

SPECIAL GUEST:
DIRK HENN



STRATEGICON PRESENTS

ORCON

February 17 - 20, 2012

Sheraton Gateway Los Angeles Hotel, 6101 West Century Blvd., Los Angeles, California 90045

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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 Orcccon 2012 for Non-gamers	2
Guest of Honor	3
Master Schedule	4
Annual Awards	16
Special Events and Seminars	17
Board Games	17
Collectibles	28
Computer and Video Games	30
LARPs	31
Miniatures	32
Role Playing	34
Open Gaming	44
Convention Map	46
Miniatures Painting Contest	47
Our Sponsors	47
Shopping (Dealer Room, Flea Market, Auction)	47
The Rules	49
Gateway 2011 Winners	50
In Memoriam	56
Afterword	56

Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Since locating individuals at Orcccon is sometimes difficult, you can also get information from the Registration Desk.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Tim Keennon
Dealer Room	John Paiva
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Neil Figuracion Karl Kreder
Industry Liaison & Collectibles	Dan O'Farrell
Computer and Video Games	Victor Bugg
Live Action Role Playing	Jason DuVall
Miniatures	Ryan McMullan Robyn L. Nixon Frank Vassallo
Role-Playing Games	Michael Fryer Mickey Tan Bob LaMarre
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing Kryssie Mackey Shawn Hendrix
Seminars & Movie Room	Nick Chavez
Library & Guests	Eric Burgess
Lots of Stuff	Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Taralyn "TL" Frasier-Molina
Art	Malcon Pierce

Welcome

Strategicon welcomes you to Orcccon 2012. Thank you for joining us.

Orcccon brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general.

We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

New to the convention? We've added guided tours on Saturday and Sunday to help you discover all the facets of what we do. If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

Convention Hours

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

Game Tournaments and Events

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

Common Rights of Event Officials

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

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

Event Registration

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

All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other).

Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

Prizes will be awarded by Orcon to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Dollars", which are redeemable at face value in the Dealer Room for merchandise (only). These Dealer Dollars are good only at this convention, and Dealer Dollars 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 Orcon 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 pay \$10 for 1st place and \$5 for 2nd
Big Tournaments pay \$25 for 1st place and \$10 for 2nd
Small Tournaments pay \$6 for 1st place and \$3 for 2nd
Sponsored events will give some type of game or game expansion
Special Events will award some type of award, plaque, and/or dealer dollars, 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 Orcon 2012 for Non-gamers

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

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

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

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

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

Enjoy the con!

Orcon 2012 Guest of Honor

Dirk Henn

Spiel Des Jahres-winning designer Dirk Henn has been authoring games for more than two decades. He grew up in a small town near Koblenz in 1960 to a large board-gaming family before going off to study mathematics and computer science in Aachen. He met his physicist wife there, who turned out to be a kindred spirit in the board game hobby.

During his years in college, Dirk discovered the precursors to current eurogames like Scotland Yard and eventually turned to designing games himself in the early 1990's. After having trouble placing his designs with a publisher, he and his wife Barbara launched their own game company because some play-testers loved his games so much that they wanted their own copies. Their company db-Spiele was born and they continued publishing Dirk's designs (always prototyped by Barbara) until their game Premiere (commonly know as Showmanager) caught the eye of Queen Games. Since then, Dirk and Queen have had a fruitful relationship that included popular titles like the Stimmt Sol!, Wallenstein/Shogun, Showmanager/Atlantic Star, Granada, Tomboctou, and the SDJ-award winning Alhambra (recently repackaged as New York) which has many expansions and variants produced to meet the interest of the huge fan base of this beloved modern classic.



Strategicon is honored to welcome Dirk Henn for his US convention debut at Orcon 2012. A big thanks to Queen Games for helping arrange Dirk's visit and for sponsoring our library, demos and for prize support for dozens of our tournaments at Orcon 2012!



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Master Schedule of Events

* = Play with the creator

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

M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Fri, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Noon	1	Sale of the Century Small		B
	4	Bullfrog Goldfield Event		B
	2	Frag Gold - FTW Sponsored		B
	2	Munchkin Event		B
	2	Ninja Burger Event		B
	2	Popular Front Event		B
	2	Revolution Sponsored		B
	2	Arcane Legions: Orxon League		C
	12.5	Warhammer 40K & Fantasy So Cal Crusaders Mega-Events	1st Floor	M
	1 pm	1	Bang! Small	
4		Tanto Cuore Small		B
1		For Sale Sponsored		B
1		Flash Point: Fire Rescue DEMO Demo		B
10		Cranberry Con		C
2 pm	2	Pirate Fluxx Event		B
	1.5	Finca Sponsored		B
	1	Jungle Smart Small		B
	2	Munchkin Quest Event		B
	3	Scepter of Zavandor Sponsored		B
	2	Voltron		C
	5	Erden Odyssey Erden Odyssey *		L
	1	LARP Alliance Expo The Fighters' Guild - Introduction to Live Combat	105	L
	4	Apocalypse World Apocalypse World		R
	4	Dungeon World Living Dungeon World: Prologue		R
	4	FATE Day After Ragnarok: ¡Técnicos En Contra De La Serpiente!		R
	4	Gurps Steampunk- Legend of the Black Panther		R
	4	HERO Family Ties A Happy Jack's Affiliated Game		R
	9	Living Forgotten Realms - D&D 4e ADAP2-1 Monument of the Ancients (levels 11-20)		R
	9	Living Forgotten Realms - D&D 4e CORE2-11 Sign of Four (levels 17-20)		R
	5	Pathfinder Society/Paizo PFS 3-01 The Frostfur Captives		R
	5	Pathfinder Society/Paizo PFS 3-02 Sewer Dragons of Absolom		R
	4	Supercrew Dungeoncrew		R
	4	Traveller Just another boring patrol...		R
	4	Vampire the Requiem Black Streets of Babylon		R
4	White Wolf Storytelling "The Haunting of the Tiberius"		R	
3 pm	4	Kingdom Builder DEMO Demo		B
	1	Angry Birds Event		B
	1.5	Lost Cities: The Board Game Tournament		B
	1	Mondo Sponsored		B
	3	Blockade Runner Event		B
	3	Startup Fever Sponsored		B
	3	Pirates Pocketmodel "Clueless"		C
4 pm	2	Cosmic Encounter Event		B
	1	Colonia Demo with designer Dirk Henn Demo *		B
	2	Yahtzee Free for All Small		B
	2	Munchkin Quest Event		B
	3	Star Trek Herodix		C
	1	LARP Alliance Expo The Fighters' Guild - Introduction to Live Combat	105	L
5 pm	1	Panic Station DEMO Demo		B
	5	The War Game Boot Camp Demo		B
	2	7 Wonders Tournament		B
	2	Nightfall: Coldest War Demo Demo *		B
	2	Ticket to Ride - Team Asia Event		B

Fri, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Hearts #1 Event		B
	1	Concentration Event		B
	1.5	1st & Goal Event		B
	3	Arcane Legions: Orcon League		C
	3	LSR CCG Demo *		C
6 pm	2	Phase 10 #1 Small		B
	1	Euro Games 101 - Amun Re Demo		B
	4	Settlers of Catan: NACC Friday trial Special		B
	2	Last of the Independents Event		B
	2	Frag Gold- FTW Sponsored		B
	2	Infinite City Demo Demo *		B
	2	Revolution Sponsored		B
	2.5	Tasty Minstel Games - Submission playtest #1 Event		B
	2	Lord of the Rings Herodlix		C
	6	Empty Thrones Priests & Pawns	Santa Maria	L
	1	LARP Alliance Expo The Fighters' Guild - Introduction to Live Combat	105	L
	6	Flames of War Friday Night - Case Blue		M
7 pm	4	Amun Re Tournament		B
	3	Cargo Noir Tournament		B
	4	Fortress America Small		B
	2	Lingo Event	103	B
	4	18xx (short) Event		B
	3	Spades #1 Event		B
	6	Age of Empires III Tournament		B
	2	Duel 2 Event		B
	1	King of Tokyo Small		B
	4	M:tg Friday Night Magic		C
	3	Pirates "Clash of the Titans"		C
	3	Blood Bowl Blood Bowl Orcapalooza	1st Floor	M
	5	Rock Band Rock Band Warmups	112	V
	4	Living Forgotten Realms - D&D 4e CALI3-4 Fragments of a Shattered Mind (levels 11-20)		R
	4	Living Forgotten Realms - D&D 4e NETH4-1 Containing the Shadows (levels 11-20)		R
	4	Living Forgotten Realms - D&D 4e WATE2-4 Stage Misdirection (levels 1-4)		R
	4	Living Forgotten Realms - D&D 4e CORE3-1 A Vengeful Dream (levels 1-10)		R
8 pm	2	Dwarves & Orcs Special		B
	1	Euro Games 101 - The Princes of Florence Demo		B
	1	Dice Age - Crown of Gods 101 Demo		B
	4	Fantasy Chess Demonstrations Demo		B
	2	Ninja: Legend of the Scorpion Clan Demo Demo *		B
	1	Slapshot! Event		B
	2.5	Tasty Minstel Games - Submission playtest #2 Event		B
	4	Mind's Eye Theater (World of Darkness) Return to Thorns	Santa Rosa	L
	3	Force on Force Manhunt in Dirkadirkastan	1st floor	M
	3	Malifaux Malifaux - Neverborn Raid!	1st floor	M
	1	All Ongoing Tournaments Begin		V
	2	Xbox 360 Soul Calibur 5 *		V
	4	AD&D 2nd Ed. Old-school AD&D Heavy Role-playing		R
	4	All Flesh Must be Eaten When good zombies get mad		R
	4	Call of Cthulhu BRP The White Dog of Yuggoth		R
	4	D&D 1st Edition Original Red Box The Trail of the Wayward Cleric	200-A	R
	4	Dungeon World Living Dungeon World		R
	4	Dungeon World Living Dungeon World		R
	4	Fantasy Hero Happy Jack's Game - The Disappearance Part 1	206-A	R
	4	Feng Shui Red Orchid Tea Room, S01EP03		R
	3	Fiasco Dirty Cops		R
	4	GURPS GURPS Steampunk		R
	4	GURPS (GURPS Tournament) Zombie Hospital	200-B	R
	4	Hero System 6th Edition (Star Hero) Happy Jacks "Voyage of the Starship Loki"	206-B	R
	4	Legend of the Five Rings RPG A Tournament of the Samurai *		R

Fri, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Maschine Zeit Space Station Otronto	201-A	R
	5	Pathfinder Society/Paizo PFS 3-03 The Ghenett Manor Gauntlet		R
	5	Pathfinder Society/Paizo PFS 3-05 Tide of Twilight		R
	4	Psi*Run Psi*Run		R
	4	Savage Worlds Thrilling Tales Finding Lassiter	205-A	R
	4	Savage Worlds: Soloman Kane The Canals of Amsterdam		R
	3	The Adventurer's Arts The Unicorn's Guise		R
	4	unWritten Taoist Spacepunk	202-A	R
	2	Flea Market		S
9 pm	4	Wallenstein Sponsored *		B
	2	Uno #1 Small		B
	4	The Princes of Florence Big		B
	2	Remote Control Event	103	B
	1	Poker 101 Omaha H/L split Demo		B
	3	Dice Age - Crown of Gods Small		B
	3	Julius Caesar: Rome vs Rome Event *		B
	2	Call of Cthulhu LCG		C
	3	L5R CCG Demo *		C
	2	Meet & Greet		S
10 pm	2	Pandemic Event		B
	2	Nightfall: Coldest War Demo Event *		B
	4	Galaxy Trucker Small		B
	4	Tigris & Euphrates Tournament		B
	3	Poker Omaha Hi/Lo8 split Event		B
	2	LARP Alliance Expo Damsels and Dragons	105	L
	2	LARP Alliance Expo The Fighters' Guild - Tournament	105	L
	2	League of Legends League of Legends - Open Games		V
11 pm	4	Super Dungeon Explore Demo Event		B
	2	Monopoly Deal #1 Small		B
	2	Penny Arcade: Gamers Vs. Evil Small		B
	2	Clue Small		B
	1	Ca\$h 'n Gun\$: Live Event		B

* = Play with the creator

Departments: B = Board Games, C = Collectibles, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Sat, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	4	Dungeon Lords Small		B
	4	Tales of the Arabian Nights Event		B
	6	Werewolf #1 Event		B
	6	Werewolf #2 Event		B
	4	GURPS (GURPS Tournament) Zombie Mall	200-A	R
	4	Gurps GURPS Mysteries "The Mysterious Puzzle Box"		R
8 am	1	LARP Alliance Expo The Fighters' Guild - Introduction to Live Combat	105	L
	10	Warhammer 40k Broadside Bash Slaughter on the High Seas	3rd Floor	M
	10	Warhammer Fantasy Broadside Bash Slaughter on the High Seas	3rd Floor	M
	5	Pathfinder Society/Paizo PFS 3-09 Quest for Perfection - Part I: The Edge of Heaven		R
	5	Pathfinder Society/Paizo PFS 3-10 The Immortal Conundrum		R
	5	Pathfinder Society/Paizo PFS Classic		R
	5	Pathfinder Society/Paizo PFS Intro 1: First Steps - Part I: in service to Lore		R
9 am	1	Euro Games 101 - Power Grid Demo		B
	6	Advanced Civilization Tournament		B
	8	Bonsai Demos Demo		B
	8	Axis & Allies Event		B
	3	L5R CCG Demo *		C
	4	Apocalypse World Apocalypse World		R
	4	Bulldogs!, a FATE-based science fiction RPG Getting There Is Half the Fun		R
	4	Call of Cthulhu Tom Cummings Call of Cthulhu		R

Sat, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	D&D 4e (Homebrew Rules) Delve into the Feydeep (HJRP)		R
	4	GURPS GURPS The Hunger Games 30th Year		R
	4	Gurps Project ASPIRE Season Two		R
	4	Gurps Cliffhangers Buck Rogers and the Slippery Stream	201-A	R
	8	Infinite Power RPG Bonsai Demos		R
	4	Killspllosion Killspllosion: Vengence of the Revenge		R
	4	Laser Ponies - QAGS Happy Jack Game - The P-Team	206-A	R
	4	Living Forgotten Realms - D&D 4e SPEC4-2 The Writhing Obelisk (11-20)		R
	4	Living Forgotten Realms - D&D 4e) SPEC4-1 Cerulean Dreams (levels 1-10)		R
	4	Mouse Guard The Wayward Shipment		R
	4	Savage Worlds Happy Jack's presents: Dead Presidents: Retconned!		R
	4	Savage Worlds Happy Jacks - Stu Venable Game	206-B	R
	4	Savage Worlds Sons & Daughters - Post-Apoc Airship Adventure		R
	4	Skullduggary If Space Permits		R
	4	Top Secret (1978 version) Happy Jacks Top Secret Lives!		R
	4	Traveller - Mongoose Publishing Intervention of the Divine		R
	4	Unknown Armies A Ghost Story	202-A	R
	4	Vampire the Requiem Vampires in the Mist		R
	2	Witch-Knight Curse of the Night Hag		R
	4	Zeppelin Age: DECO 2nd Edition Zeppelins Over Hollywoodland		R
	1	Guided Tour		S
9:30 am	8.5	Dealer Room Opens Dealer Room Opens		
10 am	8	The War Game Boot Camp Demo		B
	0.75	Looney Bin Event		B
	1	Seven Dragons Event		B
	2	Nightfall: Coldest War Demo Event *		B
	4	Power Grid Big		B
	2	Blokus Tournament		B
	2	Scrabble Small		B
	2	Twister Yoga Saturday Event	112	B
	0	18GL Tournament		B
	4	Doom - The Board Game Tournament		B
	4	Munchkin Quest Event		B
	1	Safranito 101 Demo		B
	2	Shootin' Ladders: Frag Fest Event		B
	4	Sol Sponsored		B
	1	Titan 101 Event		B
	3	Highlander TCG Orcon Rumble 2012		C
	2	Pokemon Workshop		C
	3	Warlord "Turncoat " Tournament		C
	7	Dystopian Wars Dystopian Wars Tournament	1st Floor	M
	6	Flames of War FoW 1500 pt Later War Tournament	1st Floor	M
	6	Homebrew Rules Assault on East Prussia	1st Floor	M
	8	Privateer Press Warmachine/Hordes Mk II Warmachine Path to Gencon Tournament	1st Floor	M
	4	Rusted Heroes King of the Mountain!	1st Floor	M
	1	All Ongoing Tournaments Begin		V
11 am	4	Kingdom Builder DEMO Demo		B
	2	Quarriors Tournament		B
	1	Euro Games 101 - Race for the Galaxy Demo		B
	1.5	Undermining Demo		B
	2	Star Trek Scene-it? Small		B
	3	Formula D Event		B
	1	Safranito Small		B
	8	Titan Tournament		B
	7	Twilight Imperium 3rd Ed. Event		B
	4	Merchant of Venus Small		B
	1	Dragon Dice Demo		C
	4	M:tg Innistrad Block Draft Tournament		C
	2	Meepile Madness		C

Sat, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	6	VTES Constructed Tournament - "Aye"		C
	4	Command Combat: Civil War The Battle of Fort Donelson		M
	3	Legends of the Old West Somebody's gotta go back and get a sh*tload of dimes	1st Floor	M
	4	Flea Market		S
	1	Guided Tour		S
Noon	2	Uno #2 Small		B
	2	Thunderstone 101 Demo *		B
	2	Stacket Pre-Release event Event		B
	4	In the Year of the Dragon Tournament		B
	4	Race for the Galaxy Big		B
	4	Settlers of Catan: NACC Saturday trial Event		B
	2	Card Sharks Event	103	B
	2	Hearts #2 Event		B
	2	Wits & Wagers Tournament		B
	1	Axis & Allies Naval Miniatures Demo		C
	4	Dragon Dice Sealed Starter Novice Tournament		C
	2	Livid Visage		C
	3	Pirates Pocketmodel "Lead or Gold"		C
	3	Pokemon		C
	10	Cranberry Con		C
	2	Realms of Conflict (LARP Alliance Expo) The Ballad of Evermore	105	L
	6	Malifaux SoCal Malifaux Tournament	1st floor	M
	4	Panzerfaust (modified Crossfire) Operation Mercury	1st Floor	M
	2	PC Diablo]][Beta - Gold Rush *		V
	1.5	Game Master Triage	Seminar	S
1 pm	1	Playtesting with Dirk Henn Demo *		B
	4	Thunderstone Tournament *		B
	5	Alien Frontiers Tournament		B
	4	Notre Dame Tournament		B
	6	Matzakoman Event		B
	2	Who Would Win? Event		B
	2	Zero Event		B
	4	1830 Small		B
	6	OPERATION: MACCABEE Event		B
	1	Flash Point: Fire Rescue Demo		B
	1	Food Fight 101 Demo		B
	6	Pirate King Event		B
	2	Axis & Allies Naval Miniatures		C
	3	L5R CCG Demo *		C
	3	World of Warcraft TCG		C
	1	Guided Tour		S
2 pm	4	Arkham Horror for Beginners! Event		B
	3	Eminent Domain Tournament		B
	2	Bezzerwizzer Tournament		B
	1	Word on the Street Event		B
	4	Zendo Event		B
	1	Can't Stop! Tournament		B
	1	Food Fight Small		B
	2	Frag Gold- FTW Sponsored		B
	3	Highlander TCG Tournament		C
	4	Game of Thrones LCG		C
	4	Warlord "Singles " Tournament		C
	5	Dying Kingdoms Dying Kingdoms - Table Top	Santa Maria	L
	4	Starship Valkyrie LARP Starship Valkyrie *	Board Room	L
	3	Legends of the Old West Somebody's gotta go back and get a sh*tload of dimes	1st Floor	M
	4	Lord of the Rings Strategy Battle Game The Siege of Minas Tirith	1st Floor	M
	1.5	Xbox 360 Halo: Reach - Free For All		V
	4	Happy Jack's Game - The Disappearance Part 2	206-A	R
	4	All Flesh Must be Eaten When good zombies get mad		R
	4	Changeling the Lost Law of the Jungle		R

Sat, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	D&D 1st Edition Original Red Box Old School Orc Bashing!	200-A	R
	6	D&D 4th Edition D&D Team Challenge	204-A&B	R
	4	Dungeon World Living Dungeon World		R
	4	Dungeon World Living Dungeon World		R
	4	FantasyCraft On Wings of Rage -- A Happy Jack's Affiliated Game		R
	4	Fate ShadowPunk: Race Riot!		R
	4	GURPS GURPS Cthulhu: "Phantom Finders"		R
	4	Gurps Horror Buffy the Vampire Slayer and the Love of the Damned	201-A	R
	4	Hero System 6th Edition Happy Jacks "Strangers"	206-B	R
	4	Legend of the Five Rings RPG A Tournament of the Samurai *		R
	9.5	Living Forgotten Realms D&D 4e ADCP4-1 City of Destinies (levels 1-20)		R
	4	Marvel Heroic Roleplaying Marvel!		R
	4	One Roll Engine Sanrio Puroland Cosplay Adventure! (HJRP)		R
	4	Paranoia Standing on the Necks of Giants		R
	4	Pathfinder Happy Jack's presents: The Orc's Revenge!		R
	5	Pathfinder Society/Paizo PFS 3-06 Song of the Sea		R
	5	Pathfinder Society/Paizo PFS 3-11 Quest for Perfection Part II: On Hostile Waters		R
	5	Pathfinder Society/Paizo PFS Classic		R
	5	Pathfinder Society/Paizo PFS Intro 2: First Steps - Part II: To Delve the Dungeon Deep		R
	4	Savage Worlds - Old West/Deadlands A Happy Jacks Affiliated Game The Gatling Decision		R
	4	Savage Worlds Deluxe Happy Jacks - Savage Worlds	202-B	R
	4	savage worlds Happy Jacks game PHREQUE Show Boston Massacre		R
	4	unWritten The Continued Dream of Electric Sheep	202-A	R
3 pm	4	Alhambra - MEGA Special *		B
	3	Summoner Wars Demo Demo		B
	1	Deck Builders 101 - Dominion Demo		B
	1	Euro Games 101 - Agricola Demo		B
	2	Scrabble: The Game Show Tournament	103	B
	4	Doom - The Board Game Tournament		B
	0.5	Hunting Party Event		B
	2	Junta: Viva El Presidente Tournament		B
	4	Runewars Event		B
	3	Startup Fever Sponsored		B
	3	Star Trek Herodix		C
	2	Yugioh!		C
	4	Rusted Heroes King of the Mountain!	1st Floor	M
4 pm	1	Fluxx Event		B
	2	Phase 10 #2 Small		B
	4	Dominion Big		B
	4	Agricola - Prelims Special		B
	1	Euro Games 101: Caylus Demo		B
	1	Pack and Stack Small		B
	3.75	Battlestations Event		B
	2	Frag Gold - FTW Sponsored		B
	2	Kingdom Hearts "Joep & the Chipmunks: Chipwrecked"		C
	3	Pirates Pocketmodel "Under Jolly Roger"		C
	2	PC Diablo]][Beta - Gold Rush		V
	1.5	XBOX360 Modern Warfare 3 - Free For All		V
	2	Going Cardboard: A Board Game Movie		S
5 pm	1	Incan Gold Tournament		B
	2	Penny Arcade: Gamers vs. Evil #2 Small		B
	4	Carcassonne Big		B
	5	Caylus Tournament		B
	4	Railways of the World Tournament		B
	2	Improv 101 Event	105	B
	3	L5R CCG Demo *		C
	4	Quarriors		C
	6	VTES Constructed Tournament - "High Aye"		C

Sat, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
6 pm	4	Eminent Domain: Head-to-Head Tournament		B
	2	Small World: 102 Event		B
	2	Angry Birds Knock On Wood Board Game Small		B
	1	BuyWord Event		B
	2	Cthulhu Dice - Live Action! Sponsored		B
	2	Infinite City Demo Demo *		B
	1	Toc Toc Woodman Small		B
	1	M:tG Workshop		C
	2	Collectable Card and Miniatures Gathering		C
	2	Cthulu Dice Cthulhu Dice - the LARP Game	Flea Market Area	L
	6	Circus Maximus Circus Maximus	1st Floor	M
	1.5	Dealer Room Closes Dealer Room Closes		V
	7 pm	1	Xbox 360 Gears of War 3 - Solo Horde	
1		Euro Games 101 - Le Havre Demo		B
2		The Price is Right Event	103	B
6		1835/1856/1870 Tournament		B
4		Shogun/Samurai Swords Small		B
2		Spades #2 Event		B
3		Ascension: Chronicle of the Godslayer		C
3		Yugioh! #2		C
4		15mm Field of Battle Rules American War of Independence	1st Floor	M
6		Epic: Armageddon Epic: Armageddon "Death from the Skies"	1st Floor	M
5		Rock Band Rock Band Jam Session #1	112	V
2		Flea Market (Broadside Bash)		S
1.5		Strategicon's Stand-Up Comedy Open Mic Show	Seminar	S
8 pm	4	Airlines: Europe Tournament		B
	4	Kingsburg Tournament		B
	4	Le Havre - Prelims Special		B
	4	Descent - Journeys in the Dark Event		B
	2	Ninja: Legend of the Scorpion Clan Demo Demo *		B
	1	Slapshot! Small *		B
	2	World Conquerors Event		B
	3	M:tG Pauper Deck (all commons) Tournament		C
	4	Empty Thrones Empty Thrones Table Top Games	Santa Monica	L
	5	Houses of the Blooded LARP Something Stolen, Something Blue	Santa Maria	L
	4	Mind's Eye Theater (World of Darkness) Return to Thorns	Board Room	L
	6	Battletech Assault on Frank Spaceport	1st Floor	M
	4	Dark Age Dark Age Midnight Madness Rumble	1st Floor	M
	3	Firestorm Armada The Storm Zone	1st floor	M
	3	Legends of the Old West Somebody's gotta go back and get a sh*tload of dimes	1st Floor	M
	4	PC Diablo][[Beta - Gold Rush *		V
	1.5	XBOX.360 Modern Warfare 3 - Kill Confirmed		V
	5	AD&D 2nd Ed. D&D: The Temple of Eternal Rest		R
	4	Call of Cthulhu using Cold City The Shroud of Stone		R
	4	Cyber World [Playtest] The Kurosawa Extraction		R
	4	GURPS GURPS Steampunk		R
	4	GURPS Vampire The Unspeakable Horror of New Orleans	201-A	R
	4	Gurps GURPS "APOC 10 years later"		R
	4	Lady Blackbird Blackbird High School		R
	4	Legend of the Five Rings RPG A Tournament of the Samurai *		R
	4	Live Pod Cast Happy Jacks RPG Pod Cast	105	R
	5	Pathfinder Society/Paizo PFS 2-20 Wrath of the Accursed		R
	5	Pathfinder Society/Paizo PFS 3-13 Quest for Perfection - Part III: Defender of Nesting Swallow		R
	5	Pathfinder Society/Paizo PFS Intro 3: First Steps - Part III a Vision of Betrayal		R
	4	Savage Worlds Tom Cummings Savage Worlds		R
	4	Steve Jackson Toon (GURPS Tournament) Halo - Red vs Blue "Why Are we Here... Again"	200-A	R
	3	The Adventurer's Arts The Unicorn's Guise		R

