8, 2016, 9:45 – 11:45 a.m.

Sunday, October 9, 2016, 9:45 – 11:45 a.m.



10 sessions each, \$70 for 10 sessions or \$10/session

Email, text or call Sharon to reserve akiba1708@yahoo.com, (714) 6243455



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4782 Pacific Coast Hwy, Long Beach, CA 90804

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T-Shirts!

Design 1



Design 2



Front

(available
in non tie-
dye as well)

Design 3 (all year)

Back



Three different Convention Shirts
available in the Dealer Room for \$20.

All sizes from S to 4XL.

Men's, Women's and Youth shirts are available.

Gateway 2016 pin!

this limited edition gateway 2016 greek
helmet pin was designed by special
guest jim pinto. he makes neat things;
you can check some of them out at
postworldgames.com.



STRATEGICON
2016

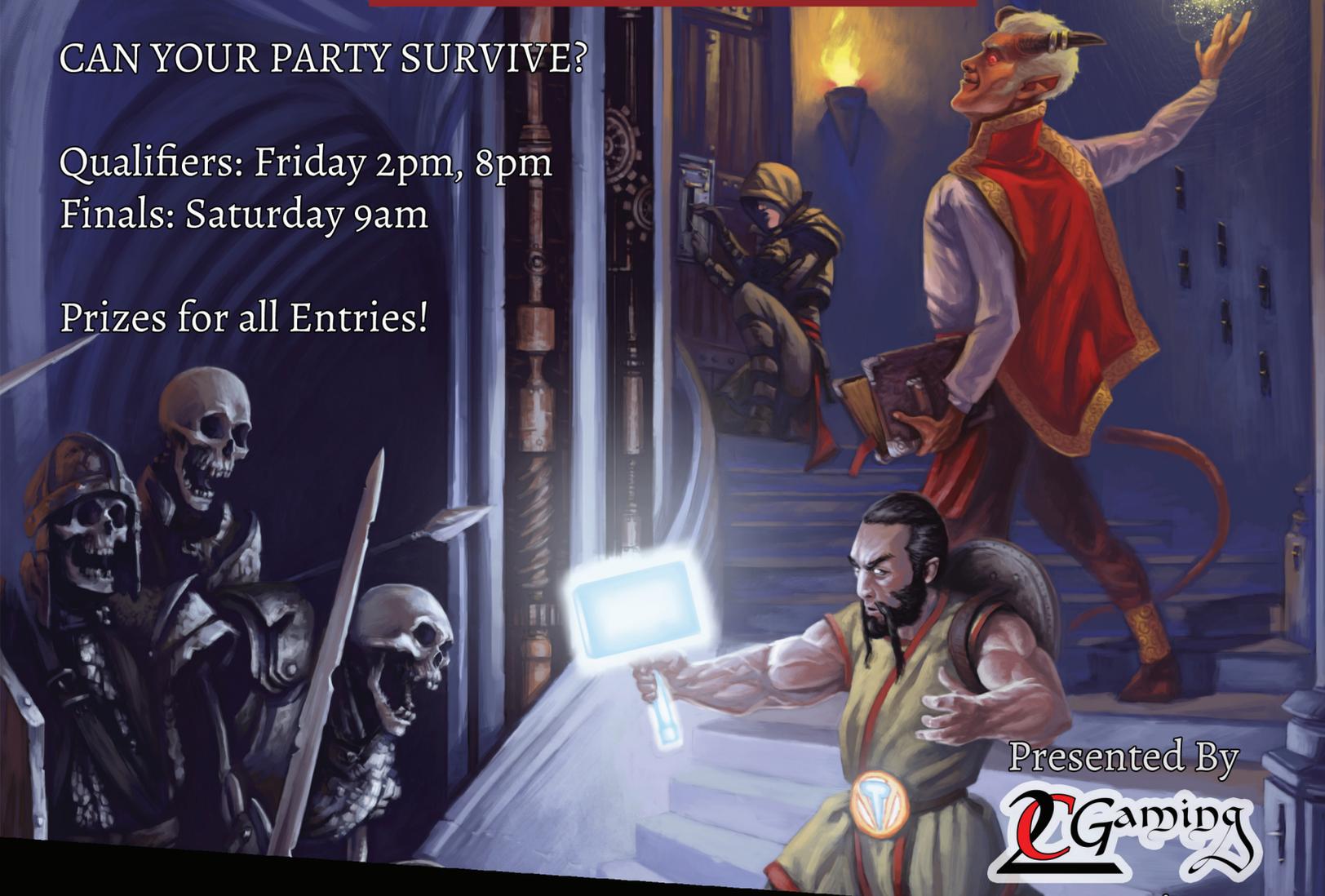
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