

15¢ STRATEGICON
GATEWAY
MAGAZINE



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

LABOR DAY WEEKEND
SEPTEMBER 1-4, 2023



HMGS-PSW Mini-Wars 2023



HMGS-PSW

Two Days of Fun that will be History!
Doubletree by Hilton
7000 Beach Boulevard, Fullerton, CA 92831
Saturday October 14th from 9:00AM until Midnight
Sunday, October 15th from 9:00AM-7:00PM

Mini-Wars is the largest historical miniature gaming convention in the Pacific Southwest. Join us for the weekend to meet new people and play games in person. We have 5,000 sq ft filled with vendors, flea market tables, and incredible miniature tabletop games. There will be a mix of historical, alternative history and science fiction and fantasy games displayed for you to play. Make new friends, play fun games & maybe start a new hobby, or get plugged back into your old one.



**Historical Miniature Gaming Society
- Pacific Southwest**

To host a game, or ask questions, please
contact Harmon Ward at hjw@pacbell.net or
714-414-2749

www.hmgpsw.org
<https://www.facebook.com/groups/hmgpsw>

MASSIVE MINIATURE WARGAMING ESTATE SALE

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Saturday September 9, 2023

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Please bring your own bags and boxes



Table of Contents

Table of Contents	1
Troubleshooting Staff	1
Welcome	1
Convention Hours	1
Game Tournaments and Events	1
Common Rights of Event Officials	1
Event Registration	1
Tournament Prizes	2
A Guide to Gateway 2023 for Non-gamers	2
Special Guests	3
Master Schedule	4
Annual Awards	16
Special Events and Seminars	17
Board Games	18
Indie New Games	24
Party Games	24
Family Games	25
Convention Maps	26
Collectibles	28
Open Gaming	29
LARPs	30
Video Games	31
Miniatures	31
Role Playing	34
War Games	39
Adventurers League	40
General Events	41
Pathfinder Society	41
Play to Win	42
Miniatures Painting Contest	45
Our Sponsors	45
Shopping (Dealer Room, Flea Market, Auction)	45
The Rules	47
Gamex 2023 Winners	48
Afterword	52

Troubleshooting Staff

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

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

Welcome

Strategicon welcomes you to Gateway 2023. Thank you for joining us.

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

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

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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, Collectible Games, General Events, etc.), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

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

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

Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person

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

Multiple Section Tournament Entry Limit

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Phase 10 #2). If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven't played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game's tournaments. For Role-Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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 in dealer dollars as follows:

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

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

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

Sponsored events will often award some type of game or game expansion

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

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

A Guide to Gateway 2023 for Non-gamers

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

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

Another type of game that you'll enjoy are semi-traditional "Card Games". These include fast and riotous action games such as No Thanks!, Munchkin, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. We have also added many lighter games to the schedule.

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

We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting story - either for the tabletop or in free-form live-action events.

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

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

Enjoy the con!

Gateway 2023 Special Guests



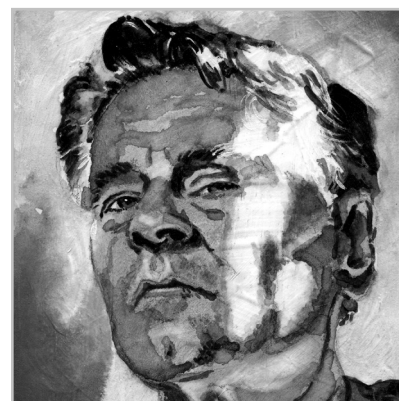
Eric M. Lang

Eric M. Lang is a Canadian game designer responsible for modern classic board games like *Blood Rage*, *A Game of Thrones: The Card Game*, *Rising Sun*, *Chaos in the Old World*, *The Star Wars Card Game*, and *Ankh*. He began his career as a playtester for FASA before publishing his first game, *Mystick* independently in 2000. He has since worked with publishers Fantasy Flight Games, WizKids and CMON, among others. He is the recipient of the prestigious 2016 Diana Jones Award. In March 2017, Lang became CMON's director of game design, leading their efforts to expand out from just miniatures-based board games. Lang left his position with CMON in September 2020 to focus on freelance work and activism in the board game industry.

Ken Meyer Jr.

I have been working as an artist for so many years. I remember sitting in my grandmother's kitchen, surrounded by windows, looking out into the back yard. I remember sitting there, about 5 or 6 years old, tracing from comic books, carbon paper under the page I was tracing. I remember later setting the paper beside the comic and drawing Thor, or Spider-Man, or a multitude of other characters. I remember making up my own characters, honing my knowledge of anatomy and other elements of what I needed to know, and continuing on my journey to become an "artist." I remember the thrill of being published in fanzines, or my letters of comment being published in the comics themselves.

I really thought I was going to be a comic artist, but my interests veered into the amazing commercial illustration of the 1970s and 1980s. For a long time, I had full time day jobs in the arts; in ad agencies, online gaming companies (Sony Online, where I worked on the popular game, *Everquest*), on military contracts (where I did a tail insignia for the Stealth Fighter, among other things), and for various other sorts of companies. All the while, I kept a freelance illustration business running in comics, role playing games and for other clients. These clients include The Savannah College of Art and Design, The American Cancer Society, the RAINN organization, Marvel Comics, Wizards of the Coast (*Magic the Gathering*), Bell Helmets and many more.



Alex Speidel

Alex Speidel is the Organized Play Coordinator for Paizo Inc, where he manages the Pathfinder and Starfinder Society campaigns. He has done freelance writing for both Pathfinder and Starfinder and has several adventure credits. As an organizer for the United Paizo Workers he advocates for better working conditions across the gaming industry. He lives in Seattle with his husband Ted and an overflowing bookshelf of sci-fi and fantasy novels.

Master Schedule of Events

* = Play with the creator

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

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

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

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

Fri, Sep 1

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1	Brass: Birmingham 101	International B	B	A	B	B
	2	Liar's Dice Small	International B	A	T	B	B
	1	Point Salad	International B	A	A	B	B
	4	Proliferation the Game of Nuclear Strategy Demo *	International B	B	T	B	B
	4	Shogun No Katana Demo	International B	B	A	B	B
	4	The War Game: WORLD WAR II	International B	A	T	B	B
	5	Transformers TCG 101	La Jolla	A	A	C	C
	5	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	6	Rubik Puzzle Clinic	International A	A	A	M	M
	9	Widgets n' Digit\$ Demo	Santa Monica A	B	F	B	I
1 pm	4	Brass: Birmingham	International B	A	A	B	B
	1	Dominant Species: Marine 101	International B	B	T	B	B
	1	Flamecraft 101	International B	B	A	B	B
	2	No Thanks! Small	International B	A	T	B	B
	1	Sorcerer City 101	International B	B	T	B	B
	2	Transformers TCG Sponsored Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
2 pm	1	Alien Frontiers 101	International B	B	A	B	B
	3	Dominant Species: Marine Small	International B	A	T	B	B
	1	Encyclopedia 101	International B	B	A	B	B
	1	Sorcerer City	International B	A	T	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	2	Ticket to Ride: Mini Games Small	International B	A	A	B	B
	4	Dungeons & Dragons 5e DDHC-KGV 01 The Murkmire [...] (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 07 Axe from the Grave (Lvls 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 13 Fire and Darkness (Lvls 11-15)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-01 (Lvls 11-16)	Plaza C	E	T	R	A
	2	Car Wars 6E Arena! Sponsored Demo	International A	A	T	M	M
	2	Gaslands: Superlative Plumber Carts!	International A	A	F	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	2	Social deduction party game Demo *	Catalina C	A	T	B	P
	4	5th Conspiracy Murder on Olympus Tower Sponsored Demo *	San Lorenzo A	A	T	R	R
	4	Call of Cthulhu The Forty Days	San Lorenzo B	A	T	R	R
	4	Dungeons & Dragons 0e (OD&D) Let Us Build a Tower: A Mythic [...] *	San Lorenzo D	A	T	R	R
	4	Star Wars/Genesys Star Wars: [...] RPG Beginner Game	San Lorenzo D	B	T	R	R
	4	Warhammer Fantasy Role Play, 2nd Ed Introductory Scenario - [...]	San Lorenzo C	A	T	R	R
	4	Weird Frontiers (Western Dungeon Crawl Classics) Not So Fast Billy Ray!	San Lorenzo E	A	T	R	R
	2	Holotype Sponsored	East Foyer	A	T	B	T
	4	Churchill Tournament	Los Angeles B	A	A	B	W
3 pm	4	Alien Frontiers Small	International B	A	A	B	B
	1	Bonfire 101	International B	B	T	B	B
	1	Eclipse: Second Dawn for the Galaxy 101	International B	B	T	B	B
	3	Encyclopedia	International B	A	A	B	B
	3	Thurn and Taxis Tournament	International B	E	A	B	B
	2	Magic: the Gathering Commander Open #1 Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	T	C	C
	3	Dogville *	Santa Monica A	A	T	B	I
	6	From the Shadows Demo	Santa Monica A	A	T	B	I
	2	A mixed bag of Steve Jackson Games Sponsored	East Foyer	A	T	B	T
4 pm	3	Bonfire	International B	E	T	B	B
	1	Catan 101	International B	B	A	B	B
	2	Coloretto Small	International B	A	T	B	B
	2	Roll for the Galaxy	International B	A	A	B	B
	1	Gaslands: Refuelled! Gaslands 101: Deathmatch	International A	A	T	M	M
	6	Rubik Speed Cubing Small	International A	A	A	M	M
	4	Warhammer Age of Sigmar King of the Hill Demo	International A	A	A	M	M
	2	Abduction Sponsored	East Foyer	A	T	B	T

Friday

Fri, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
5 pm	2	Battlestar Galactica 101	International B	B	A	B	B
	4	Catan Big	International B	E	A	B	B
	1.5	Power Grid 101	International B	B	T	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	1	The Castles of Burgundy 101	International B	B	A	B	B
	1	Vindication 101	International B	B	A	B	B
	2	Magic: the Gathering Commander Open #2 Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Jeopardy	La Jolla	A	A	C	C
	4	Dealer Room Opens!	Pacific	A	A	G	G
	3	Gaslands: Refuelled Death Race	International A	A	T	M	M
	2	Hard Time Sponsored	East Foyer	A	M	B	T
6 pm	3	Antike II	International B	A	A	B	B
	5	The Castles of Burgundy Tournament	International B	E	A	B	B
	3	Ticket to Ride: Africa Small	International B	A	A	B	B
	2	Vindication	International B	E	A	B	B
	4	Clank Catacombs w/ Adventuring Party/Upper Management Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	3	Alpha Strike	International A	A	T	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	4	Shatterpoint 101	International A	A	T	M	M
	4	Warhammer 40K 9th edition Mega-Apocalypse Deployment	International A	A	T	M	M
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	2	Social deduction party game Demo *	Newport C	A	T	B	P
	3	Dogville Playtest *	Santa Monica A	B	A	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1812 The Invasion of Canada Tournament	Los Angeles C	A	T	B	W
	4	Sails of Glory: Ships of the Line	Los Angeles C	A	A	B	W
7 pm	4	Battlestar Galactica	International B	A	A	B	B
	3	Power Grid World Tour: China	International B	E	T	B	B
	1	Res Arcana 101	International B	B	T	B	B
	2	Roll for the Galaxy: Rivalry	International B	A	A	B	B
	1	Saboteur	International B	A	A	B	B
	1	Meet & Greet Special *	1635	A	A	G	G
	4	Dungeons & Dragons 5e DDAL08-16 A Change of Address (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 02 The Stygian Gambit (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 11 Affair on the [...] (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-02 Gone in a Flash (Lvls 11-16)	Plaza C	E	T	R	A
	3	Fistful of Lead Wild West Shoot Out	International A	A	A	M	M
	4	Twilight Imperium 4th Edition 101	International A	B	A	M	M
	3	Warhammer 40K 9th edition Ironman Tournament Small	International A	A	A	M	M
	1.5	Blood on the Clocktower	Newport B	A	A	B	P
	2	Cash 'n Guns Live	Catalina D	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	4	Climate Cooldown Sponsored Demo *	International B	B	A	B	B
	1	Don't L.L.A.M.A.	Catalina A	A	F	B	B
	1	Dungeons & Dragons : Trials of Tempus 101	International B	B	T	B	B
	4	Eclipse: Second Dawn for the Galaxy Small	International B	A	T	B	B
	2	Nexus Ops Small	International B	A	A	B	B
	2	Stockpile	International B	A	A	B	B
	1	The Gauntlet: 7 Wonders Special	International B	E	A	B	B
	1	The Gauntlet: Azul Special	International B	E	A	B	B
	1	The Gauntlet: Splendor Special	International B	E	A	B	B
	1	The Gauntlet: Ticket to Ride Special	International B	E	A	B	B
	2	Cascadia Tournament	La Jolla	A	A	C	C
	4	Magic: the Gathering Wilds of Eldraine Prerelease	La Jolla	A	A	C	C
	2	Flea Market	International F	A	A	G	G
	4	Lemar's Karaoke Special	Carmel	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	4	Parlor LARP Heroes	3103	A	M	L	L
	4	Vampire: The Masquerade Dead Man's Party	Bel Air	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Battletech Alpha Strike Alpha Strike Grinder / AS350 Sponsored Demo *	International A	A	T	M	M
	2	Social deduction party game Demo *	Newport C	A	T	B	P
	4	Advanced Dungeons and Dragons The World You Found	San Lorenzo E	A	T	R	R
	4	ALIEN The Roleplaying Game ALIEN: Evac	San Lorenzo A	A	T	R	R
	4	Blade Runner RPG Electric Dreams	San Lorenzo A	A	T	R	R

Friday

Friday

Fri, Sep 1

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Crescendo of Violence An Act of Violence	San Lorenzo D	A	M	R	R
	5	Dungeon Crawl Classics Portal Under the Stars	San Lorenzo B	A	T	R	R
	4	Dungeon Crawl Classics Zero-level funnel	San Lorenzo C	B	A	R	R
	3	Forged in the Dark Alien Omen - Lights in the Sky	San Lorenzo B	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo D	A	M	R	R
	4	Mutant Crawl Classics Seeking the Post Humans (Lvl-0 Funnel)	San Lorenzo C	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Savage Worlds Patient Zero	San Lorenzo B	A	T	R	R
	3	Splintered Symmetry The Pirate's Treasure Sponsored Playtest *	San Lorenzo E	B	T	R	R
	4	Star Wars/Genesys Star Wars: [...] RPG Beginner Game	San Lorenzo E	B	T	R	R
	4	Vampire the Masquerade: 5th Edition Reclaiming the Narrative	San Lorenzo D	A	M	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	1	Anachrony 101	International B	B	T	B	B
	4	Dungeons & Dragons : Trials of Tempus	International B	A	T	B	B
	2	Machi Koro	International B	A	A	B	B
	2	Orléans Small	International B	A	A	B	B
	2	Res Arcana	International B	A	A	B	B
	1	The Guild of Merchant Explorers	International B	A	A	B	B
	0	Dealer Room Closes	Pacific	A	A	G	G
	2	Marvel Crisis Protocol Demo	International A	A	T	M	M
	2	Blood on the Clocktower	Newport B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
10 pm	4	Samurai 2199 Playtest *	International B	B	M	B	B
	4	Magic: the Gathering Wilds of Eldraine Comander Sealed	La Jolla	A	A	C	C
	3	The Quest for El Dorado Tournament	La Jolla	A	A	C	C
	2	Social deduction party game Demo *	Newport C	A	T	B	P
11 pm	2	Colosseum	International B	A	T	B	B
	2	Blood on the Clocktower	Newport B	A	A	B	P

* = Play with the creator

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

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

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

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

Sat, Sep 2

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina B	A	A	B	P
3 am	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Newport B	A	A	B	P
9 am	4	Blood Moon: Fangs v Fur Demo *	International B	B	T	B	B
	3	Blue Moon City Small	International B	A	A	B	B
	1	Ticket to Ride and Expansions 101	International B	B	A	B	B
	1	Titan 101	International B	B	T	B	B
	1	Welcome to...	International B	E	T	B	B
	12	Trials of the Ascesndant - A Saber Martial Arts Foundation Event	Pasadena Gar.	A	F	G	G
	8	Dungeons & Dragons 5e DDAL00-06 Lost Lab. [...] (Lvls 5-10) Special	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDAL08-17 The Tower of Ahghairon (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 03 Reach for the Stars (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 12 Party at Paliset Hall (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 13 Fire and Darkness (Lvls 11-15)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-03 (Lvls 11-16)	Plaza C	E	T	R	A
	4	Pathfinder RPG 2E Learn to Play Pathfinder 2E	Los Angeles A	B	A	R	F
	2	Chivalry is Dead Demo *	International A	A	A	M	M
	7	Dungeons & Dragons 5.0 Curse of the Blood Count	International A	E	M	M	M
	2	Gaslands: Superlative Plumber Carts!	International A	A	F	M	M
	4	Shatterpoint 101 Demo	International A	A	T	M	M
	11	Team Yankee Californiscation Tournament	International A	A	T	M	M
	3	Twilight Imperium 4th Ed 101	International A	B	A	M	M
	8	Warhammer 40K 9th edition Mega-Apocalypse Day 1	International A	A	T	M	M
	3	Fosteringo - (Sudoku, Deck building, Bingo) Prototype *	Santa Monica A	B	F	B	I
	3	From the Shadows Demo	Santa Monica A	A	T	B	I

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	6	Moriarty's Mayhem Victorian London Steampunk [...] Prototype *	Santa Monica A	A	A	B	I
	6	Widgets n' Digit\$ Demo	Santa Monica A	B	F	B	I
	4	5th Conspiracy Renacimiento Sponsored Demo *	San Lorenzo A	A	T	R	R
	4	Advanced Dungeons and Dragons The World You Found	San Lorenzo E	A	T	R	R
	5	Cyber Sprawl Classics (Shadowrun homebrew) Too Much Data	San Lorenzo C	A	M	R	R
	4	DCC: Wild Frontiers (Cowboys) Intro: The Dark of Gun Powder Fall	San Lorenzo A	A	T	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	Dragonbane Secret of the Dragon Emperor: Riddermuind	San Lorenzo D	A	A	R	R
	4	GURPS A Land Without Fairytales - Civil War	San Lorenzo B	A	T	R	R
	4	Pasts, Personas & Prophecies 2e Shadows Beneath [...] (Pt 1) Playtest *	San Lorenzo B	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Savage Worlds United Nations Intelligence Taskforce: The Gloaming *	San Lorenzo D	A	A	R	R
	4	Savage Worlds: Deadlands Noir If I Ever Cease to Love	San Lorenzo C	A	M	R	R
	4	Starscape PBTA Playtest	Chair Boardroom	A	T	R	R
	4	Traveller (Mongoose 2e) Yuma Station: Rustrise	San Lorenzo A	A	A	R	R
	4	Werewolf the Apocalypse 5th Ed When Will You Rage?	San Lorenzo B	A	T	R	R
	2	A mixed bag of Steve Jackson Games Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Agricola 101	International B	B	A	B	B
	1	Ark Nova 101	International B	B	A	B	B
	4	The Gauntlet: Ark Nova Special	International B	E	A	B	B
	4	The Gauntlet: Dune: Imperium Special	International B	E	A	B	B
	4	The Gauntlet: Great Western Trails Special	International B	E	A	B	B
	4	The Gauntlet: Terraforming Mars Special	International B	E	A	B	B
	3	Ticket to Ride: Mega USA Tournament	International B	E	A	B	B
	7	Titan Small	International B	E	T	B	B
	4	Lord of the Rings LCG	La Jolla	A	A	C	C
	3	Pokemon #1	La Jolla	A	A	C	C
	8	Transformers TCG 101	La Jolla	A	A	C	C
	1	Board Game Geek No-Ship Math Trade	Bel Air	A	A	G	G
	3	Parlor LARP Fae's Anatomy	Malibu Garden	A	M	L	L
	7	Battletech Alpha Strike Alpha Strike 350 Sponsored Tournament *	International A	E	T	M	M
	4	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	8	Drum Barracks ACW 15mm Battle of Shiloh, April 6 1862	International A	A	T	M	M
	2.5	Junk Runners Skirmish Black Friday *	International A	B	T	M	M
	5	Marvel Crisis Protocol - [...] Separation Anxiety! Tournament	International A	A	F	M	M
	7	Paint and Take	International A	A	A	M	M
	5	Rising Sun	International A	A	A	M	M
	2	Abduction Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	8	Axis and Allies: Europe 1940 2E Tournament	Los Angeles B	A	A	B	W
	8	Sturm Europa	Los Angeles C	A	A	B	W
	6	The War Game	Los Angeles B	A	A	B	W
	8	Virgin Queen Tournament	Los Angeles C	A	A	B	W
11 am	3	Anachrony	International B	A	M	B	B
	4	Ark Nova Qualifier	International B	E	A	B	B
	4	Blood Rage *	International B	E	T	B	B
	3	Catan: Cities and Knights	International B	E	A	B	B
	1	Ghost Blitz	Catalina A	A	F	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	2	Quatermain Demo *	International B	B	T	B	B
	3	Ascension #1 Small	La Jolla	A	A	C	C
	5	Grimpath TCG & Wargame 101	La Jolla	A	T	C	C
	4	Magic: The Gathering Co-op Play: Horde	La Jolla	A	T	C	C
	2	Transformers TCG Sponsored Small	La Jolla	A	A	C	C
	1	Board Game Geek Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	4	Pathfinder RPG 2E Learn to Play Pathfinder 2E	Los Angeles A	B	A	R	F
	1	LARP 101 Overview and Exercises 101	Carmel	B	A	L	L
	2	Chivalry is Dead *	International A	A	A	M	M
	2	Clay-O-Rama Hot Potatoes	International A	A	F	M	M
	2	Holotype Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1775: Rebellion Tournament	Los Angeles B	A	A	B	W

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1.5	10,000 over Iowa Demo *	International B	B	A	B	B
	1	Quirkle	Catalina A	A	K	B	B
	1	Space Base 101	International B	B	A	B	B
	5	Star Trek: Ascendancy Small	International B	A	A	B	B
	1	Talisman 101	International B	B	T	B	B
	2	Uno Small	International B	A	A	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con 2v2	La Jolla	A	A	C	C
	4	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	3	Car Wars 6E Arena Sponsored Demo	International A	A	T	M	M
	3	Gaslands: Refuelled Death Race	International A	A	T	M	M
	6	Star Wars Legion Tournament	International A	A	T	M	M
	4	Warhammer Age of Sigmar King of the Hill Demo	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	A	A	B	P
	3	From the Shadows Demo	Santa Monica A	A	T	B	I
	4	D&D Elite Guard of the port city Corrinthe Playtest	San Lorenzo E	A	T	R	R
	1	For The Queen For The Queen	Plaza Foyer	A	A	R	R
	2	A mixed bag of Steve Jackson Games Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Super Smash Brothers 2v2 Switch Tournament	Marina	E	A	V	V
1 pm	1	Kingsburg 101	International B	B	A	B	B
	1	Nemesis 101	International B	B	T	B	B
	4	One Letter Better Demo *	International B	B	A	B	B
	3	Space Base Tournament	International B	E	A	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	4	Talisman Small	International B	E	T	B	B
	1	Ticket to Ride - First Journey	Catalina A	A	K	B	B
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
	2	Battlestations - Dirtside Dirtside (3X30min Missions) *	International A	A	A	M	M
	2.5	Junk Runners Skirmish Hold the Line *	International A	B	T	M	M
	12	Twilight Imperium Fourth Edition	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Blood on the Clocktower	Newport B	E	T	B	P
	2	Skip Bo	Catalina D	A	A	B	P
	1	For The Queen For The Queen	Plaza Foyer	A	A	R	R
	2	Deadly Doodles! Sponsored Small	East Foyer	A	T	B	T
2 pm	2	Dominion Small	International B	A	T	B	B
	3	Dorfromantik: The Board Game Demo	International B	B	A	B	B
	4	Kingsburg Tournament	International B	E	A	B	B
	3	Nemesis	International B	A	T	B	B
	1	Root 101	International B	B	T	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con 1v1	La Jolla	A	A	C	C
	4	Magic: the Gathering Wilds of Eldraine Prerelease	La Jolla	A	A	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	1	Quatermain Sponsored Small	Pacific Foyer	A	A	G	G
	4	Dungeons & Dragons 5e DDAL08-18 Moving Day (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 01 The Murkmire [...] (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 09 Heart of Ashes (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-01 (Lvls 11-16)	Plaza C	E	T	R	A
	5	Pathfinder RPG 2E Special Interactive [...] Expedition Into [...]	Century A	B	A	R	F
	5	Pathfinder RPG 2E Special Interactive [...] Expedition [...] (lvls 1-2)	Century A	B	A	R	F
	2	Boffer Showcase Isle of Loot	Bel Air	A	T	L	L
	3	Parlor LARP World's Best Dad *	Malibu Garden	A	T	L	L
	4	Path of the Ghostspeaker Ghostspeaker Academy *	Carmel	A	M	L	L
	2	Car Wars 6E Arena! Sponsored Demo	International A	A	T	M	M
	4	Middle-Earth Strategy Battle Game Rohan Village Defense Demo	International A	B	T	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	A	M	B	P
	2	Social deduction party game Demo *	Catalina C	A	T	B	P
	4	Advanced Dungeons and Dragons The World You Found	San Lorenzo A	A	T	R	R
	4	Cypher The Shinsei Job Sponsored	San Lorenzo E	A	A	R	R
	4	D&D 5e My Forever Adventure	San Lorenzo F	A	T	R	R
	4	Dungeoncaster D&D Without the D&D: Ravenloft *	San Lorenzo A	A	T	R	R
	4	Dungeons & Dragons 0e (OD&D) Let Us Build a Tower: A Mythic [...] *	San Lorenzo B	A	T	R	R
	2	Index Card RPG Intro: Orvald's Tower	San Lorenzo B	A	T	R	R
	4	Lasers and Feelings (Mass Effect Hack) The Mystery of Gaumont Colony	San Lorenzo B	A	T	R	R
	4	Mythender The Fall of Thor	San Lorenzo D	A	M	R	R