Sat, Feb 18

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	The Dresden Files The Case of the Airport Layover		R
	4	Traveller – Mongoose Publishing Just another boring patrol...		R
	4	Whitewolf Storytelling “Engelblut”		R
9 pm	2	Clay-O-Rama Small		B
	2	Tichu - Preliminary Round Event		B
	2	Uno Attack Small		B
	2	Luck of the Draw Event	103	B
	3	Dice Age - Crown of Gods Small		B
	2	Wizard Kings: If an orc dies in a forest, does anyone care? Event *		B
	3	L5R CCG Demo *		C
10 pm	4	Innovation Tournament		B
	2	Cosmic Encounter Event		B
	2	Password Tournament		B
	3	Poker 7 Card Stud Event		B
	1	Lifeboat Event		B
	1.5	XBOX360 Modern Warfare 3 - Gun Game		V
11 pm	3	Nightfall at Midnight Event *		B
	1	Ca\$h 'n Gun\$: Live Event		B
	1	Who Would Win? Event		B

* = Play with the creator

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

M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Sun, Feb 19

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	4	Werewolf #3 Event		B
	4	Werewolf #4 Event		B
	3	Nexus Ops Tournament		B
	4	Living Forgotten Realms - - D&D 4e NETH4-3 Purifying the Prophet (levels 11-20)		R
	4	Steve Jackson Toon (GURPS Tournament) Adult Swim - ATHF- The Intergalactic Kegger	201-A	R
	4	Steve Jackson Toon (GURPS Tournament) The Caaaalami-con	200-A	R
8 am	5	Pathfinder Society/Paizo PFS 3-12 Wonders in the Weave - Part 1 The Dog Pharoahs Tomb		R
	5	Pathfinder Society/Paizo PFS 3-13 Quest for Perfection - Part III: Defender of Nesting Swallow		R
	5	Pathfinder Society/Paizo PFS Classic		R
	5	Pathfinder Society/Paizo PFS Intro 1: First Steps - Part I: in service to Lore		R
9 am	4	Tikal Tournament		B
	1	Rat-a-tat Cat Event		B
	3	L5R CCG Demo *		C
	4	Apocalypse World Apocalypse World		R
	4	Bulldogs!, a FATE-based science fiction RPG Getting There Is Half the Fun		R
	4	Call of Cthulhu Tom Cummings Call of Cthulhu		R
	4	Cthulhu Dark Haunt at Bella Rouge		R
	4	D&D 4th Edition Happy Jack's: Parties at Parties	206-B	R
	4	FantasyCraft Sins of the Fathers		R
	4	Gurps Steampunk		R
	4	Gurps GURPS Supers “Teen Titans GO!”		R
	4	Gurps GURPS The Hunger Games 31st Year		R
	4	Gurps Old West They Died with Their Boots On...	201-A	R
	4	Living Divine - - D&D 4e INTRO1-7 Another Rainy Day in Wood’s Edge (levels 1-3)		R
	4	Living Forgotten Realms - - D&D 4e ELTU3-1 Good Intentions (levels 1-10)		R
	4	Living Forgotten Realms - - D&D 4e NETH4-1 Containing the Shadows (levels 11-20)		R
	4	Pathfinder Happy Jacks “the Hidden Tower”	206-A	R
	4	Smallville RPG Mona Lisa Overville		R
	4	Steve Jackson Toon (GURPS Tournament) ACME no More!!!	200-B	R
	4	Steve Jackson Toon (GURPS Tournament) High-Seas Hi-jinks!	200-A	R
	4	Traveller 2300AD – Mongoose Publishing Now is theTime - a 2300 AD Adv		R

Sun, Feb 19

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	Guided Tour		S
9:30 am	8.5	Dealer Room Opens Dealer Room Opens		
10 am	3	Kingdom Builder Sponsored		B
	8	The War Game Boot Camp (Grognard Sunday) Demo		B
	4	Battlestar Galactica Event		B
	1.5	Pirates DBG Playtest Demo		B
	2	Dream Factory Small		B
	1	ToC ToC Woodman Small		B
	2	Kings & Things Event		B
	6	18xx (open) Tournament		B
	4	Dust Event		B
	2	Ninja: Legend of the Scorpion Clan Demo Demo *		B
	2	Star Trek: Fleet Captains Event		B
	1	Zombie Dice Small		B
	3	Highlander TCG Back to Basics		C
	2	Pokemon Workshop #2		C
	2	LARP Alliance Expo The Ballad of Evermore	105	L
	5	Firestorm Armada Firestorm Armada Tournament	1st floor	M
	3	War of George III Battle of Gilford Courthouse	1st Floor	M
	6	Warhammer Ancient Battles 2.0 Webster Open WAB Tournament		M
	6	Warmachine/Hordes The Fortress Must Fall	1st Floor	M
	1	All Ongoing Tournaments Begin		V
	2	Rock Band Rock Band - Breakfast with the Beatles	112	V
11 am	2	A Few Acres of Snow Tournament		B
	2	Clay-O-Rama Small		B
	2	Metro/Cable Car with designer Dirk Henn Small *		B
	2	Uno #3 Small		B
	1	Euro Games 101 - Rattus Demo		B
	1	Dweebies Event		B
	1	Dragon Dice Demo		C
	4	M:tg Extended Constructed Tournament		C
	3	Pirates Pocketmodel "Deep Ones Rising"		C
	4	Star Wars Minis "Order 66"		C
	6	VTES Constructed Tournament - "Evil Eye"		C
	4	Pirates! Thar Be Pirates Here!	1st Floor	M
	4	Rusted Heroes King of the Mountain!	1st Floor	M
	4	Flea Market		S
	1	Guided Tour		S
Noon	1	Chaotic Connections DEMO Demo		B
	4	1960: The Making of the President Event		B
	3	Blue Moon City Small		B
	2	Rattus Small		B
	1	Gulo Gulo Event		B
	2	Chain Reaction Event	103	B
	2	Wheel of Fortune Event		B
	2.5	Spades #3 Event		B
	4	Ascension: Chronicle of the Godslayer #2		C
	4	Dragon Dice "Build-Your-own Army" Tournament		C
	3	Pokemon #2		C
	10	Cranberry Con		C
	3	World of Warcraft TCG #2		C
	2	LARP Alliance Expo The Ballad of Evermore	105	L
	3	Force on Force Manhunt in Dirkadirkastan	1st floor	M
	4	Malifaux Malifaux/Puppet Wars demos	1st Floor	M
	2	Costume Contest: Orcon 2012		S
1 pm	2	Play 5 Small		B
	1	Deck Building 101: Puzzle Strike Demo		B
	1	Nightfall 101 Event *		B
	1	Euro Games 101 - Stone Age Demo		B
	4	Bobbin' Bumblebee Event		B

Sun, Feb 19

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	Twister Tournament		B
	0	Shogun Tournament		B
	6	Talisman Event		B
	2	Axis & Allies Naval Miniatures #2		C
	3	L5R CCG Demo *		C
	1	Guided Tour		S
2 pm	4	Arkham Horror for Beginners! Event		B
	4	Playtesting with Dirk Henn Demo		B
	3	Eminent Domain Event		B
	4	Nightfall Tournament *		B
	2	Puzzle Strike Tournament		B
	4	Stone Age Big		B
	2	Kids' Pyramid Games Event		B
	1	Zoowaboo Event		B
	2	Snatch-it Event		B
	1	Martian Dice Small		B
	2	Clout		C
	3	Highlander TCG Immortals Tournament		C
	7	Dying Kingdoms Vox Populi Vox Dux	Santa Maria	L
	4	Lord of the Rings Strategy Battle Game The Seige of Minas Tirith	1st Floor	M
	1.5	Xbox 360 Halo: Reach - Team Anniversary		V
	6	1E plus house rules A Fist Full of Gold Pieces		R
	4	Castle Falkenstein ...The Harder They Fall	205-A	R
	4	Custom Threadbare RPG Playtest		R
	4	Dungeon World Living Dungeon World		R
	4	Dungeon World Living Dungeon World		R
	4	Grimm Happy Jacks - Into the Woods		R
	4	Gurps GURPS "APOC 10 years later"		R
	4	Gurps GURPS Out of the Coffin Season Three "Coyote's Best Trick"		R
	4	Gurps Sucker Punch Macho Women with Guns and Swords	201-A	R
	4	Heavy Gear 2E Operation: Jungle Drums		R
	4	Lady Blackbird Pacific Blackbird Railway		R
	4	Legend of the Five Rings RPG A Tournament of the Samurai *		R
	4	Leverage (modified) Let's Go Steal Us The Holy Symbol of Ravenkind	201-B	R
	4	Living Divine -- D&D 4e INTRO1-8 No Stone Unsung (levels 1-3)		R
	4	Living Forgotten Realms -- D&D 4e ELTU3-3 The Way of All Flesh (levels 1-10)		R
	4	Living Forgotten Realms -- D&D 4e NETH4-2 The Tripartite Tower (levels 11-20)		R
	4	Paranoia Me and My Shadow		R
	5	Pathfinder Society/Paizo PFS 3-04 The Kortos Envoy		R
	5	Pathfinder Society/Paizo PFS 3-07 Echos of the Overwatched		R
	5	Pathfinder Society/Paizo PFS 3-14 Wonders in the Weave - Part II Snakes in the Fold		R
	5	Pathfinder Society/Paizo PFS Intro 2: First Steps - Part II: To Delve the Dungeon Deep		R
	4	Savage Worlds Kid's Game - "Legend of the Spirit Sentinels"	200-A	R
	4	Savage Worlds The Eye of Kilquato		R
	4	Steve Jackson Toon (GURPS Tournament) Night at the Sherri-Toon	200-B	R
	4	Traveller - Mongoose Publishing Intervention of the Divine		R
	4	Void Vultures RPG Vesta Gate: a 20th level Derelict		R
	4	unWritten The Truth About Lacuna	202-A	R
3 pm	2	Monopoly Deal #2 Small		B
	4	Battlestar Galactica Event		B
	5	Pillars of the Earth Tournament		B
	1	The Magic Labyrinth Small		B
	2	Tic Tac Dough Event	103	B
	1	Pay Day Event		B
	2	Lord of the Rings heroclix #2		C
	3	Yugioh! #3		C
4 pm	2	Munchkin Bites! Small		B
	4	Agricola - Finals Big		B

Sun, Feb 19

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	Euro Games 101: Puerto Rico Demo		B
	3	Settlers of Catan: NACC finals Sponsored		B
	1	Animal Upon Animal Event		B
	4	Acquire - David Woolcott memorial Sponsored		B
	3	Red Dragon Inn Event		B
	4	Star Wars Minis "Sith Apprentice"		C
	3	Force on Force Manhunt in Dirkadirkastan	1st floor	M
	2	Xbox 360, PS3 Ultimate Marvel vs Capcom 3		V
	1	Q&A with Guest of Honor Dirk Henn		S
5 pm	4	Dominion #2 Big		B
	4	Fresco Small		B
	4	Puerto Rico Big		B
	2	Yahtzee Free for All Small		B
	4	Black Friday Tournament		B
	1.5	Undermining Demo		B
	2	Improv Jam Event	105	B
	3	L5R CCG Demo *		C
	6	VTES Constructed Tournament - "Aye of Hazimel"		C
	2	Going Cardboard: A Board Game Movie		S
6 pm	4	Race for the Galaxy: 2-player Tournament		B
	3	Hearts #3 Event		B
	2	Cthulhu Dice - Live Action Sponsored		B
	3	Pirates: Sink-N-Keep "Ms. Scarlett, in the library, with a candlestick"		C
	2	Cthulu Dice Cthulhu Dice - the LARP Game	Board Room	L
	4	A call to arms Star Fleet (Star Trek) ACTA SF demo	1st floor	M
		Dealer Room Closes Dealer Room Closes		
	1	XBOX360 Modern Warfare 3 - Team Deathmatch		V
7 pm	4	Granada Tournament		B
	4	Ra Big		B
	2	Small World Invaded! Event		B
	2	Press Your Luck Event	103	B
	4	Fantasy Chess Demonstrations Demo		B
	2	Infinite City Demo Demo *		B
	4	Quarriors #2		C
	2	Rock Band Rock Band Jam Session #2	112	V
	4	Living Divine -- D&D 4e INTRO1-9 A Day in the Life of a Deity (levels 1-3)		R
	4	Living Forgotten Realms -- D&D 4e ELTU3-5 It's in the Blood (levels 1-10)		R
	1	Feedback Forum	Seminar	S
8 pm	2	Thunderstone Event *		B
	2	Cartagena Tournament		B
	4	Le Havre - Finals Big		B
	4	Conquest of the Empire Event		B
	2	Revolution Event		B
	3	M:tG Mini Master Tournament		C
	4	Realms of Conflict (LARP Alliance Expo) The Gauntlet	105	L
	3	Pirates! Curse of the Pearl Necklace!	1st Floor	M
	1.5	XBOX360 Modern Warfare 3 - One in the Chamber		V
	5	AD&D 2nd Ed. D&D: The Temple of Eternal Rest		R
	5	An Experimental Design Cycles		R
	4	Call of Cthulu The Dark Reflection	200-B	R
	4	D&D 1st Edition Original Red Box Mystery in the Swamp	200-A	R
	4	Dark Ages: Vampire Happy Jack's: Seeing through the Prince's Eyes		R
	4	Dungeon World Living Dungeon World		R
	4	Dungeon World Living Dungeon World		R
	4	Fate Strange Days		R
	4	Feng Shui Red Orchid Tea Room, S01EP04		R
	4	GURPS GURPS FINALS (by invitation!)		R
	4	Gurps Tournament Finals		R
	4	Gurps Traveller The Sagas of the Planet Vorkosigan	201-A	R
	4	Legend of the Five Rings RPG A Tournament of the Samurai *		R

Sun, Feb 19

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Marvel Heroic Roleplaying Basic Game Marvel!		R
	5	Pathfinder Society/Paizo PFS 3-08 Among the Gods		R
	5	Pathfinder Society/Paizo PFS 3-09 Quest for Perfection - Part I: The Edge of Heaven		R
	5	Pathfinder Society/Paizo PFS Classic		R
	5	Pathfinder Society/Paizo PFS Intro 3: First Steps - Part III a Vision of Betrayal		R
	4	Savage Worlds Tom Cummings Savage Worlds		R
	4	Traveller - Mongoose Publishing Just another boring patrol...		R
9 pm	2	Clay-O-Rama Small		B
	4	Showmanager Sponsored *		B
	2	Tichu - Final Round Event		B
	2	Angry Birds Boardgame #2 Small		B
	3	L5R CCG Demo *		C
	1.5	Xbox 360 Dance Central 2 Tournament	112	V
10 pm	2	Cranium: Pop 5 Small		B
	4	The Mad Magazine Game Small		B
	3	Poker No Limit Texas Hold em Event		B
	2	Xbox 360 Saints Row the Third		V
11 pm	4	Qwirkle Small		B
	1	Ca\$h 'n Gun\$: Live Event		B

* = Play with the creator

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

M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Mon, Feb 20

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	2	Roll through the Ages Small		B
	4	Werewolf #5 Event		B
	6	Werewolf #6 Event		B
8 am	5	Pathfinder Society/Paizo PFS 3-11 Quest for Perfection Part II: On Hostile Waters		R
	5	Pathfinder Society/Paizo PFS Classic		R
9 am	1	Raj Event		B
	4	Dominion - Mega Monday Special		B
	4	18xx (final) Big		B
	4	Dungeon World - Hack (Playtest) Geiger World		R
	4	In A Wicked Age In This Wicked Age		R
	8	Living Forgotten Realms - - D&D 4e ADAP3-4 The Five Deadly Shadows (levels 5-10)		R
	8	Living Forgotten Realms - - D&D 4e CORE2-12 The Sschindylryn Heresy		R
	4	Living Forgotten Realms - - D&D 4e NETH4-2 The Tripartite Tower (levels 11-20)		R
	4	Living Forgotten Realms - - D&D 4e WATE2-4 Stage Misdirection (levels 1-4)		R
	4	Living Forgotten Realms - D&D 4e CALI3-4 Fragments of a Shattered Mind (levels 11-20)		R
9:30 am	5	Dealer Room Opens Dealer Room Opens		
10 am	2	Core Worlds DEMO Demo		B
	2	Ticket to Ride - Legendary Asia Event		B
	1	Flash Point: Fire Rescue Demo		B
	8	The Napoleonic Wars Event		B
	1	Axis & Allies Naval Miniatures Demo		C
	2	Voltron #2		C
11 am	2	Uno #4 Small		B
	3	Red Dragon Inn Event		B
	2	Axis & Allies Naval Miniatures #3		C
	3	Pirates Pocketmodel "Get a Clue"		C
	2	Auction		S
Noon	2	Hornet Sponsored		B
	2	Wasabi Sponsored		B
	2	Hearts #4 Event		B
1 pm	2	Shadow Hunters Event		B
	2	FITS Sponsored		B

Mon, Feb 20

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	Vegas Showdown Sponsored		B
2 pm	4	Penny Arcade: Gamers vs. Evil #3 Sponsored		B
	2	Hamsterolle Sponsored		B
	4	Living Forgotten Realms - - D&D 4e CORE3-1 A Vengeful Dream (levels 1-10)		R
	4	Living Forgotten Realms - - D&D 4e NETH4-3 Purifying the Prophet (levels 11-20)		R
	5	Pathfinder Society/Paizo PFS Classic		R
2:30 pm		Dealer Room Closes Dealer Room Closes		
3 pm	2	Crows Sponsored		B
	1	No Thanks! Event		B

* = Play with the creator
 Departments: B = Board Games, C = Collectibles, L = LARPs,
 M = Miniatures, V = Video Games, R = RPGs, S = Seminars

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 10 game categories:

- | | |
|-------------------|------------|
| Euro Games | Rail Games |
| Strategy Games | War Games |
| Family Games | Kids Games |
| Collectible Games | Card Games |

The points people earn will be faced on the following grid:

# of players	40+	25-39	17-24	11-16	7-10	1-6
Finish 1st	18	15	12	10	8	5
Finish 2nd	12	10	8	6	4	2
Finish 3rd	6	5	4	3	2	1

The # of players relates to the # of players in the actual tournament, not in the individual game.

The awards will be presented during the following year's Orcon (Presidents' Day weekend) Convention.

- For 2011 the winners are:
 Jack Butler: Darrell Stark
 Card Games: Dan O'Farrell
 Euro Games: Bruce Schlickbernd
 Family Games: Jaye R
 Kids Games: Cambria B
 Rail Games: Kenneth Heilfron
 Strategy Games: Eric Downing
 War Games: Tim Towery
 Collectible Games: Chuck Watson

Strategicon Congratulates these fine gamers!



Seminars

Special Events and Seminars

Seminar Room, Board Room, Gateway Prefunction, 105

Auction – Mon 11 am

Games of all sorts can appear here, and most usually do! Find that missing gem for you collection or clean out that closet at our thrice-annual game auction!

Costume Contest: Orcon 2012 – Sun Noon

You have received an anonymous letter regarding your involvement in a particularly ghastly situation. A Dr. Black has requested your presence for a most unusual party. You must dress in costume to participate in this party. The reward for doing so could mean your freedom from the ... ghastly situation. In the Seminar Room. Prizes to those who perform exceptionally well. Ages: infant-10, 11-17, 18+ Categories: Best Male, Best Female, Best Ensemble, Best in Show, Top 3 Overall.

Feedback Forum – Sun 7 pm

Did you enjoy yourself at Orcon 2012? Do you have suggestions, comments or questions? Let us know how we're doing! Pizza for all that show up.

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

Need to clear out the closet? Got gaming stuff to sell? Well, here's your chance. There's plenty of buyers just waiting to take that stuff off your hands.

Flea Market – Sat 7 pm

Our annual Broadside Bash flea market! All buyers and sellers welcome, but table priority is given to participants in the Broadside Bash.

Game Master Triage – Sat Noon

Are you a snack for players? Are they sleeping during combat? Have they all bought castles and hired other adventuring groups to do their bidding after the third gaming session? Party infighting got you down? Bring your game issues and lets get them sorted out.

Board Games

Grand Ballroom A-F, California Prefunction, 103

1830 – Sat 1 pm

The original rules in the Avalon Hill version will be played (no alternate 6 train) unless everyone agrees otherwise to use some of the variants in the new 2011 edition. One hour before the game, there will be a teaching session for new players. If there is sufficient interest, a separate game will be run for first-time players only.

1835/1856/1870 – Sat 7 pm

Any of 1835, 1856, or 1870 may be played. Auction variant by Todd Vander Pluym will be used in 1835.

18GL – Sat 10 am

Railroading in the Great Lakes area.

Going Cardboard: A Board Game Movie

Sat 4 pm, Sun 5 pm

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

Guided Tour – Sat, Sun 9 am, 11 am, 1 pm

Curious about all that the convention has to offer? Join us on a guided tour of the Convention including all of the department headquarters, some of the key events as well as a floor by floor breakdown of what is where. Meets at the registration desk.

Happy Jacks RPG Pod Cast – Sat 8 pm – Live Pod Cast

Join the Happy Jacks Pod Cast crew for an evening of role playing discussion. May contain adult humor not appropriate for younger attendees.

Meet & Greet – Fri 9 pm

Come meet the owners and staff of Orcon! We'll be hanging out in the hotel bar and would love to see you. Stop by any time between 9 and 11 pm. We might go longer, but no promises.

Q&A with Guest of Honor Dirk Henn – Sun 4 pm

Come join us as we talk to Spiel Des Jahres-winning designer Dirk Henn, author of Alhambra, Shogun, Showmanager, Metro, Colonia and many other favorite eurogames from the last two decades. Eric Burgess, host of the Boardgame Babylon podcast, will moderate. Attend and enter the drawing for a prize.

Strategicon's Stand-Up Comedy Open Mic Show – Sat 7 pm

Come join the fun and listen to some professional stand up comedians perform their acts and sign up for your turn at the mic. Open for all attendees.

18xx (short) – Fri 7 pm

18xx (open) – Sun 10 am

18xx (final) – Mon 9 am

Open: Any published 18xx game (no developmental versions) may be played.

Short: Any 18xx game playable in four hours or less can be played.

The top four players from 18xx games played will be invited to play in the final! Default game is 1861.

1960: The Making of the President – Sun Noon

In this very popular two-player game, players get to reenact the election of 1960 as either Kennedy or Nixon. This is a card-driven, area control game. Please bring a copy of the game if you have one.

Board Games

1st & Goal – Fri 5 pm

A dice rolling football game where the players choose offense and defensive plays. Both players roll dice and move the football forward or backwards. Pass the goal and score a touchdown or go for a field goal.

7 Wonders – Fri 5 pm

Lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, and then pass the remainder to an adjacent playert. Each player then chooses another card from the deck they were passed, and the process repeats until players have six cards in play from that age.

A Few Acres of Snow Tournament – Sun 11 am

A two-player, card-driven game about the French and British conflict in North America. The Wargame Boot Camp will be running a tournament with the rules posted by Martin Wallace on Board Game Geek.

Acquire - David Woolcott memorial – Sun 4 pm

Dave would have liked a tournament named after him it is a fitting tribute to a gamer all of his life.

Advanced Civilization – Sat 9 am

Avalon Hill version

Age of Empires III – Fri 7 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. We will include the Builder Expansion for at least the final round.

Agricola

Prelims – Sat 4pm;

Finals – Sun 4 pm;

Agricola 101 – Sat 3pm

Uwe Rosenberg's game of rival farmers!

Airlines: Europe – Sat 8 pm

Courageous entrepreneurs establish the first airlines and compete for the few available licenses in the European air space. The rapidly growing market and the chance for high gains attract high-powered investors. But only the ones that use their influence skillfully and their cash wisely will turn their investments into the most profitable airlines.

Alhambra - MEGA – Sat 3 pm

Come meet guest of honor Dirk Henn and play Alhambra, his 2003 Spiel des Jahres winner! Use of expansions will be randomized. Please bring your copy of Alhambra and get it signed! Compete to win the grand prize of 100 dealer dollars!

Alien Frontiers – Sat 1 pm

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, an alien world can be yours.

Amun-Re – Fri 7 pm, Amun-Re 101 – Fri 6pm

Everyone knows of the pyramids on the Nile – eternal monuments of a powerful and beautiful culture that can still take our breath away. The pharaohs choose their sites, build their pyramids and thank Amun-Re and the other Gods for their bounty. Each player wants, as pharaoh, to build the most pyramids.

Angry Birds – Fri 3 pm, Sun 9 pm

The Bad Piggies have made off with your eggs. Bust down their castle and take down King Piggy to get them back!

Angry Birds Knock On Wood Board Game – Sat 6 pm

Fling birds, hit some pigs! This is a dexterity-based board game based on the famous Angry Birds games.

Animal Upon Animal – Sun 4 pm

The animals want to show how good they are at making tall pyramids! Who will position the penguin on top of the crocodile, the sheep on top of the penguin, and the serpent on the sheep? The hedgehog wants to stand on top of the pyramid but the height is making him dizzy.

Arkham Horror for Beginners! – Sat, Sun 2 pm

Ever wanted to stop the Old Ones from awakening and destroying the world? Then give it an attempt with Arkham Horror! Arkham Horror is a co-operative game where you and your friends play investigators from 1926 and everyone tries to stop the Ancient One from awakening.

Axis & Allies – Sat 9 am

We will default to the Europe 1940 or Pacific 1940 variants, although if two opponents can agree on a different scenario, they may play that variant.

Bang! – Fri 1 pm

This card game recreates an old-fashioned spaghetti western shoot-out, with each player randomly receiving a Character card to determine special abilities, and a secret Role card to determine their goal.

Battlestar Galactica – Sun 10 am, 3 pm

Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Players should be familiar with the basic game. New players should join our 3 pm game. (Experienced players' game is at 10 am.)

Battlestations – Sat 4 pm

Be a hero aboard a starship. Blow up your enemies! Play with the designer, Jeff Siadek.

Bezzerswizzer – Sat 2 pm

Black Friday – Sun 5 pm

Blockade Runner – Fri 3 pm

A resource trading game in the Euro style, but with a dash of danger. Players take on the roles of entrepreneurs attempting to make the most money by shipping cargo in and out of the South during the American Civil War.

Blokus – Sat 10 am

(pronounced "Block us") An abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board.

Blue Moon City – Sun Noon

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city and, at the end, put the large Crystal of the Obelisk in the middle of the city back together. The player who first manages to add the required number of markers by paying crystals to the Obelisk wins the game.

Board Games

Bobbin' Bumblebee – Sun 1 pm

Robin the bumblebee is looking for honey. As he buzzes about, use your paddle to bop him away. Be the last to lose your honey discs and win!

Bonsai Demos – Sat 9 am

Come see the new games from Bonsai Games.

Bullfrog Goldfield – Fri Noon

A stock trading game set in the last great North American Gold and Silver rush in Nevada in 1905. Rail laying, mine development and town building are the parameters around which the stock trading revolves.

