

ORCON

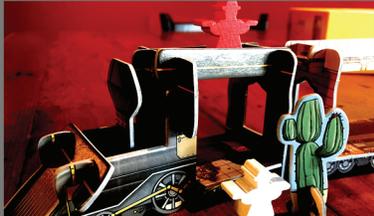
2017

40th Convention

STRATEGICON

Los Angeles, CA

EST. 1977



Fresh baked pies
Sandwiches, pizzas and grilled paninis

Full espresso and coffee bar
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Troubleshooting Staff

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

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

Welcome

Strategicon welcomes you to Orcccon 2017. 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? 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, Collectible Games, General Events, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Party Games, Special Events and Seminars, Video Games, War Games), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

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

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

Event Registration

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

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

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

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

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

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

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

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

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

Sponsored events will often award some type of game or game

expansion

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

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

A Guide to Orcon 2017 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 2017 Special Guests

Michael Eskue



Michael Eskue is a board game designer living in Show Low, AZ. He has enjoyed all types of games since an early age and would often attempt to modify games or design his own scenarios. It wasn't until the early 2000s that he discovered the board gaming renaissance when he was introduced to Settlers of Catan. Michael and his family/friends enjoyed the game and eventually branched out into other tabletop games. As Michael encountered more games, he was intrigued by the different mechanisms and felt compelled to come up with his own designs. From there, game design became a bit of an obsession and Michael was determined to get one of his designs published. Eventually, he signed For The Win with Tasty Minstrel games. The greatest joy of creating something is seeing it get enjoyed by others and Michael made this a personal mission. A few years later, Council of Verona was published by Crash Games and then Darkrock Ventures was published by Gamelyn Games and Magic Meeple Games. Michael currently has a few other games signed by various publishers and enjoys co-designing games with his wife, Lisa.

Michael W. Tan

Michael is a professional board game designer who created the War Stories series of tactical wargames for Artana / Conquistador Games and is currently working with Academy Games on his highly anticipated grand opus, Sturm Europa. Like most World War 2 grand strategy games, perfecting the design is taking longer than prosecuting the actual war! But, it's a labor of love. Michael is a 30+ year veteran of Strategicon, attending his first Orcon in 1985. Like many who started gaming in the 80s, he grew up with classics like AD&D, Car Wars, Star Fleet Battles, Traveller and BattleTech. Nowadays, he enjoys a good deep euro, but his first love is still wargaming.



Michael resides in Santa Monica with his two beautiful daughters Sasha and Ashley. When he's not board gaming or attending Strategicon conventions his other weekend passion is pretending to be John Lennon in several Beatles tribute bands. He has performed all over the West Coast, playing guitar, harmonica, keyboard, and of course singing.

Orcon 2017 Artist

Ellis Goodson



Ellis Goodson was born in 1953 in Claremore, Oklahoma and went to school in Oklahoma City. He spent class time doodling instead of taking notes, shaping his inevitable college career choice into commercial art. In 1985 he headed west to California, making a number of friends sharing figure model costs improving our life drawing. These friends all succeeded as comic artists, animators, fine artists and actors. Goodson now focuses on video game art. He's done animation, concepts, storyboards, character design, level design and 3D modeling. He plans to emphasize storytelling; his earliest ambition was to be a comic book artist.