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	PS238 (Hero System) All Your Device Are Belong To Us	Chair Boardroom	A	F	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	8	Savage Rifts Pursuit of Pazuzu: Kingpin Conclusion Tournament	San Lorenzo C	A	T	R	R
	4	Shadowdark Treasure of the Satrap's Army *	San Lorenzo D	A	T	R	R
	4	Star Wars/Genesys Game System Star Wars: [...] RPG Beginner Game	San Lorenzo E	B	T	R	R
	4	To Change Maastrichtian Dynasty	San Lorenzo E	A	A	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo D	A	T	R	R
	2	Stool Pigeon Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Mario Kart 8 Deluxe Switch Tournament	Marina	A	A	V	V
	2	Starcraft 2 Windows PC Small	Marina	A	A	V	V
	5	Diplomacy Tournament	Los Angeles B	A	F	B	W
3 pm	3	Ark Nova 2nd Round	International B	E	A	B	B
	3	Root Small	International B	A	T	B	B
	1	The Gallerist 101	International B	B	A	B	B
	2	Ticket to Ride: India	International B	A	A	B	B
	2	Gamer Game Show Family Feud Gamer Edition	La Jolla	A	A	C	C
	4	Isle of Cats with Late Arrivals Tournament	La Jolla	A	A	C	C
	2	Magic: the Gathering Commander Open #3 Small	La Jolla	A	A	C	C
	5	Strategikon Football League Tournament	Exec Boardroom	A	T	G	G
	2	Battlestations - Dirtside Dirtside (3X30min Missions) *	International A	A	A	M	M
	4	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	1	Change My Mind Demo *	Catalina D	B	M	B	P
	3	Dogville	Santa Monica A	A	T	B	I
	3.5	Ice Hotel Playtest *	Santa Monica A	A	F	B	I
	2	Get in My Belly Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	2	Flight of Icarus Demo *	International B	B	T	B	B
	1	Teotihuacan: City of Gods 101	International B	B	T	B	B
	3	The Gallerist	International B	A	A	B	B
	2	The Gauntlet: Catan Special	International B	E	A	B	B
	2	The Gauntlet: Power Grid Special	International B	E	A	B	B
	2	The Gauntlet: The Castles of Burgundy Special	International B	E	A	B	B
	2	The Gauntlet: Wingspan Special	International B	E	A	B	B
	4	To The Pit Demo	International B	B	M	B	B
	3	Lorcana Pre-Constructed Meet-Up	La Jolla	A	A	C	C
	4	Magic: The Gathering Casual: Planechase Capture The Flag	La Jolla	E	T	C	C
	3	Takenoko Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	T	C	C
	2	Q&A with Eric Lang Special	Carmel	A	A	G	G
	2	Boffer Showcase Isle of Loot Continues	Bel Air	A	T	L	L
	2.5	Junk Runners Skirmish Cannibalize! *	International A	B	T	M	M
	2	Blood on the Clocktower	Newport C	E	T	B	P
	1.5	Blood on the Clocktower	Newport B	E	M	B	P
	1.5	Blood on the Clocktower	Newport D	A	A	B	P
	2	Social deduction party game Demo *	Catalina C	A	T	B	P
	2	You Can't Be Serious! *	Catalina D	A	A	B	P
	4	5th Conspiracy Veil Out Sponsored Demo *	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Street Fighter 6 Open PS4 Tournament	Marina	A	A	V	V
5 pm	2	Icetool + Ictool 2 Sponsored Small	Catalina A	A	F	B	B
	3	Legends of Luche Libre Prototype *	International B	B	M	B	B
	1	Oath: Chronicles of Empire and Exile 101	International B	B	T	B	B
	2	Photosynthesis Small	International B	A	A	B	B
	3	Teotihuacan: City of Gods	International B	E	T	B	B
	4	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	1	Janken Deck Sponsored Small *	Pacific Foyer	A	A	G	G
	6	Circus Maximus Tournament	International A	A	A	M	M
	3	Guards of Atlantis II	International A	A	A	M	M
	2	A mixed bag of Steve Jackson Games Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	3	Dexterity Fest! Demo	International B	B	A	B	B
	1	Kingdom Builder 101	International B	B	A	B	B
	4	Oath: Chronicles of Empire and Exile Small	International B	A	T	B	B
	2	Ticket to Ride: Team Asia	International B	A	A	B	B
	2	Battlestations - Dirtside Dirtside (3X30min Missions) *	International A	A	A	M	M

Saturday

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	6	Dungeons & Dragons 5.0 Player vs Player Challenge Tournament	International A	E	T	M	M
	1	Blood on the Clocktower	Newport D	A	T	B	P
	1	Blood on the Clocktower	Newport C	B	T	B	P
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	2	Social deduction party game Demo *	Catalina C	A	T	B	P
	3	Dogville Playtest *	Santa Monica A	B	A	B	I
	3	Fosteringo - (Sudoku, Deck building, Bingo) Prototype *	Santa Monica A	B	F	B	I
	3.75	Old Mech Donald Playtest *	Santa Monica A	A	T	B	I
	3	Samurai 2199 (prototype) Playtest *	Santa Monica A	A	M	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Baldur's Gate 3 Character Design Contest PC	Marina	A	T	V	V
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	Empyreal: Spells & Steam 101	International B	B	T	B	B
	1	Fireball Island	International B	A	A	B	B
	3	Francis Drake	International B	A	A	B	B
	2	Kingdom Builder Big	International B	E	A	B	B
	1.5	Nemesis: Aftermath	International B	A	T	B	B
	3	Power Grid World Tour: Korea	International B	E	T	B	B
	2	Flamme Rouge with Peloton Tournament	La Jolla	A	A	C	C
	4	Magic: the Gathering Wilds of Eldraine Comander Sealed	La Jolla	A	A	C	C
	2	Ark Nova Sponsored Small	Pacific Foyer	A	A	G	G
	4	Dungeons & Dragons 5e DDEP08-01 Chaos in the [...] (Lvl's 1-4) Special	Plaza C	A	T	R	A
	3	Star Wars Legion Escape the Citadel	International A	A	T	M	M
	1.5	Blood on the Clocktower	Newport B	E	M	B	P
	2	Blood on the Clocktower	Newport C	A	A	B	P
	1	Blood on the Clocktower 101	Newport D	A	M	B	P
	2	Cash 'n Guns Live	Catalina D	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	3	Plains Indian Wars	Los Angeles C	A	A	B	W
	3	Shores of Tripoli Tournament *	Los Angeles C	A	A	B	W
8 pm	1	7 Wonders 101	International B	B	A	B	B
	2	Catacombs	International B	A	A	B	B
	2	Empyreal: Spells & Steam Small	International B	E	T	B	B
	3	Root Small	International B	E	T	B	B
	2	The Gauntlet: Acquire Special	International B	E	A	B	B
	2	The Gauntlet: Kingdom Builder Special	International B	E	A	B	B
	2	The Gauntlet: Ra Special	International B	E	A	B	B
	2	The Gauntlet: Stone Age Special	International B	E	A	B	B
	2	War of the Ring: The Card Game	International B	A	T	B	B
	2	Happy Jack's RPG Show Seminar	Carmel	A	T	G	G
	1	Play 5 Sponsored Tournament *	Pacific Foyer	A	A	G	G
	4	Murder Mystery Arsenic and Lies	Malibu Garden	A	T	L	L
	4	Path of the Ghostspeaker Ghostspeaker Academy	Bel Air	A	M	L	L
	2	Battlestations - Dirtside Dirtside (3X30min Missions) *	International A	A	A	M	M
	1	Blood on the Clocktower	Catalina A	B	T	B	P
	2	Blood on the Clocktower	Newport D	A	M	B	P
	4	Advanced Dungeons and Dragons Wonders of the World	San Lorenzo A	A	T	R	R
	4	ALIEN The Roleplaying Game Hope's Last Day	San Lorenzo A	A	T	R	R
	4	Cyberpunk RED Reaping the Reaper	San Lorenzo C	A	M	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	D&D 5e The Undergoblin Heist	San Lorenzo B	B	T	R	R
	4	Deviant The Renegades The Fire Within	San Lorenzo B	A	T	R	R
	4	FATE Core Spirit of the Century	San Lorenzo B	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo C	A	M	R	R
	4	Red Box D&D Welcome to the Isle of Dead Men	San Lorenzo D	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Savage Worlds Patient Zero	San Lorenzo D	A	T	R	R
	3	Splintered Symmetry The Missing Soldiers Sponsored Playtest *	San Lorenzo E	B	T	R	R
	4	Star Wars/Genesys Star Wars: [...] RPG Beginner Game	San Lorenzo E	B	T	R	R
	4	Troika!, Academies of the Arcane The Night Academy	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Injustice 2 #1 - Standard PS4 Small	Marina	A	A	V	V
	2	Starcraft 2 Windows PC Small	Marina	A	A	V	V
9 pm	1	7 Wonders Small	International B	A	A	B	B
	1	Cartographers Heroes 101	International B	B	A	B	B
	4	Climate Cooldown Sponsored Demo *	International B	B	A	B	B
	2.5	Cyberscape Playtest *	International B	B	T	B	B

Saturday

Sat, Sep 2

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	Poker: Texas Hold-Em	International B	A	M	B	B
	1	Zoo Vadis	International B	A	A	B	B
	3	Magic: the Gathering K&J Pauper Tournament	La Jolla	A	A	C	C
	2	Two Rooms and a Boom	Newport B	A	T	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	2	Wits and Wagers Tournament	Newport C	A	T	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
10 pm	1	7 Wonders: Armada Small	International B	A	A	B	B
	2	Cartographers Heroes	International B	A	A	B	B
	2	King of Tokyo Small	International B	A	F	B	B
	2	Small World	International B	A	A	B	B
	4	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	2	Blood on the Clocktower	Newport B	E	A	B	P
	2	Blood on the Clocktower	Newport B	E	T	B	P
	2	TMNT Pinball Adults Pinball Special Tournament	Marina	E	M	V	V
11 pm	1	7 Blunders Small	International B	A	A	B	B
	2	Blood on the Clocktower	Newport C	A	T	B	P
	1	Punderdome	Century C	A	M	B	P

* = Play with the creator

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

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

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

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

Sun, Sep 3

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	1	7 Wonders: Leaders	International B	A	A	B	B
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina B	A	A	B	P
3 am	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
9 am	1	Azul 101	International B	B	A	B	B
	2	Dream Factory Small	International B	A	A	B	B
	4	One Letter Better Demo *	International B	B	A	B	B
	2	Power Rangers: Heroes of the Grid	International B	A	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	4	Lost Ruins of Aranak with Expedition Leaders Tournament	La Jolla	A	A	C	C
	1	Marvel Champions 101	La Jolla	A	A	C	C
	12	Trials of the Ascendant - A Saber Martial Arts Foundation Event Day 2	Pasa. Garden	A	F	G	G
	4	Dungeons & Dragons 5e DDAL08-16 A Change of Address (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 02 The Stygian Gambit (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 07 Axe from the Grave (Lvls 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-02 Gone in a Flash (Lvls 11-16)	Plaza C	E	T	R	A
	2	Pathfinder RPG 2E Learn to Play Pathfinder 2E	Los Angeles A	B	A	R	F
	2	Chivalry is Dead *	International A	A	A	M	M
	2	Gaslands: Superlative Plumber Carts!	International A	A	F	M	M
	8	Warhammer 40K 9th edition Mega-Apocalypse Day 2	International A	A	T	M	M
	3	From the Shadows Demo	Santa Monica A	A	T	B	I
	6	Moriarty's Mayhem Victorian London Steampunk [...] Prototype *	Santa Monica A	A	A	B	I
	6	Widgets n' Digit\$ Demo	Santa Monica A	B	F	B	I
	4	Avatar Legends Ty Lee's Academy for Extraordinary Young People	San Lorenzo C	A	A	R	R
	4	DCC: Wild Frontiers (Cowboys) Intro: The Dark of Gun Powder Fall	San Lorenzo A	A	T	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	Doctor Who: Adventures in Time and Space The Six Doctors: A 60th [...]	San Lorenzo B	A	T	R	R
	4	Dungeon Crawl Classics The Rift of Seeping Night	San Lorenzo C	A	A	R	R
	4	GURPS A Land Without Fairytales - Civil War	San Lorenzo B	A	T	R	R
	4	Pasts, Personas & Prophecies 2e Shadows Beneath [...] (Pt 2) Playtest *	San Lorenzo D	A	T	R	R
	1	RPG Design Lean Coffee RPG game design discussion	Plaza Foyer	A	A	R	R
	4	Shadowrun Third Edition Shots in the Dark	San Lorenzo D	A	T	R	R
	4	Werewolf the Forsaken, 2E Gnawing Rot	Chair Boardroom	A	M	R	R
	2	Holotype Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V

Sunday

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	3	Ark Nova Final Big	International B	E	A	B	B
	1	Root 101	International B	B	T	B	B
	5	Stone Age Big	International B	E	A	B	B
	1	Terraforming Mars 101	International B	B	A	B	B
	2	The Gauntlet: Azul Special	International B	E	A	B	B
	2	The Gauntlet: Catan Special	International B	E	A	B	B
	2	The Gauntlet: Ra Special	International B	E	A	B	B
	2	The Gauntlet: Stone Age Special	International B	E	A	B	B
	3	The Princes of Florence Small	International B	A	T	B	B
	4	Marvel Champions	La Jolla	A	A	C	C
	3	Pokemon #2	La Jolla	A	A	C	C
	3	Parlor LARP Fae's Anatomy	Bel Air	A	M	L	L
	5	Battletech and Alpha Strike Grinder	International A	A	A	M	M
	4	Classic Battletech Kaiju Invasion Sponsored	International A	A	A	M	M
	3	Fistful of Lead Wild West Shoot Out	International A	A	A	M	M
	7	Paint and Take	International A	A	A	M	M
	3	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	2	A mixed bag of Steve Jackson Games Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	878 Vikings: Invasions of England Tournament	Los Angeles C	A	M	B	W
	6	Kriegsspiel: Star Wars - Dead Space Engagement Tournament	Los Angeles C	A	A	B	W
11 am	5	Agricola Small	International B	E	T	B	B
	1	Ra 101	International B	B	A	B	B
	3	Root Small	International B	B	T	B	B
	1	Squarrels	Catalina A	A	F	B	B
	8	Terraforming Mars Big	International B	E	A	B	B
	2	The Acts Demo *	International B	B	T	B	B
	3	Ascension #2 Small	La Jolla	A	A	C	C
	1	Dice Masters Draft 101	La Jolla	A	A	C	C
	5	Grimpath TCG & Wargame 101	La Jolla	A	T	C	C
	4	Magic: The Gathering Casual: Planechase Capture The Flag	La Jolla	E	T	C	C
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	2	Pathfinder RPG 2E Learn to Play Pathfinder 2E	Los Angeles A	B	A	R	F
	2	Clay-O-Rama Kaiju Wars	International A	A	F	M	M
	10	Twilight Imperium Fourth Edition	International A	A	T	M	M
	2	Abduction Sponsored	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Battle Cry Tournament	Los Angeles B	A	A	B	W
Noon	4	Foster the Roster: The Band Name Game Demo	International B	B	A	B	B
	1	Meadow 101	International B	B	A	B	B
	1	Monster Factory	Catalina A	A	K	B	B
	2.5	Ra Tournament	International B	E	A	B	B
	1	Splendor 101	International B	B	A	B	B
	1	Stadium: A Sport Odyssey 101 *	International B	B	T	B	B
	2	Uno Small	International B	A	A	B	B
	4	Clank Catacombs with Adventuring Party/Upper [...] Tournament	La Jolla	A	A	C	C
	4	Dice Masters Casual Draft	La Jolla	E	A	C	C
	4	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	5	Star Wars Miniatures Sealed Booster Small	La Jolla	A	A	C	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	2	LARP LA Meet n' Greet	Catalina A	A	A	L	L
	2	Car Wars 6E Arena! Sponsored Demo	International A	A	T	M	M
	4	Konflikt 47 Konflikt of Ideas	International A	A	T	M	M
	4	Middle-Earth Strategy Battle Game Rohan Village Defense Demo	International A	B	T	M	M
	6	Warhammer Age of Sigmar Open Play Demo	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	A	A	B	P
	2	Social deduction party game Demo	Catalina B	A	T	B	P
	2	SQUID GAME *	Catalina D	A	T	B	P
	3	From the Shadows Demo	Santa Monica A	A	T	B	I
	2	Hard Time Sponsored	East Foyer	A	M	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
1 pm	1	A Study in Emerald 101	International B	B	T	B	B
	4	Blood Moon: Fangs v Fur Demo *	International B	B	T	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	1	Massive Darkness 2: Hellscape	International B	A	T	B	B

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
2 pm	2	Meadow	International B	A	A	B	B
	4	Splendor Tournament	International B	E	A	B	B
	5	Star Trek: Ascendancy Small	International B	A	A	B	B
	4	Magic: the Gathering Chaos Draft Sponsored	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Sponsored Small	La Jolla	A	A	C	C
	1	Face Painting	Catalina A	A	F	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	Blood on the Clocktower	Newport C	A	T	B	P
	2	Blood on the Clocktower	Newport B	E	A	B	P
	1	Funemployed	Catalina C	A	T	B	P
	1	For The Queen	Plaza Foyer	A	A	R	R
	2	A mixed bag of Steve Jackson Games Sponsored	East Foyer	A	T	B	T
	2	TMNT Pinball Pinball Special 101	Marina	B	A	V	V
	2	A Study in Emerald Small	International B	B	T	B	B
	3	Legends of Luche Libre Prototype *	International B	B	M	B	B
	6	Power Grid Big	International B	E	T	B	B
	5	Stadium: A Sport Odyssey Sponsored Tournament *	International B	E	T	B	B
	2	The Crew: Mission Deep Sea	International B	A	T	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	4	Magic: the Gathering Wilds of Eldraine Prerelease	La Jolla	A	A	C	C
	1	Face Painting	Catalina A	A	F	G	G
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	8	Dungeons & Dragons 5e DDAL00-06 Lost Lab. [...] (Lvls 5-10) Special	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDAL08-17 The Tower of Ahghairon (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 03 Reach for the Stars (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 11 Affair on the [...] (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 13 Fire and Darkness (Lvls 11-15)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-03 (Lvls 11-16)	Plaza C	E	T	R	A
	4	Starship Valkyrie Prized Possession	Bel Air	A	T	L	L
	4	Conquest the Last Argument of Kings Demo	International A	B	T	M	M
	2	Paint Contest Judging	International A	A	A	M	M
	4	Zombicide: Undead or Alive Co-op survival	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	A	A	B	P
	2	Social deduction party game Demo *	Catalina C	A	T	B	P
	4	5th Conspiracy Sunset Tijuana Sponsored Demo *	San Lorenzo A	A	T	R	R
	4	Caladrius Academy Welcome to the Academy!! Playtest	San Lorenzo D	A	M	R	R
	4	Changeling the Lost, 2E The Oathbreaker of Hard-A-Lee	San Lorenzo E	A	M	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	Dungeon Crawl Classics Level 1 Adventure	San Lorenzo C	A	A	R	R
	4	Dungeons & Dragons 0e (OD&D) Let Us Build a Tower: A Mythic [...] *	San Lorenzo A	A	T	R	R
	3	Everyone is John John Goes to the Zoo	San Lorenzo E	A	M	R	R
	4	Fantasy Hero The Bitter River Massacre	San Lorenzo A	A	T	R	R
	2	Index Card RPG Intro: Last flight of the Red Sword (Sci-fi)	San Lorenzo B	A	T	R	R
	4	Lasers and Feelings (Pugmire Hack) Briney Pug's Legacy	Chair Boardroom	A	F	R	R
	4	Monster's Lair Intro to Monster's Lair Playtest *	San Lorenzo B	B	T	R	R
	3	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	Shadowrun Third Edition Shots in the Dark	San Lorenzo B	A	T	R	R
	4	Spire Life and Soul	San Lorenzo E	A	M	R	R
	4	Star Wars/Genesys Star Wars: [...] RPG Beginner Game	San Lorenzo E	B	T	R	R
	4	Threadbare RPG Threadbare *	San Lorenzo C	A	A	R	R
	2	Munchkin Sponsored Small	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	TMNT Pinball Juniors Pinball Special Small	Marina	B	K	V	V
	2	Starcraft 2 Windows PC Small	Marina	A	A	V	V
3 pm	1	Acquire 101	International B	B	A	B	B
	3	Everdell Small	International B	A	T	B	B
	1	Sabika 101	International B	B	M	B	B
	1	Spirit Island 101	International B	B	T	B	B
	4	Ticket to Ride: Rails and Sails Tournament	International B	E	T	B	B
	2	Flamme Rouge with Peloton Tournament	La Jolla	A	A	C	C
	2	Transformers TCG Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	A	T	C	C
	1	Face Painting	Catalina A	A	F	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3.5	Dino Diner Playtest *	Santa Monica A	A	T	B	I
	3	Dogville *	Santa Monica A	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V

Sunday

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
4 pm	3	Command & Colors: Medieval Tournament	Los Angeles B	A	A	B	W
	4	Acquire: David Woolcott Memorial Tournament Sponsored Tournament	International B	E	A	B	B
	2	Builders of Blankenburg: Fields & Flocks Demo	International B	B	T	B	B
	1	Cosmic Frog 101	International B	B	A	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	1	Raccoon Tycoon 101	International B	B	A	B	B
	3	Sabika	International B	E	M	B	B
	4	Magic: The Gathering Co-op: Horde	La Jolla	A	T	C	C
	1.25	GRID GAME Raffle Drawing Sponsored *	Pacific	A	A	G	G
	2	Blood on the Clocktower	Newport C	A	A	B	P
	1	Blood on the Clocktower	Newport D	A	A	B	P
	2	Social deduction party game Demo *	Catalina C	A	T	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Super Smash Bros Ultimate Blackout Nintendo Switch Tournament	Marina	A	A	V	V
	4	Twilight Struggle Tournament	Los Angeles C	A	T	B	W
	2	Cosmic Frog	International B	A	A	B	B
	1	Lords of Waterdeep 101	International B	B	T	B	B
5 pm	4	Puerto Rico Tournament	International B	E	A	B	B
	3	Raccoon Tycoon Small	International B	A	A	B	B
	3	Spirit Island	International B	A	A	B	B
	4	The Gauntlet: Final Sponsored Special Big	International B	E	A	B	B
	4	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	3	Terraforming Mars Ares Expedition with Discovery Expansion Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Draft Sponsored Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing! Sponsored	Pacific	A	A	G	G
	1	Fuzzy Heroes Ladybug & Cat Noir *	East Foyer	A	K	M	M
	2	You Can't Be Sirious! *	Catalina B	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Age of Empires III Small	International B	A	T	B	B
	1	Boom-o	Catalina A	A	F	B	B
	2	Gloomhaven 101	International B	B	T	B	B
	4	Lords of Waterdeep Tournament	International B	E	T	B	B
	3	Ticket to Ride: Mega Europe Small	International B	A	A	B	B
	2	Yu-Gi-Oh! Draft Sponsored Tournament	La Jolla	A	A	C	C
6 pm	2	Feedback Forum	Carmel	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	1	Ninja: Playground Game	Catalina D	A	A	B	P
	4	Social deduction party game Demo *	Catalina C	A	T	B	P
	3	Dogville Playtest *	Santa Monica A	A	A	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	TMNT Pinball General Pinball Special Tournament	Marina	E	A	V	V
	4	Sails of Glory: Frigates	Los Angeles B	A	A	B	W
	0	Dealer Room Closes	Pacific	A	A	G	G
	1	Dungeon Petz 101	International B	B	T	B	B
	3	Power Grid World Tour: North America	International B	E	T	B	B
	4	Magic: the Gathering Wilds of Eldraine Comander Sealed	La Jolla	A	A	C	C
	1	Treasure Hogs Sponsored Small	Pacific Foyer	A	A	G	G
	4	Dungeons & Dragons 5e DDAL08-18 Moving Day (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 01 The Murkmire [...] (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 12 Party at Paliset Hall (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-01 (Lvls 11-16)	Plaza C	E	T	R	A
6:30 pm	3	HMGS-PSW Full Thurst Intro Meeting Engagement	International A	A	T	M	M
	2	Blood on the Clocktower	Newport C	E	A	B	P
	2	Cash 'n Guns Live	Catalina D	A	A	B	P
	2	Two Rooms and a Boom Sun	Newport B	A	T	B	P
	1	Dungeons & Dragons : Trials of Tempus Ancient Temple 101	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	3	Dungeon Petz	International B	E	T	B	B
	1	Spyfall	International B	A	A	B	B
	1	Transeuropa / Transamerica	Catalina A	A	F	B	B
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	A	A	B	P
	4	Alien RPG Intro: Chariot of the Gods	Chair Boardroom	A	T	R	R
	4	Blade Runner Another Dead Trenchcoat	San Lorenzo A	A	T	R	R
	4	Caladrius Academy Welcome to the Academy!! *	San Lorenzo D	A	M	R	R
	4	Dungeonaster D&D Without the D&D: Ravenloft	San Lorenzo E	A	M	R	R
7 pm	0	Dealer Room Closes	Pacific	A	A	G	G
	1	Dungeon Petz 101	International B	B	T	B	B
	3	Power Grid World Tour: North America	International B	E	T	B	B
	4	Magic: the Gathering Wilds of Eldraine Comander Sealed	La Jolla	A	A	C	C
	1	Treasure Hogs Sponsored Small	Pacific Foyer	A	A	G	G
	4	Dungeons & Dragons 5e DDAL08-18 Moving Day (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 01 The Murkmire [...] (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 12 Party at Paliset Hall (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-01 (Lvls 11-16)	Plaza C	E	T	R	A
	3	HMGS-PSW Full Thurst Intro Meeting Engagement	International A	A	T	M	M
	2	Blood on the Clocktower	Newport C	E	A	B	P
	2	Cash 'n Guns Live	Catalina D	A	A	B	P
	2	Two Rooms and a Boom Sun	Newport B	A	T	B	P
	1	Dungeons & Dragons : Trials of Tempus Ancient Temple 101	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	3	Dungeon Petz	International B	E	T	B	B
	1	Spyfall	International B	A	A	B	B
8 pm	1	Transeuropa / Transamerica	Catalina A	A	F	B	B
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	A	A	B	P
	4	Alien RPG Intro: Chariot of the Gods	Chair Boardroom	A	T	R	R
	4	Blade Runner Another Dead Trenchcoat	San Lorenzo A	A	T	R	R
	4	Caladrius Academy Welcome to the Academy!! *	San Lorenzo D	A	M	R	R
	4	Dungeonaster D&D Without the D&D: Ravenloft	San Lorenzo E	A	M	R	R