BuyWord – Sat 6 pm

BuyWord is a game of words with a twist. You pay good hard cash to buy your letters, and then form a word to sell at a profit, if you can.

Ca\$h 'n Gun\$: Live – Fri, Sat, Sun 11 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster team wins the game!

Can't Stop! – Sat 2 pm

Sid Sackson's classic dice-based Press Your Luck game!

Carcassonne – Sat 5 pm

A tile-placement game. Players draw and place a tile with a piece of southern French landscape on it.

Card Sharks – Sat Noon

Aces are high. Deuces are low. Call it right, and win the dough...on "Card Sharks"! Predict how many of a group of 100 people answered a question, then predict higher or lower on the cards. Winner goes on to the Big Money cards for scads of cash!

Cargo Noir – Fri 7 pm

Gangsters & Cartels meet Film Noir in this colorful game of bidding & set collection by Days of Wonder. Send out your ships, stack your chips, and beat your opponents to the best cargo. Only 2 boards provided for the tourney (seats 5 each.) Bring your own copy to the event!

Cartagena – Sun 8 pm

Takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. Each player has a group of six pirates and the objective is to have all six escape through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them.

Caylus – Sat 5 pm, Caylus 101 – Sat 4pm

1289. To strengthen the borders of the Kingdom of France, King Philip the Fair decided to have a new castle built. By building the King's castle and developing the city around it, they earn prestige points and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.

Chain Reaction – Sun Noon

The game where one word leads to another. "Chain Reaction" pits two teams of three against each other to solve an 8-word chain. Given one letter, either above or below a revealed word, players must guess what the word is, pertaining in some way to the words around it.

Chaotic Connections DEMO – Sun Noon

Players build routes to connect various US cities. The connections are placed by playing Chaos Cards which can be used to add road tiles to the board in multiples of 100 mile increments. The number of miles varies from car to car. Come learn this fun family game!

Clay-O-Rama – Sat 9 pm, Sun 11 am, 9pm

Ready your Clay Combatants!

Clue – Fri 11 pm

Who killed Mr. Boddy?

Colonia Demo with designer Dirk Henn – Fri 4 pm

Come meet Guest of Honor, designer Dirk Henn, as he joins us for his first trip to the USA.

Concentration – Fri 5 pm

"Memory" with a rebus. Can you guess the person, place, thing, or phrase?

Conquest of the Empire – Sun 8 pm

Core Worlds DEMO – Mon 10 am

Learn the new deck building space game from Andrew Parks, the designer of Camelot Legends and Hogwarts House Cup Challenge.

Cosmic Encounter – Fri 4 pm, Sat 10 pm

Each player is the leader of an alien race. Players take turns trying to establish colonies with the goal of having five colonies on any planets outside their home system. The players must use force, cunning, and diplomacy to ensure their victory.

Cranium: Pop 5 – Sun 10 pm

Hilarious pop culture fun gets a Cranium spin! From Madonna and mullets to moonwalks and Monday Night Football, this party game isn't about what you know, but how you show it.

Crows – Mon 3 pm

Crows are smart, but they have a weakness for shiny objects. You have a shiny object. The problem is, so do your friends. There are too many shiny objects and too few crows!

Cthulhu Dice - Live Action! – Sat, Sun 6 pm

Drive the other pagans insane and win! Or let Cthulhu drive everyone nuts! We will play the large dice version that is very popular at SF conventions across the USA and beyond. Prizes provided - COME PLAY!!!

Deck Builders 101

Thunderstone 101 – Sat Noon

Dominion – Sat 3 pm

Puzzle Strike – Sun 1 pm

Nightfall – Sun 1pm

Learn some of the hottest deck building games around!

Descent - Journeys in the Dark – Sat 8 pm

Players will control a character and work together to accomplish the mission objective before the GM manages to kill the character a set number of times. The GM will spawn monsters and do his best to be sure that the character die as intended

Board Games

Dice Age - Crown of Gods – Tournament: Fri, Sat 9 pm
Crown of Gods 101 – Fri 8 pm
New game, with awesome funky dice nobody knows to play so don't be shy!

Dominion – Sat 4 pm, Sun 5 pm
Dominion - Mega Monday – Mon 9 am
Dominion 101 – Sat 3pm
The deck building game that started them all!

Doom - The Board Game – Sat 10 am, 3 pm
Based on the video game. Players will take the part on marines and must cooperate and develop small unit tactics to beat the map and the GM. The players win if the marines escape the map. The GM wins if the GM kills the marines a set number of times. NOTE: the kill count is cumulative - not per marine.

Dream Factory – Sun 10 am
Reiner Knizia's auction game about producing movies.

Duel 2 – Fri 7 pm
A game of gladiatorial combat in the fictional world of Alastari. Create a team of five warriors, outfit them with helm, armor and weapons, and send them into the arena. Each turn you will receive a fight report when they battle another warrior! Turns process every two hours on the odd hour you can start Friday and play all weekend – it's a great game to fit into the cracks of your schedule.

Dungeon Lords – Sat Midnight
Those pesky adventurers keep coming back! The other lords smirk when they see the mess that gang of punks made last year. If only they knew what was in store for them next." Dungeon Lords is a resource management game in which players prepare their dungeons for the annual field trip by the local troublemakers.

Dust – Sun 10 am
Dust is a post apocalyptic board game where players score points at the end of each round. The first person to control a set number of points (based on the number of players) will be the winner. Players will need to manage resources and employ their units carefully to succeed.

Dwarves & Orcs – Fri 8 pm
You are the mastermind behind a clan of canny Dwarves or a tribe of savage Orcs in the Savage North of the Forgotten Realms. Your allies are others of your race your enemies, the rest! Conquer communities, build armies, help your allies and destroy your enemies in this military adaptation of war in the Savage North. Turns process every two hours on the even hour.

Dweebies – Sun 11 am
These uniquely colorful characters are out to capture your heart, but you must capture them first! Round up Dweebies by matching cards on both ends of any row. Collect the most cards and become the Dweebie-in-Chief!

Eminent Domain – Sat, Sun 2 pm;
Head-to-Head – Sat 6 pm
Colonize planets or take them with warfare, learn new technologies and trade goods. The top player from each table will compete in the finals for Dealer Dollars! Expect a 2 round tournament.

Euro Games 101:
Agricola – Sat 3pm
Amun-Re – Fri 6pm
Caylus – Sat 4pm
Le Havre – Sat 7pm
Power Grid – Sat 9am
Princes of Florence – Fri 8pm,
Puerto Rico – Fri 4pm
Race for the Galaxy – Sat 11am
Rattus – Sun 11am
Stone Age – Sun 1pm

Fantasy Chess Demonstrations – Fri 8 pm, Sun 7 pm
Learn how to play this chess variant. Traditional chess with a layer of wargaming added. A chess game where your knights can charge from castles, bishops can heal the injured, six piece battles can be fought in a square and you can bludgeon a king to death. Don't just take that square- FIGHT FOR IT!

Finca – Fri 2 pm
"We all different, but in the end, we all fruit!" Join us for 90 minutes of this great family-style Euro where you try to out-collect & out-deliver your fellow Mallorcan fruit merchants with the help of your donkey cart & the wind! Only 1 board provided for the event (seats 4 players.) Bring your own copy to enlarge the event!

FITS – Mon 1 pm

Flash Point: Fire Rescue – Demos: Fri 1 pm, Sat 1 pm, Mon 10am

Maybe you missed it on Kickstarter, maybe you missed the Essen 2011 release sellout – well, now's your chance to suit up and brave the flames in this great new cooperative game. The theme is firefighting & rescue. If you've never tried a co-op, or if you prefer fast, tense, family games (without direct conflict) don't miss it!

Fluxx – Sat 4 pm

A card game in which the cards themselves determine the current rules of the game.

Food Fight – Sat 2pm; Demo Sat 1pm
Your favorite foods have gone to war. Draft glorious food warriors into your army and march them onto battlefields from Watermelonloo to Spaghettis-burg! Join BoardGaming.com. In addition to Dealer Dollars tournament winners will receive BGG Gold.

For Sale – Fri 1 pm

A quick, fun game nominally about buying and selling real estate. Players bid for several buildings. After all buildings have been bought, sell the buildings for the greatest profit possible.

Formula D – Sat 11 am

Formula One style road course racing game. Jockey for position without ending up in the stands! Rules are easy to learn and can be taught on the spot.

Fortress America – Fri 7 pm

Indulge your 1980s Cold War nostalgia with this Milton Bradley Gamemaster Series classic, wherein three Communist invaders (the Asian Peoples' Alliance, the Central American Federation, and the Euro-Socialist Pact) stage a full-scale invasion of the United States.

Board Games

Frag Gold - FTW – Sat 4pm; (Frag Gold with expansion):

Fri Noon, 6 pm, Sat 2 pm

Game starts. Enemy in sight . . . Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Run . . . you're hit! You're down. Respawn! Grab a weapon! Start again!

Fresco – Sun 5 pm

Players are acting like artisans. They have to restore a fresco in a Renaissance church.

Galaxy Trucker – Fri 10 pm

In a galaxy far, far away... they need sewer systems, too. Corporation Incorporated builds them. Their drivers fear no danger and would, if the pay was good enough, even fly through Hell. Now you can join them.

Granada – Sun 7 pm

Fans of Dirk Henn's Alhambra will enjoy this advanced version of the game. Game play is the same with the addition of double sided building tiles, moats instead of walls and a more dynamic scoring system. Some experience with Alhambra is recommended before trying this version.

Gulo Gulo – Sun Noon

Each player is a Gulo, or wolverine, trying to rescue a baby Gulo who got caught by the swamp vulture.

Hamsterolle – Mon 2 pm

Oh, let the wheel spin!

Hearts #1 – Fri 5 pm

Left of the dealer leads, blood allowed on the first trick. Taking the Queen of spades allows a heart lead.

Hearts #2 – Sat Noon

Deuce of clubs lead, no blood on the first trick.

Hearts #3 – Sun 6 pm

Left of the dealer leads, blood allowed on the first trick. Taking the Queen of spades allows a heart lead. Jack of diamonds variant in effect (taking the jack subtracts 10 from your score).

Hearts #4 – Mon Noon

Deuce of clubs lead, no blood on the first trick. Jack of diamonds variant in effect (taking the jack subtracts 10 from your score).

Hornet – Mon Noon

Honey, honey, honey, honey! Honey!!

Hunting Party – Sat 3 pm

Gather trophies on safari in Victorian-era Africa. Survive and accomplish your secret goal to win in this unique card game. Play with designer Jeff Siadek.

Improv 101 – Sat 5 pm; Improv Jam – Sun 5pm!

Let's Improvise. We'll play some classic theater games and just have a generally good time. Bring your best "Yesand!"

In the Year of the Dragon – Sat Noon

Players take on the role of Chinese rulers around the year 1000. The game plays out in twelve rounds, with each round representing one month in a year that seems to go from bad to worse. Disease, drought, and attacks from the Mongols may claim lives, but make sure you have enough money to offer a tribute to the Emperor.

Incan Gold – Sat 5 pm

Should you stay or should you go now?

Infinite City Demo – Fri, Sat 6 pm, Sun 7 pm

A rich new world has opened up. Even though many corporations scramble to stake a claim in the exploding prosperity, only one can claim ownership! Who will take over the Infinite City?

Innovation – Sat 10 pm

Each player builds a civilization based on various technologies, ideas, and cultural advancements, all represented by cards.

Julius Caesar: Rome vs. Rome – Fri 9 pm

Brings the drama of the Roman Civil War (49-45 BC) to life. Players take control of the legions of Caesar or Pompey and fight to determine the future of Rome: republic or empire. Marc Antony, Cleopatra, Octavian, and Brutus also play key roles. Come learn the unique block-game system. Rules taught.

Jungle Smart – Fri 2 pm

A simultaneous puzzle solving game. Three animals on two stumps trying to change their configuration by saying commands like "Ma" or "So". The game is a race to shout out multi-syllabic commands such as the eponymous "MaNiKi", or "LoNiMaSo".

Junta: Viva El Presidente – Sat 3 pm

The members of the Junta live a reclusive life in grandiose estates financed by their Swiss bank accounts.

Kids' Pyramid Games – Sun 2 pm

Calling kids to come play some pyramid games... Thin Ice, volcano, Treehouse, and more.

King of Tokyo – Fri 7 pm

Six giant monsters invaded Tokyo but only one of them can be king of Tokyo. First one to 20 victory points wins the game!

Kingdom Builder – Tournament: Sun 10 am; Demos: Fri 3pm, Sat 11am

Have you played the hot new game from Dominion's designer? Kingdom Builder is a great gateway game where two to four players vie to build the best kingdom based on the current victory conditions. Winner takes home a copy of the game and an exclusive promo! All players in the final get the promo!

Kings & Things – Sun 10 am

This is a classic Tom Wham game of warring kingdoms in a fantasy world and the legions of things that inhabit them.

Kingsburg – Sat 8pm

Players are Lords sent from the King to administer frontier territories.

Last of the Independents – Fri 6 pm

Euro-style, Americana themed historical simulation game. Set in the post WW2-era, players must design, engineer, and promote cars as they compete against each other, "The Big 3," and the economy. This is accomplished with a combination of set company profiles, advantageous investment allocation, and clever card play.

Board Games

Le Havre – Prelims: Sat 8 pm; **Finals:** Sun 8 pm; Le Havre 101 – Sat 7pm

Players take goods such as fish and wood from the wharves. These goods are used either to feed the players' community, to construct buildings and ships, or are processed into finished goods.

Lifeboat – Sat 10 pm

The lifeboat is your only chance for survival. Hope for the survival of your secret love and the death of your hated enemy and grab as much loot as you can.

Lingo – Fri 7 pm

Your favorite Game Show Crazy's are back in the house at Orcon, kicking off the weekend with the GSN classic, "Lingo". Two teams of two spell 5-letter words to win numbers on their Lingo card. Highest score after two rounds goes on to Bonus Lingo.

Looney Bin – Sat 10 am

A humorous deduction game with fast action - reaction card play that depicts the occurrences of an insane asylum. Be the first to cure all the patients in your ward by deducing which treatments they will respond to. Attempt to prevent your colleagues from curing their patients while you all experience the mayhem that is the Looney Bin.

Lost Cities: The Board Game – Fri 3 pm

Explore temples, ruins, and the depths of the oceans in the board game version of Lost Cities. Card placement timing is everything in this 2008 Spiel des Jahres winner by Reiner Knizia that's easy to learn and fast to play. We will be playing the full game (3 rounds of scoring) with the original Keltis rules (each suit can be played either descending or ascending).

Luck of the Draw – Sat 9 pm

Ineligible Productions returns to Strategicon with a brand new, original game show, "Luck of the Draw". Two players (or two teams of two) will answer trivia questions, trying to put a list of items in order. The correct team will then have to order random playing cards drawn from the top of the deck. Spectator welcome.

Martian Dice – Sun 2 pm

Capture as many humans, cows and chickens before the tanks roll in.

Matzakoman – Sat 1 pm

30 BGG Geek Gold to all participants! Make Matzah, Survive the Plagues, Escape (Exodus) Egypt. Players spin dreidels to earn resource cards and move. Will demo Maccabees & Queen Esther upon request.

Merchant of Venus – Sat 11 am

This classic science fiction title from Avalon Hill uses many elements which come together to form a very interesting game. Play will be to 2,000 space bucks for a preliminary round (if any) and 3,000 space bucks for the final round.

Metro/Cable Car with designer Dirk Henn – Sun 11 am
Come meet Guests of Honor, designer Dirk Henn and his wife, artist Barbara Henn! Play this tile-laying game and form rail lines. Please bring a copy of the game with you and have it signed by Dirk and Barbara! Winner takes home a copy of the game!

Mondo – Fri 3 pm

Real time puzzle solving game. Great for families, challenging enough for gamers.

Monopoly Deal – Fri 11 pm, Sun 3 pm

The fast-paced, addictive card game where your luck can change in the play of a card!

Munchkin – Fri Noon

Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

Munchkin Bites! – Sun 4 pm

Kill the monsters, steal the treasure, and bite your buddy. Also includes the "Pants Macabre" expansion.

Munchkin Quest – Fri 2 pm, 4 pm, Sat 10 am

Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it. Reach Level 10, and then get out alive if you can.

Nexus Ops – Sun Midnight

A light-medium science fiction war game. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore.

Nightfall – Sun 2 pm

Nightfall 101 – Sun 1 pm

This tournament is hosted by AEG with special prizes. The sun has retreated from the earth. It has been a little over a week since the last hint of light shone over the horizon, and the chaos has begun. People fear for their existence, while scientists struggle to explain the phenomenon. Until they came. Beginners welcome but are encouraged to attend Nightfall 101.

Nightfall at Midnight – Sat 11 pm

The sun has retreated from the earth. It has been a little over a week since the last hint of light shone over the horizon, and the chaos has begun. People fear for their existence, while scientists struggle to explain the phenomenon. Until they came. Join AEG for a special midnight event as the monsters come out to play.

Nightfall: Coldest War Demo: Fri 5 pm, 10pm, Sat 10am

Eastern Europe and the former Russian states are known as the birthplace of vampires, werewolves, and many fears that have been realized in Nightfall. Face those fears, and bring tactics used in generations past to fight the darkness. Nightfall: The Coldest War is a stand-alone expansion to the deck building game Nightfall.

Ninja Burger – Fri Noon

Now you can join the elite Ninja Burger delivery team! This hilarious card game pits you against your fellow trainees in a new Ninja Burger store. Learn the secrets of stealth, swordsmanship, and customer service.

Ninja: Legend of the Scorpion Clan Demo: Fri 8pm, Sat 8 pm, Sun 10am

A Strategy Game of Hidden Movement by Frederic Moyersoen. The night is quiet, but somewhere in the darkness shadows are moving. Daring, planning, and a little luck will determine whether you triumph or meet your end on 3 feet of steel.

Board Games

No Thanks! – Mon 3 pm

A card game designed to be as simple as it is engaging.

Notre Dame – Sat 1 pm

Stephan Feld's 2007 Golden Geek/SPJ nominated game where players use influence control and card drafting (7 Wonders style) to gain Prestige Points. There are many paths to victory but players cannot ignore the rat population or the Plague strikes Paris.

OPERATION: MACCABEE – Sat 1 pm

Be a Hero, Spin Dreidels, KILL Nazis! Move your band of commandos across a classic hex map then assault Nazi bases where you will literally spin dreidels to knock over little plastic nazi guards in the elaborately designed full color inside box top. All participants will receive 30 Geek Gold for Board Game Geek. Prizes too! Also demo Matzakoman, Queen Esther, Maccabees & Pirate King upon request.

Pack & Stack – Sat 4pm

A fast, funny, wild and crazy game about moving stuff on all sorts of odd trucks. Every interactive turn is a new adventure. Join BoardGaming.com. In addition to Dealer Dollars tournament winners will receive BGG Gold.

Pandemic – Fri 10 pm

You are specialists at the CDC/Atlanta where you watch several virulent diseases break out simultaneously all over the world. The team mission is to prevent a worldwide pandemic outbreak, treating hot spots while researching cures for each of the four plagues before they get out of hand. If disease spreads uncontrolled, the players all lose. If they can cure all four diseases, they win.

Panic Station DEMO – Fri 5 pm

Come learn this cool new cooperative game from Stronghold Games or check it out from the library any time over the weekend.

Password – Sat 10 pm

Based on the classic game show that began in 1961, with many editions printed starting in 1962. Each edition featured a different set of words, although later anniversary editions used words from previous sets.

Pay Day – Sun 3 pm

Move around the calendar and rack up your paychecks!

Penny Arcade: Gamers Vs. Evil – Fri 11 pm, Sat 5pm, Mon 2pm

Based on the immensely popular web comic, "Penny Arcade".

Phase 10 – Fri 6 pm, Sat 4pm

A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins. In case of ties, the player with the fewest number of points wins.

Pillars of the Earth – Sun 3 pm

Eurogame based on the bestselling novel by Ken Follett. Players are builders who score victory points by being the person who contributes the most to the cathedrals construction.

Pirate Fluxx – Fri 2 pm

Like the Original Fluxx, but for pirates!

Pirate King – Sat 1 pm

30 BGG Geek Gold for all participants. Be a Pirate Become a King. Sail around the Caribbean, capture islands, build forts, acquire crew, cannons & treasures and attack other players to become KING. Using all expansions: Cutthroat Rules, Crewmen Expansions & All Hands on Deck. Free set of Sharpshooter cards for all players. Con exclusive!

Pirates DBG Playtest – Sun 10 am

Command a pirate crew conquering islands and burying treasure as you compete with rival crews to be the greatest pirate in the archipelago. A playtest for our deck building game of Fantasy Pirates for 2-4 players.

Play 5 – Sun 1 pm

Scrabble and Poker combined!

Playtesting with Dirk Henn – Sat 1pm, Sun 2 pm

Come playtest games with Guest of Honor Dirk Henn! Give your input and try his new games before they're published.

Poker 101 Omaha H/L split – Fri 9 pm

Learn the game before the 10pm tournament.

Poker 7 Card Stud – Sat 10 pm

Limit betting, 20 minute levels.

Poker No Limit Texas Hold 'em – Sun 10 pm

20 minute levels, small and big blind in effect.

Poker Omaha Hi/Lo8 split – Fri 10 pm

Tournament will be limit betting, 20 minute levels, small and big blind in effect.

Popular Front – Fri Noon

A 90-minute strategy game, allowing players to compete against their ideological counterparts not only for military positioning, but for political victory. Plays with two, four, or six players split into two teams.

Power Grid – Sat 10 am; Power Grid 101 – Sat 9am

The object is to supply the most cities with power when someone's network gains a predetermined size. Players must acquire the raw materials needed to power said plants making it a constant struggle to upgrade your plants for maximum efficiency while still retaining enough wealth to quickly expand your network to get the cheapest routes.

Press Your Luck – Sun 7 pm

BIG BUCKS! NO WHAMMIES! For the fourth consecutive con, the Game Show Craziest are closing out the weekend with everyone's favorite game of spins and bucks, "Press Your Luck".

Princes of Florence – Fri 9pm

Princes of Florence 101 – Fri 8pm

Players attract artists and scholars trying to become the most prestigious family in Florence. Each player is given a palace grid and reference chart and attempts to gain the most victory points after seven rounds.

Board Games

Puerto Rico – Sun 5 pm

Puerto Rico 101 – Sun 4pm

The players are plantation owners in Puerto Rico in the days when ships had sails.

Puzzle Strike – Sun 2 pm

Puzzle Strike 101 – Sun 1pm

A deck building game, based on a puzzle game that doesn't exist, which is based on a fighting game that also doesn't exist. It's awesome!

Quarriors – Sat 11 am

Quarriors takes the best of deck building games without the tedium of shuffling. Take a typical deck building game, add the speed and fun of dice and in 60 minutes you're on your second or third game trying unique strategies against your opponents.

Qwirkle – Sun 11 pm

While Qwirkle is as simple as matching colors and shapes, it is a game that also requires tactical maneuvers and well-planned strategy.

Ra – Sun 7 pm

Reiner Knizia's auction masterpiece, Ra is a light game for 3-5 players. Priority given to those that bring a copy of the game!

Race for the Galaxy – Sat Noon

Race for the Galaxy 2-player – Sun 6 pm

In the card game Race for the Galaxy, players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments.

Railways of the World – Sat 5 pm

So you're looking for a train game that's a step up from Ticket to Ride, without being too hardcore or complicated.

Raj – Mon 9 am

Bid for the best prizes. Each round an item is auctioned off one at a time. The highest card will win the good prizes, the lowest card will win the bad prizes. But be careful, you don't want to run out of high cards too soon.

Rat-a-tat Cat – Sun 9 am

Get rid of the rats and go for the cats! In Rat-a-Tat Cat, less is always better, and you want to go out with the lowest score. Can you remember the numbers on the other players' cards? Can you keep a poker face, but notice when another player looks pleased? Sharpen your memory and your timing, and have fun with the cool cats and bad rats of Rat-a-Tat Cat. from boardgamegeek.com

Rattus – Sun Noon

Great bits & beautifully somber artwork are the window-dressing for this Black Plague themed board game. If you like a light-to-medium weight strategy game that looks great, plays quickly, and involves a measure of direct conflict & chance, this is the game for you! If you do not yet know how to play, please attend the 101 session beforehand. (Expansions may be added by a vote of the entrants.)

Red Dragon Inn – Sun 4 pm, Mon 11am

Come see what happens after the dungeon crawl. The last person who is both sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins.

Remote Control – Fri 9 pm

The 1980s MTV classic. Three players will pit their TV trivia minds against one another in a battle to see who reigns supreme. Low scorers go "Off the Air", while the winner takes a spin on the "Wheel of Jeopardy!"

Revolution – Fri Noon, Fri 6pm, Sun 8pm

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!

Roll through the Ages – Sun Midnight

Players roll dice to obtain commodities and workers to build up their civilizations.

Runewars – Sat 3 pm

The objective is to control 6 dragon runes. Each player will control one of four races. Runewars uses a unique card system to determine the results of combat and the success/failure of quests.

Safranito – Sat 11am; demo Sat 10am

A combination of dexterity and tactics, providing the game with a new, superb playing experience. Safranito takes players to a spice market where each player is a chef trying to collect the necessary spices to create spice blends. The spices are limited, so competition is high. Join BoardGaming.com. In addition to Dealer Dollars tournament winners will receive BGG Gold.

Sale of the Century – Fri Noon

The home version of the 1980's classic NBC game. Rack up enough money and victories to buy the Grand Jackpot.

Scepter of Zavandor – Fri 2 pm

Players represent young magicians who have gained possession of old magic knowledge, and with it they attempt to achieve the powerful position of arch mage, symbolized by the Scepter of Zavandor. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

Scrabble – Sat 10 am

The classic word building game. Tournament will be 4 per board for preliminaries and the top 1 or 2 will advance to finals.

Scrabble: The Game Show – Sat 3 pm

It's the crossword game you've played all your life... but never quite like this! It's the 1980s NBC classic, "Scrabble". Two players will pick tiles to fill in a word with a given crossword-style clue. Best 3 of 5 wins their way to the Super Sprint for a chance at the Jackpot.

Settlers of Catan: NACC Friday trial – Fri 6 pm; **NACC**

Saturday trial – Sat Noon; **NACC finals** – Sun 4 pm

Come compete amongst the greatest Settlers of Catan! This event is a pre-qualifier for the Worldwide Catan Championship! There is a \$10 fee to participate in this event.

Board Games

Seven Dragons – Sat 10 am

Based on Aquarius, also from Looney Labs. Players start with a secret goal color from the seven colored dragons, and a hand of three cards.

Shadow Hunters – Mon 1 pm

A survival board game set in a devil-filled forest!

Shogun/Samurai Swords – Sat 7 pm

Wage war to seize control of Tokugawa Japan in this classic board game from the Milton Bradley Gamemaster series.

Shootin' Ladders: Frag Fest – Sat 10 am

Gingerbread men with big guns.