STRATEGICON SCHEDULE

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

Friday

Master Schedule of Events

* = Play with the creator

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

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

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

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

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

Fri, Feb 17

Start Time	Dur (hrs)	System	Title	or	Type	Room	Exp.	Mat.	Dept.	
Noon	1	Bios: Megafauna	101				B	A	B	
	2	Captain Sonar Event					A	A	B	
	2	Liar's Dice Small					A	A	B	
	1	Murder at Blood Manor Event					B	T	B	
	2	Roll Through the Ages: The Bronze Age Small					A	A	B	
	4	Scythe Expansion Event					A	T	B	
	1	Ticket to Ride Expansions 101					B	A	B	
	4	Dragon Dice Demo				La Jolla	A	A	C	
	2	Munchkin - Players' Choice				La Jolla	A	T	C	
	6	Robotech Tactics RPG Miniatures – Robotech Tactics RPG Conversion [...]				International A	A	A	M	
	4	RuneWars: Miniatures Game – RuneWars demos				International A	A	T	M	
	6	Thug Life – Thug Life Demos *				International A	A	A	M	
	2	D&D 5e – DDAL05-04 In Dire Need (levels 5-10)				Plaza B	E	A	R	
	2	D&D 5e – DDAL05-10 Giant Diplomacy (levels 1-4)				Plaza B	B	A	R	
	8	Axis & Allies Set up and open gaming Event				Los Angeles C	A	A	W	
1 pm	3	Acquire 2016 Event					A	A	B	
	3	Bios: Megafauna Event					A	A	B	
	4	Patchistory Event					A	T	B	
	1	Puerto Rico 101					B	A	B	
	4	Quadropolis 101					B	A	B	
	1	Scepter of Zavandor 101					B	A	B	
	2	To Court The King Event					A	A	B	
4	Middle-Earth CCG 101				La Jolla	A	A	C		
2 pm	2	21JumpBall Event					A	T	B	
	1	Agricola 101					B	A	B	
	3	Conan DEMO Demo					B	T	B	
	1	Mystic Vale 101					B	A	B	
	2	No Thanks! Small					A	A	B	
	2	Takenoko Deluxe 101 in ASL					B	A	B	
	2	Ticket to Ride: Switzerland Small					A	A	B	
	2	Munchkin - Players' Choice				La Jolla	A	T	C	
	2	"One More Roll!" Dice Games				La Jolla	A	A	C	
	2	Yu-Gi-Oh! Lite Tournament				La Jolla	A	F	C	
	4	Masmorra: Dungeons of Arcadia – Masmorra: Dungeons of Arcadia				International A	A	T	M	
	4	The Others: 7 Sins – The Others: 7 Sins				International A	A	T	M	
	4	Call of Cthulhu – Camp Sunny				San Lorenzo A	A	T	R	
	4	Call of Cthulhu - 7th Edition – A Time to Harvest				San Lorenzo D	A	A	R	
	4	Call of Cthulhu 7th Edition – The Dead Boarder				Santa Monica A	A	M	R	
	2	D&D 5e – DDAL05-05 A Dish Best Served Cold (levels 5-10)				Plaza B	E	A	R	
	2	D&D 5e – DDAL05-12 Bad Business in Parnast (levels 1-4)				Plaza B	B	A	R	
	4	D&D 5e – HULB1-1 Hulburg Rebuilding (levels 5-10)				Plaza B	E	A	R	
	4	D&D 5e – PHLAN1-1 Sepulture (levels 11-16)				Plaza B	E	A	R	
	4	D&D 5e – YLRA1-1 Her Dying Wish (levels 5-10)				Plaza B	E	A	R	
	4	Dungeon World – Saving Throw Presents DUNGEON WORLD				San Lorenzo B	B	T	R	
	4	Fate Core – Interface Zero: Corporate Maneuver				San Lorenzo A	A	T	R	
	4	GURPS – Paragon University - The Long Field Trip				San Lorenzo F	A	T	R	
	4	GURPS 4th Bunnies and Burrows – Hare Today, Gone Tomorrow				San Lorenzo E	A	T	R	
	4	Homebrood 3rd Edition – Maze of the Minotaur				San Lorenzo D	A	A	R	
	4	Masks: A New Generation – Masks vs World Cat Day				San Lorenzo C	A	M	R	
	5	Pathfinder RPG – Pathfinder Society Games				Los Angeles A	A	A	R	
	4	Star Wars Traveller – Accidental Rebels				Chair Boardroom	A	F	R	
	4	The Hero Instant – The NEW River City Heroes				San Lorenzo E	B	A	R	
	3 pm	1	DiXit 101					B	A	B
		4	Eternal Kings DEMO Demo					B	A	B