Sunday

Sun, Sep 3

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Dungeons & Dragons : Trials of Tempus Ancient Temple	San Lorenzo E	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo E	A	M	R	R
	4	Monster's Lair Intro to Monster's Lair Playtest *	San Lorenzo B	B	T	R	R
	4	Red Box D&D Welcome to the Isle of Dead Men	San Lorenzo B	A	T	R	R
	4	Rifts Kulkut Yet Lives!	San Lorenzo C	A	T	R	R
	3	Splintered Symmetry SWAT Team Raid Sponsored Playtest *	San Lorenzo D	B	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Sunday Night Street Fighter 6 Playstation 4 Small	Marina	A	T	V	V
	2	Starcraft 2 Windows PC Small	Marina	A	A	V	V
9 pm	2	Ingenious Small	International B	A	A	B	B
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
10 pm	4	Terraforming Mars: Ares Expedition Small	International B	A	T	B	B
	4	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	2	Blood on the Clocktower	Newport C	A	T	B	P
	4	Blood on the Clocktower	Newport B	E	A	B	P
	2	Blood on the Clocktower	Newport B	E	A	B	P
	2	Injustice 2 #2 - Blackout PS4 Small	Marina	A	A	V	V
11 pm	1	Can't Stop	International B	A	A	B	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+

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

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

Mon, Sep 4

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina B	A	A	B	P
3 am	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina B	A	A	B	P
9 am	3	Azul Sponsored Special MEGA	International B	E	A	B	B
	3	Power Grid World Tour: Europe Special Tournament	International B	E	T	B	B
	4	Dungeons & Dragons 5e DDAL08-16 A Change of Address (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 02 The Stygian Gambit (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 09 Heart of Ashes (Lvls 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-02 Gone in a Flash (Lvls 11-16)	Plaza C	E	T	R	A
	2	Gaslands: Superlative Plumber Carts!	International A	A	F	M	M
	6	Rubik Speed Cubing Small	International A	A	A	M	M
	6	Twilight Imperium 4th Edition	International A	A	T	M	M
	3	Dogville Playtest *	Santa Monica A	B	A	B	I
	6	From the Shadows Demo	Santa Monica A	A	T	B	I
	4	Dungeoncaster D&D Without The D&D: Take Down Strahd! Demo *	Chair Boardroom	A	T	R	R
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G	G
10 am	3	Transformers TCG 101	La Jolla	A	A	C	C
	3	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	2	Formula De Super-Incredisized [...] Long Beach Gran Prix Tournament	International A	A	F	M	M
	4	Alien RPG Intro: Chariot of the Gods	San Lorenzo A	A	T	R	R
11 am	7	Dune Imperium	International B	A	T	B	B
	1	Phase 10	Catalina A	A	F	B	B
	2	Magic: the Gathering Commander Open #4 Small	La Jolla	A	A	C	C
	2	Transformers TCG Sponsored Small	La Jolla	A	A	C	C
	3	Auction	Carmel	A	A	G	G
	6	Quartermaster General WW2 (2nd Ed.)	Los Angeles C	A	A	B	W
	6	The Napoleonic Wars Tournament	Los Angeles B	A	A	B	W
Noon	4	Great Western Trail	International B	A	A	B	B
	1	Super Mega Lucky Box	International B	A	A	B	B
	0.25	Grand Raffle Drawing Sponsored *	Pacific	A	A	G	G
	3	Dogville *	Santa Monica A	A	A	B	I
1 pm	3	Nuclear War	International B	A	T	B	B
	2	Perpetual Motion Machine	International B	A	A	B	B
2 pm	3	Vegas Showdown	International B	A	A	B	B

Monday

15

Monday

Mon, Sep 4

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	Dungeons & Dragons 5e DDAL08-17 The Tower of Ahghairon (Lvls 16-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 03 Reach for the Stars (Lvls 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e DDHC-KGV 07 Axe from the Grave (Lvls 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-AMOT-03 (Lvls 11-16)	Plaza C	E	T	R	A
2:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
3 pm	3	Category 5	International B	A	T	B	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+

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

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

STRATEGICON SCHEDULE

Convention	Dates	Location
Orccon 2024	Feb 16-19	Hilton Los Angeles Airport
Gamex 2024	May 24-27	Hilton Los Angeles Airport
Gateway 2024	Aug 30 - Sep 2	Hilton Los Angeles Airport
Orccon 2025	Feb 14-17	Hilton Los Angeles Airport
Gamex 2025	May 23-26	Hilton Los Angeles Airport
Gateway 2025	Aug 29 - Sep 1	Hilton Los Angeles Airport

Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of the year. Due to the unexpected break in the sequence of shows, Orccon 2020 and Gateway 2021 are included in 2022 awards.

For 2020-2022 the winners are:

Jack Butler Award:	1st - Darrell Stark	Long Board Games:	1st - Lisa King
	2nd - Jaye R.		2nd - Scott Samarel
	3rd - Gilbert Quinonez		3rd - Alan Wood
Short Board Games:	1st - Darrell Stark	Collectible Games:	1st - Jon Brown
	2nd - Jaye R.		2nd - Jaime Estrada,
	3rd - Gilbert Quinonez		Jimmy Crowell,
Medium Board Games:	1st - Darrell Stark		Perrin Weiss
	2nd - Gilbert Quinonez	Video Games:	1st - Kyle Moreno
	3rd - Stanley Cascone		

Strategicon congratulates these fine gamers!

Special Events and Seminars

Special Events and Seminars

Carmel, Catalina B, International A, International B, Marina, Plaza C, 1635

Azul — Mon 9 am

Get tiles from factories in order to complete sets to install those tiles into the wall of a palace. Just make sure not to drop too many tiles on the floor. The player with the most points at the end of the game wins. International B

Battletech Alpha Strike — Sat 10 am — Alpha Strike 350

GM: Andrew Krull

Format uses Alpha Strike: Commanders Edition core rules with AS350 Rules for a fast paced, tactical game. Design and build a 350 Point Army capable of achieving mission objectives.

Using hexless maps/3D terrain. Armies must adhere to Army Construction rules found in AS350 document. Tournament restriction Era: Jihad. 2 weeks prior to event. International A

DDAL00-06 Lost Laboratory of Kwalish (Levels 5-10) —

Sat 9 am, Sun 2 pm — Dungeons & Dragons 5th Edition

Lost Laboratory of Kwalish explores an alternate expedition into the Barrier Peaks. The legendary inventor disappeared in the peaks eons ago... as it turns out, finding a crashed planar ship and studying its technology to fuel his own experiments—only now, Kwalish's lost research is desperately needed! An 8 hour adventure for Tier 2 characters with a 1 hour break to be determined by the DM & players at the table. Plaza C

DDEP08-01 Chaos in the City of Splendors (Levels 1-4) —

Sat 7 pm — Dungeons & Dragons 5th Edition

The hunt for the dragon's cache has attracted ne'er-do-wells and fortune seekers to Waterdeep from far and wide and the gangs of Waterdeep are not about to let such a bounty of talent go to waste. Chaos and shenanigans await the brave and the bold in the City of Splendors! A 3-hour D&D Epic adventure for characters of levels 1-4, optimized for 3rd level. Plaza C

Feedback Forum — Sun 6 pm

Another year over. Come hear what might be coming in the future and give us your thoughts about the current state of the con. Carmel

Happy Jack's RPG Show — Sat 8 pm

Welcome the Happy Jack's RPG show! Come join the gang as they discuss their experiences playing RPG's and other games at Gateway 2023. Carmel

Lemar's Karaoke — Fri 8 pm — Lemar's Karaoke

It returns! Come down this Friday night for our Karaoke contest, followed by Karaoke free for all! Unleash your inner bard, hosted by LemarTheConGuy! Carmel

Meet & Greet — Fri 7 pm — Meet & Greet

Join us for an unique Meet & Greet with our special guests- Eric M. Lang, Ken Meyer jr, and Alex Speidel. Food, beverages, and wonderful conversation with the guests. Suite 1635

Power Grid World Tour: Europe — Mon 9 am

Europe/North America is a pair of expansion maps for Power Grid that has revamped the PG Deluxe maps to work with the original or Recharged base games. Due to their special size, these two maps both have seven regions. International B

Q&A with Eric Lang — Sat 4 pm

Join us for a Q&A with Eric Lang and bring your games for a signature. The designer of Blood Rage, Ankh, Rising Sun, A Game of Thrones Card Game and more will answer questions about his ludography, his experiences with CMON, and his techniques for designing some of the best games in recent memory. The event will be hosted by Eric R. Burgess of the Boardgame Babylon podcast. Please note that the session will be recorded for audio and possibly video. Carmel

The Gauntlet: 7 Wonders — Fri 8 pm

The Gauntlet: Acquire — Sat 8 pm

The Gauntlet: Ark Nova — Sat 10 am

The Gauntlet: Azul — Fri 8 pm

The Gauntlet: Catan — Sat 4 pm

The Gauntlet: Dune: Imperium — Sat 10 am

The Gauntlet: Great Western Trails — Sat 10 am

The Gauntlet: Kingdom Builder — Sat 8 pm

The Gauntlet: Power Grid — Sat 4 pm

The Gauntlet: Ra — Sat 8 pm

The Gauntlet: Splendor — Fri 8 pm

The Gauntlet: Stone Age — Sat 8 pm

The Gauntlet: Terraforming Mars — Sat 10 am

The Gauntlet: The Castles of Burgundy — Sat 4 pm

The Gauntlet: Ticket to Ride — Fri 8 pm

The Gauntlet: Wingspan — Sat 4 pm

The Gauntlet Qualifier: Only 4 players will compete. The winner earns a spot in the Semifinals Sunday morning. Players who have already won a qualifier cannot compete. Extra registrations will be alternates. International B

The Gauntlet: Azul — Sun 10 am

The Gauntlet: Catan — Sun 10 am

The Gauntlet: Ra — Sun 10 am

The Gauntlet: Stone Age — Sun 10 am

The Gauntlet Semifinal: The winner earns a spot in the Finals Sunday afternoon. Players will play a DIFFERENT game than their qualifier. International B

The Gauntlet: Final — Sun 5 pm

Players will play one of the 16 qualifier games, but not a game that any have already won in either the qualifying or semifinal rounds. In order, the final game will be one of the following: Ark Nova, Terraforming Mars, Wingspan, Power Grid, Dune: Imperium. International B

TMNT Pinball 101 — Sun 1 pm

Kowabunga, dude! You don't know how to flip the silver ball? That's no problem - we can show you how to achieve Turtle Power. Any age welcome - and if this time isn't good for you, the table is open for the entire convention. Stop in for a quick training session any time! Marina

TMNT Pinball Adults — Sat 10 pm

Adults only, teenagers allowed with limited permission. Marina

TMNT Pinball General — Sun 6 pm

Tournament open to any and all! Bring your A game! Marina

TMNT Pinball Juniors — Sun 2 pm

Tournament for Juniors (13 and younger). Check the sheet for the other tournaments! Marina

Board Games

Board Games

International Ballroom B, Catalina A (Family Area)

Gaming 101

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

10,000 over Iowa — Sat Noon

A colorful game of aerial photography. Fly your airplane around the landscape, adding new fields to create patterns and complete photography assignments. Strategically place silos and barns, and spot when your opponents complete your assignments for you!

7 Blunders — Sat 11 pm

A player variation on 7 Wonders, in 7 Blunders players try to get the lowest score.

7 Wonders 101 — Sat 8 pm

7 Wonders — Sat 9 pm

A card development game. Some cards have immediate effects, while others provide bonuses or upgrades later in the game. Some cards provide discounts on future purchases, while others provide military strength or victory points.

7 Wonders: Armada — Sat 10 pm

The horizon is now within reach, your armada waits only on you to go conquer the seas! On board your ships, discover faraway isles, trade with remote cities, and equip your fleets to prepare for the naval conflict to come...

7 Wonders: Leaders — Sun Midnight

Add historical figures to 7 Wonders

Acquire 101 — Sun 3 pm

Acquire: David Woolcott Memorial Tournament — Sun 4 pm

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

Age of Empires III — Sun 6 pm

This worker placement game allows you to take on the role of a colonial power seeking fame, glory, and riches in the New World. You can launch expeditions of discovery, colonize regions, expand your merchant fleet, develop your economy, and, if necessary, declare war.

Agricola 101 — Sat 10 am

Agricola — Sun 11 am

1st edition or revised edition TBD based on availability and player interest. In either case, expansions should be used when available. Draft 9, ban list, and compendium will be observed. Ties: most resources (-guilds), then seating 4-3-1-2.

Alien Frontiers 101 — Fri 2 pm

Alien Frontiers — Fri 3 pm

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

Anachrony 101 — Fri 9 pm

Anachrony — Sat 11 am

Features a two-tiered worker placement system. To travel to the Capital or venture out to the devastated areas for resources, players need not only various specialists but also Exosuits to protect and enhance them — and both are in short supply.

Antike II — Fri 6 pm

A super quick paced and streamlined civ game of empire building and conflict by designer Mac Gerdts of Concordia fame, etc. Features Gerdts's signature rondel action system and is one of the best high player count big games out there!

Ark Nova 101 — Sat 10 am

Ark Nova 2nd Round — Sat 3 pm

If there are more than 16 players in the qualifying round, this round will be necessary. If not, the final game will be played on Sunday morning or at a time that the players agree to.

Ark Nova Final — Sun 10 am

The final round will be played at this time or at a time the players agree to after the Saturday Qualifier.

Ark Nova Qualifier — Sat 11 am

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

A Study in Emerald 101 — Sun 1 pm

A Study in Emerald — Sun 2 pm

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

Azul 101 — Sun 9 am

Azul — Mon 9 am

Get tiles from factories in order to complete sets to install those tiles into the wall of a palace. Just make sure not to drop too many tiles on the floor. The player with the most points at the end of the game wins.

Battlestar Galactica 101 — Fri 5 pm

Battlestar Galactica — Fri 7 pm

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

Blood Moon: Fangs v Fur — Sat 9 am, Sun 1 pm

Strategy based game of Lycans vs Vampires. Players "turn" humans to add to their army. Humans are game AI. Beware! Some humans are killer Demons. Human Hero & Demon Lord can be called by their followers. Meta Progression game. All the fun of Legacy games without the destruction.

Blood Rage — Sat 11 am

Blood Rage with designer Eric M. Lang. Ragnarök has come! Secure your place in Valhalla in epic Viking battles.

Blue Moon City — Sat 9 am

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

Bonfire 101 — Fri 3 pm

Bonfire — Fri 4 pm

You are a group of gnomes living close to the cities and you need the light of the bonfires. Visit the guardians of light on their holy islands and ask for tasks to prove your good will. For each completed task, they will re-ignite one extinguished bonfire.

Boom-o — Sun 6 pm

Be the last one to have an unexploded bomb, by making others go boom three times.

Board Games

Brass: Birmingham 101 — Fri Noon

Brass: Birmingham — Fri 1 pm

Tells the story of competing entrepreneurs in Birmingham during the industrial revolution, between the years of 1770-1870. Players must develop, build, and establish their industries and network, in an effort to exploit low or high market demands.

Builders of Blankenburg: Fields & Flocks — Sun 4 pm

Build up the town of Blankenburg to earn prestige, but you must pay attention to the citizens so people will stay at the structures your build. Demo includes the Fields & Flocks expansion, adding new ways to earn income and prestige. Bidding, Resource Management, Worker Placement

Can't Stop — Sun 11 pm

The classic press your luck dice rolling game.

Cartographers Heroes 101 — Sat 9 pm

Cartographers Heroes — Sat 10 pm

Tournament will be a single round with mixed content from both the original game and Heroes.

Catacombs — Sat 8 pm

Play the role of Vareth the Wizard or Ronan the Chicken Champion as you delve into the catacombs of Phoshar the Dragon to fight monsters, collect treasure, and practice your dexterity skills. Its got dungeon crawling and flicking!

Catan 101 — Fri 4 pm

Catan — Fri 5 pm

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

Catan: Cities and Knights — Sat 11 am

Adds several new aspects to Settlers of Catan but the two major ones are creating knights to protect the land from invading barbarians and building city improvements that confer benefits upon that city's owner. Adds tactical complexity to the game and game length.

Category 5 — Mon 3 pm

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

Climate Cooldown — Fri 8 pm, Sat 9 pm

A cooperative board game to save the planet. Challenge global disasters and the impact from regional emissions with climate solutions along with the objectives to divest from fossil fuels, heal the land and oceans and bring down carbon emissions before the planet gets heated!!

Coloretto — Fri 4 pm

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

Colosseum — Fri 11 pm

Each player is a Roman impresario producing great spectacles in their arena in the hopes of attracting the most spectators. They will need to improve their arena, find the best performers, lure the Emperor and his nobles, and manage assets for long-term success.

Cosmic Frog 101 — Sun 4 pm

Cosmic Frog — Sun 5 pm

Might be the wildest themed game you'll ever play! As two mile high space frogs you've been created to salvage remnants of the old world in your gullets and bring them back to your space vaults. Along the way you'll be punching your opponents into other dimensions!

Cyberscape — Sat 9 pm

Deck building and worker placement set in a dystopian world. Players are thrown into a simulated reality that is on a time loop. Think Groundhog's Day meets The Matrix. Cards in your deck represent your workers and action spaces will open up based on player decisions.

Dexterity Fest! — Sat 6 pm

Come play a variety of fun dexterity games when you want a change of pace from the brain burning strategy games.

Featuring: Loopin' Louie, Klask, Crash Octopus, Rhino Hero, For Science and more! Feel free to bring along your own favorite dexterity game too!

Dominant Species: Marine 101 — Fri 1 pm

Dominant Species: Marine — Fri 2 pm

A great ice age has ended. With massive warming altering the globe, another titanic struggle for supremacy has unwittingly commenced between the varying animal species.

Dominion — Sat 2 pm

You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams! You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion!

Don't L.L.A.M.A. — Fri 8 pm

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

Dorfromantik: The Board Game — Sat 2 pm

Lay hexagonal tiles to create a beautiful landscape and score the most points using a very small set of rules. Unlock new ways to score over several games in a fully replayable "campaign." This is a very relaxed experience, and you can be as laid back or analytical as you want.

Dream Factory — Sun 9 am

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

Dune Imperium — Mon 11 am

The Great Houses of the Landsraad compete for control of Dune, the desert planet.

Dungeon Petz 101 — Sun 7 pm

Dungeon Petz — Sun 8 pm

Raise monstrous pets and sell them to demanding Dungeon Lords for fame and fortune. Come play the heavy worker placement game by Vlaada Chvatil.

Dungeons & Dragons : Trials of Tempus 101 — Fri 8 pm

Dungeons & Dragons : Trials of Tempus — Fri 9 pm

Wizkids' newly released Dungeons & Dragons: Trials of Tempus is a co-operative, team-based game for 2-8 players in which rival parties of heroic adventurers battle to prove their worth and mettle in the ever-changing Battlerealm of Tempus, God of War!

Eclipse: Second Dawn for the Galaxy 101 — Fri 3 pm

Eclipse: Second Dawn for the Galaxy — Fri 8 pm

A 4X game where players will command a human or alien species that explores, expands, exploits, and exterminates their way to victory. Explore new star systems, research technologies, and build spaceships with which to wage war.

Board Games

Empyrean: Spells & Steam 101 — Sat 7 pm

Empyrean: Spells & Steam — Sat 8 pm

Use your ingenuity and the skill of your team of technomancers to cross the continent of Indines while connecting towns and building a vibrant trade network. Research new spells as you carve a path through the treacherous terrain of the continent.

Encyclopedia 101 — Fri 2 pm

Encyclopedia — Fri 3 pm

A game where players are researchers collecting animal specimens to research and then publish the findings. Come see if you can become the most famous researcher.

Everdell — Sun 3 pm

The time has come for new territories to be settled and new cities established. You will be the leader of a group of critters intent on just such a task. There are buildings to construct, lively characters to meet, events to host—you have a busy year ahead of yourself.

Fireball Island — Sat 7 pm

You have adventured to Fireball Island where a powerful jewel is guarded by the wrathful Vul-kar. Jump across bridges, run through tunnels and evade fireballs in this classic from 1986.

Flamecraft 101 — Fri 1 pm

Flight of Icarus — Sat 4 pm

Don't fly too close to the sun! Become Icarus and craft your wings, then attempt a daring flight across the Aegean sea. Only with careful preparation and clever flight will your journey be a success. Features Card Drafting, Tactical Movement, and Take-that mechanics.

Foster the Roster: The Band Name Game — Sun Noon

Players use hand-written suggestions from others to create band names to fill the roster of their music festival. The player(s) who sells the most tickets wins. The dry-erase presentation of the game offers high replay value.

Francis Drake — Sat 7 pm

This is a beautiful older game of blind bidding and set collection. There are not enough resources to go around, it is up to you to choose the most lucrative locations to explore.

Ghost Blitz — Sat 11 am

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

Gloomhaven 101 — Sun 6 pm

Great Western Trail — Mon Noon

America in the 19th century: You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points.

Icetool + Icetool 2 — Sat 5 pm

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

Ingenious — Sun 9 pm

Classic abstract color-matching tile-placement game, Easy + fun.

Kingdom Builder 101 — Sat 6 pm

Kingdom Builder — Sat 7 pm

Use special placement rules and variable scoring goals to build the best kingdom

King of Tokyo — Sat 10 pm

Tokyo is under attack! Choose a monster and go rampaging through downtown! Use your special abilities to spread mayhem while gaining points! But watch out! Other monsters lurk nearby, ready to claim your throne should you falter!

Kingsburg 101 — Sat 1 pm

Kingsburg — Sat 2 pm

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

Last Days of Athobrae — Sat 11 am, Sun 1 pm

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

Legends of Luche Libre — Sat 5 pm, Sun 2 pm

A deck building card based worker placement board game where you obtain resources, build your wrestlers persona, increase your fame, gain area influence, and WRESTLE!!!

Liar's Dice — Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die, if they were not the challenger.

Lords of Waterdeep 101 — Sun 5 pm

Lords of Waterdeep — Sun 6 pm

Worker placement based on D&D.

Machi Koro — Fri 9 pm

Develop a city, complete with impressive landmarks, as the Mayor of Machi Koro. Build your city, earn money and build all of your landmarks before everyone else. Easy and fun dice based engine building game.

Massive Darkness 2: Hellscape — Sun 1 pm

Take the fight to the demons in this cooperative tactical dungeon crawler with highly disparate mechanics for each of its character classes.

Meadow 101 — Sun Noon

Meadow — Sun 1 pm

A tableaux building game where you draft cards from a shared board to gain points and icons to build other cards. Whose meadow will be the most attractive and vibrant after all rounds?

Monster Factory — Sun Noon

Complete the biggest monster and have the rest of your completed monsters have the most eyes to win.

Nemesis 101 — Sat 1 pm

Nemesis — Sat 2 pm

You awaken on the starship Nemesis, cold and suffering the amnesiac effects of cryo-sleep, and there's *something* on the ship with you. Can you survive while achieving your goals?

Nemesis: Aftermath — Sat 7 pm

The derelict starship Nemesis drifts through the cold expanse of space- and now your crew has been sent to find out *what* happened. Can you survive this investigation and learn what happened to the crew?

Nexus Ops — Fri 8 pm

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

No Thanks! — Fri 1 pm

Each turn there are two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Each table plays 3 games for a total score.

Board Games

Nuclear War — Mon 1 pm

Satirical game in which each player represents a “major world power” and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons. Strategicon Rule: If the World is Destroyed... ALL PLAYERS LOSE (no winner)!

Oath: Chronicles of Empire and Exile 101 — Sat 5 pm

Oath: Chronicles of Empire and Exile — Sat 6 pm

Play as the Empire or as one of its many enemies fighting against its control. Explore, negotiate, and battle your way to victory in this political strategy game by Leder Games.

One Letter Better — Sat 1 pm, Sun 9 am

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

Orléans — Fri 9 pm

Recruit followers and put them to work making use of their abilities. Farmers and Boatmen supply you with money and goods. Knights expand your actions and secure your mercantile expeditions. Craftsmen build trading stations and tools to facilitate work.

Perpetual Motion Machine — Mon 1 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 — Mon 11 am

The classic rummy card game where players compete to be the first to finish completing all ten phases in order. Phases include combinations of one more groups of sequential numbers, a certain number, or a color.

Photosynthesis — Sat 5 pm

The game that supports flat-earth theory! The sun shines brightly on the forest canopy, and the trees use this energy to grow and develop their beautiful foliage. Sow your trees wisely and watch as the shadows of your trees slow your opponents down.

Point Salad — Fri Noon

Gather up the ingredients for your Point Salad in this quick open drafting game.

Poker: Texas Hold-Em — Sat 9 pm

Standard Texas Hold-Em Poker. Poker played with two hole cards per player, and 5 community cards, to create the best poker hand. Playing with chips only no real money. Tournament will end with the top three players getting a ribbon.

Power Grid 101 — Fri 5 pm

Power Grid — Sun 2 pm

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

Power Grid World Tour: China — Fri 7 pm

The China map has rules for the planned economy in China – power plants come out in ascending order during step 1 and step 2.