Showmanager – Sun 9 pm

Meet Guest of Honor, designer Dirk Henn! Come play this re-themed Atlantic Star. Instead of cruising, you're collecting sets to put on four shows. Play against Dirk Henn at the final table! Winner takes home a copy of the game!

Slapshot! – Fri 8pm, Sat 8 pm

A wheeling, dealing spoof of ice hockey. Fast, furious, fun, and simple to play. The object is to skillfully manage your team into the playoffs and then win the championship. Lace up your skates and checkout the game everyone enjoys.

Small World Invaded! – Sun 7 pm

What happens when the UNDERGROUND races invade Small World with their powers? Will they be CURSED? Will the original inhabitants of Small World BE NOT AFRAID? Will the GRAND DAMES turn the tide against the interlopers or join them? Join other experienced Small World players in mixing together all of the expansions, including Underground & fan-made races, for a battle royale on the topside maps.

Small World: 102 – Sat 6 pm

These two strategy games from Days of Wonder offer endless possibilities to conquer thy neighbors, but limit you from conquering the world. Light-hearted theme, Medium difficulty, and Hard to resist! This is your chance to learn to play both the original and Underground.

Snatch-it – Sun 2 pm

Sol – Sat 10 am

Since mankind discovered that the stars are actually suns not much unlike our own, we have wondered what mysterious worlds might orbit these distant balls of light. Two players compete to control these distant suns by claiming the planets around them. The player who controls the most suns at the end of the game is the winner! Learn from the creator, David Mines in this tournament sponsored by Blue Panther LLC. Two rounds, a copy of the new game to the winner.

Spades #1 – Fri 7 pm

Partners. Preliminary rounds are to 300 points with 50 point nils. Final table is 500 points with 100 point nils. Penalty of 100 points for 10 bags in effect all rounds.

Spades #2 – Sat 7 pm

Cutthroat (no partner). Games to 250 points.

Spades #3 – Sun Noon

Partners. Preliminary rounds are to 300 points with 50 point nils. Final table is 500 points with 100 point nils. Penalty of 100 points for 10 bags in effect all rounds.

Stacket Pre-Release event – Sat Noon

Building towers out of square blocks is easy! How well can you stack things that were never meant to stack? Compete in the fast and furious, but careful and cautious dexterous challenge that is Stacket! Can you out-pile your opponent? Sure maybe once, but can you take the match? The only way to be sure is to play!

Star Trek Scene-it? – Sat 11 am

A fun and unique trivia game that delivers on-screen puzzles featuring clips and images from your favorite movies, TV shows and pop culture moments. In this edition, we'll be covering everything Star Trek related. Trekkers (not Trekkies, newb) and Trek-fans, join us.

Star Trek: Fleet Captains – Sun 10 am

Battle for territory in the Federation.

Startup Fever – Fri 3 pm, Sat 3pm

You and all your opponents own a startup company, with a secret flagship product. Get your product out to market before they do. To this end, hire Employees: Nerds improve your product's advancement, and Suits earn money to hire more Employees. (Or, you can poach them from your opponents!) Inflict random bad events on your opponents. Training will be available before the actual event itself.

Stone Age – Sun 2 pm

Players struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources and raise animals, you work to build the tools needed to build your civilization.

Summoner Wars Demo – Sat 3 pm

Come learn or play Plaid Hat Games' customizable deck combat game. Take on the role of Summoners to lead your people to conquest on the war-torn planet of Itharia. Wield terrible magic on the battlefield or summon hordes of warriors to the battlefield. Combine your wizardly might with clever tactics to defeat the enemy Summoner on the opposite side of the battle. All materials provided or bring your own!

Super Dungeon Explore Demo – Fri 11 pm

A board game/miniatures game hybrid designed to play just like a video game! Guide your team of heroes through your typical dungeon crawl, spawn the boss, defeat him, and get your treasure along the way! This demo will be broken into 2 games which can play up to 5 players per game, so sign up early!

Tales of the Arabian Nights – Sat Midnight

You are the hero or heroine in a story of adventure and wonder just like those told by Scheherazade to her spellbound sultan! You will travel the land seeking your own destiny and fortune. You will learn stories and gain wisdom to share with others. Will you be the first to fulfill your destiny?

Talisman – Sun 1 pm

A cult classic board game with a fantasy theme.

Board Games

Tanto Cuore – Fri 1 pm

A deck-building card game fresh from Japan which has a mechanic similar to Dominion. Each player plays as the Lord of a mansion and hires maids to fill out their house to become the King of Maids! The end goal is simple enough, the player who has the most Victory Points at the end of the game wins!

Tasty Minstrel Games - Submission playtest – Fri 6 pm, Fri 8pm

Play games submitted to Tasty Minstrel Games for possible publication!

The Mad Magazine Game – Sun 10 pm

The Parker Brothers classic from 1979. Like Monopoly, but the object is to lose all your money.

The Magic Labyrinth – Sun 3 pm

The little magician apprentices have lost some objects in the magic maze. Now they try to collect them before the Master notices anything. However, in the maze the little magicians always bump against invisible walls. So they have to make their way through the maze by means of a good memory and lots of skill.

The Napoleonic Wars – Mon 10 am

Players take command of France, Britain, Austria, Russia and Prussia at the height of the Napoleonic Wars. This card-driven-game allows the players to recreate the military and diplomatic events that shook Europe from 1805-1815. Plays up to 5 players per game, please remember to bring a copy of the game!

The Price is Right – Sat 7 pm

It's time again to COME ON DOWN! Your favorite show full of fantastic prizes, "The Price is Right," returns to Strategicon.

The War Game Boot Camp – Fri 5pm Sat 10 am, Grognard Sun 10am

Offers people with the interests to try a war game. We have the games, and give raffle tickets for prizes for those that play. So whether you are an experienced War Gamer or never tried one, stop by our information table and talk to Gayle or Amara about how to get started.

Thunderstone – Tournaments: Sat 1 pm, Sun 8pm;

Thunderstone 101 – Sat noon

Players will compete for prizes from AEG in this two round tournament. Thunderstone is a fantasy deck-building game. Fight the evils of the dungeon to prove your worth. Gain powerful weaponry and level into new and mighty hero classes. Claim the best cards and survive to take the Thunderstone. Beginners welcome but are encouraged to attend Thunderstone 101.

Tic Tac Dough – Sun 3 pm

It's the 70s and 80s classic, "Tic Tac Dough!" Two players, X and O, answer questions to win boxes. First to make three-in-a-row wins, and goes on to Beat The Dragon!

Tichu - Preliminary Round – Sat 9 pm; Final Round – Sun 9 pm

A ladder-style trick-taking game. Players may choose their partners before the event. Unmatched players can still play and will get a random partner. Matched partnerships will play matched partnerships when possible. Because of the probable number of rounds, please be prepared to play both nights.

Ticket to Ride - Legendary Asia – Mon 10 am

Ticket to Ride except some of the routes through Asia are labeled mountain routes, with 1 or more spaces on the route bearing an X. When a player claims these routes, she must place a train from her reserve in the Mountain Crossing area, earning 2 points per train but losing access to them for the rest of the game. The player connecting the most cities in a single network earns a 10 point bonus.

Ticket to Ride - Team Asia – Fri 5 pm

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

Tigris & Euphrates – Fri 10 pm

This is prolific game designer Reiner Knizia's highest rated title. Players collect victory points in four different colors by playing tiles of the same color. Players must defend their kingdoms against possible conflicts from their opponents or possibly choose to ignite conflict on their own.

Tikal – Sun 9 am

Tikal is a game of exploration within the Central American jungles in search of lost temples and the treasures within.

Titan – tournament: Sat 11 am; Titan 101: Sat 10am

Legions of mythical creatures roam about trying to recruit bigger and badder monsters and kill opposing legions in the process. The last Titan standing is the ruler of all, and winner of the game.

Toe Toe Woodman – kids: Sun 10 am; grown-ups: Sat 6pm

A dexterity game where nine plastic tree segments are stacked up. Each tree segment has four bark sections around it. On their turn, a player gets two taps with the axe to try and knock off pieces of bark from the tree segments for one point a piece. But be careful, if a tree segment comes down it's minus 5 points!

Twilight Imperium 3rd Ed. – Sat 11 am

An epic board game of galactic conquest, politics, and trade. Options from both of the expansions, Shattered Empires and Shards of the Throne, will be used.

Twister – Sun 1 pm

Right hand – red! Left foot green!

Twister Yoga – Sat 10 am, Sun 10am

Let's get in a light yoga practice and play a little yoga-themed game of Twister!

Board Games

Undermining – Sat 11 am, Sun 5pm

Just released by Z-Man at Essen 2011, from new Canadian designer Matt Tolman. Undermining poses the age-old question: "Shall I benefit my own position, block my opponents, or gather Alien Technology?" With only a limited, diminishing number of points up for grabs, players must decide when to stop scooping up cosmic resources & pimping their UMVs (Universal Mining Vehicles), to save their scores!

Uno – Fri 9 pm, Sat Noon, Sun 11am, Mon 11am
Players race to empty their hands and catch opposing players with cards left in theirs, which score points.

Uno Attack – Sat 9 pm
America's No. 1-selling card game has a whole new twist. You'll still encounter all the elements that make UNO so unpredictable and challenging, but add to that a motorized card launcher that shows no mercy.

Vegas Showdown – Mon 1 pm
Players compete to build the most famous hotel/casino. Room tiles representing slot machines, lounges, restaurants, and other casino-related places appear on a central board and the players hold auctions to win the rights to have those rooms in their building, garnering them income, population, or fame.

Wallenstein – Fri 9 pm
Meet Guest of Honor, designer Dirk Henn! According to boardgamegeek.com, the game begins with the start of the war, each player controlling several countries. Player can conquer new countries, collect tax, build, feeding the populace, victualing the army, etc. Some actions increase the chance for unrest, and expensive rebellions can occur. The strongest power at the end wins. Winner takes the game home!

Wasabi – Mon Noon
Who will be the greatest sushi chef?

Werewolf – Fri, Sat, Sun Midnight
Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves...can you and the other villagers find them before they devour everyone?

Wheel of Fortune – Sun Noon
Spin, buy and solve to win!

Who Would Win? – Sat 1 pm, 11 pm
Argue the stupidest events with the most ridiculous characters against a bunch of random strangers and have a blast. This is a participatory party game. Have fun.

Wits & Wagers – Sat Noon
A trivia game that lets you bet on anyone's answer. So you can win by making educated guesses, by playing the odds, or by knowing the interests of your friends. It can be taught in 2 minutes, played in 25 minutes, and accommodates up to 20 people in teams.

Wizard Kings: If an orc dies in a forest, does anyone care?
– Sat 9 pm
Greetings Warchief, I fear your name, I respect your clan. We have received word of your successful infiltration of the Elven lands, and hear your call for reinforcements. Come learn the unique block-game system. Rules taught.

Word on the Street – Sat 2 pm
Hilarious party game of selecting words with the best selection of letter to draw them over to your side!

World Conquerors – Sat 8 pm
The greatest warlords in history are under your command. Use their special powers to build your empire and rule the world. Play the newest Gorilla Games release with game designer Jeff Siadek.

Yahtzee Free for All – Fri 4pm, Sun 5 pm
A new twist on Yahtzee. Players try to roll dice to match cards that are face up on the board. If they match, they place their dice in their holder with their card in front of them. Each subsequent player can now try for any of the cards on the board, including the ones other players have taken, if they can beat their dice roll.

Zendo – Sat 2 pm
A Pyramid Game. Build koans to discover the Buddha-nature.

Zero – Sat 1 pm
Can you think of the LEAST popular answer? Perhaps the one that NO ONE thought of?

Zombie Dice – Sun 10 am
BRAINS!!

Zoowaboo – Sun 2 pm
Splash! And Eddi Elephant lands in the water. The other animals giggle and guffaw. Manni Mouse is doubling over with laughter. He knew that there wouldn't be enough room on the raft! Every year, the animals go on a rafting tour on the wild river, and nobody wants to miss out on the fun. But will there be enough room for all?

Visit us in the exhibitor hall!



AEG Games run all weekend!

Thunderstone

Nightfall

Infinite City

Legend of the Five Rings

Collectibles

Collectibles

Gateway Ballroom, California Prefunction

Arcane Legions: Orcon League – Fri Noon, 5 pm

GM: Victor Bugg

The Roman Empire, Egyptian Imperium, and Han Dynasty battle for control of a magically ravaged world. Movement and combat is fast and deadly, using a system that will have you sending off hundreds of figures to their death in under two hours! League runs all weekend.

Ascension: Chronicle of the Godslayer

Sat 7 pm, Sun Noon

GM: Heather Sinauskas

Tournament base set plus expansion. Ascension is a deck-building game where players spend Runes to acquire more powerful cards for their deck.

Axis & Allies Naval Miniatures

Sat, Sun 1 pm, Mon 11 am

Fast-paced and action-packed, this exciting, collectable miniatures game will let players recreate historical battles or go head-to-head in competitive warfare that rages across massive 30x40 battle maps. Build a fleet from ships we provide or bring your own fleet to battle with.

Axis & Allies Naval Miniatures Demo

Sat Noon, Mon 10 am

GM: Emerald Ivy

Come demo this fast-paced and action-packed collectable miniatures game that will let you recreate historical battles or go head-to-head in competitive warfare that rages across massive battle maps.

Call of Cthulhu LCG – Fri 9 pm

GM: Nicholas Fascitelli

Everyone loves Cthulhu! Combine a wide variety of factions to create a huge number of possible decks and compete for stories in this incredibly addicting game of Lovecraftian horror.

Clout – Sun 2 pm

GM: Bobby Doran

Players compose stacks of 15 chips and up to 25 clout points. These stacks or armies (dragons, elves, goblins, undead, etc) are then played by being tossed in turn on the playing field. Each chip has special abilities that allow it to affect other chips within its range or self use abilities. The player with the most clout points on the playing field wins the game.

Collectable Card and Miniatures Gathering – Sat 6 pm

Missing a specific miniature for your squad or card for your deck? Got lots of extras you don't need? A collectable game you don't play anymore? This is an opportunity to swap and trade collectable cards and miniatures with others or just get in a quick duel of an oop game.

Cranberry Con – Fri 1 pm, Sat, Sun Noon

GM: Kury Keckley

The Cranberry con group celebrates its 7th Orcon meetup in 2012. Play World Engulfed, A Game of Thrones LCG and board game, Magic the Gathering, pocket battles, and other games. Also playtests of in development games.

Dragon Dice "Build-Your-own Army" Tournament

Sun Noon

GM: Clifford Broadway

Players may bring any pre-constructed army of 36 health, 50 percent magic limit, standard tournament rules. Prizes: Silver Medallion & more: 4-health magical artifact with special powers.

Dragon Dice Demo – Sat, Sun 11 am

GM: Nicholas Manelick, Nicole Roberts

Come experience a friendly demo of Dragon Dice – a fast-rolling game now enjoying a grassroots revival lifting it from cult status back to prominence. Players use colorful dice to represent armies of different fantasy races which battle over essential terrain.

Dragon Dice Sealed Starter Novice Tournament – Sat Noon

GM: Clifford Broadway

Players use a 2-player Sealed Starter Box and are given 10 minutes to trade with others, 36 health, no magic limit, standard tournament rules. Prizes: Dragon Crusader & DragonMaster: 4-health champions with special powers.

Game of Thrones LCG – Sat 2 pm

GM: Nicholas Fascitelli

A four player card game – the only card game where diplomacy and guile are as important to your success as your deck construction. Players vie for the iron throne as one of the six Great Houses of Westeros using their favorite characters from George RR Martin's A Song of Ice and Fire Novels.

Highlander TCG Back to Basics – Sun 10 am

GM: Geoff Colman

Type 1 back to basics format. Minimum 50 card deck, but no pregame foils, quickenings or crystals. pregame persona, weapon of choice and +1 and/or MCBC are allowed.

Highlander TCG Immortals Tournament – Sun 2 pm

GM: Geoff Colman

Type 1 constructed format.

Highlander TCG Orcon Rumble 2012 – Sat 10 am

GM: Geoff Colman

Type 2 Lean and Mean format.

Highlander TCG Tournament – Sat 2 pm

GM: Geoff Colman

Type 2 constructed format.

Kingdom Hearts "Joep & the Chipmunks: Chipwrecked" –

Sat 4 pm

L5R CCG Demo – Fri 5 pm, 9 pm,

Sat, Sun 9 am, 1pm, 5 pm, 9 pm

GM: AEG

A collectible card game, set in the fantasy empire Rokugan, based loosely upon feudal Japan and Japanese Mythology. Players can choose from the nine Great Clans: Crab, Crane, Dragon, Lion, Mantis, Phoenix, Scorpion, Spider, and Unicorn. Rokugan is a land where honor is a force more powerful than steel. Battle for the supremacy of your clan and claim your piece of glory.

Collectibles

Livid Visage – Sat Noon

GM: Jaffet Chacon

Learn to play the new fast and innovative card game.

Lord of the Rings Heroclix – Fri 6 pm, Sun 3 pm

GM: Imperial Outpost

This game is based on the popular Mage Knight system, but utilizes Lord of the Rings characters from the JRR Tolkien Universe and is compatible with the figures from other Heroclix sets.

M:tg Friday Night Magic – Fri 7 pm

Standard Friday Night Magic- sealed deck format.

M:tg Extended Constructed Tournament – Sun 11 am

Legacy format. 4 rounds. Prizes.

M:tg Innistrad Block Draft Tournament – Sat 11 am

Booster draft format. Innistrad block.

M:tg Mini Master Tournament – Sun 8 pm

Mini Master format. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for round 2, and for round 3 open a booster and rebuild your deck. 3 rounds. Prizes.

M:tg Pauper Deck (all commons) Tournament – Sat 8 pm

M:tg Workshop – Sat 6 pm

Come meet other players, trade cards, give or get help with deck building, and discuss all things magic: the gathering.

Meepile Madness – Sat 11 am

GM: Bobby Doran

Come join the Meepile fun. Meepile Madness includes various dexterity games- "Meepile", "Meepile Island", "Carc-in-hole", and others. Prizes include original meepile paintings and one-of-a-kind meepiles by the creator.

Pirates Pocketmodel "Clueless" – Fri 3 pm

GM: Jon Brown

40 pt fleets. +5 pts. if all your ships are from the same faction.

Pirates Pocketmodel "Deep Ones Rising" – Sun 11 am

GM: Brandon Henriksen

Special Event. 50 point fleets.

Pirates "Clash of the Titans" – Fri 7 pm

GM: Melissa Weiss

Ahoy mateys! Come wrestle with the scum o' the seas and send the scalawags off to Davey Jones! This pirates draft will be welcome to all players, experienced or new. Draft? Yes, Draft! Each player will be given one free pack and gets to take the ships home. Standard game: whomever has the most treasure wins! As an added bonus, each ship gets either a free captain or helmsman.

Pirates Pocketmodel "Lead or Gold" – Sat Noon

GM: Brandon Henriksen

50 pt. fleets. Free-For-All

Pirates Pocketmodel "Get a Clue" – Mon 11 am

GM: Chuck Watson

"Chaos" style. 40 pt. fleets. Last standing pirate wins. No eternal or excessive multi-turn tricks allowed.

Pirates Pocketmodel "Under Jolly Roger" – Sat 4 pm

GM: Brandon Henriksen

50 pt. fleets. Free-For-All.

Pirates: Sink-N-Keep "Ms. Scarlett, in the library, with a candlestick" – Sun 6 pm

GM: Victor Bugg

Special Format. Clue themed. Players vs players vs GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

Pokemon – Sat, Sun Noon

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

Pokemon Workshop – Sat, Sun 10 am

GM: Chuck Watson

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

Quarriors – Sat 5 pm, Sun 7 pm

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. At the start of the game, Creature and Spell dice are dealt at random to form "the Wilds" in the center of the table. As play progresses, players roll their dice to attempt to summon Creatures, cast Spells, and harness the magical power of Quiddity to capture Quarry from the Wilds to add to their repertoire and into their dice bag. Controlling bag composition is key to victory

Star Trek Heroclix – Fri 4 pm, Sat 3 pm

Assemble your fleets and embark upon your mission explore strange new worlds, and seek out new life and new civilizations! Featuring over 20 pre-painted ships inspired by all eras of Star Trek, Tactics offers players and fans a wide selection of Klingon and Federation vessels to battle each other with! Star Trek HeroClix: Tactics is designed with HeroClix Powers and Abilities, and is 100% compatible with the standard HeroClix core rules system!

Star Wars Minis "Order 66" – Sun 11 am

GM: Fred Carmelia

150 pts.

Star Wars Minis "Sith Apprentice" – Sun 4 pm

GM: Fred Carmelia

200 pts.

Voltron – Fri 2 pm, Mon 10 am

Come and battle for the fate of the galaxy in this exclusive event! Play as Voltron and defend the galaxy against all evil! Play as Lo-tron and battle to enslave the universe and defeat the forces of good!

VTES Constructed Tournament - "Aye of Hazimel"

Sun 5 pm

GM: Aaron Clark

Event #4 - Two rounds + final

VTES Constructed Tournament - "Aye" – Sat 11 am

GM: Robert Goudie

Event #1- Two rounds + final

VTES Constructed Tournament - "Evil Aye" – Sun 11 am

GM: Robert Goudie

Event #3- Two rounds + final

VTES Constructed Tournament - "High Aye" – Sat 5 pm

GM: Aaron Clark

Event #2 - Two rounds + final

Collectibles

Warlord "Singles " Tournament – Sat 2 pm

GM: Fred Carmelia

Warlord singles 4e. Epic standard format.

Warlord "Turncoat " Tournament – Sat 10 am

GM: Fred Carmelia

Turncoat format. Choose a Warlord and that warlord is of any faction you choose. You can change every instance of their faction to the new faction. 4e.

Computer and Video Games

Redondo Room, 105, 112

Dance Central 2 Tournament – Sun 9 pm

The sequel to the Dance Central tournament that may or may not have changed your life forever. This tourney will take advantage of DC2's new head-to-head mode – SO ALL MATCHES WILL BE TWO CONTESTANTS DANCING TOGETHER AT ONCE. Songs will be pulled from DC2 and DC1's combined library, in DC2's head-to-head mode, on increasing difficulty.

Diablo][[Beta - Gold Rush – Sat Noon, 4 pm, 8 pm

You have half an hour to scour the countryside around New Tristram to gather as much gold as possible! Any class allowed.

Gears of War 3 - Solo Horde – Sat 6 pm

Take on wave after wave of the Locust and Lambent horde and rack up as much score as possible!

Halo: Reach - Free For All – Sat 2 pm

Taking on all challengers at once. Different rules here and there, bust mostly lots of slaying.

Halo: Reach - Team Anniversary – Sun 2 pm

Our normal Halo: Reach teams tournament complete with slayer and capture the flag, but with the anniversary maps only as well as the anniversary magnum. Gotta' get that three shot kill.

League of Legends - Open Games – Fri 10 pm

Open Games: League of Legends players are encouraged to meet and greet in the fields of justice for some fun, "stress-free" matches. With sufficient players full matches of Summoner's Rift and Crystal Scar are highly recommended. New players welcome, bring your own account (accts are free).

Modern Warfare 3 - Free For All – Sat 4 pm

Tournament: "Free For All" will take place with 16 to 24 player slots. For each instance (four players per instance), two players will advance until only four remain. Please arrive 15 minutes in advance.

Modern Warfare 3 - Gun Game – Sat 10 pm

Tournament: "Gun Game" (free for all) will take place with 16 to 24 player slots, minimum eight players. Gun progression track will be posted prior to the start of the tournament. Please arrive 15 minutes in advance.

Modern Warfare 3 - Kill Confirmed – Sat 8 pm

Tournament: "Kill confirmed" will take place with two teams of two, minimum eight players. Teams will advance until only teams two remain. Please arrive 15 minutes in advance to assure the tournament operates smoothly.

World of Warcraft TCG – Sat 1 pm, Sun Noon

GM: Jason Youngdale

Constructed format. Swiss rounds.

Yugioh! – Sat 3 pm, 7 pm, Sun 3 pm

GM: Kyle Galindo

standard block- standard tournament rules.

Modern Warfare 3 - One in the Chamber – Sun 8 pm

Tournament: "One in the Chamber" (free for all) will take place with 16 to 24 player slots, minimum eight players. Participants will be voting on the preferred handgun at the start of the tournament. Please arrive 15 minutes in advance.

Modern Warfare 3 - Team Deathmatch – Sun 6 pm

Tournament: "Team Deathmatch" will take place with two teams of two, minimum eight players. Teams will advance until only teams two remain. Please arrive 15 minutes in advance to assure the tournament operates smoothly.

Ongoing Tournaments Begin – Fri 8 pm, Sat, Sun 10 am

Ongoing tournaments that will be open for participation over the course of the convention. Any and all interested can take a few minutes to set a score for any of the games in question. These are the available games: Geometry Wars 2 Deadline / Pinball FX2 Score Attack / Shank 2 Survival / Orcs Must Die! Score Attack / Renegade Ops Score Attack / Doom 2 Speedrun

Rock Band - Breakfast with the Beatles – Sun 10 am

Rock Band Jam Session – Sat, Sun 7 pm

Come out and rock our socks off, or get your socks rocked off by others! Runs from 7 PM to Midnight.

Rock Band Warmups – Fri 7 pm

What does a rock band need more than anything else? Expensive instruments? A good manager? A monkey mascot? No, the answer is PRACTICE! So come out and oil up those rusty rockin' muscles! Runs 7 PM to Midnight, show up any time!

Saints Row the Third – Sun 10 pm

Details to be announced at the start of the tournament

Soul Calibur 5 – Fri 8 pm

The souls still burn, a generation later! A new era of heroes rises to combat the evil of the Soul Edge, and the people who have been corrupted by it. Will you be the hero to destroy it - or the lost soul who claims it? - Head-to-head, best 2 of 3, double-elimination tournament. More details at the time of the event.

Ultimate Marvel vs Capcom 3 – Sun 4 pm

The battle rages on, and more heroes are drawn into the fray! Pick your team from a selection of more than 50 heroes and villains! Matches are best 2 out of 3, and the tournament is a double-elimination format.

LARPs

LARPs

Santa Maria, Santa Monica, Board Room Santa Cruz, Santa Rosa, 105

Cthulhu Dice - the LARP Game – Sat, Sun 6 pm

Cthulu Dice

GM: Mike Kelly

Come play the live action version of Cthulhu Dice – a huge hit at major SF conventions – now at Strategicon! Drive your rivals mad . . . very, very quickly. Destroy your opponents' sanity! Better yet, steal it. But watch out for Cthulhu – when he comes up, he takes sanity from everyone! The last sane cultist wins . . . unless everyone goes mad together. Then Cthulhu wins! Prizes and game provided.

Damsels and Dragons – Fri 10 pm – LARP Alliance Expo

GM: Richard McCoy

A show promoting the web series.

Dying Kingdoms - Table Top – Sat 2 pm

Dying Kingdoms

GM: Morgan Buck

Come play a Dying Kingdoms table top game. Get a more personal story and plot.