Friday

Fri, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Mystic Vale Tournament		E	A	B
	6	NATIVE Event		B	T	B
	3	RDI: Battle for Greyport Event		A	T	B
	3	Scepter of Zavandor Small		A	T	B
	2	Spyrium Event		A	A	B
	1	Takenoko 101		B	A	B
	2	Sparkle*Kitty Event	Newport B	A	A	P
	4	Sails of Glory Tournament Small	Los Angeles C	A	A	W
4 pm	4	Battlestations Event		A	A	B
	4	Capere DEMO Demo		B	A	B
	1	DiXit Small		A	A	B
	2	Kemet Event		A	A	B
	1	Legacy: Testament of Duke De Crecy 101		B	A	B
	2	Trick of the Rails Event		A	A	B
	2	Yahtzee Free for All #1 Small		A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	6	IGA	La Jolla	A	A	C
	4	Mein Zombie – Survive the Horde	International A	A	T	M
	4	Modified Classic Gorkamorka – Dead Orkz Curve	International A	A	A	M
	6	Runewars – Runewars Demo	International A	A	A	M
5 pm	1	1846 101		B	A	B
	2	Battlestar Galactica 101		B	A	B
	2	Fire of Eidolon DEMO Demo		B	A	B
	4	Forbidden Stars Event		A	M	B
	1	Metropolys 101		B	A	B
	2	Monopoly Deal #1 Small		A	A	B
	3	Race for the Galaxy: 2 player Small		B	A	B
	1	Magic: the Gathering 101	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #1	La Jolla	A	F	C
	4	Dealer Room Opens! – Dealer Room Opens!		A	A	G
6 pm	1	Cottage Garden 101		B	A	B
	2	Lost Cities Small		A	A	B
	2	Love Letter #1 Small		A	A	B
	2	Metropolys Event		A	A	B
	2	Power Grid 101		B	A	B
	4	Terra Mystica Event		A	A	B
	1	Tiny Epic Western 101		B	A	B
	3	Magic: the Gathering Sealed Draft	La Jolla	A	A	C
	4	Middle-Earth CCG - Hero Arda	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	4	40K Apocalypse – Mega-Apocalypse Deployment	International A	A	A	M
	1	Age of Sigmar – Age of Sigmar: Arena of Death	International A	A	A	M
	6	Alpha Strike: Battletech – Alpha Strike: Assault of Frankopolis IV	International A	A	A	M
	4	Flames of War – The Russians are Coming	International A	A	A	M
	3	Homebrew – Wild West Shootout	International A	A	A	M
7 pm	4	1846 Small		A	T	B
	4	Battlestar Galactica Event		A	A	B
	1	Cottage Garden Event		A	A	B
	2	Crazy Karts Event		A	A	B
	1	Perpetual Motion Machine 101		B	A	B
	4	Robo Rally Small		A	A	B
	3	Ticket to Ride: India Tournament		E	A	B
	2	Tiny Epic Western Event		A	A	B
	1	Magic: the Gathering 101	La Jolla	A	A	C
	1	Meet & Greet – Meet & Greet *	1635	A	A	G
	1	Warhammer 40K – Warhammer 40K: Arena of Death	International A	A	A	M
	2	Ca\$h 'n' Gun\$ Live Event	Newport C	A	A	P
	1.5	AJ's Dungeon Twister Remix Event	Catalina A	A	A	P

Friday

Fri, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	D&D 5e – DDAL05-11 Forgotten Tradition (levels 5-10)	Plaza B	E	A	R
	4	D&D 5e – DDAL05-16 Parnast Under Siege (levels 1-4)	Plaza B	B	A	R
	4	D&D 5e – HULB1-2 Hulburg Burning (levels 5-10)	Plaza B	E	A	R
	4	D&D 5e – PHLAN1-2 Enemy of my Enemy (levels 11-16)	Plaza B	E	A	R
	4	D&D 5e – YLRA1-2 Uneasy Lies the Head (levels 5-10)	Plaza B	E	A	R
8 pm	4	Battlestations Event		A	A	B
	1	Days of Ire: Budapest 1956 101		B	A	B
	1	Letters From Whitechapel 101		B	T	B
	3	Perpetual Motion Machine Tournament		E	A	B
	2	Phase 10 #1 Small		A	A	B
	1	Poop: The Game 101		B	A	B
	3	Power Grid World Tour: Brazil Event		E	A	B
	1	Ra 101		B	A	B
	1	Yahtzee Event		A	A	B
	3	Magic: the Gathering Friday Night DRAFT	La Jolla	A	A	C
	4	Magic: The Gathering - Pauper Tourney	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Munchkin Quest	La Jolla	A	T	C
	2	Flea Market – Flea Market		A	A	G
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	5	Vampire: The Masquerde – Night of Fire and Fury	Bel Air	B	M	L
	4	Blood Rage – Blood Rage	International A	A	T	M
	4	SMOG:On Her Majesy's Service – SMOG:On Her Majesy's Service	International A	A	T	M
	2	X-wing Miniatures – X-wing Kids Demo and Practice	International A	B	K	M
	4	Zombicide – Zombicide	International A	A	T	M
	3	Red Dragon Inn: LIVE! Event	Malibu Gardens	A	M	P
	3	A Friday Night Game [...]GRUEL TRUCK! - "The Cheese of Destiny" (Playtest)	Santa Monica A	A	A	R
	4	BitterSweet – BitterSweet: A Story Game of Endings	San Lorenzo C	A	A	R
	4	Call of Cthulhu – Saving Throw Presents Black Bag	San Lorenzo E	A	M	R
	4	Call of Cthulhu 7th Edition – The Derelict	San Lorenzo E	A	M	R
	4	Dungeon Crawl Classics RPG – Into the Wilds	San Lorenzo B	A	T	R
	4	Dungeons & Dragons 5th Edition – 2CGaming Presents - The TPK [...] Rnd 1	San Lorenzo A	E	A	R
	4	Dungeon World – Funnel World - Escape from the Plague Pits	San Lorenzo F	A	A	R
	4	Feng Shui 2 – Blood for the Blood God	San Lorenzo D	A	T	R
	4	GURPS – A lot can happen on a cold dead rock in space	San Lorenzo F	A	A	R
	4	GURPS – Project ASPIRE - From Beyond	San Lorenzo D	A	T	R
	4	Homebrood 3rd Edition – Full Moon Waning	San Lorenzo C	A	A	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	4	Rifts® for Savage Worlds – Setting Intro: New Strawn-The Kansas Shuffle	Newport A	A	T	R
	4	Savage Worlds – A Long Way Down	San Lorenzo E	A	M	R
	4	Shadowrun 5th – Shadowrun Missions CMP 2016-5: Title: World Tour - Casa.	San Lorenzo A	A	A	R
	6	Star Frontiers (Savage Worlds) – Distress on Life Liner 928	Chair Boardroom	A	A	R
	4	Star Wars Traveller – Never Tell Me the Odds!	San Lorenzo B	B	T	R
	4	Torchbearer – Under The House of Usher	San Lorenzo E	A	M	R
	4	Tremulus/Powered by the Apocalypse – Terror at Mouse Park	San Lorenzo F	A	A	R
	4	Vampire: The Dark Ages (20th An. Edition) – Elders Have Cause to Fear 2	San Lorenzo D	A	T	R
9 pm	3	7 Wonders Duel Small		E	A	B
	1	Alien Frontiers 101		B	A	B
	3	Civilization: The Board Game Event		A	T	B
	3	Days of Ire: Budapest 1956 Event		A	A	B
	3	Emergence Event		A	A	B
	1	Forbidden Desert 101		B	A	B
	3	Letters From Whitechapel Event		E	T	B
	3	Ra Tournament		E	T	B
	0	Dealers Room Closes – Dealers Room Closes		A	A	G
	2	Joking Hazard Event	Newport B	B	M	P
	1	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	1	Read Between The Wines! Event	Malibu Gardens	A	M	P
	3	Werewolf Event	Catalina C	A	T	P
10 pm	3	Alien Frontiers Small		A	A	B
	1	Batman Fluxx Sponsored		B	A	B