Power Grid World Tour: Europe — Mon 9 am

Power Grid World Tour: North America — Sun 7 pm

Europe/North America is a pair of expansion maps for Power Grid that has revamped the PG Deluxe maps to work with the original or Recharged base games. Due to their special size, these two maps both have seven regions.

Power Grid World Tour: Korea — Sat 7 pm

The Korea map comes with two separate resource markets (North/South).

Power Rangers: Heroes of the Grid — Sun 9 am

Ay yi yi! Lord Zedd and his monsters are attacking Angel Grove. We need to assemble a team of teenagers with attitude. Take control of a Mighty Morphin Power Ranger, and battle Zedd's forces in 4 iconic locations. Play with my hand-painted minis for added visual excitement!

Proliferation the Game of Nuclear Strategy — Fri Noon

Build your country's economy, engage in diplomacy, conduct secret missions, and sabotage adversaries, all while stockpiling nuclear weapons to ensure that your country is the most powerful on Earth - or at least the last one standing. Plays in app. 90 min.

Puerto Rico 101 — Sun 4 pm

Puerto Rico — Sun 5 pm

In this classic game, players assume the roles of colonial governors on Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World and by constructing buildings.

Quatermain — Sat 11 am

Take on the role of the greatest marksman to ever live as you seek your fortune in turn of the century Africa. You must balance your wealth and allies in order to win. This deck building adventure game also features a unique, dual-market system and strategic hunting phase.

Quirkle — Sat Noon

Place blocks in a line matching color or shape of the adjacent block(s). Score points based on number of unique blocks in each line to block adds to.

Ra 101 — Sun 11 am

Ra — Sun Noon

Bid to acquire the most valuable sets of Egyptian artifacts and resources in this auction and set-collection classic from Reiner Knizia.

Raccoon Tycoon 101 — Sun 4 pm

Raccoon Tycoon — Sun 5 pm

Build railroads, towns and goods to become the most prodigious critter in Astoria in this quick, but oh so dramatic auction game.

Res Arcana 101 — Fri 7 pm

Res Arcana — Fri 9 pm

Choose your mage, gather essences, craft unique artifacts, and use them to summon dragons, conquer places of power, and achieve victory! Deck builder (Deck shuffler) and resource management, race game.

Roll for the Galaxy — Fri 4 pm

Roll for the Galaxy: Rivalry — Fri 7 pm

Roll and manipulate your dice to determine how you will build your space civilization in this dice-based follow up to Race for the Galaxy.

Root 101 — Sat 2 pm, Sun 10 am

Root — Sat 3 pm, 8 pm, Sun 11 am

A game of adventure and war in which 2 to 4 players battle for control of a vast wilderness. We'll be using only the core 4 factions.

Saboteur — Fri 7 pm

You're digging for gold in the shadowy maze of a mine, when suddenly a pickaxe shatters your lamp and everything goes dark. The Saboteur has struck again. . . But who is the Saboteur? Can you and your fellow miners build a path to the gold, or will the saboteurs ruin it all?

Board Games

Sabika 101 — Sun 3 pm

Sabika — Sun 4 pm

Play the role of one of the Nasrid nobles who contributed to the construction of the towers, gardens, and palaces of this ancient monument. In addition to this honorable task, you have to establish trade routes through Europe and the Maghreb.

Samurai 2199 — Fri 10 pm

A worker placement area control game set in the dystopian future of Japan. Each player is one of the six top Yakuza bosses vying for control of Japan. This game includes deck building, card combat, gambling, resource management and end game point salad.

Shogun No Katana — Fri Noon

Choose which swords to make from among the Diamyo. Collect resources, use artist to create decorated swords, use family members at the palace for special favors.

Small World — Sat 10 pm

Players vie for conquest and control of a world that is simply too small to accommodate them all. A zany cast of characters such as halflings, wizards, amazons, and mermen occupy territory and conquer adjacent lands to gain money/vp's.

Sorterer City 101 — Fri 1 pm

Sorterer City — Fri 2 pm

As a city building wizard, you have two minutes to place your tiles and build a magical city to produce resources. But beware! Monsters are lurking in your city any may disrupt your plans. A tile placing/deck building game where players compete for resources and victory points.

Space Base 101 — Sat Noon

Space Base — Sat 1 pm

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

Spirit Island 101 — Sun 3 pm

Spirit Island — Sun 5 pm

Island Spirits join forces using elemental powers to defend their home from invaders.

Splendor 101 — Sun Noon

Splendor — Sun 1 pm

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

Spyfall — Sun 8 pm

All agents have been given a secret location and it is their goal to find out who the other agents are. But watch out. You don't want to let the spy know where the location is. A simple social deduction game that takes only ten minutes to play!

Squirrels — Sun 11 am

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

Stadium: A Sport Odyssey — Fri 5 pm, Sat 1 pm

Become a revered coach in a dark sci-fi future where victory is in the cards. Assemble your team, construct your playbooks, and hit the field in this intense competitive two-player collectible card-board game based on American football rules.

Stadium: A Sport Odyssey 101 — Sun Noon

Stadium: A Sport Odyssey — Sun 2 pm

It all led up to this! The first annual SASOBOWL tournament. Unranked coaches will play an early qualifier round (to half-time) to advance to full single-elimination games against ranked players. The final winner will be rewarded and recognized as the SASO season one champion.

Star Trek: Ascendancy — Sat Noon, Sun 1 pm

Boldly go where no one has gone before! Command Federation, Klingon, Romulan, Ferengi or Cardassian empires, culture, technology, research and upgrades. Explore space, planets, civilizations, phenomena, trade and the inevitable conflict. Your civilizations fate is in your hands.

Stockpile — Fri 8 pm

Stockpile is a bidding game, that centers on the idea that nobody knows everything about the stock market, but everyone does know something. In the game, this philosophy manifests in two ways: insider information and the stockpile.

Stone Age 101 — Sun 9 am

Stone Age — Sun 10 am

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

Super Mega Lucky Box — Mon Noon

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

Talisman 101 — Sat Noon

Talisman — Sat 1 pm

Includes Star Wars, Basic, Batman, Harry Potter. Prophetess uses one power. Basic applies to expansions that might be used. Fourth edition, rev. will be used,

Teotihuacan: City of Gods 101 — Sat 4 pm

Teotihuacan: City of Gods — Sat 5 pm

Each player commands a force of worker dice, which grow in strength with every move. On your turn, you move a worker around a modular board, always choosing one of two areas of the location tile you land on. Ascend workers and build the pyramid!

Terraforming Mars 101 — Sun 10 am

Terraforming Mars — Sun 11 am

Classic engine-building in which players control interplanetary corporations with the goal of making Mars habitable (and profitable), by investing in and playing project cards to directly or indirectly contribute to terraforming it.

Terraforming Mars: Ares Expedition — Sun 10 pm

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

The Acts — Sun 11 am

Take on the role of disciples in the early church. Starting in Judea, spread throughout the Roman Empire as you add believers. Each turn you can preach, pray, plant churches, write letters, disciple others, and perform mighty miracles. Features Worker Placement mechanics.

The Castles of Burgundy 101 — Fri 5 pm

The Castles of Burgundy — Fri 6 pm

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

The Crew: Mission Deep Sea — Sun 2 pm

This is a cooperative trick taking game where each team will have certain goals to accomplish in order to win the hand. One hand should take about 5-10 minutes to play.

Board Games

The Gallerist 101 — Sat 3 pm

The Gallerist — Sat 4 pm

The age of art and capitalism has created a need for a new occupation: The Gallerist. Combining the elements of an Art dealer, museum curator, and Artists' manager, amass a fortune, and stake your reputation by operating a lucrative art gallery in this classic Vital Lacerda game.

The Gauntlet: 7 Wonders — Fri 8 pm

The Gauntlet: Acquire — Sat 8 pm

The Gauntlet: Ark Nova — Sat 10 am

The Gauntlet: Azul — Fri 8 pm

The Gauntlet: Catan — Sat 4 pm

The Gauntlet: Dune: Imperium — Sat 10 am

The Gauntlet: Great Western Trails — Sat 10 am

The Gauntlet: Kingdom Builder — Sat 8 pm

The Gauntlet: Power Grid — Sat 4 pm

The Gauntlet: Ra — Sat 8 pm

The Gauntlet: Splendor — Fri 8 pm

The Gauntlet: Stone Age — Sat 8 pm

The Gauntlet: Terraforming Mars — Sat 10 am

The Gauntlet: The Castles of Burgundy — Sat 4 pm

The Gauntlet: Ticket to Ride — Fri 8 pm

The Gauntlet: Wingspan — Sat 4 pm

The Gauntlet Qualifier: Only 4 players will compete. The winner earns a spot in the Semifinals Sunday morning. Players who have already won a qualifier cannot compete. Extra registrations will be alternates. International B

The Gauntlet: Azul — Sun 10 am

The Gauntlet: Catan — Sun 10 am

The Gauntlet: Ra — Sun 10 am

The Gauntlet: Stone Age — Sun 10 am

The Gauntlet Semifinal: The winner earns a spot in the Finals Sunday afternoon. Players will play a DIFFERENT game than their qualifier. International B

The Gauntlet: Final — Sun 5 pm

Players will play one of the 16 qualifier games, but not a game that any have already won in either the qualifying or semifinal rounds. In order, the final game will be one of the following: Ark Nova, Terraforming Mars, Wingspan, Power Grid, Dune: Imperium.

The Guild of Merchant Explorers — Fri 9 pm

Complete areas on your board, cross the seas to new land, establish new cities on the board, explore capsized ships for treasure, and gain game-breaking special placement capabilities, all in the hopes of creating linked connections between locations to score bonus points!

The Princes of Florence — Sun 10 am

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

The War Game: WORLD WAR II — Fri Noon

Fans call it "Axis & Allies on Steroids". A&A fan favorite, exceptionally playtested and most improvisational of the genre (you have to play the player, not the board). Celebrated qualities: d12, partial retreat, realistic/fun air, sea, "Rommel's" combat rules.

Thurn and Taxis 101 — Fri 2 pm

Thurn and Taxis — Fri 3 pm

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

Ticket to Ride: Africa — Fri 6 pm

T2R using "Land" cards to double track score.

Ticket to Ride and Expansions 101 — Sat 9 am

Ticket to Ride - First Journey — Sat 1 pm

Collect train cards, claim routes on the map and work on connecting the cities on your tickets. First with 6 complete tickets wins. Both US and Europe boards will be available.

Ticket to Ride: India — Sat 3 pm

Basic T2R with only minor changes

Ticket to Ride: Mega Europe — Sun 6 pm

T2R using the 1912 expansion

Ticket to Ride: Mega USA — Sat 10 am

T2R using the 1910 expansion

Ticket to Ride: Mini Games — Fri 2 pm

T2R using 3 small games. Each player will play all 3. Tie breaker will be the number of tickets completed.

Ticket to Ride: Rails and Sails 101 — Sun 2 pm

Ticket to Ride: Rails and Sails — Sun 3 pm

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

Ticket to Ride: Team Asia — Sat 6 pm

The team T2R game. Bring a friend or get paired at the event.

Titan 101 — Sat 9 am

Titan — Sat 10 am

The classic Avalon Hill dice throwing monster Slugathon.

To The Pit — Sat 4 pm

An original game that plays like a mixture of Snakes and Ladders and Munchkin. It has adult humor (recommended ages 16+).

Transeuropa / Transamerica — Sun 8 pm

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

Uno — Sat, Sun Noon

The classic UNO card game, family friendly, great for adults AND kids

Vegas Showdown — Mon 2 pm

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

Vindication 101 — Fri 5 pm

Vindication — Fri 6 pm

Thrown overboard for a life of wretchedness, you wash ashore a hostile island ruins — completely alone with nothing except the breath in your lungs and an undaunted spirit, fighting for the ultimate goal of mastering heroic attributes — and regaining honor.

War of the Ring: The Card Game — Sat 8 pm

Trilogy Scenario. The fate of Middle Earth hangs in the balance in this team-based card-based interpretation of the War of the Ring.

Welcome to... — Sat 9 am

As an architect in Welcome To..., you want to build the best new town in the United States of the 1950s by adding resources to a pool, hiring employees, and more.

Zoo Vadis — Sat 9 pm

The much anticipated Knizia negotiation game has arrived! With a new asymmetrical zoo animals theme and reimagined gameplay, this will be an awesome way to end your night.

Indie New Games

Santa Monica A

Dino Diner — Sun 3 pm

It's survival of the fattest in a prehistoric race to invent the restaurant! But the more you cook, the more attention you draw from ravenous dinosaurs determined to eat your supplies, your customers, or you! This is a gateway-level game of set collection, angst and paranoia.

Dogville — Fri, Sat, Sun 3 pm, 6 pm, Mon 9 am, Noon

A 60-120 min, 2-4 player, worker placement game where you adopt 5 unique dogs, each with varying degrees of skills. Every round another activity option becomes available, where your pack can expend energy for Joy (vp) – including training and dog careers!

Fosteringo - (Sudoku, Deck building, Bingo) — Sat 9 am, 6 pm —

Build and score a pet theme bingo shelter. Casual-Hobby 45 min
A mild strategy simultaneous-play deck building game that combines the familiarity of bingo with pet sheltering. The game begins with a sudoku feel as you race to completing your own Fosteringo board. Game play will continue with pet distribution via chance and luck as you attempt to shelter extra pets by predicting correct outcomes during Foster and Shelter rolls. Extra pets also bring opportunity for trade or block strategies. The game ends when at least half of the players have a bingo to score. High score wins.

From the Shadows — Fri 3 pm, Sat, Sun 9 am, Noon, Mon 9 am

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

Party Games

Catalina B, C, D, Newport B, C

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.

Blood on the Clocktower — Sat 1 pm

Blood on the Clocktower — Sat 4 pm, 11 pm, Sun 1 pm, 10 pm — Bad Moon Rising

Blood on the Clocktower — Sat 10 pm — Garden Party

Blood on the Clocktower — Sat 1 pm — Leeches & Legion

Blood on the Clocktower — Fri 7 pm, 9 pm, Sat Noon, 2 pm, 4 pm, 6 pm, 7 pm, 8 pm, Sun Noon, 2 pm, 4 pm, 8 pm — Trouble Brewing

A game of murder and mystery, lies and logic, deduction and deception for five-to-twenty courageous players and one devious storyteller. Good players share information to solve the mystery whilst evil players lie about who they are and what they know.

Blood on the Clocktower — Sat 4 pm, 10 pm, Sun 1 pm, 10 pm — Custom Script

This is an advanced session using a custom script with experimental roles. Not intended for new characters.

Blood on the Clocktower — Sat 7 pm — Custom Scripts

On The Stroke of Midnight. During a hellish thunderstorm, a scream echoes through the sleepy town of Ravenswood Bluff. The townsfolk rush to investigate and find the beloved local storyteller has been murdered, their body hanging limp from the clocktower. As blood drips onto the cobblestones below, a realisation slowly dawns... a demon has been unleashed, killing by night and taking on human form by day. Can good find the demon in time?

Ice Hotel — Sat 3 pm

Things are heating up, and that's not cool! Lead your pair of perky penguin porters through the formerly frozen floors to rescue all the luggage you can! This is a gateway level game of set-collection with a shrinking board and growing chaos.

Moriarty's Mayhem — Sat, Sun 9 am —

Victorian London Steampunk escape room
Professor Moriarty has kidnapped Sherlock Holmes' assistant, Dr. Watson and it's up to you to help solve the case. All the clues you need are here and time is running out! This is a scaled down, 20-30 minute version of the full escape room we hope to bring to Orcon in February.

Old Mech Donald — Sat 6 pm

Call the shots for recalled bots funding their retirement through farming! Tend to your crops while fighting off alien attacks and pile up that E-I-E-I-Dough! If you enjoy throwing fist-fulls of dice and cursing the outcome, this may be the game for you.

Samurai 2199 (prototype) — Sat 6 pm

A worker placement area control game set in the dystopian future of Japan. Each player is the head of one of the six top Yakuza bosses vying for control of Japan. This game also includes elements of deck building, card combat, gambling, resource management and end game point salad.

Widgets n' Digit\$ — Fri Noon, Sat, Sun 9 am

Players are the CEO of a Widget manufacturer. Starting with \$20 in their pocket they must build their engine and make the most money to win! Strategic investment, silly card upgrades, and stock market gambling abound. Come and play with us! Plays in less than an hour

Blood on the Clocktower — Fri 11 pm — Custom Script TBD

Each month, the Pandemonium Institute releases a new experimental character role for Blood on the Clocktower. We will be playing a custom script that was designed to showcase one of the most recently released roles. Open to all...first-timers are welcome.

Blood on the Clocktower — Sat 7 pm, Sun 4 pm, 7 pm — Sects & Violets

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

Cash 'n Guns Live — Fri, Sat, Sun 7 pm

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

Change My Mind — Sat 3 pm

Explode into ludicrous debates and absurd chaos as you try and have the last word! Rank the most ridiculous categories you never thought you'd rank! Use your voice to change the minds of players and have them second guess their rankings.

Party Games

Funemployed — Sun 1 pm

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

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

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

Punderdome — Sat 11 pm

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

Skip Bo — Sat 1 pm

In this timeless card game, 2-6 players lay cards onto piles in ascending order, much like Solitaire. Unlike Solitaire, though, players race to see who can run out of cards first.

Social deduction party game — Fri 2 pm, 6 pm, 8 pm, 10 pm,

Sat 2 pm, 4 pm, 6 pm, Sun Noon, 2 pm, 4 pm, 6 pm

Similar to Werewolf, but with no need for moderator or night phase. Burn the Witch divides players into two factions: zealots and witch sympathizers. Player have multiple lives and represent houses, comprised of two to four villagers, and seek to advance their faction's cause.

SQUID GAME — Sun Noon

Based on the hit TV show! You are invited to a mysterious game of survival. Face challenges and best your oponents to be the survivor and win the prize. This is a live action game but you will not have to run and you will not be killed.

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

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

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

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

Family Games

Catalina A (Family Area)

For Gateway 2023, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department's designated space. Please check the schedule or with the respective department HQ! Some of the sign-up sheets for these games will be in Catalina A.

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

Kids Only

Board & Card Games

Monster Factory, Qwirkle, Ticket to Ride - First Journey

Miniatures

Fuzzy Heroes - Ladybug & Cat Noir

Video Games

Pinball TMNT Special Small Tournament

Family

Board & Card Games

Boom-o, Don't L.L.A.M.A., Fosteringo Prototype (2), Ghost Blitz, Icecool + Icecool 2 Sponsored Small Tournament, Ice Hotel Playtest, King of Tokyo Small Tournament, Phase 10, Squarrels, Transeuropa/Transamerica, Widgets n' Digit\$ Demo (3)

Ultimate Werewolf — Sat 3 am — Favorites

3am games are back on the menu! As you sign in, give me the names of two roles from the game box (base set + Hunting Party): one role with a positive point value, and another role with a negative point value. I will guarantee you one of those two roles you have picked.

Ultimate Werewolf — Fri, Sat, Sun 9 pm — (Hunter, Witch, Seer)

A beginner-friendly introduction to the social deduction phenomenon that is Ultimate Werewolf. Hunter, Witch, and Seer are known village roles with 0-2 more anonymous roles depending on player count for balance.

Ultimate Werewolf — Sun 3 am — Team Favorites

As you sign in, give me the names of two roles from the game box (base set + Hunting Party): one role with a positive point value, and another role with a negative point value. Afterwards, I will deal cards- the color of your card determines which role of yours I'll pick.

Ultimate Werewolf Extreme — Sat, Sun, Mon Midnight

We'll be using cards from Werewolf Extreme to supplement role distribution. For player experience and my own sanity, there'll be a limit on how many new cards we will be throwing into the fray at once.

Ultimate Werewolf Extreme — Mon 3 am — Favorites

A game of Favorites, now with Extreme cards! As you sign in, give me the names of two roles from the game box (base set, Hunting Party, and Extreme): one role with a positive point value, and another role with a negative point value. I will guarantee you one of those two roles.

Wits and Wagers — Sat 9 pm

Come play this version of party game classic Wits & Wagers with a fancy, oversized mat and additional ways to bet! It's Vegas, baby! Dealer dollars to be awarded! Bet on the guess to a trivia question that is closest to the correct answer and win. It's that simple!

You Can't Be Sirious! — Sat 4 pm, Sun 5 pm

RHODA & Stad test players to see how clever they are coming up with prompts to get smart devices to respond how they want to. Every word counts in this original game show where wrong answers can still win big (with ACTUAL PRIZES)!

Miniatures

Clay-O-Rama - Hot Potatoes, Clay-O-Rama - Kaiju Wars, Formula De Super-Incredisized Spectacular Long Beach Gran Prix Medium Tournament, Gaslands: Superlative Plumber Carts! (4), Marvel Crisis Protocol - Ultimate Encounter Separation Anxiety! Medium Tournament

RPGs

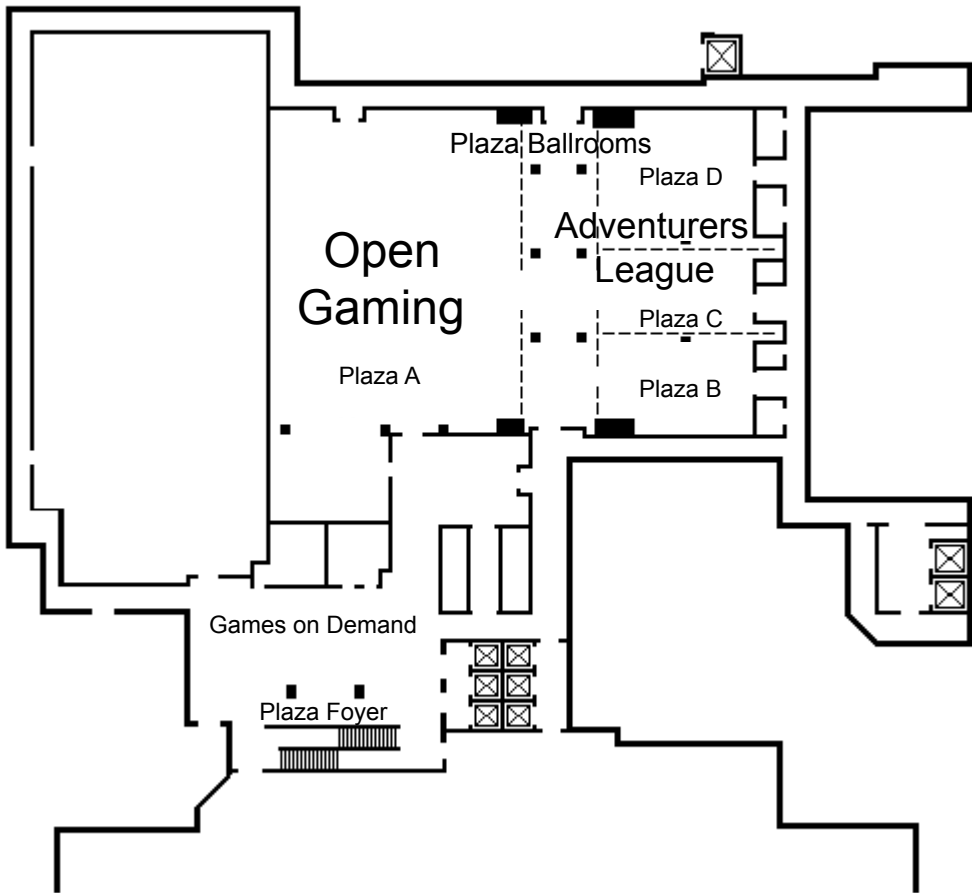
Hero System - PS238: All Your Device Are Belong To Us, Lasers & Feelings (Pugmire Hack) Briney Pug's Legacy, RPG Indie Games on Demand (Kids Ed)

General

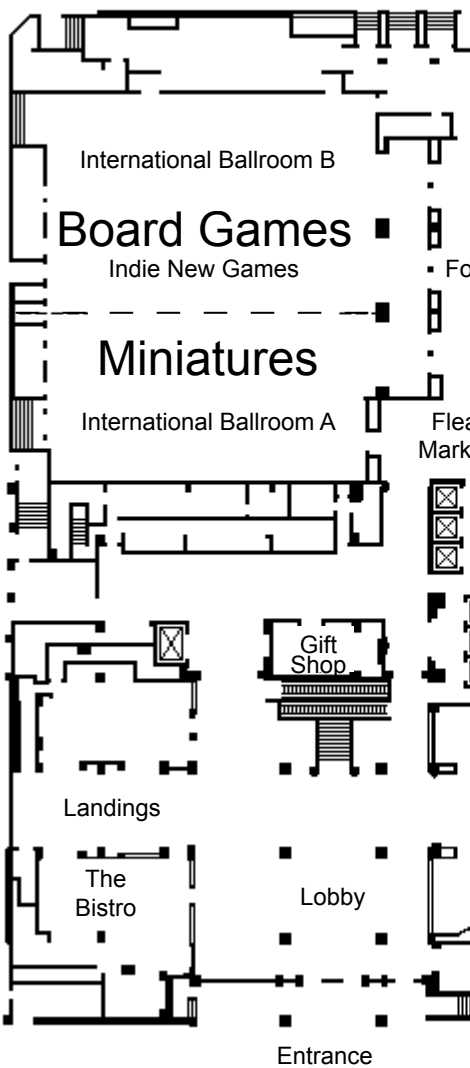
Face Painting (3), Trials of the Ascendant - A Saber Martial Arts Foundation (2)