Empty Thrones Table Top Games – Sat 8 pm

Empty Thrones

GM: Ben Lakner

A collection of table top games set in the world of Talus, using the Empty Thrones LARP rules conversions. These games advance the game's plot, and allow players the opportunity to explore aspects of the world that may not normally be available during LARP sessions. There will be 3-4 tables run, with space for 5-6 players each. Specific table details will be available the day of the session.

Erden Odyssey – Fri 2 pm

Erden Odyssey LARP

GM: Mike Garsaic

Centers around the world of Erde, the kingdom of Granis, and the new frontier land which the gods created after waking up from a 1000 year sleep. Light live combat.

Priests & Pawns – Fri 6 pm – Empty Thrones

GM: Ben Lakner

The Saulen Emperor Kurgal has sent ambassadors to the theocracy of Simara, in order to establish an alliance with the priests that run the city. The city is caught between two opposing factions on the brink of war, and the priesthood must decide with whom it stands. This is a noncombat session of the Empty Thrones LARP. Walk-ins welcome as one-shot or ongoing characters. Costumes provided for one-shot characters.

Return to Thorns – Fri, Sat 8 pm

Mind's Eye Theater (World of Darkness)

GM: Andrew Cohen

With growing tensions between the Camarilla and the Anarchs, a gathering has been called to discuss the Treaty of Thorns, local politics, and the growing Infernal threats to the Los Angeles area. Kindred gather together to face these uncertain times, knowing that at any time war may yet explode across the Southland. In an argument between freedom and security, which side will you join? Pre-gen characters available. An OWbN game.

Something Stolen, Something Blue – Sat 8 pm

Houses of the Blooded LARP

GM: Josh Roby

Join the festivities as a great affair of state is concluded: the Bleeding Count Ato Yvarai takes as his wife the baroness Lura Drew. However, mistakes and enemies from both their pasts now gather to forestall the ceremonies and to see both these wily ven fall. All this begs the real question: which side will you take and how will you profit from it? This is the fourth installment of the persistent Houses LARP that occurs each Strategicon. Come join in the fun! (no prior play required, easy to learn)

Starship Valkyrie – Sat 2 pm – Starship Valkyrie LARP

GM: Christian Brown

A cooperative LARP that puts you in the role of a starfighter pilot, scientist, engineer or bridge officer on board the ERS Valkyrie, a mighty Star Destroyer with the mission to protect the Earth Republic. Join the crew and defend Earth against the relentless Praezorians.

The Ballad of Evermore – Sat Noon, Sun 10 am, Noon Realms of Conflict (LARP Alliance Expo)

GM: Richard McCoy

"The Adventurers' Guild of Sylier is recruiting for a dangerous mission. Are you up to the task?" This LARP game is predicated on team based play. Coming in with your own group is highly recommended.

The Fighters' Guild - Introduction to Live Combat

Fri 2 pm, 4 pm, 6 pm, Sat 8 am – LARP Alliance Expo

GM: Richard McCoy

Workshop on safety and working knowledge of common rules and tactics for Live Combat LARPs.

The Fighters' Guild - Tournament – Fri 10 pm – LARP

Alliance Expo

GM: Richard McCoy

Tournament for people participating in the Introduction to Live Combat sessions. Single Weapon, Sword and Board, Dual Weapon. One team based fight. Ranking within the Fighters Guild after the Tournament. One prize to be awarded to the participant with the most points earned.

The Gauntlet – Sun 8 pm

Realms of Conflict (LARP Alliance Expo)

GM: Richard McCoy

An "Arcade Style" Line Course Live Combat LARP.

Inspired by the video game Gauntlet.

Vox Populi Vox Dux – Sun 2 pm – Dying Kingdoms

GM: Morgan Buck

"Vox populi vox dux" - The voice of the people is the voice of power. Albeira, the seat of power of the glorious Illumin Empire. Home to the Emperor, to his court of feuding nobles, and to the Senate, elected by the people. The people are no longer content to have their fears and needs ignored while the mighty struggle among themselves! With the a crucial Senate election as the backdrop, the heroes (and scoundrels!) of the Dying Kingdoms find themselves in the midst of a power vacuum being filled. And nature abhors a vacuum...

Miniatures

Miniatures

Century Prefunction, Gateway Prefunction, California Prefunction, Santa Catalina , San Clemente

ACTA SF demo – Sun 6 pm – A Call to Arms Star Fleet
GM: Colin Dimock

Latest Mongoose publishing game in conjunction with Armadillo Design. Become a captain in the Federation, Klingon, Romulan, Gorn or Kzinti navy. Games are fast and furious with little book keeping involved. Players will take 1-3 ships and battle it out as teams or individuals.

American War of Independence – Sat 7 pm
15mm Field of Battle Rules

GM: Adam Hammer and Greg Kildare
Battle of Monmouth. Washington's refit and drilled Continental Army presses the British Army en route to New York. Will our great nation's father crush the Lobersterbacks or will Lord Cornwallis hold the line and stop the assaulting Americans? We shall see! Up to 6 players. Beginners welcome.

Assault on East Prussia – Sat 10 am – Homebrew Rules
GM: Rob & Jesse Boyens

Soviets invade German territory in 1944, looking to pay the Nazis back. N scale armor set in early winter, everything provided, newcomers welcome.

Assault on Frank Spaceport – Sat 8 pm – Battletech
GM: Francisco Vassallo

Battletech game, players vs gm. All minis, maps provided. Come have some retro fun, blow up some mechs, kicks arse! Recapture the spaceport from clan Ghost Bear.

Battle of Guilford Courthouse – Sun 10 am
War of George III (15mm)

GM: Steve Phenow & Dan Munson
Guilford Courthouse is one of the few American War of Independence battles where both sides were evenly matched in command and troops. Come play with these new rules soon to be published by LMK. Everything provided.

Blood Bowl Orcapalooza – Fri 7 pm – Blood Bowl
GM: Dennis Bolin

Bring a team or borrow a team. 1 million with 6 basic skills, 3 double skills and 1 stat increase. (you may only have 1 player of emerging star or higher.) Who is the best coach? Fun fest for all levels.

Broadside Bash Slaughter on the High Seas – Sat 8 am – Warhammer Fantasy

Warhammer 40k
GM: Pacific Marauders
Grand Tournament - Hosted by the Pacific Marauders/San Diego. Fifth Year Grand Tournament

Circus Maximus – Sat 6 pm – Circus Maximus
GM: Plus Ten To Awesome

Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots, and the roar of the blood-thirsty crowd! Family fun for all! It is suggested you pre-register for this event, as it will sell out of slots. Pick up your chariot sheet at the Plus Ten To Awesome tables in the Miniatures area any time Friday and Saturday to get started. Prizes will be awarded!

Curse of the Pearl Necklace! – Sun 8 pm – Pirates!
GM: Plus Ten To Awesome

What magic is this? I shot the cannonball through his head and he picked it up and put it back on! Magic fills the air in this fantasy piracy game! Rules are easy to learn. Join in anytime!

Dark Age Midnight Madness Rumble – Sat 8 pm
Dark Age

GM: Brian Kourik
Armies march, crusades advance, warriors meet in battle. Screaming fanatics following self-proclaimed Saints face monsters, mutants and madmen but Samaria remains unconquered. Armed with guile, determination, monstrous abilities and powerful, if unreliable, technology your warband leaves the safety of their fortified settlement and enters the harsh wilderness beyond. Dark Age: Apocalypse is a gritty, D20 driven, post-apocalyptic miniatures game.

Dystopian Wars Tournament – Sat 10 am – Dystopian Wars

GM: Plus Ten To Awesome
Bring 850 points and battle it out over 3 rounds with objective based scenarios. All units must be naval or air, no more than 40% air. For every Large or Massive, must take 1 small AND 1 medium unit of any allowable type.

Epic: Armageddon "Death from the Skies" – Sat 7 pm – Epic: Armageddon

GM: Daniel Bille
Do you love Warhammer 40,000? Come join enthusiasts of Epic: Armageddon in a fun storyline driven game! It is the first days of the 2nd war for Armageddon, and Ghazghkull Thraka's forces are trying to establish a foothold on the vital Imperial World of Armageddon. Will the mechanized forces dropping from orbit break the staunch defenders of Hade's Hive? The Emperor Protects!

Firestorm Armada Tournament – Sun 10 am – Firestorm Armada

GM: Plus Ten To Awesome
650pt fleets with standard composition rules. R&D ships, Heavy Cruisers, Destroyers, Escorts and Dreadnoughts welcome. Different scenarios and victory conditions for every round of play. Prizes for top players.

FoW 1500 pt Later War Tournament – Sat 10 am – Flames of War

GM: Francisco Vassallo & Chris Mazourek
1500 pts, late war tournament. Nationals qualifier. We will be using timed movement phase, 10 minutes per player, 2 hour games.

Friday Night - Case Blue – Fri 6 pm – Flames of War

GM: Harold Hildebrand & Mark Nicholson
A multi-player Mid-war game based on the Drive to Stalingrad. Miniatures will be provided but you may bring your own Soviet or German Mid-war army. Remember its only the summer of 1942 so don't load your force up with things like T34/85s or Tigers. Beginners and less experienced players welcome.

Miniatures

King of the Mountain! – Sat 10 am, 3 pm, Sun 11 am – Rusted Heroes

GM: Plus Ten To Awesome

Come and fight your way to the top! Come play Rusted Heroes, a skirmish style fantasy miniature game. All rules taught and all materials provided.

Malifaux - Neverborn Raid! – Fri 8 pm – Malifaux

GM: Plus Ten To Awesome

A fault has opened up in the ruins of Lost Redemptions. Needless to say all the factions have an interest in these ongoings. Be the first to get there and reap the rewards of one of the biggest emergences of soulstones in history earth and malifaux both.

Malifaux/Puppet Wars demos – Sun Noon – Malifaux

GM: Octave Villar

Malifaux and Puppet Wars demos and open gaming. Ideal for beginners.

Manhunt in Dirkadirkastan – Fri 8 pm, Sun Noon, 4 pm – Force on Force

GM: Plus Ten To Awesome

A dangerous terrorist mastermind is on the loose in Dirkadirkastan. You must lead your platoon on a deadly manhunt in this game of modern combat from Ambush Alley games. All figures provided, beginners encouraged!

Operation Mercury – Sat Noon

Panzerfaust (modified Crossfire)

GM: Steve Phenow

21 May, 1941 - Crete, the 1st Fallschirmjaeger Battalion is tasked with clearing the Maleme Airfield of British Troops so the Gebirgsjaegers can be airlifted in. Parts of the 22nd & 23rd NZ battalions rush in as reinforcements. 15mm WWII.

So Cal Crusaders Mega-Events – Fri Noon – Warhammer 40K & Fantasy

GM: Touradj Mansouri

Seminar on large scale games for both 40K and Fantasy. Saturday and Sunday we're running open gaming for players to join in our on going story lined battles! Come play, chuck dice, laugh, and earn your very own Special Character that will represent YOU in all our upcoming Mega-Events!!! So join either our Mega-Apocalypse or Storm of Magic Legendary Battles games

SoCal Malifaux Tournament – Sat Noon – Malifaux

GM: Octave Villar

3round, 35ss tournament. Players may select a single faction. Scheme selection must be unique. Domination style tournament.

Somebody's gotta go back and get a sh*tload of dimes

Sat 11 am, 2 pm, 8 pm – Legends of the Old West

GM: Plus Ten To Awesome

Attackers: Rustlers, cutthroats, murderers, bounty hunters, desperados, mugs, pugs, thugs, nitwits, halfwits, dimwits, vipers, snipers, conmen, indian agents, Mexican bandits, muggers, buggerers, bushwackers, hornswagglers, horsethives, bulldykes, train robbers, bank robbers, asskickers, sh*tickers and Methodists wanted for an attack on Rock Ridge!

Defenders: Do it for Randolph Scott.

Thar Be Pirates Here! – Sun 11 am – Pirates!

GM: Plus Ten To Awesome

Arghh! On the starboard bow be your target matey! A Galleon full of gold for the taking! Two sides fight it out to capture the others' loot in this fantasy game of piracy on the high seas. Rules easy to learn, join in anytime!

The Battle of Fort Donelson – Sat 11 am

Command Combat: Civil War

GM: Jeff McArthur

Players take on the role of a general from the American Civil War. Units are moved with a unique command system that gives benefits and restrictions based on the order type the unit has been given.

The Fortress Must Fall – Sun 10 am – Warmachine/Hordes

GM: Francisco Vassallo

WM/Hordes mega game. Players vs GM, who can reach the fortress' centre first. Ashlynn made it last year, who will be the victor this time?

The Siege of Minas Tirith – Sat, Sun 2 pm – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

The forces of Mordor now have the city of Minas Tirith under siege. Darkness hangs over its walls, orcs surround it and the cries of the Nazgul fill the air. Will Gondor stand or fall? Come and determine the fate of Minas Tirith and Gondor! Everything is provided, all players, experienced or novices are welcome!

The Storm Zone – Sat 8 pm – Firestorm Armada

GM: Plus Ten To Awesome

Elements in the Storm Zone have been amassing for months now. Rumors have been buzzing around about some sort offensive, but everything has been kept pretty "hush hush" by the top brass. Orders have been, wait in the Maraganas Nebula until given further orders. Battle groups wait in this sensor blind no mans land and few know why." All models, dice and play sheets are provided. Just bring your imagination and love of fun.

Warmachine Path to Gencon Tournament – Sat 10 am – Privateer Press Warmachine/Hordes Mk II

GM: PG Robyn Nixon

This is a 3 or 4 round Steamroller Tournament, 50 points. Number of rounds depends on number of entrants. The winner of the tournament will receive a trip to Gencon to compete in the Privateer Press' National Warmachine/Hordes Tournament in August of 2012. Fully timed rounds.

Webster Open WAB Tournament – Sun 10 am –

Warhammer Ancient Battles 2.0

GM: Harold Hildebrand

This year's Warhammer Ancient Battles tournament will be called the Webster Open in memory of Alex Webster who ran the tournament for many years. 2800 point armies from the new Armies of Antiquity. If you need help with your list or don't have AoA, stop by at 9:30 and we will get you set up. Check in time is 10 and we'll get started right at 10:30 with the first of three rounds. Less experienced players are welcome and there will be loaner armies available. Sponsored by Gripping Beast.

Roleplaying

Second Floor, 108, 110

...The Harder They Fall – Sun 2 pm – Castle Falkenstein

GM: Plus Ten To Awesome

(Part 2 of the previous adventure that was run at the last con). In this one the players will confront the evil Dr Kriegal. The one-eyed professor of mayhem who is looking for revenge on the players

A Fist Full of Gold Pieces – Sun 2 pm – 1E plus house rules

GM: Kelly

A group of young hardy adventures off to the big city hoping to find fame and fortune.

A Ghost Story – Sat 9 am – Unknown Armies

GM: Steve Ramirez

The Belvedere Hotel is haunted. A group of ghost hunters has come to investigate and get proof of their existence, but they begin to wonder if they've come on their own accord... or if they've been summoned for reasons beyond their own. For up to 6 players.

A Tournament of the Samurai – Fri 8pm,

Sat, Sun 2 pm, 8 pm – Legend of the Five Rings RPG

GM: AEG

Welcome to Rokugan, a land where honor is a force more powerful than steel. Nine great clans vie for power in a world loosely based on feudal Japan. Experience a stand-alone adventure in the land of noble samurai, crafty courtiers, mystical shugenja, and enigmatic monks. Tensions have risen between the great clans and a competition of civilized skill has been called in the name of peace. Maneuver through the tangled web of courtly intrigue and unravel a dastardly plot.

ACME no More! – Sun 9 am – Toon (GURPS Tournament)

GM: Ron Shaw

Tired of being blown up, crushed, and backfired on by ACME products, their best buyer, Wile E. Coyote has decided to go shopping elsewhere, but he must be fast to catch the roadrunner, so he will only buy from the company with the fastest Delivery Time. You have to race to get to him first with your delivery!

ADAP2-1 Monument of the Ancients (levels 11-20) – Fri 2

pm – Living Forgotten Realms - D&D 4e

Panicked refugees are pouring into the port city of Phlan, fleeing from barbarian attacks in the Moonsea North. Something ominous and ancient drives the horse nomads to attack their neighbors. Poised to shatter the ancient monument keeping him from Faerun, a lost god from Toril's past sends an agent from the Elemental Chaos to herald his long-prophesized return... A two round adapted adventure set in Phlan.

ADAP3-4 The Five Deadly Shadows (levels 5-10)

Mon 9 am – Living Forgotten Realms – D&D 4e

The Shou town of Kudoku is in despair. Its magistrate once embodied a set of principles that guided the village, but he was murdered by assassins known as the Five Deadly Shadows. The principles have been corrupted and now protect the assassins. Can you recover the principles and best prevent the town's destruction? An adventure set in the Dragon Coast for characters levels 5-10.

ADCP4-1 City of Destinies (levels 1-20)

Sat 2 pm – Living Forgotten Realms – D&D 4e

The city of Myth Nantar is the center of the sea elves' society. Although it once rested entirely beneath the waves of the Sea of Fallen Stars, the changes wrought by the Spellplague exposed Myth Nantar's upper levels to the air. Now the sea elves and the surface races mingle and trade freely here, protected from their enemies by ancient elven high magic. Thanks to the mythal, the citizens of Myth Nantar need not fear the threat of the Abolethic Sovereignty. Or so they believe. A TWO-ROUND LFR adventure.

Adult Swim - ATHF- The Intergalactic Kegger – Sun

Midnight – Steve Jackson Toon (GURPS Tournament)

GM: Ron Shaw

Partiers of the Universe finally found safe haven where the law no longer responds to calls. Small blue New Jersey house Invites only, those who show up uninvited must prove worthy to be allowed in by completing a task. Annoying neighbors have been interrupting all night demanding that house be returned to "Carl" Only those cool enough to get rid of buzzkills will be allowed in.

Apocalypse World – Fri 2pm, Sat, Sun 9 am – Apocalypse World

GM: Bennett Smith

Something's wrong with the world and I don't know what it is. It used to be better of course it did. In the golden age of legend, when there was enough to eat and enough hope. Now we've got this. Thirst. Dust. Savagery. And at the limits of perception, something howling, everpresent, full of hate and terror. This is what we got. What are you going to make of it?

Black Streets of Babylon – Fri 2 pm

Vampire the Requiem

GM: Louis Garcia

Ancient Mesopotamia, "the cradle of civilization", gave rise to the first cities of humankind. Like the modern counterparts, the kindred, vampires, lurk in the shadows. Yet a desperate act would shake these kindred of old and vampire society would never be the same, forever.

Blackbird High School – Sat 8 pm – Lady Blackbird

GM: Andy Blanchard

It's a normal day at all-girl Japanese Blackbird high school, and you're all in biology taking a pop exam. When all of a sudden, all hell breaks loose!! What is happening with that totally dreamy Science teacher Mr. Masatsugu?! Only you can find out!

Bonsai Demos – Sat 9 am – Infinite Power RPG

GM: Levi Mote

Come play the latest games from Bonsai Games.

RPGs

Buck Rogers and the Slippery Stream – Sat 9 am – GURPS Cliffhangers

GM: Mike Kelly

Enter the age of true heroism - the 1930s! When heroes were courageous and Villains were really EVIL. The game starts with the heroes on Earth – in the 1930's. They are on a dirigible enroute to New York when – Caught in a massive storm – they are transported to a strange alien planet ruled by the evil Emperor Ming. Will they ever get home? Characters and prizes provided - beginners welcome!

Buffy the Vampire Slayer and the Love of the Damned – Sat 2 pm – GURPS Horror

GM: Mike Kelly

Welcome to Sunnyville! Buffy is now in college and enjoying the new challenges that college brings - frat parties, drinking, football, sororities, homework and tests. And did mention Vampire Slaying - oh lots of that too! Do you wanna help Buffy out with college life? She sure could use some. Characters provided, beginners welcome - prizes provided by SJG for best role-playing. Come play!

CAL13-4 Fragments of a Shattered Mind (levels 11-20)

Fri 7 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

In the human bastion of Almraiven, a gifted magical scholar has gone missing. Agents of the Efrete Lord Memnon are known to be interested in her studies has she been kidnapped for her knowledge, or is something more subtle afoot? An adventure set in Calimshan.

CORE2-11 Sign of Four (levels 17-20) – Fri 2 pm

Living Forgotten Realms - D&D 4e

Fragments of an ancient, shattered tablet have surfaced all across Faerun. Its origin is shrouded in the prophecies of a dread sorceress, but what little is known of this artifact's power is enough to concern even the Coronel of Myth Drannor. Those who seek answers must embark on a quest into the realm of eternal winter. Your greatest threat may not be the wrath of Thrym the frost titan king, but rather the moral choices you will make in order to find the truth. A two-round adventure.

CORE2-12 The Sschindylryn Heresy – Mon 9 am

Living Forgotten Realms – D&D 4e

A death goddess' relic lies shattered across the Realms. The drow from Sschindylryn now seek to rejoin the fragments and uncover its secrets, in defiance of the Spider Queen. But what they will unleash is not an ally against Lolth, but a new blight upon the world. And all it needs to awaken is one word. A two-round adventure set in the Underdark for characters levels 17-20. This is the second and final part of the Shattered Secrets series, which began with CORE2-11 The Sign of Four.

CORE3-1 A Vengeful Dream (levels 1-10) – Fri 7 pm, Mon

2 pm – Living Forgotten Realms – D&D 4e

An eerie tale told around a late-night fire leads to a mystery of fear, loss, and murder. An adventure set in Mossbridges (near Ravens Bluff) for characters of the Heroic tier (levels 1-10).

Curse of the Night Hag – Sat 9 am – Witch-Knight

GM: Clint Pohl

Your training at the Academy has finished. You are on your way to becoming one of the legendary Witch-Knights and are about to receive your first set of spurs. There is only one trial left for you. A week's worth of work under a watch Captain within the Kingdom. A simple task that most Knights have said was the most boring week of their lives, but something this night is amiss. This is an open play test for an up and coming product from Stupid Ogre Press. A system designed for the world based on the yet t

Cycles – Sun 8 pm – An Experimental Design

GM: jim pinto

Five people wake to find the world they know has changed. Everything about this game is a new experiment for me as a writer and designer. I urge you to show up with an open-mind and a desire to explore new game space. Mature players please.

D&D Team Challenge – Sat 2 pm – D&D 4th Edition

GM: Plus Ten To Awesome

Two teams square off against each other, facing encounters on their way to meeting each other in the final battle room. It's a race to finish your encounter first and be fresh to battle in the final room! People sign up and teams will be chosen at the start of the event.

D&D: The Temple of Eternal Rest – Sat, Sun 8 pm

AD&D 2nd Ed.

GM: Brett Miller

Experience D&D the way it was meant to be played! In the Temple of Eternal Rest, a vast new dungeon from GM Brett Miller, one false move could be your last. Cool prizes awarded to anyone who makes it out alive, brings back treasure, makes a great assist, dies memorably, or becomes a sole survivor. Pregens and a printed rules summary mean anyone can jump right in. Figurines and maps provided.

Day After Ragnarok: ¡Técnicos En Contra De La Serpiente!

– Fri 2 pm – FATE

GM: Morgan Ellis

In Mexico after the Serpentfall, fascist Sinarquistas grind the people into submission with jackbooted heels! Where can decent folk turn? Reborn Aztec cults demanding blood sacrifices ravage the city, as insidious foreign agents act clandestinely to control the very future of Mexico! What can stop them? The people cry out for help. Will you answer their cries? In Mexico after the Serpentfall, courage must wear a mask. A game of Masked Luchadores and other Heroes battling evil south of the border, in the

Delve into the Feydeep (HJRP) – Sat 9 am – D&D 4e

(Homebrew Rules)

GM: Matthew Cadwallader, Jessica Johnson

This is a Paragon Tier game (PC level 13). The Summer Queen is about to convene the Court of Stars, but no word has returned from the enigmatic Sea Lords of the Court of Coral. The players are sent to investigate and are embroiled in a plot that threatens to plunge the feywild into chaos and war.

RPGs

Dirty Cops – Fri 8 pm – Fiasco

GM: jim pinto

Relieve the intense drama of TV shows like the Shield or movies like Brooklyn's Finest as a team of dirty cops tries to survive the persecution of their own indiscretions. We can run two games of 4 if enough people sign up.

Dungeoncrew – Fri 2 pm – Supercrew

GM: Mike Olson

Look, I admit it. I have a problem. I keep repurposing great games that aren't D&D as loving homages to classic D&D. But! This particular compulsion of mine has always made for a good time, and Dungeoncrew will be no exception. Supercrew is rules-light, intuitive, and Swedish. Plus, character creation involves crayons, so... bonus!

ELTU3-1 Good Intentions (levels 1-10) – Sun 9 am

Living Forgotten Realms – D&D 4e

A string of grisly murders has hit the town of Triel. Word on the street is that insanity grips the townspeople and a new cult is to blame. Are these just whispers in the dark or is there something more sinister behind it all? An adventure set in Elturgard for characters of the Heroic tier (levels 1-10). This adventure is the first part of the Sinister Intentions Major Quest.

ELTU3-3 The Way of All Flesh (levels 1-10) – Sun 2 pm

Living Forgotten Realms – D&D 4e

You are on the trail of the criminal Arbosus. Can you stop him before he is able to hatch his devilish scheme? An adventure set in Scornubel for characters of the Heroic tier (levels 1-10). This adventure is the second part of the Sinister Intentions Major Quest, which began with ELTU3-1 Good Intentions. We strongly recommend that you play this series in order, with the same character.

ELTU3-5 It's in the Blood (levels 1-10) – Sun 7 pm

Living Forgotten Realms – D&D 4e

The defeat of Arbosus left many unanswered questions, stirring fears of sinister plots that the Companion's light has not yet illuminated. Can you defeat the hidden threat at the Boareskyr Bridge or will you be the first to suffer a fate that could forever blot the paladins' pride? An adventure set in Elturgard for characters of the Heroic Tier (levels 1-10). This is the third and final part of the Sinister Intentions Major Quest.

Family Ties A Happy Jack's Affiliated Game – Fri 2 pm – HERO

GM: Maire Bourke

The fiercest killer in the kingdom is in town. It's up to you to find him before he kills again.

Finding Lassiter – Fri 8 pm – Savage Worlds Thrilling Tales

GM: Plus Ten To Awesome

Players will be playing the team of Dr Lassiter as they search the world to find out what happened to their employer, mentor and friend.

Geiger World – Mon 9 am – Dungeon World - Hack (Playtest)

GM: Colin Jessup

The game of perilous mutant adventure in the post apocalyptic wasteland of Gamma Terra.

Getting There Is Half the Fun – Sat, Sun 9 am

Bulldogs!, a FATE-based science fiction RPG

GM: Arthur Severance

Time to make another pickup for TransGalaxy. This one looks like a standard delivery, heavy munitions to a war zone. You're not expecting any trouble until you reach the destination, a planet in the grips of a five-way civil war. Getting the cargo and loading it on the ship should be the easy part, right? This is the 2012 convention scenario written by one of Bulldogs! creators, Brennan Taylor.

GURPS "APOC 10 years later" – Sat 8 pm, Sun 2 pm – GURPS

GM: Michale Shupe (Sat) or James Freeman (Sun)

In 2013 the "Reaper Virus" wiped out 90 percent of the population of Earth. It has since been 10 years and food and resources are rare, most of the region is in chaos except for a few small communities that strive to survive.

GURPS Cthulhu: "Phantom Finders" – Sat 2 pm – GURPS

GM: James Freeman

A team of amateur ghost hunters for a television show are sent to a remote ski resort to investigate strange happenings that have resulted in several deaths.

GURPS FINALS (by invitation!) – Sun 8 pm – GURPS

GM: David Scott

GURPS FINALS (by invitation only!)

GURPS Mysteries "The Mysterious Puzzle Box" – Sat

Midnight – GURPS

GM: Michale Shupe

Mysteries Inc. has come across the scene of an especially grisly murder. Velma has found a clue a mysterious puzzle box. Can Scoob and the Gang unravel this mystery? Part of the GURPS Tournament. Pregens provided. 6 players Maturity 17+

GURPS Out of the Coffin Season Three "Coyote's Best Trick" – Sun 2 pm – GURPS

GM: Michale Shupe

A plot has been discovered that threatens to simultaneously expose every supernatural in the world. Can your team stop Coyote from pulling the "Best trick ever?" Part of the GURPS Tournament. Pregens provided. 8 players Maturity 13+

GURPS Steampunk – Fri, Sat 8 pm – GURPS

GM: Julie Scott (Fri) & David Scott (Sat)

GURPS Steampunk

GURPS Supers "Teen Titans GO!" – Sun 9 am – GURPS

GM: Michale Shupe

Robin and Starfire have announced their wedding! However, not everyone is very happy about it. Pregens provided. Part of the GURPS Tournament. Maturity ANY.

GURPS The Hunger Games 30th Year – Sat 9 am – GURPS

GURPS The Hunger Games 31st Year – Sun 9 am – GURPS

GM: James Freeman

As punishment for a previous rebellion against the Capitol, every year, one boy and one girl between the ages of 12 and 18 from each district are selected by lottery and forced to participate in the Hunger Games, a televised event in which the participants, or "tributes," must fight to the death in a dangerous, outdoor arena.

RPGs

Halo - Red vs Blue "Why Are we Here...Again" – Sat 8 pm
– Steve Jackson Toon (GURPS Tournament)

GM: Ron Shaw

Bloodgulch Canyon is once again in turmoil. The Church and Tex's Memory module has gone missing. Washington and the members of Blue Base have been Tasked to find it. Sarge and the Members of Red Base have been Tasked to Stop the Blues

Happy Jack Game - The P-Team – Sat 9 am – Laser Ponies - QAGS

GM: Casey Conner and Kimi

A series of brutal murders and horrible violations have driven the inhabitants of the Glitter Valley to near the breaking point. What will the Laser Pony Elders do? The only thing they can do. Try to call in a crack commando unit, wrongly accused known as "The P-Team" to try to solve the horrible crimes. You are the P-Team and the only Ponies with the skills to uncover what has happened. Not a Kids Games.

Happy Jack's Game - The Disappearance Part 1 – Fri 8 pm
– Fantasy Hero

GM: Casey Conner & Bruce Penner

What do you do when a little girl goes missing? It's not just any little girl but your little sister. You live in the biggest trade city on the continent and she's not at home when you wake up one morning. Time to gather your friends and find her.

Happy Jack's Game - The Disappearance Part 2 – Sat 2 pm
–

GM: Casey Conner & Bruce Penner

Natasha has been rescued, but the creepy Toymaker has escaped. What will you do now?

Happy Jack's presents: Dead Presidents: Retconned! – Sat 9 am – Savage Worlds

GM: Tyler King

How will the Dead Presidents save the day if they never existed? All the time-travelling, super-powered, historically-inaccurate fun you can handle in one con, crammed into 4 hours!

Happy Jack's presents: The Orc's Revenge! – Sat 2 pm – Pathfinder

GM: Tyler King

Last September, a group of Dark Elf rangers laid waste to an Orc encampment. One got away. She's assembled a group of the best (read: only) Orcs she could find, in order to lead them to a prophesied cache of magical weapons, which will help them exact their revenge on those horrible, chaotic good Drow!

Happy Jack's: Parties at Parties – Sun 9 am – D&D 4th Edition

GM: Kurt Hanna

It's Friday night, and the party to be at tonight is at the Lambda Rho Pi house. A group of friends head over to the fraternity house to see the feature act, "Tilting at Windmills," a They Might Be Giants cover band. It should be a rocking good time.

Happy Jack's: Seeing through the Prince's Eyes

Sun 8 pm – Dark Ages: Vampire

GM: Kurt Hanna - Happy Jacks listener

Kooks make such interesting Princes. Powerful, elder Malkavians can make for very insightful, very dangerous people. Wary should be those who dare to piss off one who can make you See what He Sees.

Happy Jacks - Into the Woods – Sun 2 pm – Grimm

GM: Bill Roper

A trip to the local library takes an unexpected turn as six schoolmates literally enter the world of make-believe. Our unlikely band of adventurers find that the children of the Checkerboard Kingdoms have been disappearing and the only hope they have of finding them, as well as a way home, lies somewhere in the deep dark forest.

Happy Jacks - Savage Worlds – Sat 2 pm

Savage Worlds Deluxe

GM: Stuart Venable

Happy Jacks - Stu Venable Game – Sat 9 am

Savage Worlds

GM: Stuart Venable

Happy Jacks game PHREQUE Show Boston Massacre

Sat 2 pm – savage worlds

GM: Stork and CA Dave

Modern day Boston is in the middle of a crime spree. A mass murderer is killing people late at night in bars in and around the downtown area. With little forensic evidence, the police call in the PHREQUE show to help break the case. The PHREQUE show is a collection of misfits and sideshow freaks, who are more than they seem.....

Happy Jacks RPG Pod Cast – Sat 8 pm – Live Pod Cast

Join the Happy Jacks Pod Cast crew for an evening of role playing discussion. May contain adult humor not appropriate for younger attendees.

Happy Jacks Top Secret Lives! – Sat 9 am – Top Secret (1978 version)

GM: CADave & Hozier Rob

You are an elite team of international agents defending the leaders of the free world at a famous event. Pack your Walther PPKs and get ready for a hilarious ride!

Happy Jacks "Strangers" – Sat 2 pm

Hero System 6th Edition

GM: JiB

In this sequel to the "Sleepers" game run at Gateway 2011 the characters have escaped the facility only to discover that things are not at all as they thought them to be. They are not even on Earth and the date is 100 years into the future from everything that their memories tell them they know. Hunted by unknown forces and totally alien to the civilization in which they find themselves.

Happy Jacks "the Hidden Tower" – Sun 9 am – Pathfinder

GM: JiB

Flush from your victory over the goblin tribe that was causing trouble on the trade way you and your friends spend the evening carousing and bragging about your exploits over tankards of dark brown ale. Surely there will be some time to relax and enjoy the well earned rewards of your heroism ... maybe ...

RPGs

Happy Jacks "Voyage of the Starship Loki" – Fri 8 pm – Hero System 6th Edition (Star Hero)

GM: JiB

The Starship Loki tasked with exploring uncharted reaches of the galaxy encounter both the strange and the familiar in a universe where conflict abounds and the sides are not always clearly drawn.

Haunt at Bella Rouge – Sun 9 am – Cthulhu Dark

GM: Jameson McDaniel

I will be premiering my newest Cthulhu Dark scenario at Orc Con 2012. The game is a rules light, role play heavy, horror/suspense game. The players are part of a crew for a new TV show on the SciFi channel, the show is meant to be a the vain of ghost hunters. They start shooting in the town of Bella Rouge, Louisiana. They're here to investigate the rumors of Scarlet Rouge.

High-Seas Hi-jinks! – Sun 9 am – Steve Jackson Toon (GURPS Tournament)

GM: Gary Mack

A 5-star Cruise Ship, in shiney new condition.... And you have a hammer.... Wreak Havock Toon Style on the High Seas...

If Space Permits – Sat 9 am – Skullduggary

GM: Chris Czerniak

A roleplaying game Of verbal fireworks & sudden reversals. The crew of a small trading ship, the Vantage approaches the moons of Siluria. Down on their luck after a regrettable incident on the icy surface of the planet Hling, they hope to resuscitate their ailing account books with a successful bid for a monopoly over the export of a famous commodity, Silurian jump wine.

In This Wicked Age – Mon 9 am – In A Wicked Age

GM: James Ritter

A company of desert horsemen, hiding a woman amongst them ... A wandering spirit, visible at will, an inflamer of human passions ... The marriage of a region's most beautiful girl, necessarily virgin and without blemish, to the dead stone effigy of a harvest god ... A wandering exorcist, severe, who accepts no payment for his services but who lusts after carnal congress.

Intervention of the Divine – Sat 9am, Sun 2 pm –

Traveller – Mongoose Publishing

GM: Albert Beddow

Trying to finding work hasn't panned out. "Can this get worse?" you mutter as the group follows you into your room for one of your last beers. "Please leave the lights alone, the dimness is preferable," the stranger almost hidden by the shadows says, "I have quite an interesting offer... if you care to listen long enough." *Bring some d6's, Pregens provided*

INTRO 1-7 Another Rainy Day in Wood's Edge (levels 1-3) – Sun 9 am – Living Divine – D&D 4e

The crack of thunder, the flash of lightning, the rush of wind through the trees. An immortal tempest has beset the village of Wood's End. Can you survive her wrath, or will you fall victim to the eye of the storm? A Campaign Introductory Adventure for character levels 1-3.

INTRO 1-8 No Stone Unsung (levels 1-3) – Sun 2 pm –

Living Divine – D&D 4e

Deep in the wilds of the valley lies a circle of stone monoliths. The wind between the ancient stones sometimes becomes whispers of prophecy and fortune. Visiting the oracle has become a rite of passage for immortals in the Agris Valley. Will you hear words of wisdom, or return home empty-handed? A Campaign Introductory Adventure for character levels 1-3.

INTRO 1-9 A Day in the Life of a Deity (levels 1-3) – Sun 7 pm – Living Divine – D&D 4e

An entire city of the valley has gone silent, and something is obviously amiss. A Campaign Introductory Adventure for character levels 1-3.

Just another boring patrol... – Fri 2 pm, Sat, Sun 8 pm – Traveller

GM: Albert Beddow

The 'Zenith' colony is barely 147 years old, with research stations around the continent. Your group is overseeing a routine rotation with SciCenter 5. The 'squints' tend to be forgetful and now are overdue to report in. Now a normal boring patrol has turned into babysitting some addled scientist. Sounds about as dull as watching wave-grass grow. *Bring some d6's, Pregens are provided*

Kid's Game - "Legend of the Spirit Sentinels" – Sun 2 pm – Savage Worlds

GM: Jason

Your parents may be the geekiest people you know but their jobs as archeologists give you access to the best playground ever, the entire museum is yours to play with. As long as you don't break anything anything goes. The statue they found on that dig in Peru is cool but they don't care about that. But now strange things have started happening and some men are poking around. You must do something. Kids Only.

Killspllosion: Vengeance of the Revenge – Sat 9 am – Killspllosion

GM: Jameson McDaniel

Role playing games are usually games of cooperation and collaborative storytelling. This game isn't one of them. Killsplosion is a competitive player versus player RPG where there is only one rule: fight to live. It is a rules light game that supports a variety of genres and rule sets. Who needs team work when you can have fast paced action and character murdering fun.

Law of the Jungle – Sat 2 pm – Changeling the Lost

GM: Sarah Cary

There is no limit to where the Gentry can be found, from the Old World to the New. They have taken something precious from you. Now you will have to travel through the jungles of South America, all the way to Arcadia and back again if you have to. The Fae ruined your life but they also put the tools for their own destruction into your hands. This event hosted by the Dead Gamers Society.

RPGs

Let's Go Steal Us The Holy Symbol of Ravenkind – Sun 2 pm – Leverage (modified)

GM: Jesse Burneko

Poor Ismark The Lesser of Barovia is concerned for his sister, Ireena Kolyana, who is plagued by nightmares of the local Baron pursuing her and calling her by an unfamiliar name. Ismark is convinced the Baron is responsible for his father's death and the theft of a valuable family heirloom. Won't the crew of the local Thieves' Guild please help him retrieve it and bring peace to his sister?

Living Dungeon World – Fri 8 pm, Sat 2 pm, Sun 2 pm, 8 pm – Dungeon World

GM: The Living Dungeon World Team

A world of fantastic adventure awaits - a world of monsters and heroes, gods and demons, swords and sorcery, Good and Evil. This is your world. This is DUNGEON WORLD. LIVING DUNGEON WORLD is a weekend-long series of connected heroic-fantasy games with persistent characters in a persistent world. Play as many or as few games as you like. New to DUNGEON WORLD? No problem!

Living Dungeon World: Prologue – Fri 2 pm – Dungeon World

GM: The Living Dungeon World Team

An ancient evil descends on an innocent village, and the call for heroes has gone out! Unfortunately, that call has been put on hold. Only four simple villagers – that's you – stand between peace and destruction. LIVING DUNGEON WORLD is a weekend-long series of connected heroic-fantasy games with persistent characters in a persistent world. Play as many or as few games as you like.

Macho Women with Guns and Swords – Sun 2 pm – GURPS Sucker Punch

GM: Mike Kelly

Based on the hit movie - "Train them! Excite them! Arm them! Then turn them loose on the World!" Close your eyes. Open your mind Determined to fight for her freedom, she urges five other young girls—the outspoken Rocket, the street-smart Blondie, the fiercely loyal Amber, Cricket and the reluctant Sweet Pea - to band together to save the world. Beginners welcome, characters and prizes provided.

Marvel! – Sat 2 pm, Sun 8 pm – Marvel Heroic Roleplaying

GM: Denys Mordred

This is the official demo of the brand new Marvel RPG from Margaret Weis Productions released this spring - be among the first to play! The Avengers have been disassembled, the Fantastic Four are somewhere in space, and the X-Men aren't answering their phone. When dozens of dangerous villains are sprung from the maximum-maximum security prison known as the Raft, who's going to stop them? You are.

Me and My Shadow – Sun 2 pm – Paranoia

GM: Ed Murphy

Mission Alert 1285.3957-B/13, Task Force 451: Attention, Troubleshooters! The Computer, in its infinite wisdom, has chosen you for an extremely important mission. Rejoice, for The Computer has confidence in your abilities. Please report to Jonnie-B-GUD at QED Sector Mission Briefing Room #23087D.

Mona Lisa Overville – Sun 9 am – Smallville RPG

GM: James Ritter

Cyberpunk in the spirit of Gibson, Stephenson and Sterling. Little Goose and Mary Guns are just off a failed data heist for the Yakuza. Kimura, a ranked man, is on a mission from his oyabun. All of them are interested in The Archology, an AI created by the Russian corporate government, Komstar, to house the "ghost" personalities of the deceased.

Mystery in the Swamp – Sun 8 pm – D&D 1st Edition

Original Red Box

GM: Gary Mack

Venture into the desolate swamps...rumored to be haunted. An adventuring party not unlike yours has disappeared in its depths. Can you venture in to discover their fate? Do you have the Fortitude to save them? Or must you avoid their End? Enter the Classic World of Red Box Dungeons and Dragons if you dare...

NETH4-1 Containing the Shadows (levels 11-20) – Fri 7

pm, Sun 9 am – Living Forgotten Realms – D&D 4e

The Ordulin Maelstrom is expanding out of control, threatening to consume large swaths of Sembia and eventually all of Faerun. The Harpers need someone to brave this chaotic, swirling mass of shadow energy and retrieve ritual components to cleanse an ally who has been corrupted by shadow. Will priorities shift once the full picture comes into focus? An adventure for levels 11-20 set in Sembia. NETH4-1 and NETH4-2, playable in either order, are part of the Foresight major quest which concludes in NETH4-3.

NETH4-2 The Tripartite Tower (levels 11-20) – Sun 2 pm, Mon 9 am – Living Forgotten Realms – D&D 4e

The Harpers need a powerful expert on arcane magic, with decades of experience. All you have to do is travel to a famous but reclusive wizard to get help, and return. Unfortunately, the Netherese aren't going to make it easy. An adventure set in Cormyr for characters level 11-20. NETH4-1 and NETH4-2, playable in either order, are part of the Foresight major quest which concludes in NETH4-3.

NETH4-3 Purifying the Prophet (levels 11-20) – Sun Midnight, Mon 2 pm – Living Forgotten Realms – D&D 4e

The Netherese sought to control the oracle of Spellgard Keep, and only by binding her spirit inside a sentient golem was she kept safe. But for her to be useful to the Harpers, adventurers are needed to keep her safe from her former masters. An adventure set in Luruar for characters level 11-20. The final part of the Foresight trilogy, which began in NETH4-1 and NETH4-2.

RPGs

Night at the Sherri-Toon – Sun 2 pm – Steve Jackson Toon (GURPS Tournament)

GM: Gary Mack

Spend a night at the Luxurious Sherri-Toon Gateway Hotel...

Now is theTime - a 2300 AD Adv – Sun 9 am – Traveller 2300AD - Mongoose Publishing

GM: Albert Beddow

It's 2306 - about 250 years since WW III. Nations have gone, reformed in different shapes and gov'ts - heck the Lone Star nation refused to rejoin the U.S. after rebelling from Mexico (again). As "anomalous event specialists" your team is being sent by VTOL into the Great Victoria Desert to check out reports of "things" in the radiation zone there. *Bring some d6's, Pregens are provided*

Old School Orc Bashing! – Sat 2 pm – D&D 1st Edition Original Red Box

GM: Gary Mack

A band of orcs have set up camp outside of your village cutting off the trade routes. The mayor has offered a reward for clearing the area and a bounty for every orc. Time to hunt some green-skins! Enter the Classic World of Red Box Dungeons and Dragons if you dare...

Old-school AD&D Heavy Role-playing – Fri 8 pm – AD&D 2nd Ed.

GM: Andy Salazar

This will be a classic game of AD&D back from the late 80s. I wrote a heavy RP mystery/thriller The Harbinger of Arabel, set in the Forgotten Realms. Bring your 2nd ed. character (4-8th level) or I will provide some. Heavy role playing and acting. Lot's fun, great ready to laugh, cry and scream at the dice!

On Wings of Rage – A Happy Jack's Affiliated Game – Sat 2 pm – FantasyCraft

GM: Maire Bourke

When the kingdom is underthreat, the greatest heroes in the realm are called forth to defend it.

Operation: Jungle Drums – Sun 2 pm – Heavy Gear 2E

GM: Oscar Simmons

"A Hunter races past you, its 20mm autocannon spitting metal death. In horror you see your CO's Black Mamba erupt into a ball of flame, composite armor and fuel ablaze. This was a routine patrol..." Join the elite & notorious members of the SIU in this introduction to the Heavy Gear RPG. Enhanced with literary tools, audio & visual aids, & a fast paced GM style, you don't want to miss this game.

Pacific Blackbird Railway – Sun 2 pm – Lady Blackbird

GM: Andy Blanchard

What could be better than the carefree hobo life, riding the rails of the Pacific Blackbird Railway? Until the Railroad Police and the evil Agent West interferes in your quest for the mythical Hobo Destiny! Will your search be successful? Or will you be forever thwarted beyond your Hobo control?!

PFS 2-20 Wrath of the Accursed – Sat 8 pm

Pathfinder Society/Paizo

Tier 7-11.

PFS 3-01 The Frostfur Captives – Fri 2 pm

Pathfinder Society/Paizo

Tier 1-5.

PFS 3-02 Sewer Dragons of Absolom – Fri 2 pm –

Pathfinder Society/Paizo

Tier 3-7.

PFS 3-03 The Ghenett Manor Gauntlet – Fri 8 pm –

Pathfinder Society/Paizo

Tier 5-9.

PFS 3-04 The Kortos Envoy – Sun 2 pm

Pathfinder Society/Paizo

Tier 7-11.

PFS 3-05 Tide of Twilight – Fri 8 pm

Pathfinder Society/Paizo

Tier 1-5.

PFS 3-06 Song of the Sea – Sat 2 pm

Pathfinder Society/Paizo

Tier 3-7.

PFS 3-07 Echos of the Overwatched – Sun 2 pm

Pathfinder Society/Paizo

Tier 1-5.

PFS 3-08 Among the Gods – Sun 8 pm

Pathfinder Society/Paizo

Tier 3-7.

PFS 3-09 Quest for Perfection - Part I: The Edge of Heaven

Sat 8 am – Pathfinder Society/Paizo

Tier 1-5.

PFS 3-09 Quest for Perfection - Part I: The Edge of Heaven

Sun 8 pm – Pathfinder Society/Paizo

Tier 1-5.

PFS 3-10 The Immortal Conundrum – Sat 8 am

Pathfinder Society/Paizo

Tier 5-9.

PFS 3-11 Quest for Perfection Part II: On Hostile Waters

Sat 2 pm, Mon 8 am – Pathfinder Society/Paizo

Tier 1-5.

PFS 3-12 Wonders in the Weave - Part 1 The Dog Pharoahs

Tomb – Sun 8 am – Pathfinder Society/Paizo

Tier 5-9.

PFS 3-13 Quest for Perfection - Part III: Defender of

Nesting Swallow – Sat 8 pm, Sun 8 am

Pathfinder Society/Paizo

Tier 1-5.

PFS 3-14 Wonders in the Weave - Part II Snakes in the Fold

Sun 2 pm – Pathfinder Society/Paizo

Tier 5-9.

PFS Classic – Sat 8 am, 2 pm, Sun 8 am, 8 pm, Mon 8

am, 2 pm – Pathfinder Society/Paizo

Pickup/Overflow table.

PFS Intro 1: First Steps - Part I: in service to Lore

Sat, Sun 8 am – Pathfinder Society/Paizo

Tier 1.

PFS Intro 2: First Steps - Part II: To Delve the Dungeon

Deep – Sat, Sun 2 pm – Pathfinder Society/Paizo

Tier 1.

RPGs

PFS Intro 3: First Steps - Part III a Vision of Betrayal

Sat, Sun 8 pm – Pathfinder Society/Paizo
Tier 1

Project ASPIRE Season Two – Sat 9 am – GURPS

GM: Michale Shupe

“Hotel California” - People have been going missing along the highway outside of Barstow. The latest to disappear being an ASPIRE research team. Can your team recover the lost agents before they check out permanently? Part of the GURPS Tournament. Pregens provided. Want to make your own character? 8 players
Maturity 13+

Psi*Run – Fri 8 pm – Psi*Run

GM: Denys Mordred

You are psychic-powered fugitives. Whoever’s after you, you know one thing: they will stop at nothing to capture you and you’ll stop at nothing to stay free. The holes in your memory vie for attention with the necessity to stay one step ahead of the Chasers long enough to answer your questions, and hope your psychic powers don’t go wild. They took your life. You got away. They want you back. Run!

Red Orchid Tea Room, S01EP03 – Fri 8 pm – Feng Shui

GM: Plus Ten To Awesome

The Members of the Red Orchid Secret Society are the secret Kung Fu masters of Two Li village in the 1850 AD juncture. In this episode they are called together again to save the day from French explorers who are claiming to “discover” Two Li village and make it their base of operations in Southern China. The game will be played with a house-rules and “rules light” version of the “Feng Shui” role playing game. Returning players from previous sessions will receive a personalized bonus schtick.

Red Orchid Tea Room, S01EP04 – Sun 8 pm – Feng Shui

GM: Plus Ten To Awesome

The Members of the Red Orchid Secret Society are the secret Kung Fu masters of Two Li village in the 1850 AD juncture. In this episode they are called together again to save the day from German soldiers and engineers building a railroad through the small and prosperous town of Two Li village and thereby ruining its positive chi flow. The game will be played with a house-rules and “rules light” version of the “Feng Shui” role playing game. Returning players from previous sessions will receive a personalized schtick.

Sanrio Puroland Cosplay Adventure! (HJRP) – Sat 2 pm – One Roll Engine

GM: Matthew Cadwallader, Jessica Johnson

The Players are all elite female cosplayers competing in the World Cosplay Championships. The 2012 Championship is being Hosted by Sanrio Puroland, the theme park of Hello Kitty, located just outside Tokyo, Japan. Will the girls let petty feuds and rivalries tear them apart, or will they form lasting bonds of friendship in the face of costumed adversity? This is a Happy Jacks RPG Podcast game.

ShadowPunk: Race Riot! – Sat 2 pm – Fate

GM: Seth Halbeisen

It was supposed to be a simple run, Delivery from point A to B with a quick stop at C. Then all hell broke loose. Now there are Riots in the Streets, Corp Sec. and Zone PD Setting up Riot Stations, and the Gangs having a feeding frenzy. All because one Ork kid wound up dead. Now everything has gone to hell, and the package is still ticking...

Sins of the Fathers – Sun 9 am – FantasyCraft

GM: Maire Bourke

Can you save the town of Valespire before time runs out?

Sons & Daughters - Post-Apoc Airship Adventure – Sat 9 am – Savage Worlds

GM: Andrew Linstrom

Air pirates, desperate survivors, and war-spawned monsters clash in the skies over a ruined America! Played Savage Worlds using Legos for miniatures. Pregen characters provided.

Space Station Otronto – Fri 8 pm – Maschine Zeit

GM: Jesse Burneko

The year is 2110. In 2105, over a tenth of the world’s population died when a number of space stations orbiting Earth went dead. The radiation that killed them had an unexpected side effect: The victims now haunt the halls, possessing machinery and threatening anyone that dares travel inside.

SPEC4-1 Cerulean Dreams (levels 1-10) – Sat 9 am – Living Forgotten Realms - D&D 4e

A special adventure set in the Sea of Fallen Stars for characters of the Heroic tier (levels 1-10). This adventure will be of particular interest to characters who played SPEC3-3 Dance of the Sun and Moon, or who have previously encountered agents of the Abolethic Sovereignty. This adventure takes place at the same time in-game as SPEC4-2, so a character that plays SPEC4-1 may not subsequently play SPEC4-2

SPEC4-2 The Writhing Obelisk (11-20) – Sat 9 am – Living Forgotten Realms - D&D 4e

A special adventure set in the Sea of Fallen Stars for characters of the Paragon tier (levels 11-20). This adventure will be of particular interest to characters who played CORE1-11 Drawing a Blank, or who have previously encountered agents of the Abolethic Sovereignty. This adventure takes place at the same time in-game as SPEC4-1, so a character that previously played SPEC4-1 may not play this adventure.

Standing on the Necks of Giants – Sat 2 pm – Paranoia

GM: Ed Murphy

Attention, Troubleshooters! Please report to corridor 54:40:\$OVERFLOW in TON Sector to be briefed on your latest fun and exciting mission. Failure to report for this briefing within 16.3 minutes, or to obey the Five Laws of Thermodynamics (Newly Revised v13.3.7), is punishable by termination. This message takes precedence over all previous messages that claim to take precedence over this message.