Gateway 2023 Maps

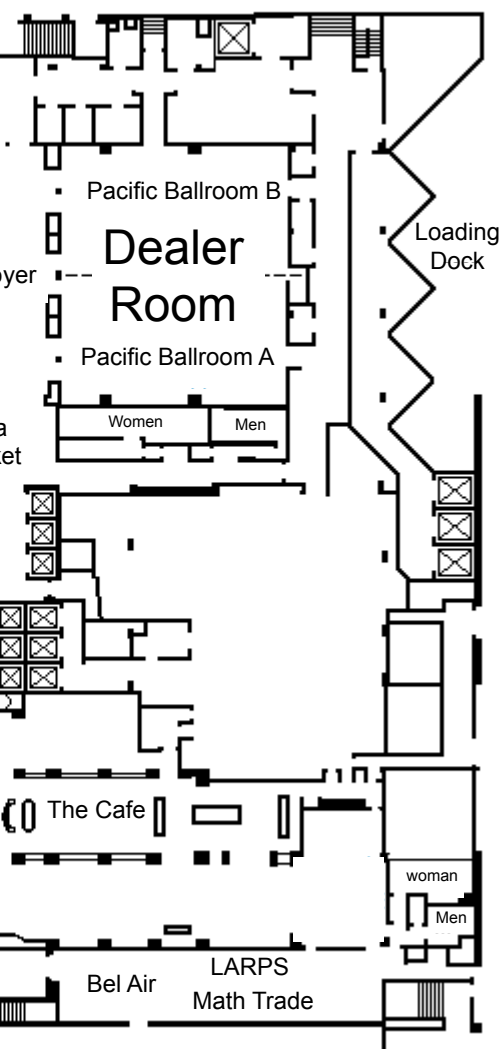
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



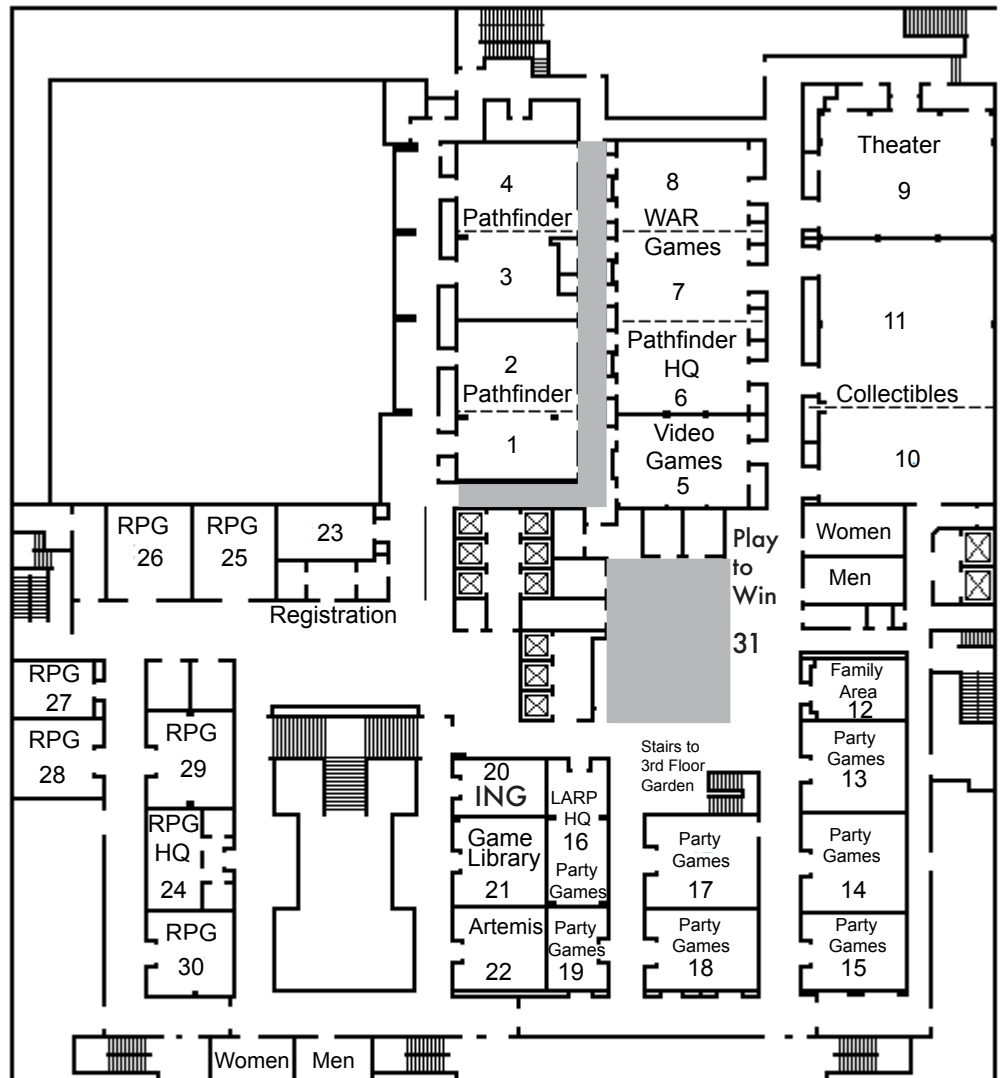
HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL



PORT - LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|------------------|--------------------|--------------------------|
| 1. Century A | 12. Catalina A | 23. Executive Boardroom |
| 2. Century B | 13. Catalina B | 24. Chairman's Boardroom |
| 3. Century C | 14. Catalina C | 25. San Lorenzo A |
| 4. Century D | 15. Catalina D | 26. San Lorenzo B |
| 5. Marina | 16. Newport A | 27. San Lorenzo C |
| 6. Los Angeles A | 17. Newport B | 28. San Lorenzo D |
| 7. Los Angeles B | 18. Newport C | 29. San Lorenzo E |
| 8. Los Angeles C | 19. Newport D | 30. San Lorenzo F |
| 9. Carmel | 20. Santa Monica A | 31. East Foyer |
| 10. La Jolla A | 21. Santa Monica B | |
| 11. La Jolla B | 22. Santa Monica C | |

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

Collectibles

La Jolla

Gaming 101

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

Ascension — Sat, Sun 11 am

GM: George Carceres

A deck-building head-to-head card game for up to 4 players. Sets used will be determined at time of event. Depending on participants, first and second place from each game will progress to the final round.

Cascadia — Fri 8 pm

GM: John Borders

Create the most harmonious ecosystem as you puzzle together habitats and wildlife. Event is upstairs. 2 round event. Bring a copy of the game if you have it.

Clank Catacombs with Adventuring Party/Upper Management —

Fri 6 pm, Sun Noon

GM: John Borders

2 round event. If you have a copy of Catacombs and either Adventuring Party or Upper Management pack, please bring it. I will be limiting tables to 4 max each.

Clash Royale — Sat 2 pm — Mobile-Strategic-Placement-Con 1v1

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

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

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

Dice Masters 101 — Sun 11 am — Draft

Dice Masters — Sun Noon — Casual Draft

GM: Andres Fresquez

I will bring some of my best cards from most of the collections. Max dice and rainbow draft with blind basic action cards. Games will be to 20 points. Feel free to bring a PreBuilt team to try afterwards.

Flamme Rouge with Peloton — Sat 7 pm, Sun 3 pm

GM: John Borders

2 round event. If you have a copy of Flamme Rouge and the Peloton Expansion, please bring it.

Gamer Game Show — Sat 3 pm — Family Feud Gamer Edition

Join us for an entertaining afternoon on Strategicon's #1 game show "Gamer Game Show." We ask teams game related questions ala family feud to see which team will be victorious!

Grimpath 101 — Sat 11 am

Grimpath 101 — Sun 11 am — TCG & Wargame

GM: Dave Grimdave

Set in a dark and expansive fantasy universe, Grimpath is a collectable trading card game where two or more players face off against each other with a deck building combat system designed around tactical miniature wargaming. Available any time, all are welcome.

Isle of Cats with Late Arrivals — Sat 3 pm

GM: John Borders

2 round event. If you have a copy of Isle of Cats and the late arrivals expansion, please bring it.

Lorcana — Sat 4 pm — Pre-Constructed Meet-Up

GM: Brandon Weiss

Does your inner Disney fanatic need an outlet to gather more Lore than everyone else? Are you as stupidly excited for this new game as we are? Is your whole deck proxies? This event will allow for casual play using any cards- proxies included! There are no prizes for this event.

Lord of the Rings LCG — Sat 10 am

GM: Robert Reeley

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

Lost Ruins of Aranak with Expedition Leaders — Sun 9 am

GM: John Borders

Explore an island to find resources and discover the lost ruins of Aranak. Up to 2 rounds(winner advances). Bid points for character choice. Bring a copy of Lost Ruins as well as Expedition Leaders if you have it.

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

Casual: Planechase Capture The Flag

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this multiplayer variant. This is a casual multiplayer event using modified Planechase rules.

Magic: the Gathering — Sun 1 pm — Chaos Draft

Yeah, you heard that right. Chaos draft. Any and all sets available. Think you can build a winning deck from the entire Magic library? Here's your chance to show it. Space is limited to 10 people.

Magic: the Gathering — Fri 3 pm, 5 pm, Sat 3 pm, Mon 11 am — Commander Open

GM: Women of Gaming

EDH Format for two to four players. Pre-constructed decks, no proxies. Single round elimination.

Magic: the Gathering — Sat Noon — Commander: Pods

GM: Josh Badger

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

Event ran using the Magic Companion App, app sign-up is not mandatory.

Magic: the Gathering —

Sat, Noon, 5 pm, Sun Noon, 5 pm, 10 pm —

Commander: Pods

GM: Josh Badger/Dae Kim (Sun 10 pm)

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

Event ran using the Magic Companion App, app sign-up is not mandatory.

Magic: The Gathering — Sat 11 am, Sun 4 pm — Co-op: Horde

GM: Michael Arsollon

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

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

GM: Melissa Weiss

The Strategicon perennial favorite Magic: the Gathering format returns. Bring your own pre-constructed Pauper (Commons *only*) deck and face off against every opponent with a deck as limited as yours.

Collectibles

Magic: the Gathering — Fri 10 pm, Sat, Sun 7 pm —

Wilds of Eldraine Comander Sealed

GM: Dae Kim

8 pack sealed! Winner of each pod receives 1 Booster pack. \$40 Entry fee. *Event ran using the Magic Companion App*, app sign-up is not mandatory.

Magic: the Gathering — Fri 8 pm, Sat, Sun 2 pm —

Wilds of Eldraine Prerelease

GM: Josh Badger

Booster Pack prizing. \$35 Entry fee. *Event ran using the Magic Companion App*, app sign-up is not mandatory.

Marvel Champions 101 — Sun 9 am

Marvel Champions — Sun 10 am

GM: Robert Reeley

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

Pokemon — Sat, Sun 10 am

GM: Charles Watson

Bring a pre-constructed Pokemon deck to battle it out with other trainers and prove that you're the best there ever was. All sets allowable, banned cards disallowed. Gotta catch 'em all!

Star Wars Miniatures — Sun Noon — Sealed Booster

GM: Mel Campbell

Sealed Booster Draft Tournament for Virtual Set # 24, "Path to Victory" with the 6 card mini set "Jedi Fallen Order", and Virtual Set #25, "Conquest and Rebellion" with the 12 card mini set "Kenobi". Each participant will receive 2 full sets of 30 cards and 42 cards, plus 2 mini sets of 6 cards and 12 cards and 2 random booster sheets, to make a 200pt team. Will consist of 3-4 swiss rounds. GM will provide minis and maps to borrow.

Takenoko — Sat 4 pm

GM: John Borders

Carefully cultivate a bamboo garden with the help of a gardener and a hungry panda. Event is upstairs. 2 round event. Bring a copy of the game if you have it.

Terraforming Mars Ares Expedition with Discovery Expansion — Sun 5 pm

GM: John Borders

2 round event. If you have a copy of Terraforming Mars Ares expedition with Discovery Expansion, please bring it.

The Quest for El Dorado — Fri 10 pm

GM: John Borders

2 round event. If you have a copy of Quest for El Dorado, please bring it.

Transformers TCG 101 — Fri Noon, Sat 10 am, Mon 10 am

Transformers TCG — Fri 1 pm, Sat 11 am, Sun 3 pm, Mon 11 am
Join us for a light Transformers Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

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

Yu-Gi-Oh! — Fri, Sat, Sun 1 pm

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

Yu-Gi-Oh! — Fri 3 pm, Sat 4 pm, Sun 3 pm — Advance

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

Yu-Gi-Oh! — Sun 5 pm, 6 pm — Draft

Join us for Yu-Gi-Oh! draft Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! \$20 to enter and you get to keep the cards/packs you draft! Prizes to 1st, 2nd & 3rd place.

Yu-Gi-Oh! — Fri 5 pm — Jeopardy

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



Open Gaming

Plaza Ballroom A

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

LARPs

Bel Air, Newport A, Malibu Gardens, 3103

Arsenic and Lies — Sat 8 pm — Murder Mystery

GM: Ross Cheung

Arsenic & Lies is a 3-hour Murder Mystery LARP for 5-12 players inspired by Downton Abbey and Agatha Christie novels. Rather than being a classical whodunnit, it focuses on the emotions, relationships and secrets of the characters involved solving the murder might be less important to the characters than pursuing their clandestine affairs, arranging marriages of convenience or blackmailing their enemies.

Dead Man's Party — Fri 8 pm — Vampire: The Masquerade

GM: Christopher Jones

The Prince of LA has invited you to a private gathering, but things are rarely so simple and straightforward among the Kindred. Let's see if you can last the night! A Parlor LARP with elements of Murder Mystery and Escape Room, and of course plenty of Intrigue. Using a simplified version of the BNS ruleset and V20 lore, utilizing premade characters.

Endgame — Sun 8 pm — Murder Mystery

GM: Andrew Perrine

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

Fae's Anatomy — Sat, Sun 10 am — Parlor LARP

GM: Rosalia Lopez

"Fae's Anatomy: A Melodramatic Medical Mystery RPG parodies the stories found in procedural medical dramas. Think General Hospital, Grey's Anatomy, or House." Only it's nonsense, because who needs realism? The GM will play the patient, and the players will be the medical team working to diagnose and cure whatever strange illness has infected the patient. The game takes the form of a medical drama, with an opening, personal drama, patient drama and closing. Will you find the cure or die laughing? All genders welcome!

Ghostspeak Academy — Sat 2 pm, 8 pm —

Path of the Ghostspeaker

GM: Joe Landolph (Dr Utopia)

You and your fellows are students at Vastwater Spiritual Academy, studying the ancient art of Ghostspeaking. By allowing spirits to possess you, you will re-live important moments from their past and, perhaps, something of your own history. But take care and keep a watchful eye on each other: some of these spirits may be very disturbed or even dangerous!

Heroes — Fri 8 pm — Parlor LARP

GM: Ross Cheung

Set in East Berlin in the mid-1970s, this LARP covers two groups of people: a group of disaffected East German friends and lovers who meet to talk about crossing the wall into the west, and a group of border guards meant to stop such a crossing. This is a scene-based, character-driven LARP in which you portray the hopes, dreams, and emotions of young East Berliners, some of whom chose to align with the state and some of whom decided on another path.

Isle of Loot — Sat 2 pm — Boffer Showcase

Isle of Loot Continues — Sat 4 pm — Boffer Showcase

GM: Robert Prag

A stalwart band of loyal privateers and adventurers delve into the sprawling, treasure-filled labyrinth below a cursed island in this high energy, combat-based LARP fueled by fighting monsters for honor, glory and fat loot. While this game is absolutely friendly to teens and adults, an ability to follow rules and directions is required to participate. A waiver is required for this event.

Meet n' Greet — Sun Noon — LARP LA

GM: Joe Landolph (Dr Utopia)

We're Joe and Ross, and we're building a freeform larp community! If you've played Path of the Ghostspeaker or Raven Pilots, you've met us before. We'll get to know each other and talk about running, writing and organizing games. Come down to the bar and meet us for lunch!

Overview and Exercises 101 — Sat 11 am — LARP 101

GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers.

Prized Possession — Sun 2 pm — Starship Valkyrie

GM: Robert Prag & Tara Leederman

After victories at Omicron Eridani and LTT 17897, the ERS Valkyrie leads the Star Navy's vanguard into P Epsilon, and must assault a well-defended alien world with a powerful new foe. Starship Valkyrie is a mechanical, rule-based cooperative LARP wherein the players operate the largest and most advanced warships of 2152 AD Earth while fighting off aliens and solving spatial anomalies, with players forming a strictly cooperative force against myriad hazards.

World's Best Dad — Sat 2 pm — Parlor LARP

GM: Amanda Mielke

At the annual neighborhood BBQ, the local dads gather to show off for each other, brag about their kids, and try to best each other in challenges of skill and chance. Points for completing challenges, and most points wins. Costuming encouraged 2 points for coming dressed as your "dad-sona." Pre-gen characters with room for some customization available.



Video Games

Video Games

Marina, Santa Monica C

Artemis Spaceship Bridge Simulator — Fri 6 pm, 7 pm, 8 pm, 9 pm
Sat, Sun 9 am, 10 am, 11 am, Noon, 2 pm, 3 pm, 4 pm, 5 pm,
6 pm, 7 pm, 8 pm, 9 pm

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

Baldur's Gate 3 Character Design Contest — Sat 6 pm

The illithid may have infected your brains, but did they mess up your sense of style? Come and design a character for a fun competition. All participants will receive a small prize.

Injustice 2 #1 - Standard — Sat 8 pm — Injustice 2 #1 - Standard

Injustice 2 #2 - Blackout — Sun 10 pm — Injustice 2 #2 - Blackout
Superman's gone off the deep end, but there are bigger threats looming! Pick your favorite hero or villain, and fight your way to victory. 1v1, Best 2 out of 3, double elimination

Mario Kart 8 Deluxe — Sat 2 pm

Race against several other Mario Kart fans here at Strategicon for a chance to win it all! Content from the DLCs up to Wave 5 included! 2-4 players per match, and four races per match. Players will choose one course per match. (150cc/no COM/normal items)

Starcraft 2 — Sat, Sun 2 pm, 8 pm

Player vs player event. A Blizzard account is needed to play

Street Fighter 6 Open Tournament — Sat 4 pm

It's time to bring your A game for Street Fighter 6! Saturday we'll be playing some friendly matches for a medium sized tournament. Double elimination. Please check out the challenge bracket to read the rules, and sign up there as well with a game name and your badge number.

Sunday Night Street Fighter 6 — Sun 8 pm

This is a small scrimmage for our Sunday fighters to get some practice on! Come down and compete to show you're the best fighter out there! Rules at the Challenge link!

Super Smash Bros Ultimate Blackout — Sun 4 pm

What's a blackout tournament? It's a tournament where you can't just 1 trick, you'll be showing mastery across a variety of characters throughout the tournament! Do you break out your best character earlier on? Do you bank on saving it for last? Join us Sunday to show your skill!

Super Smash Brothers 2v2 — Sat Noon

Prepare your fighters! This Gateway we're looking for both seasoned fighters and newcomers alike to join us for some super smash brothers mayhem! It's primetime! Come join us in the 2v2 tournament in a challenge of teamwork and comradery and get to know your fellow challengers!

TMNT Pinball 101 — Sun 1 pm

Kowabunga, dude! You don't know how to flip the silver ball? That's no problem - we can show you how to achieve Turtle Power. Any age welcome - and if this time isn't good for you, the table is open for the entire convention. Stop in for a quick training session any time!

TMNT Pinball Adults — Sat 10 pm — TMNT Pinball Adults

Adults only, teenagers allowed with limited permission

TMNT Pinball General — Sun 6 pm — TMNT Pinball General

Tournament open to any and all! Bring your A game!

TMNT Pinball Juniors — Sun 2 pm — TMNT Pinball Juniors

Tournament for Juniors (13 and younger). Check the sheet for the other tournaments!

Miniatures

International Ballroom A, Catalina A (Family Area)

Alpha Strike — Fri 6 pm

GM: Francisco Vassallo

Frankograd has fallen. Can it be retaken from the filthy free birthed inner sphere-ares? The comm-center is the lynch pin of the operation. Whoever controls it can call in orbital bombardments onto the planet. Armies will be provided. If you'd like to bring your own, make a list: 150 point forces, Clan invasion era mechs please.

Battlestations 2.0 HUGE! — Fri 6 pm, 8 pm, Sun 1 pm, 3 pm, 6 pm, 8 pm

GM: Jeff Siadek

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

Battlestations - Dirtside — Sat 1 pm, 3 pm, 6 pm, 8 pm —

Dirtside (3X30min Missions)

GM: Jeff Siadek

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

Battletech Alpha Strike — Sat 10 am — Alpha Strike 350

GM: Andrew Krull

Format uses Alpha Strike: Commanders Edition core rules with AS350 Rules for a fast paced, tactical game. Design and build a 350 Point Army capable of achieving mission objectives. Using hexless maps/3D terrain. Armies must adhere to Army Construction rules found in AS350 document. Tournament restriction Era: Jihad. Email Army list to wnrp@wolfsdragons.com, subject: "StrategiCon 2023" 2 weeks prior to event.

Battletech Alpha Strike — Fri 8 pm — Alpha Strike Grinder/AS350
GM: Andrew Krull

Learn the game of Alpha Strike in a unique and exciting format. Play till you are blown out of your mech and come back in a better one. Once we complete the demo of Alpha Strike we will switch gears and talk about the Alpha Strike 350 format developed by Wolfnet Radio Podcast. We will go over aspects of the game down to each individual scenario in preparation for Saturday's tournament.

Battletech and Alpha Strike — Sun 10 am — Grinder

GM: Andrew Krull

Start off with a light mech and as you die, come back in bigger more powerful mechs. We will have both rulesets, Classic and Alpha Strike, side-by-side for your enjoyment. This is an easy come and go type of format so no need to be worried about starting on time or when you have to leave. Come try it out!

Miniatures

Miniatures

Car Wars 6E — Fri 2 pm, Sat Noon, Sat 2 pm, Sun Noon — Arena!

GM: Jessie Foster

A game of the freeways and arenas of the future, where the right of way goes to the biggest guns. Players will use pregenerated armed and armored cars and crew, be taught the rules, and then set loose upon each other. Will your car dominate the arena? - This is an official demo by the Arizona Men In Black.

Chivalry is Dead — Sat 9 am, 11 am, Sun 9 am

GM: Cory Nelson

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

Circus Maximus — Sat 5 pm

GM: Eric Harman

Not giving a flip for over 30 years! Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

Classic Battletech - A Game of Armored Combat —

Fri 6 pm, Sat 10 am, 3 pm, Sun 10 am — Kaiju Invasion

GM: Mario Acuña

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

Clay-O-Rama — Sat 11 am — Hot Potatoes

GM: Harmon J Ward

Claydonians meet for their triannual battle to become the champion. Make a claydonian from Play-doh (which is provided) and go to war. This is a beginner friendly fast paced game of doughy combat. There are glowing power stones all over the battlefield. While a Claydonian wields a power stone their attacks are more powerful, but sometimes these stones explode!

Clay-O-Rama — Sun 11 am — Kaiju Wars

GM: Harmon J Ward

Claydonians meet for their triannual battle to become the champion. Make a claydonian from Play-doh (which is provided) and go to war. This is a beginner friendly fast paced game of doughy combat. The gods of claydonia have summoned the largest and most powerful of all the claydonians to do battle.

Conquest the Last Argument of Kings — Sun 2 pm —

Demo / Free play

GM: Greg Mazourek

All materials will be provided. Come learn a fun and different fantasy army game.

Drum Barracks ACW 15mm — Sat 10 am — Battle of Shiloh, April 6 1862 presented by The San Fernando Wargamers

GM: Stephen Phenow

Sponsored by Drum Barracks ACW Museum in Wilmington, CA. Five divisions of the Union army awaiting arrival of the Army of the Ohio to advance upon the enemy rail center at Corinth, Mississippi. Unknown to them, those 38,000 were about to be attacked by 35,000 Confederates, eager to reverse the tide that saw the loss of Southern territory in Kentucky and Tennessee. This was to be their revenge.

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

GM: David Arvizu

A dark mist blankets Whitby, a small coastal town in Northeast England where the malevolent Count Dracula reigns. Shipwrecked on these haunted shores, you must decipher riddles, recover lost relics, and storm Castle Dracula to break his unholy grip. Played on a 10' x 5' scale model town, can you survive the night of terror? 8th level Pre-gens provided.

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

GM: David Arvizu

The ultimate D&D PVP challenge! Fight to be the sole survivor as you hunt other players in an underground dungeon in this Player vs Player tournament. Create the best character OR monster you can from our rules. Score points for each hit point of damage you inflict. Combat is round-to-round. First Place: \$50 Dealer Dollars. Visit: infxpord.com/pvp for more details. Character creation HELP available 1 hour prior to start.

Fistful of Lead — Fri 7 pm, Sun 10 am — Wild West Shoot Out

GM: Stan Stratton

Do you have what it takes to fend off the outlaws or is it time to take what's yours back from the bank? Easy to learn rules, quick game of shoot 'em up with figures and dice provided. All ages are welcome with adult supervision for players under 13.

Formula De Super-Incredisized Spectacular — Mon 10 am —

Long Beach Gran Prix

GM: John Paiva

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

Fuzzy Heroes — Sun 5 pm — Ladybug & Cat Noir

GM: Victor Bugg

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

Gaslands: Refuelled — Fri 5 pm, Sat Noon — Death Race

GM: Eric Harman

Post-apocalyptic Autoduel racing. Be the first past the finish line or simply the last survivor to win the race

Gaslands: Refuelled! — Fri 4 pm — Gaslands 101: Deathmatch

GM: Eric Harman

Drop-in, Drop-out deathmatch post-apocalyptic autoduel. Pick a car, fight until destroyed. Respawn after death. Most Kills Wins

Gaslands: Superlative Plumber Carts! —

Fri 2 pm, Sat, Sun, Mon 9 am

GM: Adam Hicks

Far away, in the Fungal Duchy, Plumber Carts are the premier form of entertainment! Come race us with us! Custom Game using the Gaslands rules with a few....upgrades!

Guards of Atlantis II — Sat 5 pm

GM: Solomon Chang

In Guards of Atlantis II, each player controls a single hero and uses a hand of cards to move that hero around the game board, employ special abilities, and attack enemies. Defeating enemy minions earns you coins, which are used to buy levels and upgrade your hero. Your goal is to help your "minions" — units that are not directly controlled by the players — reach the enemy base and capture it.

HMGs-PSW Full Thrust Intro — Sun 7 pm — Meeting Engagement

GM: Kenneth Pick

Simple fast-play starship miniatures from Ground Zero Games in the UK. Miniatures and rule cheat sheets provided. The ruleset (Full Thrust 2nd Edition and More Thrust) are out of print but available as PDF downloads from the GZG Website. Three one-hour games, at 7, 8, & 9 PM.

Junk Runners Skirmish — Sat 10 am — Black Friday

GM: David Smith

In a post apocalyptic world, teams of robotic drones fight for scraps of tech and supplies. With limited ammo and drones, the winner will have retrieved the most junk and inflicted the most enemy casualties before their A.I. overlords arrive.

Miniatures

Junk Runners Skirmish — Sat 4 pm — Cannibalize!

GM: David Smith

With manufacturing at a low or prioritized to more essential needs, drone teams are sent to disable enemy gangs and retrieve their wreckage for refits and repairs. Points are only awarded for enemy wrecks carried off.

Junk Runners Skirmish — Sat 1 pm — Hold the Line

GM: David Smith

Opposing teams of robotic drones must repair a disrupter barrier to keep A.I. forces from human settlements while fighting it out to secure the turf for themselves.

Konflikt 47 — Sun Noon — Konflikt of Ideas

GM: Jacob Shober

With rifts crackling open in Europe, strange occurrences have been reported. Your units have been sent to investigate, and prevent any of the enemy from taking control of the new rifts. However, these rifts bring more than wondrous information they bring madness...1000 pts of Bolt Action, PLUS 1-2 infantry and one vehicle from Konflikt 47, not totalling more than 500 pts. Single Generic Reinforced Platoon

Marvel Crisis Protocol — Fri 9 pm

GM: Veero Derkarabetian

Take the roll of a team of superheroes from the Marvel universe and battle among the city streets in a skirmish type setting.

Marvel Crisis Protocol - Ultimate Encounter — Sat 10 am — Separation Anxiety!

GM: Veero Derkarabetian

We will play the free-for-all Separation Anxiety.

Middle-Earth Strategy Battle Game — Sat 2 pm, Sun Noon — Rohan Village Defense

GM: Blake Livesay/Scott Altman

Saruman has sent a band of Uruk-hai warriors to attack a Rohan village. See if a troop of Rohirrim can survive the onslaught. Guests will choose a side and play in this introductory scenario. Everything is provided.

Paint and Take — Sat, Sun 10 am

GM: Robin Parker

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our staff can help you learn all the techniques and tricks to get your minis table ready. No experience required! All materials provided! Open until 5pm Saturday and Sunday. Children under 10 must be supervised.

Paint Contest Judging — Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after 4pm

Rising Sun — Sat 10 am

GM: Solomon Chang

Rising Sun is a board game for 3 to 5 players set in legendary feudal Japan. Players will ally, negotiate, fight, and worship their way into the most victory points each season.

Rubik Puzzle Clinic — Fri Noon

GM: Solomon Chang

Have you ever wanted to learn how to solve a Rubik's Cube? Of any size? This clinic will help teach you. GM will have a limited number of cubes - please bring your own cube, if you can. Join at any time.

Rubik Speed Cubing — Fri 4 pm, Mon 9 am

GM: Solomon Chang

Tournament to declare yourself the fastest able to solve a Rubik's Cube (3x3x3) in the convention. GM will have a limited number of cubes - please bring your own cube, if you can.

Shatterpoint 101 — Fri 6 pm, Sat 9 am

GM: Joseph Vigil

Learn how to play Star Wars Shatterpoint. All materials provided.

Star Wars Legion — Sat Noon

GM: Donald Tseng

3 Rounds, 500pt. skirmish lists on 3x3 - loaner armies available

Star Wars Legion — Sat 7 pm — Escape the Citadel

GM: Francisco Vassallo

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

Team Yankee — Sat 9 am — Californicalation

GM: Kevin Morris

Bring a 125 point list. After the 1st round 25 points will be deducted from the list for each subsequent round. Standard list building and formation "good spirits" rules apply for each round

Twilight Imperium 4th Ed 101 — Fri 7 pm, Sat 9 am

GM: Delwayne Arakaki

This is a learning session of Ti4. If you have wanted to try this game but did not want to devote 8+ hrs for it, then try this learning session of it to see if you'd like it.

Twilight Imperium 4th Edition — Sat 1 pm, Mon 9 am

GM: Delwayne Arakaki

4-8 Players for a game of Galactic Conquest. Space is not flat! Thus we are using my special 3D board for this game. (yes, we are using the Prophecy of Kings Expansion). We could start earlier or end earlier or later depending on players

Twilight Imperium Fourth Edition — Sun 11 am

GM: Solomon Chang

Twilight Imperium is a game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining. Every faction offers a completely different play experience, but only one may sit upon the throne of Mecatol Rex as the new masters of the galaxy.

Warhammer 40K 9th edition — Fri 7 pm — Ironman Tournament

GM: SoCal Crusaders

One last time for 9th Ed. 1000 points, patrol detachment. No Uniques and no Lords of War. Killed models won't be in the next round. 3 games of 4 turns each. Do you have what it takes to be the last man standing? Loaner armies available.

Warhammer 40K 9th edition —

Fri 6 pm — Mega-Apocalypse Deployment

Sat 9 am — Mega-Apocalypse Day 1

Sun 9 am — Mega-Apocalypse Day 2

Come decide the fate of worlds in the 40K universe in the final game of our year long campaign, and the last gasp of 9th edition. Bring everything you have, no limits.

Warhammer Age of Sigmar — Fri 4 pm, Sat Noon —

King of the Hill

GM: Ernest daniel

Welcome to the Age of Sigmar! fight against the forces of evil and reclaim the mortal realms! This game will be 500pt battle between 4 armies fighting for the Hammer of Sigmar to turn the battle or ruin mankind's chance to victory!

Warhammer Age of Sigmar — Sun Noon — Open Play

GM: Ernest daniel

This is open for any scenario, army size, If you want to learn or play the game, you're welcome to come and play (loaner armies will be provided)

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

GM: Luis Alvarez

Let's band together and escape the zombie horde.

Miniatures

Roleplaying

Newport, San Lorenzo, Catalina A (Family Area)

RPGs on Demand

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

A Land Without Fairytales - Civil War — Sat, Sun 9 am — GURPS

GM: Ron Shaw

Due to the actions of previous ASPIRE Teams, the Fae Dominated dimension has experienced a division amongst the Court of the Grey Lords. Those sympathetic to the humans now call on ASPIRE to aid them in staging a coupe to overthrow their diehard tyrannical opponents. Will you advise them? Support them? Or finally keep yourselves out of it?

ALIEN: Evac — Fri 8 pm — ALIEN The Roleplaying Game

GM: Jennifer Wolff

Romashka Outpost has been devastated by the Border Bombers—unknown attackers that have been hitting colonies across the Weyland Isles Sector with a horrifying mutagenic bioweapon. You are part of an elite, multinational squad of marines tasked with responding to Xenomorph threats. Your mission is to get in, rescue anyone still alive, and get out in one piece. But will your Personal Agenda get in the way of survival?

Alien Omen - Lights in the Sky — Fri 8 pm — Forged in the Dark

GM: Moe Poplar

What's that on the scanner? Your lab detected a UAP enter Earth's atmosphere and beeline to Kansas before the power went off. Does someone inside the building not want you to see what's coming? Alien Omen is a FITD Space Horror game.

An Act of Violence — Fri 8 pm — Crescendo of Violence

GM: J-P Spore

Two wives. Two husbands. One cold-blooded murder - and you're in it up to your neck. **Crescendo of Violence is a jazz-soaked neon-noir. Set in the floating wonder of Neo-York in 2090, your heroes will fight their flaws as well as their enemies. Pre-gens will be available, and all supplies will be provided**

Ancient Temple 101 — Sun 7 pm

Ancient Temple — Sun 8 pm —

Dungeons & Dragons : Trials of Tempus

GM: Chris Buskirk

Wizkids' newly released Dungeons & Dragons: Trials of Tempus is a co-operative, team-based game for 2-8 players in which rival parties of heroic adventurers battle to prove their worth and mettle in the ever-changing Battlerealm of Tempus, God of War!

Another Dead Trenchcoat — Sun 8 pm — Blade Runner

GM: Richard Warren

Los Angeles, 2037. The reintegration of Nexus-9 replicants into the economy has not gone smoothly. Few people feel safe working and living around replicants. Human extremist organizations are on the rise—as are radical replicant rights groups. As a Blade Runner, you have kept these factions from breaking into open warfare, but now, it looks like someone has started targeting Blade Runners.

ASPIRE — Fri, Sat, Sun 8 pm — GURPS

GM: Daniel Alvarez

The team find them self trying to stop an outbreak cause by Rogue faction. Three parts.

Briney Pug's Legacy — Sun 2 pm — Lasers and Feelings (Pugmire Hack)

GM: J-P Spore

"Be a good dog. Protect your home. These are the words of the Code of Man." When a renowned pug artisan is robbed, it's up to you to solve the problem! *This is a Pugmire hack of Lasers and Feelings ages 10+ no knowledge of the setting is required. All materials provided.*

D&D Without the D&D: Ravenloft — Sat 2 pm, Sun 8 pm —

Dungeoncaster

GM: Christopher Grey

Rumbling thunder pounds the castle spires. The wind's howling increases as Strahd turns his gaze back to the village. Far below, a party of adventurers has just entered his domain. He knew they were coming, and he knows why they came - all according to his plan. He, the master of Ravenloft, will attend to them. Play this classic 1e adventure using a ruleset that focuses on characters, not initiative order.

D&D Without The D&D: Take Down Strahd! — Mon 9 am —

Dungeoncaster

GM: Christopher Grey

Play a boss fight against Strahd using the Dungeoncaster which is a character-focused cinematic ruleset that focuses on momentum and storytelling, while still keeping all of the rapsallions, dungeon-delving, and dice drama we love. We will be using the 5e Conversion Rules (beta)

Electric Dreams — Fri 8 pm — Blade Runner RPG

GM: Brand Bogard

As a member of the LA force, explore the meaning of memories and face physical, mental and moral challenges.

Elite Guard of the port city Corrinthe — Sat Noon — D&D

GM: Jeremiah Krieger

Small port city Corinth is sandwiched between two large kingdoms. A buffer and neutral ground for trade and diplomacy. High magic event (opener) - city transformed into midsize port, with nicer buildings, and infrastructure. Several residents notice after their arms bear a tattoo, also seen on the City Hall. Should they choose, players can join in elite guard and help Corrinthe's independence and newfound wealth.

For The Queen — Sat Noon, Sat 1 pm, Sun 1 pm —

For The Queen

GM: Sophia Z + Nova G

A card-based story-building game. Choose your queen from many gorgeously varied illustrations - or start from scratch - and use the prompt cards to collaboratively tell a story of love, betrayal, doubt, and devotion. Hosted at Games on Demand where we set you up to play in minutes. If you have not played a collaborative role-playing or story game, this is THE place to start!

RPGs

Gnawing Rot — Sun 9 am — Werewolf the Forsaken, 2nd Edition
GM: Andrew Henkes

Something is rotten in the city of Santa Fe. The local werewolf pack discovers the unusual presence of spirits at a town gathering and signs that the local order is in danger. This story focuses on investigation and confrontation of a threat. This one-shot is open to players of all levels, new players are welcome. Pre-generated characters will be provided.

Hope's Last Day — Sat 8 pm — ALIEN The Roleplaying Game
GM: Jennifer Wolff

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

If I Ever Cease to Love — Sat 9 am —
Savage Worlds: Deadlands Noir

GM: Michael M. Kelly
New Orleans, 1938. The city celebrates Mardi Gras for the first time in nearly a decade. Mystick Krewe of Rex puts on a parade which culminates in the evening's annual bal masqué. But vengeance and dark magic have combined to summon a powerful supernatural evil that threatens all. Private Investigators must find a way to stop its terrifying power before it's too late!

Intro: Chariot of the Gods — Sun 8 pm, Mon 10 am — Alien RPG
GM: Jay, Dr Fugue

The job was routine, the money fair. Then the damn company diverted you to answer a distress call from a ship that disappeared almost 80 years ago — a derelict carrying something bizarre, twisted, and alien. What the ship's frozen crew brought back with them was bad enough — what they themselves were turning into was a bloody nightmare. Add to that an annoying sensor ghost shadowing you in the void, and your stress level is shot.

Introductory Scenario — The Oldenhaller Contract — Fri 2 pm —
Warhammer Fantasy Role Play, 2nd Ed
GM: Jim Zaphiriou

Enter a Grim World of Perilous Adventure! You are one of four provincial wannabe adventurers heading to the big city (Nuln) to seek gold and glory. Do you have what it takes to become heroes of the Old World? Only Sigmar knows! Introductory scenario of the classic WFRP system. Player Characters provided, bring your dice (d100 System), imagination, and an open mind to see what this classic game is all about!

Intro: Last flight of the Red Sword (Sci-fi) — Sun 2 pm —
Index Card RPG

GM: Jay, Dr Fugue
Your WARP SHELL brings you to a derelict Reptoid cruiser, drifting near a dying star. It is the 'Red Sword,' an infamous pirate ship feared in dozens of systems. What happened to its crew? Sometimes evil takes the last form we expect.

Intro: Orvald's Tower — Sat 2 pm — Index Card RPG
GM: Jay, Dr Fugue

Orvald the Wizard lies defeated, and our heroes stand at the pinnacle of his mind-bending spire. Now, a magical maelstrom destroys the incredible structure, and the only escape is down. Prepare yourself for a fast-paced one-shot of ICRPG as you race to escape Orvald's Tower and his final act of revenge!

Intro: The Dark of Gun Powder Fall — Sat, Sun 9 am —
DCC: Wild Frontiers (Cowboys)

GM: Jay, Dr Fugue

Things have gotten plum weird since the events of The Seven Days of Night brought an end to the war, revealing the presence of an evil thicker than the darkest molasses that'd make the Devil himself blush! You can turn tail, or take the fight to the night, and you ain't about to be called yeller!

Intro to Monster's Lair — Sun 2 pm, 8 pm — Monster's Lair
GM: Matthew Tye

In this turn-based, cooperative, rogue-lite TTRPG your goal is to find monsters and destroy them while collecting as much loot as you can.

John Goes to the Zoo — Sun 2 pm — Everyone is John
GM: Michael Grant

You are John, and so is everyone at the table. Everyone is John is a simple role-playing game with little rules. Each player takes control of John and follows his many personalities. His obsessions give points to players, cause general confusion to the public, and laughter for the players. A comedy game not meant for serious people. The points don't really matter either because if we all have fun, we all win.

Kulkut Yet Lives! — Sun 8 pm — Rifts
GM: Zood

Our heroes travel through dimensions of time and space to confront the unknown.

Let Us Build a Tower: A Mythic Bronze-Age Adventure in Babel —
Fri, Sat, Sun 2 pm — Dungeons & Dragons 0e (OD&D)

GM: Caleb Wimble

Journey back thousands of years to a temple-city in the throes of apocalypse. Climb the Tower to Heaven, where a jealous god cursed humanity and cast them down into chaos. Shifting floors of wondrous artifacts, fallen gods, and angelic horrors greet the bold on their ascent to glory. The Throne of Heaven awaits at the top for your taking. Mythic dungeon-crawling with a Bronze Age twist. New players welcome!

Level 1 Adventure — Sun 2 pm — Dungeon Crawl Classics
GM: Judge CRO

Try Dungeon Crawl Classics!! Pre-gen character sheets will be available OR bring a character that survived the funnel on Friday night! In this level 1 adventure, you will experience what has DCC be the fastest growing TTRPG I know. Full of mercurial magic, Luck mechanics, mighty deeds, and gonzo scenarios! Oh, and the gods are fickle here. Be warned. Be ready. Today we Crawl! Dice/rulebooks available to borrow.

Life and Soul — Sun 2 pm — Spire
GM: Chris Czerniak

You are a dark elf. Your home, the towering city of Spire, was occupied by the high elves two hundred years ago. Now, you have joined a secret organization known as the Ministry, a paramilitary cult with a single aim — to overthrow the cruel high elves and restore the drow as the rightful rulers of the city. Your mission is simple, assassinate and make an example of the gun runner Mr Winters.

Maastrichtian Dynasty — Sat 2 pm — To Change
GM: Jennifer Wolff

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

RPGs

Murder on Olympus Tower — Fri 2 pm — 5th Conspiracy

GM: Stephen Koontz

The heir to the Count of San Diego has been murdered during a gala held in the count's magical home. Find the killer among the gods, angels, and monsters in attendance before it's too late. 5th Conspiracy is a character driven urban fantasy tabletop roleplaying game where players explore the power of ideas and what parts of ourselves we're willing to sacrifice for power.

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

GM: Clive Souter and Colin Merritt

An ongoing adventure through dark earth, overland, and ruins. Pregenerated characters are provided. This is an ongoing adventure from previous conventions. Come in any time, leave any time. We play continuously with changing teams.

Not So Fast Billy Ray! — Fri 2 pm — Weird Frontiers (Western Dungeon Crawl Classics)

GM: Andrew Mundi

A LEVEL 2 Cthulhu Wild West Adventure where you can try out the classes of Weird Frontiers: -Bedlamite: Inventor -Calavera: Spirit Talker -Gambler: Card Shark -Gunslinger: Name says it all -Hellbilly: Mountain Man -Luchador: Divine Wrestler -Montebank: Elixir Maker -Mystic Monk: Martial Artist -Occultist: Arcane Researcher -Revelator: Spiritual Healer -Sin Eater: Soul Shepard -Tommyknocker: Revenant See all there!

Patient Zero — Fri, Sat 8 pm — Savage Worlds

GM: Peter Johnston

They call it "Dead City" now—an urban sprawl completely overrun with walking corpses with an insatiable hunger for living flesh. Scientists are scrambling to determine the original cause before containment fails. A team of monstrous heroes needs to recover records from the hospital at ground zero of the outbreak. Who was Patient Zero? Beginners welcome!

Playtest — Sat 9 am — Starscape PBTA

GM: Kimi

A PBTA game that focuses on the ebb and flow of trust and the dynamic relationships that form between a crew as they live the majority of their lives in space. It is a found-family game that is ideal for stories that focus on a small number of main characters who agree on a central goal, such as in Star Trek or Farscape.

Portal Under the Stars — Fri 8 pm — Dungeon Crawl Classics

GM: Michael Grant

Level 0 adventure that takes zeroes to heroes if they survive the journey. Old Man Roberts told of a fantastic tale about a portal opening under the Empty Star in the sky. A place full of riches and dangers, a place he fled. He regretted his cowardliness to be an adventurer. Now that portal opens again after 50 years, and peasants wanting more than their occupation have the opportunity to be true adventurers.

PS238: All Your Device Are Belong To Us — Sat 2 pm — Hero System

GM: Dustin Laurence

Elementary school students. With superpowers. On a field trip to a leading-edge AI lab. Mixed with a class of normals who must not know that they have powers. What could go wrong? "Remember: with great power comes great responsibility to give your children a well-rounded education that maximizes their talents while minimizing property damage." Pregens provided.

Pursuit of Pazuzu: Kingpin Conclusion — Sat 2 pm — Savage Rifts

GM: Cameron Cleveland

Rifts® is a multi-genre role-playing game. Elements of magic, horror, and the supernatural co-exist with science, high technology, and the ordinary. This adventure is a demon hunt across north america deep into the dinosaur swamps and across an alien desert planet!

Reaping the Reaper — Sat 8 pm — Cyberpunk RED

GM: Paul Keller

You plan your crimes in the most select clubs and bars your enemies are Corporate armies, cyborg biker gangs, power-armored assassins, and computer-wired Netrunners. Your weapons are nerve, street smarts, bravado, and the Minami 10 smartgun on your hip. Are you ready now? Of course you are. You can't wait. Players must download the Cyberpunk Red Companion app to create characters and make rolls.

Reclaiming the Narrative — Fri 8 pm —

Vampire the Masquerade: 5th Edition

GM: John King

Los Angeles is largely controlled by the Anarchs. The Camarilla has been forced to retreat into Orange County. FIRSTLIGHT has pushed all supernatural influence out of the Burbank and Hollywood areas. What a disastrous situation for the Camarilla. And yet now there is hope. The Second Inquisition has grown complacent. There may be opportunity yet to regain influence in the media. Are you the coterie to do it?

Renacimiento — Sat 9 am — 5th Conspiracy

GM: Stephen Koontz

A hiker has gone missing. A forest ranger has seen something. The Count of San Diego needs you to uncover the mystery of Renacimiento national park before it endangers the secret world. 5th Conspiracy is a character driven urban fantasy tabletop roleplaying game where players explore the power of ideas and what parts of ourselves we're willing to sacrifice for power.

RPG game design discussion — Sun 9 am — RPG Design Lean Coffee

GM: Tomer Gurantz

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

RPG Indie Games on Demand — Fri 8 pm, Sat 9 am, 2 pm, 8 pm, Sun 10 am, 2 pm — various

GM: various

Come run or play indie press RPGs and story games! We pitch games shortly after start time. Examples include Microscope, The Quiet Year, Apocalypse World, and more.

Special appearances: Chris Czerniak runs CBR+PNK (Fri 8 pm), Kurt Potts runs Lighthearted (Sat 9 am), Bryan Pelkowski and Joe Reed run a family friendly D&D 5E adventure (Sun 2 pm)

Secret of the Dragon Emperor: Riddermuind — Sat 9 am — Dragonbane

GM: Brand Bogard

The Drakmar Pass is a narrow passage through the Kummer Mountains. Its ancient but still discernible road makes it an important route for adventurers, settlers, and others seeking their fortune in the Misty Vale. However, the influx of travelers has also attracted brigands and the occasional beast to the mountain pass.

Seeking the Post Humans (Lvl-0 Funnel) — Fri 8 pm — Mutant Crawl Classics

GM: Ross Miller

Ever been interested in running a small mob of mutants against untold horrors in a futuristic setting using neolithic technology? If so, this might be the game for you. We will be doing a Level-0 Funnel for Mutant Crawl Classics, the apocalyptic cousin of Dungeon Crawl Classics. No DCC/MCC experience required. Characters will be pre-generated. Character death is to be expected, but you'll have several to play.

RPGs

Shadows Beneath the Boughs (Part 1) — Sat 9 am —

Shadows Beneath the Boughs (Part 2) — Sun 9 am —

Pasts, Personas & Prophecies 2e

GM: Hunter Fox

To protect your tribe, you must delve into the dense rainforest to hunt a maddened beast, until you yourselves are made the prey. This game will be using a modified version of P3 and this adventure is part of a larger West-Marches campaign. Pregens will be used, but plenty of options should be available for 6 players.

Shots in the Dark — Sun 9 am — Shadowrun Third Edition

GM: Zood

Running on the edge of forever.

Shots in the Dark — Sun 2 pm — Shadowrun Third Edition

GM: Zood

Running on the edge of forever.

Spirit of the Century — Sat 8 pm — FATE Core

GM: Bay Grabowski

Adventure! Drama! Excitement! These are all you due as a Centurion, one of the heroes born at the turn of century, fated to have extraordinary skill and fantastical powers! Engage is two-fisted pulp adventure across the world, saving innocents from scheming villains and monsters from the distant past!

Star Wars: Edge of the Empire RPG Beginner Game — Fri, Sat 2

pm 8 pm, Sun 2 pm — Star Wars/Genesys Game System

GM: Kevin Roy

It is a period of unrest and opportunity in the galaxy. The Galactic Empire struggles to maintain control in the midst of a civil war. Meanwhile, scoundrels and fringers of all types scramble for a living on the edges of galactic civilization. You are one of these renegades who has run afoul of a local Hutt crime boss in the Outer Rim and must work together with your group to escape Teemo the Hutt's clutches.

Sunset Tijuana — Sun 2 pm — 5th Conspiracy

GM: Stephen Koontz

The baron of South San Diego and the baron of Mazatlan, both mummies, are having a territorial dispute over Tijuana. Can you, diplomatic envoy, de-escalate tensions before violence breaks loose. 5th Conspiracy is a character driven urban fantasy tabletop roleplaying game where players explore the power of ideas and what parts of ourselves we're willing to sacrifice for power.

SWAT Team Raid — Sun 8 pm — Splintered Symmetry

GM: Thomas Henage

The year is 2016, and the world has changed. Magic is real and has become part of everyday life over the past 20 years. You are members of an elite magical SWAT team. The FBI has tracked a new illegal drug operation to a warehouse in an industrial area. The place is heavily guarded, and intel indicates at least one spellcaster on site. That puts your team on point for the raid.

The Bitter River Massacre — Sun 2 pm — Fantasy Hero

GM: Dustin Laurence

The battered survivors lie bound around an ancient statue. The symbols on the walls seem to crawl just beyond your field of vision. You see no exit from the hall of dripping stone, but you know one thing: you will escape and make someone pay. Pregens provided.

The Fall of Thor — Sat 2 pm — Mythender

GM: Bay Grabowski

Mythender is a roleplaying adventure game about stabbing gods in the face and sundering every mythic being until there's none left. It's a game about power and temptation, as you are constantly in danger of being the very gods you're Ending—and when that happens, your friends will End you.

The Fire Within — Sat 8 pm — Deviant The Renegades

GM: Louis Garcia

You woke up...different. Someone changed you and now you've escaped. Now you're hunted by the ones who changed you. They don't know that a fire burns within you, because of what they did. They don't know that you're hunting them. The latest game in the Chronicles of Darkness

The Forty Days — Fri 2 pm — Call of Cthulhu

GM: Zood

Confront terrors unknowable.

The Missing Soldiers — Sat 8 pm — Splintered Symmetry

GM: Thomas Henage

It's January 2010, and the world has changed. Magic is real and has become part of everyday life over the past 14 years. As of yesterday, monsters are real, too. The US Army has been sent to Southern Myanmar to help clear a fallen city of the giant bugs that have taken over since the solar eclipse. Your mission is to find an hopefully rescue a team that has gone radio silent.