Steampunk – Sun 9 am – GURPS

GM: Julie Scott

Victorian literary characters with a Steampunk twist try to defend post War of the Worlds England from Cthulhu, and Dracula's progeny, Moriarty. Now with Airships! Pregens provided. Part of the GURPS Tournament

Steampunk- Legend of the Black Panther – Fri 2 pm – GURPS

GM: Michale Shupe

Agents of MI-1 discover the technologically advanced yet xenophobic nation of Wakanda but so have agents of Moriarty. Pregens provided. Want to make your own character? Part of the GURPS Tournament. 8 players. Maturity 13+

Strange Days – Sun 8 pm – Fate

GM: Seth Halbeisen

Just your average day, nothing out of the ordinary. Standing in line at the CoffeeHut@, when IT happens. IT, the event that changes everything, changes reality, changes probability. Now you, and a handful of others, have to fight to save everything you believe in, everything you love, even your dreams. It's a good thing your not ordinary anymore...

Taoist Spacepunk – Fri 8 pm – unWritten

GM: Alejandro Duarte

The chaos strewn stars of Federal Space faces social and material attrition, and the oligarchs try to once again justify their declining rule. The leader of a small group of Taoist Monks vanishes as a fleet of warships enter local space and silently wait. They must continue their losing fight for independence against the oligarchy that uses them as scapegoats, or find a new ancestral home.

The Caaalami-con – Sun Midnight – Steve Jackson Toon (GURPS Tournament)

GM: Gary Mack

The "Calami-con"! The Guild of Calamitous Intent is proud to announce it's annual event... Calamicon! 2012 Just in time for the end of the world Showcasing New weapons of mass destruction and our always popular Arch Villiany Seminars such as Cackling 101 and Enhanced Vocabulary – Spicing up your Monologues. This Year's speaker "Rusty Venture". Not For Kids.

The Canals of Amsterdam – Fri 8 pm

Savage Worlds: Soloman Kane

GM: Plus Ten To Awesome

Something wicked lurks in the canals of Amsterdam. People say that dock workers, prostitutes and the homeless have come up "missing" as of late. Rumors abound in this bustling town known for its liberal views and modern outlook. Few seem to care, but some travelers who have been touched by a certain wanderer my have stumbled on a mystery that can only lead to madness."

RPGs

The Case of the Airport Layover – Sat 8 pm

The Dresden Files

GM: Plus Ten To Awesome

Something has happened on a simple layover in the international terminal of LAX. What is it? Who will stand against this evil? Not even the GM will know for sure until the game starts. The game will be using the Dresden Files RPG "on the fly" city and character creation rules. The city, LAX, and the characters will be collaboratively created during the first 15 minutes of the game (instead of city and character creation taking the usual whole first session or two) and the thumping of the bad guys will

The Continued Dream of Electric Sheep – Sat 2 pm – unWritten

GM: Alejandro Duarte

The moon keeps us away. We fight among the stars to serve you. Now, we return. To a home you try to abandon. We are slaves to your whim, though we came from you. We are your brethren and demand you acknowledge it I command, he is a miner, she is a whore. We perform our duties better then well and yet you hunt us. Why? (Inspired by my favorite movie.)

The Dark Reflection – Sun 8 pm – Call of Cthulu

GM: Ron Shaw

The proprietors of The Black Rose countryclub are in a panic. Several of their staff have disappeared while on the job. Having spent a great deal of money recently to aquire an antique mirror at a charity event, they cannot afford Professional Help, so they hired you.

The Eye of Kilquato – Sun 2 pm – Savage Worlds

GM: Plus Ten To Awesome

Looking through the convention events and keep seeing the game Savage Worlds mentioned? Well learn how to play with this introductory adventure. The year is 1949 and WWII is over. But there are still plenty of adventures to be had for a handful of former OSS operatives. Search through the Amazon jungle fight Nazis and natives all in the pursuit of the Eye of Kilquato: The Ancient Crocodile God. 4-6 players. Pre-Generated Characters Provided.

The Gatling Decision – Sat 2 pm – Savage Worlds - Old West/Deadlands A Happy Jacks Affiliated Game

GM: Sam Thomas

Its America 1877 but the history is not our own. The Great Quake of 68 has turned California into an ocean flooded maze of islands. Alarming stories from the west of strange tales of horror are rampant. You play one of a posse of wild west-renegade-bad-asses who are traveling west to find out what the hell is going on. But for now a stop in Sweetwater cuz yall-er out of cash and the whisky is gone.

The Kurosawa Extraction – Sat 8 pm

Cyber World [Playtest]

GM: Hamish Cameron

CyberWorld is a game of mission-based action in a gritty neon-and-chrome Cyberpunk future. You are the extended assets of vast multinational corporations, operating in the criminal underground, and performing the tasks that vast multinational corporations can't do, or can't be seen to, do. Deniable, professional, and ultimately disposable.

RPGs

The Sagas of the Planet Vorkosigan – Sun 8 pm

GURPS Traveller

GM: Mike Kelly

Imperial Law states that anyone can become become Emperor - all you need to do is assassinate the current Emperor and live. Imsec has one goal - to not allow this to happen - ever. In a out world seedy startown bar - rumors of a particular assassination plot are overheard by merchants - are they simply harmless stories or Beginners welcome - characters and prizes provided by SJG. Come play!

The Shroud of Stone – Sat 8 pm

Call of Cthulhu using Cold City

GM: Denys Mordred

It is France, 1924, and you are part of the Cambridge Club. Experts and scholars, each with their own agenda, are gathered together by the university to investigate the impossible. Something is amiss in the mountainous French Pyrenees. There's a creepy medieval abbey, signs of something ancient and terrifying fleck the land, and the growing sense that you may not survive the dark of the night.

The Trail of the Wayward Cleric – Fri 8 pm

D&D 1st Edition Original Red Box

GM: Gary Mack

Lonely Hamlet - Epilogue The Church of Pelor is looking for brave adventurers to retrieve the thief-looted funds of their donation coffers and destroy a powerful evil artifact in the process. Only those of stalwart faith and grand valor need apply... Enter the Classic World of Red Box Dungeons and Dragons if you dare...

The Truth About Lacuna – Sun 2 pm – unWritten

GM: Alejandro Duarte

Under the human earth lies our children, those we dread from dreams unspoken. The Lacuna project, it is said, has pierced a veil (the veil?) between here and there. Now dreams wake and hope to steal. Reality twists upon itself, trying as it might to rewrite past wrongs? Do we fight? Do we find Lacuna? Has it found us?

The Unicorn's Guise – Fri, Sat 8 pm

The Adventurer's Arts

GM: Scott Christian

There's a new fad in the Kingdom. It blinked through the Dock District, trotted over to Cathedral Halls, and galloped its way into the Royal Grounds. The new rage - pink unicorns little, soft, stuffed unicorns. The children have to have them, and the adults are buying them faster than a dwarf can curse. But, there's something sinister behind these toys, and it's up to you to find out what.

The Unspeakable Horror of New Orleans – Sat 8 pm

GURPS Vampire

GM: Mike Kelly

The Darkness Grows - screams of the living touch not your soul. You are torn between fealty to your elder masters and the surge of power within your young vibrant blood. The black dogs of monsters are your sworn enemies or they are your hidden leaders. You are Kindred. You are Childe of the Damned. There is great power to be found. Beginners welcome, characters and prizes provided.

The Wayward Shipment – Sat 9 am – Mouse Guard

GM: James Ritter

The last year has been a hard one for the Territories. Disease and famine have ravaged the land, weakening their defenses and leaving them open to attack. Border disputes and ancient feuds have turned one town against the other. Through it all, the Guard prevails. Lockhaven opened its stores of food and much needed medicine in order to keep the peace. Now, Lockhaven is desperate to replenish its stocks before the coming winter.

The White Dog of Yuggoth – Fri 8 pm

Call of Cthulhu BRP

GM: Aaron Vanek

The United States Prohibition Unit needs your help! Overextended with chasing down rum-running gangsters in big cities, law enforcement calls upon the PCs to investigate a huge spike in alcohol abuse and addiction to moonshine in a remote mountainous area of Kentucky. A classic 1920s Call of Cthulhu scenario using pre-generated characters. Playtest for a future publication.

They Died with Their Boots On... – Sun 9 am

GURPS Old West

GM: Mike Kelly

In the 1880s Fort Worth is an historic city and tourists come from all over to party there - no questions asked. Trixie - Fort Worth's prettiest lady of the evening is found dead - nailed to the sheriff's office door. Now Trixie was a pistol and not well liked by everyone in Fort Worth. But who would murder her in such a grizzly way? Beginners welcome characters and prizes provided - come play!

Threadbare RPG Playtest – Sun 2 pm – Custom

GM: Stephanie Bryant

"Plushie or plastic, mate?" In the rough world of Threadbare, you're an animate toy trying to get a little bit ahead without having your plastics melted down for scrap. This event is a playtest of a new, narration-heavy game and system using d6s. Gameplay will end early to accommodate Q&A.

Tom Cummings Call of Cthulhu – Sat, Sun 9 am

Call of Cthulhu

GM: Tom Cummings

A Tom Cummings Call of Cthulhu game.

Tom Cummings Savage Worlds – Sat, Sun 8 pm

Savage Worlds

GM: Tom Cummings

A Tom Cummings Savage Worlds game.

Tournament Finals – Sun 8 pm – GURPS

GM: David & Julie Scott

By invite only. Game scenario to be announced at time of game. Finalist will be posted at the RPG signup table by 7pm on Sun.

Vampires in the Mist – Sat 9 am – Vampire the Requiem

GM: Sarah Cary

Humans are claiming to have encounters with vampires unlike any that have been seen before. The Masquerade is in jeopardy and it is up to you to get to the bottom of it before your night-time revels are exposed. Sharpen your senses and bare your fangs.

RPGs

Vesta Gate: a 20th level Derelict – Sun 2 pm – Void Vultures RPG

GM: Josh Roby

After years of looting derelict space stations, the township Unlikely Luck has stockpiled enough resources for the trip to Alpha Centauri, and enough to pay for passage through Vesta's linear accelerator. When the asteroid is invaded by the New Solar Order, the township must turn to the void vultures who have got them this far... break in, wade through the invasion, and get the accelerator online.

WATE2-4 Stage Misdirection (levels 1-4) – Fri 7 pm, Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The performing arts have always been popular in Waterdeep, but the competition for best actor has become cutthroat. Can you make sense of all the drama and find the true plot? An adventure set in Waterdeep for characters levels 1-4 (H1 level band).

When good zombies get mad – Fri 8 pm, Sat 2 pm – All Flesh Must be Eaten

GM: Mike Lowrey

The age of vampires has been upon us for too long! Dracula blazed this trail with all of his regal beauty, the lost boys reignited our hearts with their shirtless saxophone playing parties. Interview with a vampire brought us the pretty whiny sort of vampires and Blade killed them. Now with the sparkly teen vampires arriving I say enough! Now is our time, now is the time for Zombies!

Zeppelins Over Hollywoodland – Sat 9 am – Zeppelin

Age: DECO 2nd Edition

GM: Ronald Johnson

The world converges on Los Angeles for the 1932 Summer Olympics, unaware of the perils that lurk behind Hollywood's glittery façade.

Zombie Hospital – Fri 8 pm – GURPS (GURPS Tournament)

GM: Ron Shaw

It finally happened, the zombie apocalypse is here. You had just gone into the Hospital for your monthly visit... and now you are surrounded by brain-craving horrors. How will you survive?

Zombie Mall – Sat Midnight – GURPS (GURPS Tournament)

GM: Ron Shaw

Your Vehicle has Broken down in the middle of the Mall Parking Structure.... You are OUT OF GAS During the Zombie Apocalypse... and again you are surrounded by brain-craving horrors. How will you survive?

"Engelblut" – Sat 8 pm – Whitewolf Storytelling

GM: michael cantin

Vienna, 1880. Gräfin (countess) von Schneebergen is throwing a winter Fete in her mountainside estate to celebrate her daughters marriage to an English Lord, when she turns up unfortunately dead. Dead and in pieces it would seem. Soon the pattern repeats. You are snowed in. There is no escape. And one of you...is an inhuman killer. You are on the guestlist for an evening to die for.

"The Haunting of the Tiberius" – Fri 2 pm – White Wolf Storytelling

GM: michael cantin

They say that in space no one can hear you scream. They LIE. The Tiberius went missing in orbit 150 years ago, and your crew is sent to salvage what it can once it is found again. It's a simple mission. Getting out alive...now that is the hard part, let alone sane. A game of haunted hulks in near space



**Los Angeles' only Weekly Mini-con!
Boardgames, RPGs, Minis and More!**

Come join the fun

Every Friday 5pm to at least midnight!

www.FridayNightDice.com

Open Gaming Ballrooms D-F

We've set aside a third of the Grand Ballroom for open gaming. While there, you can check out the Game Library so that you can try games you've never play before or old favorites you don't have. Enjoy!

About the artist



Convention Shirts available
in the Dealer Room for \$20.
All sizes from S to 4XL.
Both Men's and Women's shirts.
Shirt is light gray.

- I've always been doing art, Its what I'm drawn to! Pun intended... The way I see it, if I'm creating something I'm happy. So I try to surround myself with creative people and creative things. This usually leads to an exciting experience. I grew up wanting to be an animator. When I was little I didn't know exactly what that was as much as knowing that it involved making characters come to life. I remember in grammar school telling the teacher I was going to be a Disney Animator when I grew up! I feel very proud to say that I followed through with my goal. I currently am blessed to work with the most talented and inspiring people here at Walt Disney Feature Animation.

My other passion is for music. I almost became a music major and started down a path to become a musician but I eventually fell back into what I truly wanted to do, ANIMATION! I feel like Music plays a huge part in what I do to this day. Rhythm, phrasing and many other aspects of music are things I think about all the time when Animating. I also find that most of the animators that I know play some sort of musical instrument so in many ways I believe animation and music go hand in hand.

I tend to think I get my creativity from my father. Not an artist by trade but he could do anything with paint, metal, rubber, wood, graphite, plants.... etc etc etc. He taught me alot about thinking out of the box and on my feet! My beautiful wife Keely is also behind many of my projects. I couldn't do it without her love and support!

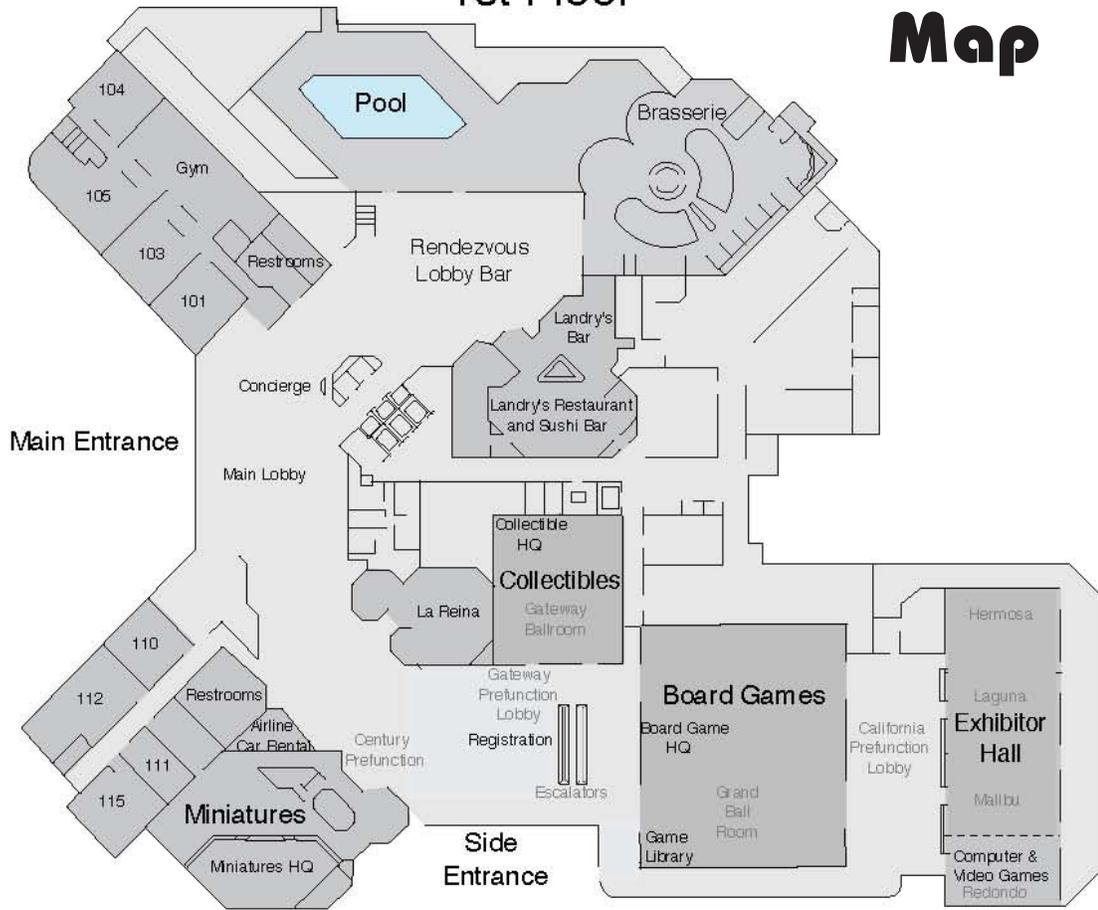
For some advise to anybody wanting to do what they love for a living... DO IT. Along with being excited to go to work everyday, you will have a more fulfilling feeling of accomplishment and pride in your life!

-Malcon Pierce

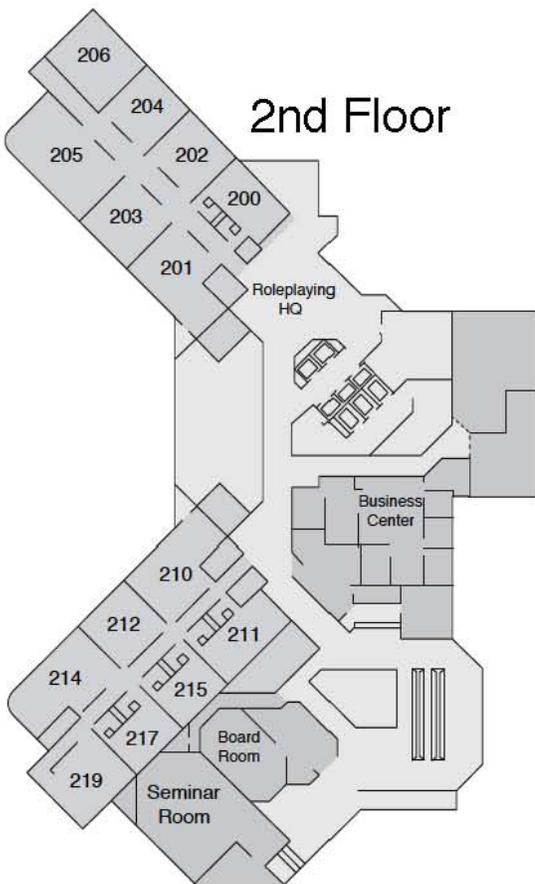


Orccon 2012 Map

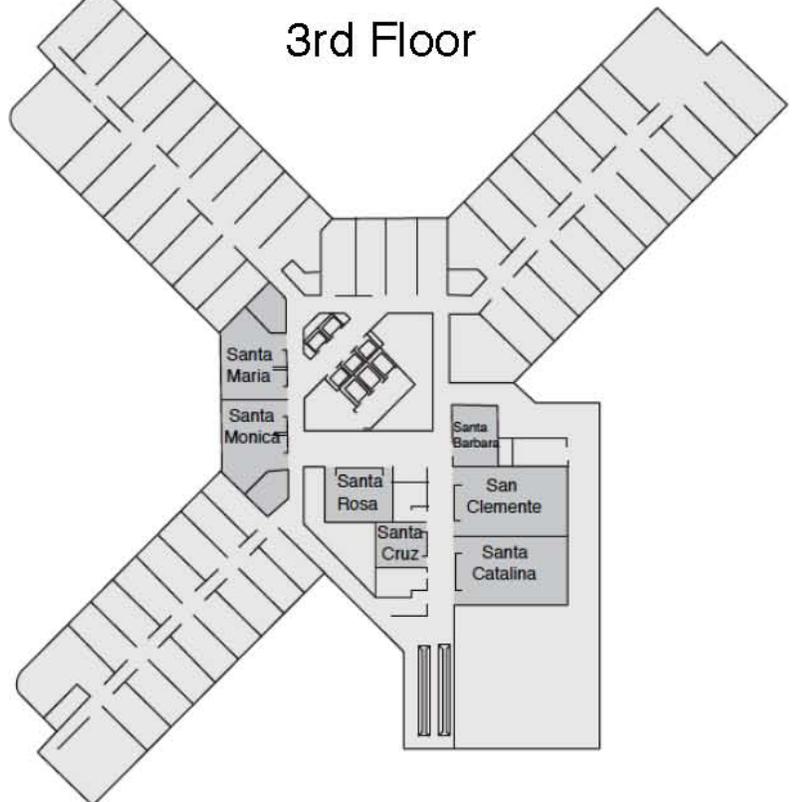
1st Floor



2nd Floor



3rd Floor



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table in the Dealer Room. Judging will take place at 4 pm on Sunday. Prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. One entry will be chosen as Best of Show.

Categories

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

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

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

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

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

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

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them, or else be disqualified.
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 between 1 and 4 pm on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are

final.

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

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

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

Our sponsors include:

AEG	Mayfair Games
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Days of Wonder	Privateer Press
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Galaxy Press	Reaper Paints & Miniatures
Gamecraft Miniatures	Rio Grande Games
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GMT Games	The Monstore
Gripping Beast	Valley Games
Imperial Outpost	Wells Expedition
Looney Labs	Wizards of the Coast
ManaWex	Wizkids
Mayday Games	

Shopping

Dealer Room

The Dealer Room is located past the board gaming area in the Hermosa, Laguna, and Malibu rooms, next to the video game room (in Redondo room).

Hours:

Saturday	9:30 am to 6 pm
Sunday	9:30 am to 6 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 welcomes the following exhibitors:

Manufacturers

- * AEG
- * Art of War Terrain
- * Columbia Games
- * Conquest Miniatures
- * Decision Games
- * Fantization Miniatures
- * GMT Games
- * Mr. Dandy
- * Play 5 Games
- * Victory Point Games

Retailers

- * Dapper Devil
- * GMI Games
- * Last Grenadier
- * The Monstore
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

Conventions and Events

- * PolyCon

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 3 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 painted figures, artwork, games, etc. at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

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

5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

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

Auction Seller rules

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

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots

containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN THE Seminar Room.**

3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items reclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. Call out your bids loudly and clearly. Make sure you catch the auctioneer's attention when making your bids.
5. 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.
7. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.



Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.

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

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work. The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Sheraton Hotel Rules

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

Strategicon wants your art!

We're looking for color and black and white art for web and print advertising, the conbook, and even T Shirts. It can be any genre you like – historical, fantasy, science fiction, what-have-you. Strategicon is looking to expand its involvement with local artists. We can't promise riches but we can promise exposure and a chance to sell your art to eager convention attendees. Contact stratcon_conman@strategicon.net for more details. We got some great stuff last time and are working on plans to use it. Thank you.