The Mystery of Gaumont Colony — Sat 2 pm —

Lasers and Feelings (Mass Effect Hack)

GM: J-P Spore

The Battle of the Citadel has left C-Sec dangerously undermanned, and you've been hired as auxiliaries to patrol the remote reaches of Citadel space while they rebuild. *All materials provided. Knowledge of Mass Effect will help. *

The Night Academy — Sat 8 pm — Troika!, Academies of the Arcane

GM: Richard Warren

You are a student at the Night Academy—the world's most prestigious school of magic and the occult. Headmistress Ravena Hex accepts only the best from her students, but those who survive are destined for great (and possibly terrible) things. Hurry, your Fieldcraft Studies of Denounced Alchemical Formulae and the Necessary Methods of Retreat starts in fifteen minutes, and you don't dare be late.

The Oathbreaker of Hard-A-Lee — Sun 2 pm — Changeling the Lost, 2nd Edition

GM: Andrew Henkes

Long ago, the Freehold of Hard-A-Lee made a pact to deliver tribute every year to the local gentry in exchange for peace. Suddenly, the gentry have attacked - what happened to the oath? How can the freehold be saved? Story will focus on a high stakes mission to save the freehold. Open to players of all levels, new players are welcome. Pre-generated characters provided.

The Pirate's Treasure — Fri 8 pm — Splintered Symmetry

GM: Thomas Henage

You are pirates on the South China Sea in the fleet of the infamous Zheng Yi. You are tasked by Zheng Yi himself with recovering a secret treasure. Unfortunately, you aren't the only group of pirates who know about it. Can you get to the treasure first and fend off the thieves?

The Rift of Seeping Night — Sun 9 am — Dungeon Crawl Classics

GM: Paul Keller

For ages this mountain city has basked peacefully upon its sun-drenched rock ledge high among the Torrieth Mountains, however, lately the townsfolk have been worrying about the waning of daylight over the past years and the arrival of the fell creatures seen swarming the increasingly darkened night skies.

The Shinsei Job — Sat 2 pm — Cypher

GM: Frederick Sexe

The Shinsei Cybernetics Corporation is known for its cutting-edge cybernetic research and development. However, rumors have been circulating that the company is working on a new project with potentially dangerous implications. Will you be able to overcome the facility's security systems and learn their secret?

RPGs

The Six Doctors: A 60th Anniversary Special — Sun 9 am — Doctor Who: Adventures in Time and Space

GM: Michael M. Kelly

The Doctor's earliest incarnations have disappeared from time and space. It's up to the Timelord's later incarnations to find and rescue their previous selves before they too are erased from existence and the universe is irrevocably changed.

The Tremere Chronicles — Sat 2 pm — Vampire the Masquerade 5e
GM: Louis Garcia

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

The Undergoblin Heist — Sat 8 pm — D&D 5e

GM: THOM DENICK

Take on the role of a heroic Undergoblin in a heist to save your village from a group of cabbage goblins possessing newly-stolen magical artifacts. This heist potentially features goblin-tossing, goblin balloons, giant crab mounts, and weird artifacts.

The World You Found — Fri 8 pm, Sat 9 am, 2 pm —

Advanced Dungeons & Dragons

GM: Zood

Adventure forth into a new world of wonder! Brave terrible dangers! Seek gold and glory! Your destiny awaits.

Threadbare — Sun 2 pm — Threadbare RPG

GM: Stephanie Bryant

Play a broken toy in a broken world! Break stuff, fix stuff, and make friends - literally! In Threadbare, you are a hacked-together toy in a post-apocalyptic world. Threadbare's first playtest was at Strategicon almost 10 years ago, and it continues to bring the magic!

Too Much Data — Sat 9 am — Cyber Sprawl Classics (Shadowrun homebrew)

GM: Michael Grant

Character sheets will be provided. You get a call from your fixer, Clicks. She said there's some client who needs some hardware removed...and fast. It's underground in a locked facility with some guards. You can bring decker, or do things the old fashion way with a little ka-boom. More details when you arrive.

Treasure of the Satrap's Army — Sat 2 pm — Shadowdark

GM: Gabriel Rossman

A sword and sorcery escape the hexcrawl scenario. You are guarding the camp when the satrap's army is defeated by steppe nomads. You have a few minutes to loot the camp yourself before the enemy arrive to slaughter and pillage. Then the real challenge

Ty Lee's Academy for Extraordinary Young People — Sun 9 am — Avatar Legends

GM: Richard Warren

As a student, your class assignments can be a bit...unusual. But, this assignment may be a step too far. The Red Lotus has kidnapped Varrick. The possibilities of spies mean that President Zhu Li can't use them to rescue her husband. She needs help that no one would expect. She needs experts at sneaking into places where they don't belong. She needs you.

United Nations Intelligence Taskforce: The Gloaming — Sat 9 am — Savage Worlds

GM: Scott Woodard

A Savage Worlds adventure set in the Whoniverse! Last night, something strange happened to the idyllic English village of Retfield. All communications have been cut off and aerial reconnaissance has revealed a dark metallic dome where the village once stood. As members of U.N.I.T., an organization formed to combat extraterrestrial threats to the Earth, you must determine what has happened. Priority Red!

Veil Out — Sat 4 pm — 5th Conspiracy

GM: Stephen Koontz

Section 7, the law of secrecy, has been violated. Mortals now know about the secret world. The Count of San Diego needs your help covering up this infraction before the damage becomes irreversible. 5th Conspiracy is a character driven urban fantasy tabletop roleplaying game where players explore the power of ideas and what parts of ourselves we're willing to sacrifice for power.

Welcome to the Academy!! — Sun 2 pm, 8 pm —

Caladrius Academy

GM: Mike Leader

The Caladrius Academy is a magical college that is welcoming new attendees for this semester! That's right, you can spend a whole semester learning how to save the world with their Open-Casting magic that doesn't limit their students. Make happen what you want to have happen! This system is being playtested for tabletop roleplay, as it already works in a LARP setting. Join us, and go on an adventure!

Welcome to the Isle of Dead Men — Sat, Sun 8 pm —

Red Box D&D

GM: Gary Mack

Exiled from civilization to a savage land rumored to be so deadly that your loved ones are allowed to hold your funeral before you are shipped away. You must struggle to survive, perhaps thrive? And if luck or the powers that be are all with you, you might even claw your way back home.

When Will You Rage? — Sat 9 am —

Werewolf the Apocalypse 5th Ed

GM: Louis Garcia

Gaia is dying. The ices melt, while the seas swell. The heat rises, while the forests wither. Extinction threatens millions, in favor of the few. The Garou — warlike shapeshifters torn between Rage and spirit, between Wolf and Man, and champions of the earth-mother — have failed. The Apocalypse is here. Play the latest edition of Werewolf the Apocalypse. Presented by the Dead Gamers Society

Wonders of the World — Sat 8 pm — Advanced Dungeons & Dragons

GM: Zood

Contest swords and spells in a wonder-filled world!

Yuma Station: Rustrise — Sat 9 am — Traveller (Mongoose 2e)

GM: Bill Roper

HERMES MegaCorp holds the exclusive contract for outer worlds jump ring construction. Their current project in the Ren Zoria Subsector is falling behind schedule due to interruptions in deliveries from the RZ-291 Mining Colony known as "Rustrise." Your team is being sent to investigate and correct the cause of these delays. Your base of operations is a waypoint on the edge of known space called Yuma Station.

Zero-level funnel — Fri 8 pm — Dungeon Crawl Classics

GM: Judge CRO

For Dungeon Crawl Classics, the funnel is the place to start. Each player gets 3-4 zero-level townsfolk who are thrust into a harrowing survive-or-die situation. In fact, the point is for all but one to die leaving you with one character you've bonded with. This becomes a legacy character which you may take into leveled play if you choose. Beginners welcome no rpg experience necessary. Dice available to borrow.

War Games

Los Angeles B & C

1775: Rebellion — Sat 11 am

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

1812 The Invasion of Canada — Fri 6 pm

Operational level wargame well-suited for team play in the War of 1812. The player will either take command of the American invaders or the British and their allies in defense of Canada.

878 Vikings: Invasions of England — Sun 10 am — Core Game

In 878: Vikings – Invasions of England, players control the invading Vikings or the English nobles who are trying to withstand the invasion. Viking players either play as Norsemen Viking freeman or as the fearless Viking shock troops known as Berserkers. The English play as the Housecarl, the Kings' household troops, or as the Thengs who were regional noble Leaders. The English players will also be able to call up the peasant levies, called the Fyrd, to defend their cities.

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

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

Battle Cry — Sun 11 am

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

Churchill — Fri 2 pm

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

Command & Colors: Medieval — Sun 3 pm

Take command of the forces of Rome or cause the fall of the Empire in a card-driven battle game. The scenario will be an epic 4 player battle of Catalaunian Fields pitting the Western Roman Empire vs Atilla the Hun in 451 A.D.

Diplomacy — Sat 2 pm

The year: 1901. You lead a major European power. Will you control the continent (and the world) thru force, negotiations, or a combination of both?

Kriegsspiel: Star Wars - Dead Space Engagement — Sun 10 am

Star Wars Inspired Kriegsspiel: This umpired, double-blind simulation employs strategic and tactical decisions that affect fleet operations and combat, with a focus on asymmetrical warfare and force mobility.

Plains Indian Wars — Sat 7 pm

Settler surge via long snaking wagon trains, the building of the Transcontinental Railroad, east and west, and the cavalry sent to protect them all. Plains Indian Wars seeks to offer the Native American player the opportunity to unite earlier and hold their own in the battleground of the late 19th century.

Quartermaster General WW2 (2nd Ed.) — Mon 11 am

A fast-paced game that puts you in command of the major powers of the Second World War. Supply is crucial to keep your armies and navies fighting. If you destroy your enemies' supply lines, their forces will surrender!

Sails of Glory: Frigates — Sun 6 pm

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

Sails of Glory: Ships of the Line — Fri 6 pm

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

Shores of Tripoli — Sat 7 pm

A card driven 2-player historical war game of the First Barbary War.

Sturm Europa — Sat 10 am

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

The Napoleonic Wars — Mon 11 am

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

The War Game — Sat 10 am

Axis and Allies on steroids!!

Twilight Struggle — Sun 4 pm

A 2-player card driven historical war game of the Cold War.

Virgin Queen — Sat 10 am

Virgin Queen: Wars of Religion 1559-1598 is a game of grand strategy for two to six players based on the military, political and religious conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain.



Adventurers League

Plaza C

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

DDAL00-06 Lost Laboratory of Kwalish (Levels 5-10) –

Sat 9 am, Sun 2 pm

Lost Laboratory of Kwalish explores an alternate expedition into the Barrier Peaks. The legendary inventor disappeared in the peaks eons ago... as it turns out, finding a crashed planar ship and studying its technology to fuel his own experiments—only now, Kwalish's lost research is desperately needed! An 8 hour adventure for Tier 2 characters with a 1 hour break to be determined by the DM & players at the table.

DDAL08-16 A Change of Address (Levels 16-20) –

Fri 7 pm, Sun, Mon 9 am

The hand behind all of the Baron of Blood's troubles is revealed, and he vows to make himself the worst kind of neighbor. Part One of the Home Sweet Home trilogy.

DDAL08-17 The Tower of Ahghairon (Levels 16-20) –

Sat 9 am, Sun, Mon 2 pm

The wizard Ahghairon, the first Lord of Waterdeep, foresaw a day when you would need his help, and so he left something for you inside his tower. Now if you could only get inside it. Part Two of the Home Sweet Home trilogy.

DDAL08-18 Moving Day (Levels 16-20) –

Sat 2 pm, Sun 7 pm
Sealed within his coffin, you must transport the Baron of Blood to his new home. Unfortunately, his new neighbors are not happy to see him move in, and the Mad Mage himself wants to throw him a housewarming. Part Three of the Home Sweet Home trilogy.

DDEP08-01 Chaos in the City of Splendors (Levels 1-4) –

Sat 7 pm
The hunt for the dragon's cache has attracted ne'er-do-wells and fortune seekers to Waterdeep from far and wide and the gangs of Waterdeep are not about to let such a bounty of talent go to waste. Chaos and shenanigans await the brave and the bold in the City of Splendors! A 3-hour D&D Epic adventure for characters of levels 1-4, optimized for 3rd level.

DDHC-KGV 01 The Murkmire Malevolence (Levels 1-4) –

Fri, Sat 2 pm, Sun 7 pm

Unbeknownst to anyone but a disgraced academic, the Varkenbluff Museum of Natural History is in grave danger. Archaeologists at a nearby dig site recently unearthed a curiosity: the Murkmire Stone. Meant for level 1 characters, but open to characters of Levels 1-4.

DDHC-KGV 02 The Stygian Gambit (Levels 1-4) –

Fri 7 pm, Sun, Mon 9 am

At the Afterlife Casino, a three-dragon ante tournament called the Grand Minauros Invitational awards one winner with a sizable purse and a golden erinyes statuette. A former gambler with a score to settle hires the characters to steal the statuette as well as gold from the casino's vault before the winner is declared. Open to characters of Levels 1-4.

DDHC-KGV 03 Reach for the Stars (Levels 1-4) –

Sat 9 am, Sun, Mon 2 pm

Markos Delphi's curiosity has taken a tragic turn. An entity called Krokulmar has taken control of Markos, compelling him to commit evil acts. At Krokulmar's command, Markos is using The Celestial Codex to bring part of Krokulmar into the world. The book's rightful owner hired adventurers to prevent Markos from using it, but they fell prey to the horrors of Delphi Mansion. Open to characters of Levels 1-4.

DDHC-KGV 07 Axe from the Grave (Levels 5-10) –

Fri 2 pm, Sun 9 am, Mon 2 pm

Famed bard Froderic Dartwild is dead, and his beautiful mandolin, called Golden Axe, has been stolen from his grave. Even worse, Froderic has risen as a zombie, terrifying the hamlet of Toadhop. Meant for Level 6 characters, but open to characters of Levels 5-10.

DDHC-KGV 09 Heart of Ashes (Levels 5-10) –

Sat 2 pm, Mon 9 am
Ghalasine is under a terrible curse. An evil spellcaster has enacted a ritual to siphon life from the city's people and reduce the city itself to ash. Meant for Level 8 characters, but open to characters of Levels 5-10.

DDHC-KGV 11 Affair on the Concordant Express (Levels 5-10) –

Fri 7 pm, Sun 2 pm

Wanted for crimes across the multiverse, an outlaw known as the Stranger is currently a prisoner aboard the Concordant Express, an interplanar train destined for Mechanus, where the outlaw is set to stand trial. Meant for Level 9 characters, but open to characters of Levels 5-10.

DDHC-KGV 12 Party at Paliset Hall (Levels 5-10) –

Sat 9 am, Sun 7 pm

Every year during the winter solstice, Zorhanna Adulare holds a grand gala in Paliset Hall, her palatial retreat in the Feywild. Meant for Level 10 Characters, but open to characters of Levels 5-10.

DDHC-KGV 13 Fire and Darkness (Levels 11-15) –

Fri 2 pm, Sat 9 am, Sun 2 pm

For centuries, a powerful efreeti named Vrakir sent his armies against numerous foes and burned countless cities to ash. Now, the tyrant has found an artifact of unimaginable evil: the Book of Vile Darkness. Meant for Level 11 Characters, but open to characters of Levels 11-16.

SJ-DC-AMOT-01 (Levels 11-16) –

Fri, Sat 2 pm, Sun 7 pm

Flumphs are dying in record numbers as a plague ravages their colonies. A cure has been discovered, but obtaining it means exploring the remnants of a collapsed Mind Flayer colony. Adventurers will have to risk their lives – and their sanity – to make it safely out of the colony. Part 1 of the A Matter of Time series. A series of Tier 3 adventures written exclusively for Gateway 2023!

SJ-DC-AMOT-02 Gone in a Flash (Levels 11-16) –

Fri 7 pm, Sun, Mon 9 am

A group of reclusive Shadar-Kai threaten to sell an aging device to the highest bidder. Can you stop them before they complete their doomsday device? Part 2 of the A Matter of Time series. A series of Tier 3 adventures written exclusively for Gateway 2023! Intended for play by characters of levels 11-16.

SJ-DC-AMOT-03 (Levels 11-16) –

Sat 9 am, Sun, Mon 2 pm
With the help of an inside man, the adventurers must infiltrate a run down casino in hopes of stealing harmful technology out from under the noses of the Spheres' most vile villains. Part 3 of the A Matter of Time series. A series of Tier 3 adventures written exclusively for Gateway 2023! Intended for play by characters of levels 11-16.

General Events

General Events

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

Ark Nova — Sat 7 pm

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

Auction — Mon 11 am

Our final redistribution of games for 2023. One never knows what games might show up here. Always entertaining. Note: We have a major change this show – no minimum bids. See the updated Auction Rules. Carmel

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

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

Board Game Geek Virtual Flea Market — Sat 11 am

This event is for pickup only, You must have a badge to participate. and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details. Bel Air

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

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

Face Painting — Sun 1 pm, 2 pm, 3 pm

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

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

Our final Bazaar of the Bizarre of 2023! Used games galore! One never knows what one can find here.

Grand Raffle Drawing — Mon Noon

The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our vendors and Strategicon. Pacific Ballroom

GRID GAME Raffle Drawing — Sun 4 pm

The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our vendors and Strategicon. Pacific Ballroom

Happy Jack's RPG Show — Sat 8 pm

Welcome the Happy Jack's RPG show! Come join the gang as they discuss their experiences playing RPG's and other games at Gateway 2023. Carmel

Pathfinder Society

Los Angeles A

Learn to Play Pathfinder 2nd Edition —

Sat, Sun 9 am, 11 am —

Pathfinder RPG 2nd Edition

Learn to Play Pathfinder 2nd Edition in 2 hours. Create a new character or select a pre-made one and take them on a short adventure! Discover the fun in an easy low-pressure experience! RPG materials provided. Up to 6 players. Easy. Ages 12+, minors must be accompanied by an adult.

Janken Deck — Sat 5 pm

Come play Janken deck. prizes. Pacific Foyer

Lemar's Karaoke — Fri 8 pm

It returns! Come down this Friday night for our Karaoke contest, followed by Karaoke free for all! Unleash your inner bard, hosted by LemarTheConGuy! Carmel

Meet & Greet — Fri 7 pm

Join us for an unique Meet & Greet with our special guests- Eric M. Lang, Ken Meyer jr, and Alex Speidel. Food, beverages, and wonderful conversation with the guests. 1635

Play 5 — Sat 8 pm

\$20 1st place, \$10 2nd place \$5 3rd place dealer dollar prizes. Play 5 combines Poker and Scrabble. Instead of words form poker hands and wager for chips. The player with the most chips at the end is the winner. Pacific Foyer

Q&A with Eric Lang — Sat 4 pm

Join us for a Q&A with Eric Lang and bring your games for a signature. The designer of Blood Rage, Ankh, Rising Sun, A Game of Thrones Card Game and more will answer questions about his ludography, his experiences with CMON, and his techniques for designing some of the best games in recent memory. The event will be hosted by Eric R. Burgess of the Boardgame Babylon podcast. Please note that the session will be recorded for audio and possibly video.

Quatermain — Sat 2 pm

Pacific Foyer

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

The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our vendors and Strategicon. Pacific Ballroom

Strategicon Football League — Sat 3 pm

FANTASY FOOTBALL! - A live draft for 16 teams will be held to kick off the 14th season of the SFL. Over 15 weeks teams play head-to-head as they compete (4 divisions) w/3 week post season. Beginners are welcome and there is no entry fee — YOUR BADGE IS YOUR ENTRY!. Executive Boardroom

Treasure Hogs — Sun 7 pm

A competitive, fast-paced card game where players take on the role of an Archeologist and compete to become the ultimate Treasure Hog. Watch out! Every turn is filled with surprises! Thieves lurk in the shadows and your riches could be stolen at any moment! Prizes. Pacific Foyer

Trials of the Ascendant - A Saber Martial Arts Foundation Event — Sat, Sun 9 am

Invitational Event for the Saber Martial Arts Foundation. Pasadena Garden

Special Interactive Multi-Table Expedition Into Pallid Peril

Special Interactive Multi-Table Expedition Into Pallid Peril(Lv 1-2)

— Sat 2 pm — Pathfinder RPG 2nd Edition

The Pathfinder Society has uncovered what could be an access point to the lost dwarven city of Raseri Kanton. Pathfinder agents from across Golarion have come to support the Society's latest large-scale endeavor. Any and all experience level are welcome on this expedition.

Play to Win

Play to Win

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

Abduktion – Fri 4 pm, Sat 10 am, Sun 11 am

A Weirdly Strategic Duck Kidnapping Game. Abduktion is a game for grownups (and smart kids)...Ducks need to be abducted in specific formations, and you'll take turns using spatial logic and cunning to rearrange your ducks before your opponents to win!

A mixed bag of Steve Jackson Games –

Fri 3 pm, Sat 9 am, Noon, 5 pm, Sun 10 am, 1 pm

Some of the newest and some old favorites, come play some Steve Jackson Games!

Deadly Doodles! – Sat 1 pm

A quick-playing doodle game, where players simultaneously draw paths through a dangerous dungeon. Draw cards, draw a path through your dungeon, and rack up points! Collect loot and fight monsters. And win Deadly Doodles loot! First 20 minutes is a mandatory 101.

Get in My Belly – Sat 3 pm

Welcome to the growing industry of Intergalactic food eating contests! A group of aliens (controlled by you) do their best to eat the most without puking, earn the most points and ultimately become declared the Galactic Eating Cup Champion and earn the GEKK cup.

Hard Time – Fri 5 pm, Sun Noon

Inside of these concrete walls a bitter feud has broken out. You and your rivals have reached the boiling point. There is no more room for diplomacy. Only one of you can rule the yard.

Holotype – Fri 2 pm, Sat 11 am, Sun 9 am

In this science-themed game, you and your opponents play teams of Paleontologists discovering dinosaur and marine reptile specimens and publishing your findings. The player who makes the most scientific advancements wins.

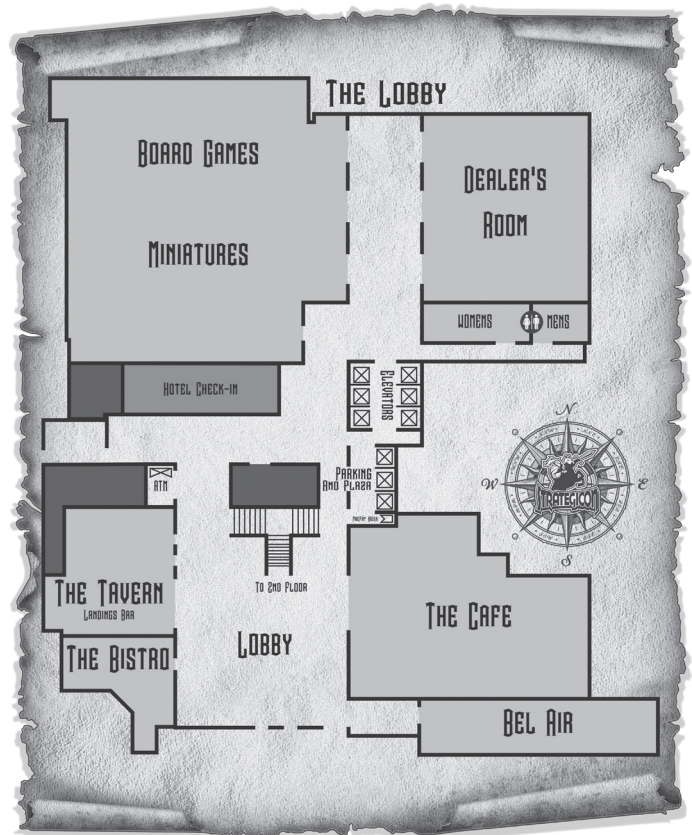
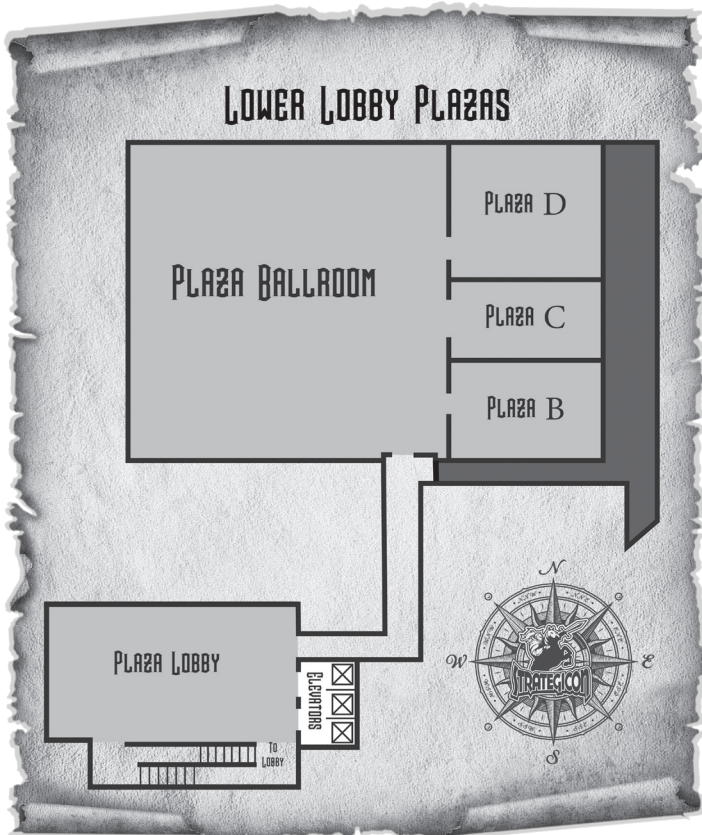
Munchkin – Sun 2 pm

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Best part: Get Loot! This is a sponsored tournament with Munchkin loot for prizes!