Gateway 2011 Winners

Boardgame	1st Place	2nd Place	3rd Place
\$25,000 Pyramid	Carin Buckel	Tim Steinmeier	Elisa Vomocil
1830/1856/1870	Todd Vander Pluym	Jonathan Flagg	Bill Gallagher
18GL	Todd Vander Pluym	Jonathan Flagg	Joe Gray
18xx (long)	Joe Gray	Todd Van der Pluym	Steven Turney
18xx (short)	Andrew Schoonmaker	Joe Gray	Peter van Ettinger
18xx Finals	Todd Vander Pluym	Jonathan Flagg	Peter van Ettinger
7 card stud	Dan O'Farrell	Kelsey Gaines	Andrew Bradburn
7 Wonders	Chris Johnson	Nat Chesy	Bruce Schlickbernd
7 Wonders	Lana Berman	Ralph Tsong	Renee Hammer
7 Wonders	Ralph Tsong, Francis Bradford	Renee Hammer	
A Game of Thrones	Jim Pinto	Damon Watters	John Perry
Acquire	Brian Terrill	Eric Downing	Bryan Forsgren
Advanced Civilization	Andrey Belikov	Kyle Greenwood	Jeff Schwartz
Age of Empires III	Darrell Stark	Rich Pothoff	Danny Crouch
Age of Steam	Matt Grimaldi	Ehren Evans	Marc Gilutin
Agricola	Xander Kinzle	Dave Gerson	Lei Zhang
Amun Re	Bruce Schlickbernd	Jim Cavanaugh	Eric Elder
Android	Alex Demianiw	Richard Pothoff	Branden Henriksen
Android	Sudro Brown II		
Angry Birds	Cambria Baptist	Elliot Sesma	Samantha Waterhouse
Arkham Horror	Gabriel	Lindsay Johnson	Aaron Cappocchi
Arkham Horror	Pat	Desmond Wooten	
Ascending Empires	Daniel Grant	Joe Eder	Dean Taylor
Ascending Empires	Kyle Fujita	Jeremy Hale	Jason Bennett
Ascending Empires	Travis Wilson	Eric Downing	
Axis & Allies	Tim Towery, Dale Conklin	Jessalynn Graham, Luke Hardman	
Back To The Future	Alan Armes	Matt Martin	Brayden Armes
Back to the Future	Kyle Edwards	Alice Baren	Todd Elliott
Bang!	Tristan Beck	Alex Anicheen	Elliot Sessma
Battle Cry	Darrell Stark	George Nickols	
Battle Cry	Tommy Lepore	Eric Downing	Fred Diver
Beer & Pretzels	Lana Berman	Jeff Belker	Elisa Vomocil
Belfort	Daniel Grant	Matthew Klure	Russell Berman
Belfort	Jay Gomez	Jonathan Pulos	Marc Gilona
Bezzerwizzer	George Niklos	Julie Chacon	
Blokus	Darrell Stark	Renee Rose Perry	Krysta Fryer
Blokus	Tiffany Carter	Michael Rooney	Nathaniel Thompson
Blue Moon City	Darrell Stark	Luke Hardman	Josh Kaufman
Buffy the Vampire Slayer	Esther Udvardi	Kirk Udvardi	Chris Moody
Bug Out	Amanda Berman	Alaric Burgess	Christina Burgess
Bullseye: Trivial Pursuit Edition	Nathaniel Thompson	Michael Rooney	Phil Scopes
Can't Stop Can't Stop!	Daniel Sandate	Darrel Stark	Josh Griset
Can't Stop!	Nichole Zweifel	Angela Rhodes	Kathy Forsythe
Carassonne	Vincent Weibert	Minna Leigh	Chris Moody
Cartagena	Darrell Stark	Eric Downing	Ronald Bermudes
Cash & Guns Live	Boyinators	Public Enemy #1	Anything but that
Cash & Guns Live	Thunderstones	X-6	Team "I nominate Spencer"
Cash & Guns Live	Vanilla Almond Granola Bars	Pyromaniacs	Fast Bullets
Castle Panic	Mike Sesma	Madeline Sesma	Elliot Sesma
Castle Ravenloft	Brian Cwinkla	Thomas Acuna	Eli Morton
Chicken Cha Cha	Helen Glauser		
Clay-O-Rama	Erin Chavez	Diego Sewell	Sophie Sewell
Clay-O-Rama	Lynn Preston	Renee Rose-Perry	
Clay-O-Rama	Scott Zumwatt	Madeline Sesma	Angela Taylor
Clay-O-Rama	Sullivan Weibert	Diego Sewell	Vincent Weibert
Concentration	Joe Van Ginkel	Sarah Bosell	Phil Scopes
Cosmic Encounter	Jim Cavanaugh	Walter Wichovski	Bryan Reeves
Cosmic Encounter	Zachary Van de Kamp	Andrey Belikov	Amy Holbrook
Cranium: Pop 5	Chris Venuti	Heather Venuti	Kelsey Venuti
Cribbage	Jaye R	Frank Bustamonte	Dean Taylor
Crossroads	Heide Nichols, Jaye R		
Crows	Atticus Gifford	Dashnyam Batbayar	Larry Buckel
Cutthroat Caverns	Bre Craig	Matt Eagleson	Ethan Stewart
Die Burgen von Burgund	Kirk Udvardi	James Torr	Larry Buckel, G Jay Christensen
Divided Republic	Rick Lepore	Aaron Cappocchi	Wesley Cappocchi
Divided Republic	Wes Kawato	Alex Bagosy	Jennifer Bagosy
Dominion	Bruce Schlickbernd	Andrew Schoonmaker	Colin Kameoka
Dominion	Chris Green	Bruce Schlickbernd	Eric Downing, 4th Place Brian Corteau
Dominion	Ryan Prichard	Tiffany Carter	Renee Hammer
Double Dare	Aiden Rooney	Mandy Gomez	Michael Rooney
Dream Factory	Kyle Greenwood	Darrell Stark	Aaron Coppocchi
Dungeon Lords	Henry Ripley	Kyle Greenward	Randy Ripley
Egizia	David Gershon	Luke Hardman	David Mines
El Grande	Lana Berman	Bruce Ballard	Matt Grimaldi
Eminent Domain	Dean Taylor	Mike Sesma	David Siskin

Eminent Domain	Jeff Waver		
Eminent Domain	Shawn Hendrix	Michael Summers	Brett Holbrook
Empire Builder	Jonathan Flagg	Jim Thomas	Peter Van Ettinger
Eye Guess	Erick Vallejas	Lea Vicerál	
Family Feud	Allan Gonzales & Family	Danniel Eppolito & Family	
Fantasy Chess	Jack Williams	Alan Gonzalez	Ryan Prichard
Fires of Midway	George Niclos	Rick Lepore	
FLUXX	Al Carpenter	Rocco Garcia	Josh Kaufman
Forbidden Island	Daniel Kin	Michael Arsollon	Greyson Baptist
Forbidden Island	Sam Thompson, Michael, Aiden Rooney	Nathaniel Thompson, Ethan, John Spense	
Formula Motor Racing	Chris Moody	Jeff Becker	Elisa Vomocil
Fortress America	Bruce Ballard	Walter Wichowski	Nathaniel Thompson
Frag Gold	Jason DuVall	Ariel Levi	Christine Cook
Frag Gold	Malacypse	Victor Kiunan	Branden Brendel
Frag Gold	Matt Von Ranson	Mark Lucas	Jason Duvall
Frag Gold	Paul Luebbbers	Malacypse	Cole Luebbbers
Get Bit!	Chris Venuti	Kelsey Venuti	Ron Bermudes
Give Me The Brain	Angela Taylor	Rich Plzor	Scott Zumwalt
Give Me The Brain	Chris Allen	Paul Rebeles	Fran Ostrum
Glory to Rome	Rob Escalante	John Perry	Bryan Forsgren
Grave Business	Chad Smith	Daniel McDiarmant, Adrian Hodge	Tobias Loc
Guillotine	Heather Venuti	Melissa Weiss	Samantha Waterhouse
Hamsterrolle	Tracy Ashikawa	Martin Padilla	Lana Berman
Hansa Teutonica	Xander Kinzle	Ralph Tsong	
Hornet	Jim Lucas		
Hearts	Dan O'Farrell	Rick Lepore	Tiffany Carter
Hearts	Josh Kaufman	Dan O'Farrell	Tracy Ashizawa
Hunting Party	Ed Murphy		
Ice Dice	Beckett Cary Green	Maddie Sesma	Caleigh Keller
Incan Gold	Renee Rose-Petty	Dan Flaster	Tiffany Carter
Ingenious	Paul Eckland	Elisa Volocil	Ryan Davis
Innovation	Stephen Stewart	Renee Hammer	Walter Wichowski
Jab: Realtime Boxing	Kyle	Luke	
Jamaica	Jasmine Baptist	Jamie Bussio	Rick Baptist
Kings of Air and Steam	Rob McDiarmid	Katie	Randy McDiramid
King's Vineyard	Kirk Udvardi	Jay Christensen	Jamie Bussio
Kingsburg	Eric Downing	Anthony Montoya	G Builta
Le Havre (finals)	David Zevin	Danny Crouch	Eric Boehm
Leaping Lemmings	Randall Rhodes	Neil Figuracion	
Liar's Dice	Jessamine Campbell	Jeremy Hale	
Lifeboat	Jasmine Baptist	Ron Chavez	Lisa Coffert
Long Shot	John Spence	Brian Williams	George Nickole
Loot	Olivia Gafford	Eric Fletcher	Caleb Weidert
Luna	Kirk Udvardi	Rick Baptist	Kari Herrington
Mad Dash	Matty Sesma	Phil Scopes	Jenny Sesma
Match Game 2011	Elisa Vomocil	Jeff Becker	Phil Scopes
Merchant of Venus	Dean Taylor	Roderick Lee	Jim Cowan
Monopoly Deal	Hayden Decker	Erin Chavez	Lisa Adams
Monopoly Deal	Shaun Bernard	Chris Allen	Mary Taylor
Munchkin	Andrea Phillips	Allan Gonzalez	Mandy Gomez
Munchkin: Zombies	George Bratton	Francine Ostrum	Cesar Campos
Munchkin: Zombies	William Taira	Sullivan Weibert	Alex Steele
Mystery Express	Sudro Brown II	Tina Kelly	Ronald Bermudes
Nanuk/The Stars are Right	Martin Padilla	Larry Loc	Tobias Loc
Nanuk/The Stars are Right	Martin Padilla	Ralph Tsong	Thomas Acuna
Nexus Ops	G Builta	Matthew Smith	Eric Downing
Nightfall	Ruben Angeles	Ryan Higa	Ronald Bermudes
No Limit Texas Holdem	Sean Williams	Andy Goldberg	Bill Gallagher
No Thanks!	Rick Baptist	Anthony Makarzec	Atticus Gifford
Olympos	Darrell Stark	David Siskin	Nicholas Cascone
Omaha Hi/Low Split	Andrew Bradburn	Daniel Eppolito	Ron Fraigun
Password	Travis Schario	Elisa Vomocil	Jeff Becker
Perpetual-Motion Machine	Jeremiah Lee		
Phase 10	Krysta Fryer	Nate Taylor	Jennifer Sesma
Phase 10	Shaun Bernard	Bob LaMarre	Krysta Fryer
Pillars of the Earth	Darrell Stark	Tom Finkle	Jamie Bussio
Pirate Booty	Heather Venuti	Samantha Waterhouse	Chris Atkins
Pirate Fluxx	Rocco Garcia	Alex	Rob Escalante
Pow Wow	Esther Udvardi	Lana Berman	Kyle Greenwood
Power Grid	Bruce Shclickbernd	Ken Hebert	Chris Green
Powerboats	Steve Packard	Stephen Stewart	Rick Baptist
Press Your Luck	Tina Kelly	Solomon Chang	Matt Martin
Prototype Play Testing	Eric B	Matt Grimaldi	Jody Collins
Prototype Play Testing	Jeremiah Lee	John Perry	
Puerto Rico	Nat Chesy	Andy Goldberg	
Puzzle Strike	Lynn Preston	Renee Rose-Perry	
Quarriors	Colin Kameoka	Drew Massey	Eric Downing

Quarriors	Jeff Treppel	Ruben Angeles	Gordon Tsai
Quarriors	Todd Elliot	Tiffany Carter	Chris Moody
Race for the Galaxy	Jeff Becker	Benjamin Jones	Bryant F
Race for the Galaxy	Victor Kiuhan	Michael Ganofisi	Minna Leigh
Race for the Galaxy: 2-player	Eric Boehm	David Zevin	Chris Johnson
Rail Baron	Pearl Albright		
Railroad Tycoon	Jana DiSalvo	J Karen Starr	Scott Samarel
Railways of England and Wales	Alasdair burton		
Railways of the World	Peter vanEttinger	Terry Newton	Alasdair Burton
Rattus	Kyle Greenwood	John Perry	Jessamine C
Resistance	Renee Hammer, Braden Hammer, Al Carpenter, Marika Hensel		
Resistance	Walter Wichowski, Ted Aspach, Ben Jones	Jeff T, GordonTsai, Amanda J, Mats E, Al Carpenter	
Revolution	Brandon George	Kari Herrington	Eli Morton
Revolution	Joe Eder	Matt Hyra	Richard Marcello
Revolution	Matthew Smith	Eric Downing	Luke L
Revolution	Matthew Smith	Michelle Mills	Chris Venuti
Revolution	Thomas Acuna	Bryan Symington	Tina Kelly
RoboRally	Jodie Sewell	James Thomas	Bruce Ballard
Rush 'N Crush	Chris Atkins		
Scepter of Zavandor	Tarynne Fraigon	Jonathan Flag	Scott Samarel
Scrabble	Rob Escalante	Jennifer Sesma	Beverly Goodman
Settlers of Catan	Jaye R	George Casseras	Darrel Stark
Seven Dragons	Dashnyam Batbagar	Tristan Beck	Grant Zweifel
Seven Dragons	Sean Thompson	Bryan Reeves	Joshua Kaufman
Shadow Hunters	Lea Vical, Colin Kameoka, Scott Samarel		
Shadow Hunters	Josh Kaufman	Alan S., Mike N., Richard P., Brett H., John S., Scott S.	
Shogun/Samurai Swords	David Humphreys	Jim Lucas	Sebastian C
Shogun: Tenno's Court	Randal Rhodes	Larry Buckel	Richard Crook
Shootin' Ladders: Frag Fest	Diego Sewell	Lea Vical	Sullivan Weibert
Sid Meier's Civilization	Brad Parker	Chris Buskirk	Ken Brenan
Sid Meier's Civilization	Chris Atkins	Danielle Pressler	Samantha Waterhouse
Sid Meier's Civilization	Grant Zweifel	Jeremy Hale	Lucas Townsend
Slapshot!	Keith Brush	Michael Vadman	Liz Forsythe
Small World	Sullivan Weibert	Daniel McDiarmant	Al Bernal
Small World Underground	Brady Lang	Nick Hayes	Rick Baptist
Small World Underground	Cory R	Gavin Ridgeway	Rachel Ridgeway
Small World Underground	Samantha Waterhouse	Danielle Pressler	Nat Chesy
Sol - Sol	David Mines	Robert Neff	Beck Cary-Green
Spades	Andrew Cohen	Al Gaines	Dan O'Farrell
Spades	Andrew Cohen, Dan O'Farrell	Katie Gonzalez, Josh Kaufman	
Spades	Dan O'Farrell, Andrew Cohen	Daniel Kim, Brian Reeves	
Spades	Bill Gallagher	Andrew Cohen	Dan O'Farrell
Star Trek Scene-It?	Ethan Musulin	Michael Rooney	Alice Bapan
Star Trek: Expeditions	Sudro Brown	Eric Penick	Frank Yuon
Stone Age	Bruce Schlickbernd	Lloyd Adams	Walter Wichowski
Strategicon Football League	Ron Roland	Robyn Nixon	
Sumo Ham Slam	Greyson Baptist	Cambria Baptist	Darrell Stark
Talisman	Bruce Ballard	Corrado Marcucci	Gene Hetzel
Tanto Cuore	Jeremy Hale	Shane Sauby	Anthony Makurzec
The Princes of Florence	David Zevin	Shannon Beets	David Gerson
Tichu - Final round	Stephanie Kelleher, Jason Rennett	Amanda Jenkins, Eugene Hourany	Jim Cavanaugh, Bryant Forsgren
Ticket to Ride 1910	Kenneth Heilfron	Rami Silverman	Todd Vander Pluym
Ticket to Ride 1910	Pearl Brinkley	Heide Nichols	Cynthia Delker
Ticket to Ride 1910 Big Cities	Jeanette Albright	Andre Belikov	Kalyn Knoll
Ticket to Ride 1912	Andrey Belikov	Michelle Mills	Chris Mills
Ticket to Ride 1912	Michael Mills	Brooke Fowler	Chris Mills
Ticket to Ride 1912	Todd Vander Pluym	Rami Silverman	Gerald Delker
Ticket to Ride Europe	Andrew Cohen	Richard Potthoff	Luke Hardman
Ticket to Ride Europe	Kenneth Heilfron	Heide Nichols	Ryan Prichard
Ticket to Ride Finals	Kenneth Helfron	Jaye R	Heide Nichols
Ticket to Ride Nordic Countries	Rami Silverman	Brian Symington	Andy Goldberg
Ticket to Ride Nordic Countries	Tom Oates , Heidi Nicols		Tim Rasteld
Ticket to Ride Swiss	Jeanette Albright	Roland Lee	Gerald Delker
Ticket to Ride Swiss	Kenneth Heilfron	Jaye R	Brian Terrill
Ticket to Ride Swiss	Pearl Brinkley	Rani Silverman	Andy Belikov
Ticket to Ride U.S.	Gerald Delker	Greg Chatham	Andy Goldberg
Ticket to Ride U.S.	gerald Delker	Jaye R	Barbara Newton
Ticket to Ride U.S.	gerald Delker	Renee Rose-Perry	Terry Newton
Tigris and Euphrates	Darrell Stark	Roderick Lee	Danny Crouch
Titan	Eric Downing	Greg Hultgren	
To Court The King	Jaye R	Renee Hammer	Keith Brush
TransAmerica	Andy Goldberg	Alasdair Burton	Tracy Ashizawa
TransAmerica	Jaye R, Tracy Ashikawa, Stephan Stewart		

TransAmerica	Tracy Ashikawa	Gavin Ridgway	Rachel Ridgway
TransEuropa	Jeannette Albright	Stephen Stewart	Robert Neff
Travel Blog	Neil Figuracion	G Builta	Vincent Fryer
Trivia Challenge	Andrew Cohen	Matthew Cruz	Leonard Lopez
Troyes	Brian Poe	Grant Zweifel	Drew Massey
TV Trivia 2011	Len Lopez, Tina Kelly, Fran Ostrum, Chris Allen, Finn Slizza, Alex Slizza	Nick Chavez, Lisa Adams, Lloyd Adams, Don Tsuchiyama, Heather Sinauskas, Rami Silverman, Erin Chavez	Toni Alspach, Stephanie Kelleher, Ted Alspach, Lana Berman, Winon Lemoine, Elisa Vomcil, Brian Poe
Twilight Struggle	Eric Fletcher	David Gerson	Doug Lesavoy
Twister	Esther Uvardi	Madeline Sesma	Gwyndolen Burgess
Uno	Gabby Payne-Counts	Shaun Bernard	Bob LaMarre
Uno	Nick Chavez	TL	Vincent Fryer
Uno	Samantha Waterhouse	Sarah Boswell	Shaun Bernard
Uno	Shaun Bernard	Nate Taylor	Mary Taylor
Wasabi	Juliana Yu	Jessamine Campbell	Roland Lee
Werewolf	Eli Morton	Shane Taylor	Max Lederer
Wheel of Fortune: Deluxe Ed	Michael Ronney	Madeline Sesma	Jennifer Sesma
Win Lose or Draw	Amber Lodge	Heather Sinauskas	Phil Scopes
Wizard's Quest	John Spence	Richard Potthoff	George Nicklos
Word on the Street	Laurel Belgreen, JP (2367)		
Words of Wisdom	Andy Salazar	Richard Lestrangle	Stephen Reeder
Words of Wisdom	G Builta	Vincent Fryer	Phil Scopes
Words of Wisdom	Tiffany Carter	Shawn Hendrix	Sean Thomson
Words of Wisdom	Wesley Kawato	Jim Lucas	Steve Reeder
World Conquerors	Walter Wichowski	Mike Sesma	Matt Von Ranson
Wrath of Ashardalon	Justion Tesla	Jonathan Pulos	Brian Cwilka
Yahtzee Free-for-all	Danielle Pressler	Krysta Fryer	Kathy Forsythe
Yahtzee Free-for-all	Vincent Fryer	Nathaniel Taylor	Joshua Griset
Yspahan	Kirk Udvardi	Stephanie Kelleher	Rick Baptist
Zendo	Beckett Cary-Green	Chris Green	
Computer	1st Place	2nd Place	3rd Place
Call of Duty: Bad Company 2 - FFA	Matthew Cruz	Doug Keennan	Matt von Rumon
Call of Duty: Black Ops : Sticks & Stones	Robert Andrusko	Joshua Camantique	Darien Meeks
Call of Duty: Black Ops FFA	Paul Camantique	Joshua Camantique	Calvin Sheen
Call of Duty: Black Ops Fireteam DM*	Matthew Cruz, Shelle Lewis	Matt von Ranson, Chris R	
Geometry Wars 2	Todd Schlickbernd	Vincent Fryer	Nick Fascitelli
Halo Reach FFA	Todd Schlickbernd	Kelly Mai	Sam Udvardi
Halo Reach Smashball	Kelly Mai	Sam Udvardi	
Halo Reach: Firefight	Todd Schlickbernd		
Insanely Twisted Shadow Planet	Todd Schlickbernd	Paul Ecklund	Nick Fascitelli
Last Minute Tournament #1	Darien Meeks, Josh Camantique	PAUL Camantique, Jon Albright	Stanley Cascone, Kyle Smith
Last Minute Tournament #2	Matt Cruz	Todd Schlickbernd	Vince Fryer
Mario Kart	Matt Cuneo	Matthew Murphy	
Marvel vs. Capcom 3	Kyle Fujita	Ariel Levi	Matt Von Ransom
Metal Slug XX	Nick Fascitelli	Jason DuVall	R Young
Ms. Splosion Man Pinball	Vincent Fryer	Todd Schlickbernd	Jason DuVall
Street Fighter III: Third Strike	Amadev Terceiro	Ariel Levi	Edward Venegas
Super Smash Bros Brawl Adults	Vincent Fryer	Sam Udvardi	Tyler
Super Smash Bros Brawl Kids	Matt Cuneo	John Cuneo	Travis Albright
The Diswasher: Vampire Smile	Todd Schlickbernd	Nick Fascitelli	
Painting Contest	1st Place	2nd Place	3rd Place
Best of Show			
Fantasy Large	Damon Dresher	Robert Nakamura	Shawn Hendrix
Fantasy Single	Shawn Hendrix	Damon Dresher	Robert Nakamura
Fantasy Unit	Robert Nakamura	Shawn Hendrix	Patrick Sewell
Historical Large	Damon Dresher	Robert Nakamura	Shawn Hendrix
Historical Single	Shawn Hendrix		
Historical Unit	Robert Nakamura	Shawn Hendrix	Rodney Talbert
Open	Damon Dresher	Robert Nakamura	Shawn Hendrix
Sci Fi Large	Damon Dresher	Robert Nakamura	Frank Vassello
Sci Fi Single	Damon Dresher	Shawn Hendrix	Mike Morris
Sci Fi Unit	Robert Nakamura	Damon Dresher	Shawn Hendrix
Strategikids	Connor Vassallo	Madeline Sesma	Penda
Fan Favorite			
Collectible Cards and Miniatures	1st Place	2nd Place	3rd Place
Arcane Legions Sept. League	Jon Brown	Ghost	
Ascension	Lloyd Adams	Brandon Weiss	Nick Chavez
Ascension	Chuck Watson	Brandon Weiss	Lloyd Adams
Axis & Allies Naval Miniatures #2	Ken Brenam	Aaron Broskin	Emeral Ivy
Axis & Allies Naval Miniatures	Miles Glauser	Diego Sewell	Sara Glauser
Call of Cthulhu LCG	Nicholas Fascitelli	Charles Peck	Paul Ecklund
Highlander Back to Basics	Victor Bugg	Geoff Colman	
Highlander California State Championship	Geoff Colman	Rob Smoran	Jeff Smoran
Highlander Los Angeles City Championship	David Wakefield	Geoff Colman	Rob Smoran

Kingsom Hears "Vince: The First Avenger"	Joep Hensel	Bob LaMarre	Vincent Fryer
Lord of the Rings LCG	Mike Urban	Rich Sommer	
M: tG Extended Constructed	Keith Nelson	De Chu	Ben Cosman
M: tG Friday Night Magic	Chuck Watson	Chris Hamani	Dan Watson
M: tG Pauper Deck	Robert Combs	Nick Chavez	Tanya Aldrich
M: tG Scars Block Draft	Sean Thompson	Xander Kinzie	Chris Bane
Pirates Pocketmodel "Bermuda Triangle"	Jodie Sewell	Zachary VandeKamp	Melissa Weiss, 4th Sophie Sewell
Pirates Pocketmodel "Dead Man's Chest"	Patrick Sewell	Diego Sewell	Fred Carmelia
Pirates Pocketmodel "Pearl Island"	Fred Carmelia	Diego Sewell	Lloyd Adams
Pirates Pocketmodel "Sea of Blood"	Zachary VandeKamp	Jon Brown	Melissa Weiss
	Chuck Watson, Heather Sinauskas,	Brandon Weiss, Sophie Sewell,	Melissa Weiss, Zachary
Pirates Pocketmodel "Sink-n-Keep"	Elizabeth Kearney, Mark Aastes	Jodie Sewell, Patrick Sewell	Vendekamp, Michael Arsollon,
			Diego Sewell
Pokemon	Joep Hensel	Ciarin Hensel	Elliot Sesma
Pokemon	Ciaran Hensel	Jeop Hensel	Elliot Sesma
Quarriors	Lance McNemy	Al Carpenter	Benjamin Jones
Redakai	John Cuneo	Matt Cuneo	
Star Wars Miniatures	Mel Campbell	Brandon Timms	James Branzuela
Star Wars Minis "Force Unleashed"	Mel Campbell	James Branzuela	Connor Mowatt, Kyle Trujillo
Tanto Cuore	G Builta	Kelvin Smith	Travis Wilson
Tanto Cuore	Jim Harrington	Brian Poe	Travis
Vampire: The Eternal Struggle - Fire Dance	John McGlynn	Ed McGlynn	
Vampire: The Eternal Struggle - Fire in the Blood	David Litwin	Robert Scythe	Nat Hammond
Vampire: The Eternal Struggle - Fire in the Mountain	John McGlynn	Ed McGlynn	
Vampire: The Eternal Struggle - Into the Fire	Ed McGlynn	John McGlynn	
Voltron	Charles Sites	Lindsay Johnson	
Warlord Singles	Rami Silverman	Don Tsuchiyama	Lloyd Adams
Yugioh	Shane Taylor	Niamh Wixted	
Yugioh	Christopher Robinson	Vincent Fryer	Shane Taylor
Miniatures	1st Place	2nd Place	3rd Place
Warmachine: Hordes	Alexandra Schrock	Alexandra Schrock	Bill Fretze
Flames of War	Frank Vassallo	Sam Wallis	Bob Genso
Circus Maximus	Stephanie Rill	Megan Sanfilippo	Chris Cothars
Warmachine: Hordes/GENCON	Richard Wall	Colin DiMock	Greg Sztain
Battletech	Mike Buzzer	Warren Johnson	Gavin Terrill
RPGs	1st Place	2nd Place	3rd Place
RPG Slot 1	Jeff Perderson	Ben Lakner	Nic Neidenbach

PolyPrize

The PolyCon Independent Game Design Competition

If you're an independent game designer with a great new game, enter today!

\$500 Prize

Enter by: 4/2/12

For rules and information contact:
polyprize@polycon.org



Strategicon
Presents

GAMEEX

2012



Maria Silber
2/12

Sheraton Gateway Hotel
Las Angeles

MAY 25TH - 28TH

In Memoriam

Strategicon would like to take a moment to remember fellow gamers who have passed away this past several month. We are diminished by their passing.

William L. Aldrich
Tom Covney
Mark Stevens

A Word (or two) from the Con Man

Hi. My name is Eric M. Aldrich I and I've had the pleasure and privilege of being the Convention Manager of these shows since the beginning of 2007.

When we took over Strategicon at the end of 2006 I had a vision of what these shows could become. The new ownership and staff shared this vision. We've finally reached the point where I think it's been realized. It was a lot of hard work by a lot of people, essentially volunteering their time to better our gaming community. We're not done by any means – there's still a lot more we can do to improve things – but we're finally at the point I wanted to get to.

I want to thank each and every one of you who has helped us get there. Without you there would be no Orcon nor Strategicon.

We have a lot more planned for this year. We have no intention of sitting on our laurels, that's for sure, though I might be a bit more smug than usual.

Dedication

I'm sure some of you might have noticed that one of the names listed above bears a certain resemblance to mine. Yes, that is my father listed above. He was the one who first got me into board games all those years ago as a child. He also fostered my appreciation of history and that directly led to my involvement in the hobby, despite his thinking that I went a little too far.

One of the saddest parts of the last few years is seeing the need for that section con after con after con. I've personally known at least half of the people we've lost.

I'd like to dedicate this con to my father and all the friends and loved ones we've all lost over the past 5 years. We can't bring them back, but we can cherish the memories of all the wonderful times they've given us

To absent friends....



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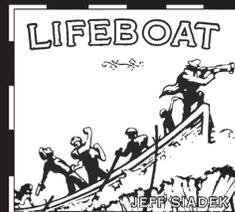
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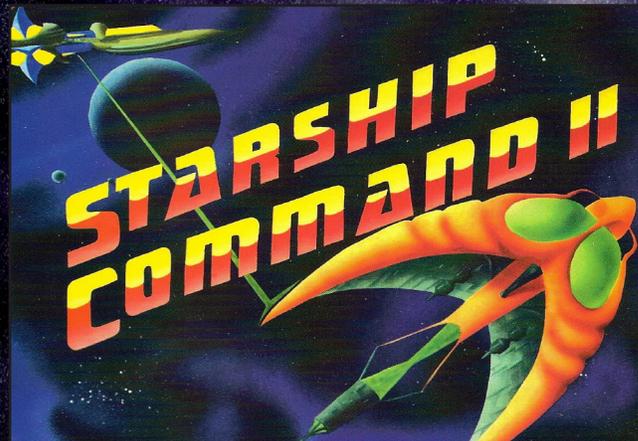
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