Stool Pigeon – Sat 2 pm

It's about to get fowl! A cutthroat card game full of bad little birdies on a mission. Come play any time during the 2 hour scheduled time, it's a quick but super fun game!







<https://www.strategicon.net/?advertising>
for more details
or scan above!

Miniatures Painting Contest

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

Categories

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

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

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

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

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

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

* Stratigiteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

Rules

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

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

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

11. All entries will be photographed, and a submission to the competition indicates permission for Strategicon to use such images for any purpose, including posting to an online photo gallery or to social media for marketing purposes.

Our sponsors include:

Advanced Grafix	Konami
AEG	Looney Labs
Arcane Wonders	Lost Planet Games
Area 88	Magic Meeple Games
Army Painter	Mayday Games
Blue Panther	NycosRPG
Celebrity Body Contouring	Odyssey Games
Critical Hit Games	Paizo Publishing
CMON	Privateer Press
Dan Verssen Games	Reaper Paints & Miniatures
Days of Wonder	Renegade Game Studios
Decision Games	Rio Grande Games
Existence Games	Silver Dragon Games
Fire & Dice	Steve Jackson Games
Frog Knight Games	The Game Chest
Gallant Knight Games	Ultra Pro
Gamecraft Miniatures	Vallejo Paints
Games Workshop	Warlord Games
Gather 4 Games	White Wizard Games
Ghost Brush	Wizards of the Coast
Imperial Outpost Games	Wizkids
Kayenta Publishing	World of Game Design

Shopping

Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6:30 pm
Sunday	9:30 am to 6:30 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at 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 2023 Dealer Room Vendors:

Area 88	Crazy Bob's Dream Emporium
As seen on Happy Jacks	Critical Hit Games
BGE's Tabletop	Dice Envy
Blue Panther	DM Dunn
Blue Rondo Games	Farrshire Games
Board Game Promos	Fire & Dice
Clyde Jones & Son	Frog Knight Games
Cobblestone Games	Ghost Brush

Gillian Fraser
 Good Newsed Euros
 Goodman Games
 Huck and Puck Books
 Janken Deck
 Ken Meyer Jr.
 Killroy's 3D Printing & Design
 Loscon
 Lost Planet Games
 Meepleshop
 Morty
 Mythify
 New London Enterprises
 Ninja Star Games
 Numbskull Games
 Odyssey Games
 Pique Games

Play 5
 Ramen Sandwich Press
 RosaleenDhu Designs
 Saber Martial Arts Foundation
 Scruffy's Treasure Hunt
 Sovereign Chess
 Strategicon Market
 Super Dimension Convention
 The Collector's Corner
 The Game Chest
 The Goods Merchant
 The Guild House
 The Weekend Warrior
 Tiny Shiny Squids
 Weird Works
 Yu-Gi-Holics

The Grid Game!

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

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

Flea Market

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

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections. Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

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

Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). The convention does not verify any claims made by the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are cash only and delivery on payment.

Participation Procedures

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

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should list what items the lot

contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. **There are no minimum bids accepted on lots.** This is a change for Gateway 2023 over previous show.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

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

Convention Rules

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

4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.

4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.

5. Single day badges gain you admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.

6. There is no rule number 6.

7. All Live-Action Role-Playing Games (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with said LARPs are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without refund of admission.

8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, except at bars and in hotel rooms. Violation may result in expulsion without a refund.

9. No weapons, real or facsimile, are allowed in the hotel. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.

10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.

11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

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

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

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. A 10 pm "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.

GameX 2023 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
1856	Lance Sullivan	Peter Vanettinger	Don Seaburg
7 Blunders	Michael Swinson	Benjamin Cosman	Darrell Stark
7 Wonders	Matilda Caballero	Jonathan Zev	David Parayre
7 Wonders: Leaders	Zachary Pitts	Cameron David	Michael Swinson
A Study in Emerald	Michael Hurst	Gene Lin	Carl Smith
Acquire: David Woolcott Memorial	Mark Sanfilippo	Joshua Chan	Ozgun Tumer
Age of Empires III	Cosmo Diener	Hector Vortac	Jack Hunziker
Alien Frontiers	Richard Potthoff	Joe Neelon	Bill Persaud
Antiquity	Sage Garver	Gregory Huber	Travis Baluyot
Ark Nova	Derek La	Jozefa Mckiernan	Tracy Sangster
Ark Nova Final	Stanley Cascone	Cameron Vanetti	Reid Barkell
Azul	Chaowei Wu	Angela York	Ozgun Tumer
Battlestar Galactica	Nick Benedict, Sebastian Benedct, Alfonso Weilbach		
Beyond The Sun	James Goux	Jenn Van Persaud	David Mines
Beyond The Sun	Austin Jones		
Blood Rage	Rylan Klaseen	Mark Dierking	Cameron Vanetti
Blue Moon City	Dwight Stone	Christine Marciniak	Winton Lemoine
Brass Lancashire	Anabelle Gonzales	Tracy Sangster	Robert Masson
Brass: Birmingham	Lance Sullivan	Kyle Greenwood	Nick Cascone
Camel Up	Jonathan Crespin	Nicholas Adams	Zach Zeeman
Castles of Burgundy	Mark Dierking	Derek La	Ian Caballero
Castles of Mad King Ludwig	Michael J Pinedo	Lyla Pinedo	Lucas Takao-Haun
Cat Lady	Sky Merit	Gilbert Quinonez	Christine Marciniak
Catacombs	Monsters win!		
Catan	Lisa King	Katie Kuhn	Arial Laska, Mark Sanfilippo
Catan Finals	Nihad Shriff	Ali Solombrino	Katie Kuhn
Category 5	David Cohen	Robert Helbing / Robert Neff	Richard Potthoff
Champions of Midgard Expansions	Brian Couchman	Jeff Gray	Ivan Yospe
Coloretto	Lance Sullivan	Yahel Dooley	Rocco Garcia
Cry Havoc	Maira D		
Cryptid	Jenny Iglesias	Ken Lee	Benjamin Cosman
Cyclades	Benjamin Cosman		
Dominant Species: Marine	Stephen Ebrey	Jonathan Zev	Heather Kelley
Dominion	Chuck Jordan	Calvin Lee	Roger Ritchie
Dream Factory	Andre Chautard	Michael Swinson	Darrell Stark
Dune	Bradley Hampton	Albert Lerma	Ana Mojica
Dune Imperium	Zach Zeeman	Chaowei Wu	Judy Zhu
Dwellings of Eldervale	Nathan Morelli	Michael Cienfuegos,	Ron Haas, Gene Lin
Eclipse	Jenn Van Persaud	Ezekiel Cienfuegos	
Endeavor: Age of Sail	Joshua Chan	Evan Sarafian	Patrick Bender
Everdell	Anna Mokrai	David Mines	Daniel Mcdairmant
Fireball Island	Cosmo Diener	Valerie Nafius	Chanel Leibsohn
Ghost Fightin' Treasure Hunters -	Ghosts captured players,		
Ghostbusters	twice		
Great Western Trail 2d Ed Expansions	Joseph Beck	Jeff Gray	Marsha Waldau
Icecool	Michael Victor Pinedo	Soraya Pinedo	James Aldrich
Ingenious	Darrell Stark	Nancy Berk	Leo Guiala
Inis	Darrell Stark		
King of Tokyo	David Parayre	Kayla Barbosa	Connie Woods
Kingdom Builder	Qi Cai	Joshua Chan	John Heydorn
Kingsburg	Darrell Stark	Christine Marciniak	Lacey Pitino
Last Days of Athobrae	Paul Slavich	Nicholas Sutton	Damon Sutton
Liar's Dice	Ian Rodrigues	Jonathan Nowak	Darrell Stark
Lost Cities: The Board Game	David Whiting	Sean Growley	Jerry Escobedo
Monster Factory	Seneca Greenware	James Aldrich	
Mosaic: A Story of Civilization	Steven Cole	Gene Lin	Paris Themmen
Nacho Loco	James Aldrich	Rose Brinkley	Tanya Aldrich
Nehemiah	Eric Valoff	David Cohen	Leora Steinberg
Nexus Ops	Kyle Greenwood	Darrell Stark	David Parayre
No Thanks!	Stephanie Wilborn	Connie Woods	Richard Potthoff
Northgard Uncharted Lands	Chris Skelly		
Nuclear War	Daniel Cramer	Bridget Landry	Robert Neff
One Night Ultimate Werewolf	Players Rule		
Orléans	John Heydorn	Brandon Muller	Michael Swinson
Outer Rim	Michael Gardner		
Power Grid World Tour: Brazil	Mike Munson	Bill Harris, Chris Mills	
Power Grid World Tour: France	Gilbert Quinonez,	Mike Munson, Chris Mills,	Reid Barkell,
	Bill Harris, Michelle Mills,	Rocco Garcia, Austin Jones	Bruce Schlickbernd,
	Paul Kankowski		Justin Sundstrom, Lisa Burola

Power Grid World Tour: Italy	Mike Munson, Bruce Schlickbernd, Toni Johnson, Christine Marciniak, Christine Marciniak, John Cuthbertson, John Byun, David Whiting	Bill Harris, Andrew Risner, Lisa Burola, Chris Mills	Reid Barkell, Bill Gallagher, Gilbert Quinonez, Robert Neff, Mike Munson, Mark Dierking, Reid Barkell, Rocco Garcia, Khia Willis, Austin Jones, Gene Lin, Kyle Greenwood, Christopher Buckley, Warren Usui, Jeff Gray, Steven Estrella, Zachary Pynes
Power Grid World Tour: Spain/Portugal	Matilda Caballero, Nicholas Adams, David Parayre, Greg Farnum, Steven Estrella, Darrell Stark, Lisa Gray, Jonathan Crespin, Evan Sarafian, Joe Neelon, Mike Fryer, Steven Estrella, Keira Estrella, Richard Giedlin, Andre Chautard, Chanel Leibsohn, Sean Rich, John Cuthbertson, Tanya Aldrich, Lourdes Mendez, Daniel Cramer, Austin Jones	Chriss Mills, Mary Ann Canfield, Jake Hampton, Gene Lin, Yahel Dooley, Michelle Mills, Robert Neff, Peter Vanettinger, Brian Couchman, Cosmo Diener, Cosmo Diener, Andres Fresquez	
Photosynthesis	Lisa King, Kyle Greenwood, Kor Hurst, Martin Juarez, Paris Themmen, Andre Chautard, Jaye R, Jaye R, Jonathan Crespin, Jonathan Nowak, Cameron David, Bruce Schlickbernd, Alex Ho, Darrell Stark, James Aldrich, Lucia Gonzalez, Holly Spore, Ulric, Stephen Ebrey, Darrell Stark, Hailey Genova, Robert Reeley, Gene Lin, Joshua Dennison, Chanel Leibsohn	Sean Rich, Charles O'Connor, Bill Harris, Gina Guarracino, Lorie York, Gilbert Quinonez, James Aldrich, Jonathan Schrepfer	Jozefa Mckiernan, Joshua Chan, Martin Juarez, Joanna Leung, Sean Growley, David Parayre, Michael Grant, David Whiting
Planet Unknown		Nick Cascone, Jay Peter Rich, Ron Haas, Lance Sullivan, Sergio Vasquez, Cameron David, Marsha Waldau, Courtney Holland, Lucas Takao-Haun, Cameron David, Lucas Takao-Haun, Courtney Holland, Sam Phillips, Eric Gerber, Tanya Aldrich, Ken Estes, James Bottomley, Tanya Aldrich, Richard Giedlin, David Mines, Lisa Burola, Gene Lin, Steven Cole, Danielle Wallace, Leo Guiala	Nick Benedict, Lisa King, Matt Widmann, Chris Green
Play 5			Darrell Stark, Sam Phillips, Jonathan Flagg, Serina Pinedo, Josh Spurgeon, Jaye R, Judy Zhu, David Parayre, Richard Potthoff, Rose Brinkley, David Carr, Bruce Schlickbernd, James Aldrich, Allie Cavasinni, Jonathan Flagg, Gene Lin
Power Grid			
Power Grid: Recharged!			
Puerto Rico			
Quacks of Quedlinburg			
Ra			
Raccoon Tycoon			
Race for the Galaxy			
Rallyman: GT			
Ready Set Bet			
Rival Restaurants			
Scythe			
Skyway Robbery			
Space Base			
Splendor			
Stone Age			
Sushi Go			
Talisman			
Terra Mystica: Merchants of the Seas			
Terraforming Mars			
Terraforming Mars: Ares Expedition			
The Last Days of Athobrae			
The Princes of Florence			
The Thing The Board Game			
Thurn and Taxis			
Ticket to Ride: Mega Europe			
Ticket to Ride: Mega USA			
Ticket to Ride: Mini Games			
Ticket to Ride: Old West			
Ticket to Ride: Pennsylvania			
Ticket to Ride: Rails and Sails			
Tiny Town			
Titan			
Transamerica / Transeuropa			
Twilight Imperium 4th Ed Expansions			
Tzolk'in			
Uno			
Vampire: The Masquerade Rivals			
Vegas Showdown			
Vikings Gone Wild			
War of the Ring 2nd Ed			
War of the Ring The Card Game			
Wingspan			
Yspahan			
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Ascension	Ephraim Silverman	Lisa Adams	Katie Ritchie
Ascension	Ephraim Silverman	Melissa Weiss	Lisa Adams
Clank: Catacombs - With Adventuring Party	Joshua Chan	Sean Growley	James Bottomley
Clash Royale - 1v1	David Parayre	Courtney Holland	Daniel Guzman
Clash Royale - 2v2	Brian Olson	Enrique Jimenez	Andrew Deheer
Dice Masters - Superman Krytonite Crisis	Dave Intner	Jillian Morrison	Scott Morrison
Dominion	Mark Hyman	Holly Smuzynski	Rafaela Yilun Fan
Gamer Game Show - Family Feud [...]	Cameron Takahashi, Reagan Duerner, Stephanie Wilborn, Joshua Chan, Cody Schwarm, Joey Vigil, Robert Blair, Jaime Estrada, Robert Blair, Darren Chow, Michael Arsollon	Prince Aj, Chloe Parise	
Isle of Cats	Players		
Lost Ruins of Aranak - With Expedition [...]	Philip Piceno	Danielle Wallace, James Bottomley	David Mines, Lisa Gray
Magic: the Gathering - Commander	Andre Bashay		
Magic: the Gathering - Commander Sealed!			
Magic: the Gathering - Commander: Pods		Ben Hicks, Martin Deolden, Mike McCleary, Jon Brown, Mytchel Loung, Thomas Blaauw	
Magic: the Gathering - Draft			
Magic: the Gathering - K&J Pauper			
Magic: The Gathering [...]: Capture The Flag			Perrin Weiss, Michael Arsollon
Magic: The Gathering [...]: Capture The Flag			
Marvel Champions			
Pokemon - Light			
Star Wars: Miniatures		Oliver Fernandez, Bryann Givens	

Star Wars: The Deckbuilding Game	James Bottomley	Chuck Jordan	
Transformers TCG	Bradley Thomas	Veero Derkarabetian	
Transformers TCG - Light	Perrin Weiss	Jon Brown	Robert Mardis
Transformers TCG Booster Draft	Jon Brown	Perrin Weiss	Robert The Bolshevik
Yu-Gi-Oh! - Advance	Frank Lecocq	Perrin Weiss	
Miniatures	1st Place	2nd Place	3rd Place
Circus Maximus - 10th Year of Caesar's [...]	Cyrus Adamic	Mark Sanfilippo	Jonathan Crespín
Classic Battletech - Circle of Death	Jacob Shober	David Theobald Iii	Nicholas Martin
Clay-O-Rama (Kids Edition)	Rebecca Lee	Jj Hicks	Soraya Pinedo
Formula De - Long Beach Gran Prix	Tall Paul	Christopher Buckley	Daniel Fernandez
Fuzzy Heroes - The Matrix	Kids Won		
Star Wars Legion	Frank Vassaillo	David	Greg Mazourek
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large		Jennifer Wolff	Peter Schultz
Fantasy Single	Benjamin Scully	Cecil Cares Less	Ilya Rakhlin
Fantasy Unit	Peter Schultz	Jennifer Sundstrom	Alex Moreno
Historical Large	Rob Boyens	Jacob Shober	
Historical Single	David	Rob Boyens	Jacob Shober
Historical Unit	Rob Boyens		
Modern Pulp Single	Veero Derkarabetian		
Open	Benjamin Scully	David	Charles Mendez
Sci Fi Large	Veero Derkarabetian	Emily Lee Harrison	Thom Denick
Sci Fi Single	Kevin Hill	Ilya Rakhlin	Frank Vassaillo
Sci Fi Unit	Veero Derkarabetian	Kevin Hill	M Hee
Strategikids	Emlyn Rutledge	Hayden Kirby	
Teens	Benjamin Scully	Benjamin Rutledge	Cody Schwarm
Party Games	1st Place	2nd Place	3rd Place
Cash 'n Guns Live	Lavenders	Hamburger Cat	The Replaceables
Cash 'n Guns Live	Team 2	Batman & Robin... & Robin	en passant
Ultimate Werewolf	Villagers: 3	Werewolves: 2	Lovers/Tough Girl: 1
Ultimate Werewolf - Experiment: Witch Hunt	Village Team		
[Angels + Demons]			
Ultimate Werewolf - Extreme Edition	Werewolves: 2		
RPGs	1st Place	2nd Place	3rd Place
Dungeons & Dragons 5.0 - Player vs Player	Liam Hogan		
Savage Rifts - Pursuit of Pazuzu: Sand [...]	Kyndal Cleveland	John Lang	Andrew Berk
Video Games	1st Place	2nd Place	3rd Place
Marvel Snap	Jason Duvall	Everman Josh	Zach Zeeman
Starcraft 2	Kevin Riley	Steven Artle	Alastair Valyocsik
Starcraft 2	Stan Stratton	Wes Riddell	Enrique Jimenez
Super Smash Bros Ultimate	Jason Bailey	Marcus Walker	Kyle Moreno
Super Smash Brothers Ultimate	Ryan Caven <3	Jason Bailey	Marcus Walker
Super Smash Brothers Ultimate Doubles	Colin Moreno	Kyle Moreno	Marcus Walker
War Games	1st Place	2nd Place	3rd Place
1775: Rebellion	Alastair Valyocsik & Sander Valyocsik		
1812: The Invasion of Canada	Colin Whitman	Emilie Coroner	
Axis & Allies - D-Day	Eric Fore		
Battle Cry	George Caceres	Ryan Voznick	
Churchill	Jay Peter Rich	Richard Cordero	
Kriegsspiel: Star Wars - The Battle Of Endor	Ryan Gill	Terry Newton	
Sails of Glory - Frigates	Alastair Valyocsik	Mike Fryer	
Sails of Glory - Ships of the Line	Anton Huff	Henry Zitsow	
Wellington: The Peninsular War 1812-1814	Terry Newton	Frank Yuan	



Strategicon Mask and Vaccine Policy

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

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

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

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

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

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

Strategicon Doxxing and Social Media Harassment Policy

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

Strategicon will not tolerate:

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

Doxxing of volunteers and their personal information including private phone numbers, email addresses, social media handles, physical address, etc.

Spamming, phishing, sending malware, shock images or otherwise engaging in adverse digital actions against Strategicon staff members, volunteers, supervisors, or any participant as a result of their activities at or for Strategicon.

General social media posts discussing general policy or concerns are fine, but targeting and attacking a particular member of staff or volunteer will not be tolerated. If you have any questions or concerns regarding the actions of a volunteer, supervisor, or member of staff for Strategicon Conventions, please contact a member of the board in order to resolve it at safety_help@strategicon.net.

In Memoriam

Dana Hohn

Hello gamer friends,

As many of you know I lost my husband Dana Hohn this June. I know that many of you knew him and had occasion to enjoy gaming with him. He was my husband for 35 years. He was a gamer for far longer. Gaming and fencing were his soul. My last and best memories of him were of him staying up into the wee hours at his painting station working on his figures. We met so many of our lifelong friends through gaming. I remember so many days he would spend the day with his friends and come home to tell me every move and dice roll. I admit to rolling my eyes and saying, "That's wonderful sweetie." But in my defense, he did the same for me and my hobbies. His passion for gaming was boundless.

As I sort through his many years of figures, books, rules, flags etc., I am reminded that D & D is a gateway to a lifetime of expensive stuff. I am also reminded of the teenager I fell in love with, the person who introduced me to the fact that not all dice are six sided and that you do indeed need several 4' X 6' tables in your garage to lead a fulfilling life.

With his loss I have come to know many of you much better. I am astounded by the kindness and compassion his friends have shown me. I truly appreciate those who have reached out to me to share their memories.

I will end with one ask. For those who don't already partake, please consider giving English Civil War a chance. For whatever reason that seems to be the game that he loved the most and he had the hardest time finding other players. Thank you all for the many, many hours of enjoyment he had gaming and may you all enjoy the best of luck and good dice.

Amalie Hohn



A Word (or two) from the Con Man

Happy Gateway!

We made it to our last show of the year, and by all measures it should be our largest since the pandemic. Things are not quite normal, but we're getting closer.

How big is it?

We are anticipating about 90 percent of normal – 2200-ish. We're over 750 events – again, the most since before the pandemic. That said, we sold more rooms than we ever have, so we really don't know. What could go wrong? Don't ask.

How big was it?

GameX came in at about 83 percent of "normal" for GameX – about 1950. Smaller than Orccon but higher based on percentage. Things are on the up!

State of the rebuild

So over all things are still getting better, and we've largely recovered. That said, we still have a ways to go. I hope by this time next year we'll be back to our "normal" numbers, but I suspect it will take until 2025.

Changes

There is a big one for this show, and it involves our auction on Monday. We're going way back to the way it was in 2002 or so – we're eliminating reserve prices. Last con

we had almost 1 in 5 lots not sell due to reserve prices and we sold out the auction, with a lot of people unable to get lots. Auctions thrive on energy, and when 1 in 5 lots goes no where it's hard to keep that energy up. So reserve prices are gone.

More changes

We are updating our look. New graphics, signs, etc. We figure once a decade this is a good thing to do. Right now it's a work in progress, but there are some map previews in this con book, and some of the signs are already out. So say goodbye to the old maps – you won't be seeing them again after this show.

Why is the hotel so full?

For those that don't know, there are three concerts at SoFi stadium this weekend, including Monday. Throw on top of that this is one of the few hotels in the area that's not affected directly by the ongoing hotel workers strike, and you've got a sold out hotel.

Thanks for being here!

We can't run this show without all of you, so we appreciate every one of you that's here. Now enough of my blather – go out there and have some fun!

T-Shirts!

Design 1

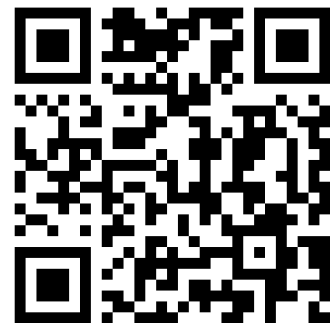
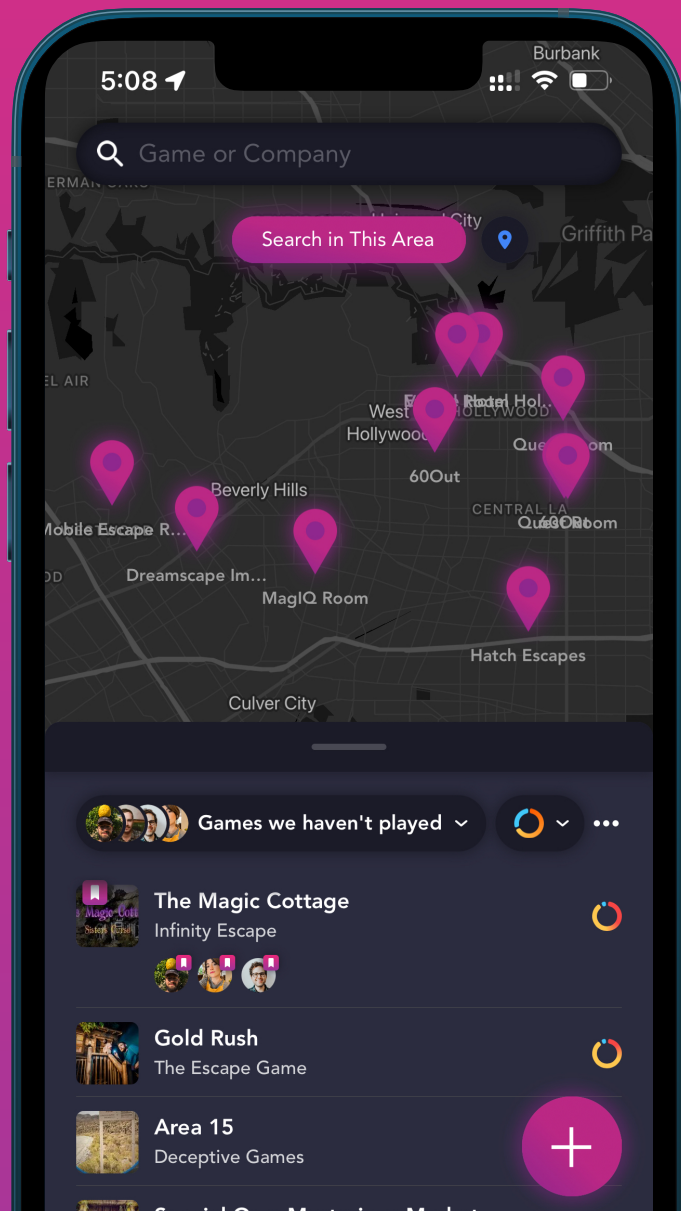


Design 2
(all year)

Two different Convention Shirts
Available in the Dealer Room for \$30
All sizes from S to 4XL
Men's, Women's and Youth shirts are available.



Every.
Escape room.
Ever.



morty.app

“This app is
seriously
incredible!”