Friday

Fri, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Codenames Event		A	A	B
	4	Puerto Rico Big		E	A	B
	3	Thunder Alley Event		A	A	B
	2	Uno #1 Small		A	A	B
	2	Xenoshyft: Onslaught Event		A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	2	Two Rooms and a Boom - Adults Advanced Event	Catalina A & B	A	M	P
	1	Brew Ha Ha! Event	Malibu Gardens	A	M	P
11 pm	4	Werewolf in ASL	Catalina D	A	A	P

* = Play with the creator

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

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

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

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

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

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
Midnight	1	Sushi Go Party! Event		A	A	B
	5	Werewolf - Vampire Hunter and Spreading the Faith Event	Newport C	A	A	P
	3	Werewolf Event	Catalina C	A	A	P
3 am	3	Werewolf Event	Catalina C	A	A	P
9 am	6	18xx Small		A	A	B
	4	Alien vs Predator: The Hunt Begins Event		A	A	B
	3	Blue Moon City Tournament		E	A	B
	1	Catan 101		B	A	B
	3	Container Event		A	A	B
	1	Modern Art 101		B	A	B
	1	Ticket to Ride 101		B	A	B
	1	Titan 101		B	T	B
	4	Highlander TCG Type 1 Standard	La Jolla	E	T	C
	2	Knitting and Crochet Lounge – Knitting and Crochet Lounge		A	A	G
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	4	Bloodborne – Bloodborne	International A	A	T	M
	4	The Others: 7 Sins – The Others: 7 Sins	International A	A	T	M
	4	Zombicide – Zombicide	International A	A	T	M
	2	Call of Cthulhu 7th Edition – Saving Throw Presents Haunt at Bella Rouge	San Lorenzo B	A	A	R
	4	d20/Unique for Wheelhouse – Wheelhouse *	Chair Boardroom	A	A	R
	2	D&D 5e – DDAL05-06 Beneath the Fetid Chelimer (levels 1-4)	Plaza B	B	A	R
	9	D&D 5e – DDAL05-08 Beneath Durlag's Tower (levels 11-16)	Plaza B	E	A	R
	4	D&D 5e – DDAL05-13 Jarl Rising (levels 5-10)	Plaza B	E	A	R
	4	D&D 5e – HULB1-3 Hulburg Rising (levels 5-10)	Plaza B	E	A	R
	4	D&D 5e – PHLAN1-3 Subterfuge (levels 11-16)	Plaza B	E	A	R
	4	D&D 5e – YLRA1-3 Bound By Duty (levels 5-10)	Plaza B	E	A	R
	4	Dungeon Crawl Classics RPG – Into the Wilds	San Lorenzo D	A	T	R
	4	Dungeons & Dragons 5th Edition The Total Party Kill Tournament Round 1	San Lorenzo A	E	A	R
	4	Dungeon World – Saving Throw Presents The Realms of Rothaen	San Lorenzo B	A	A	R
	4	Dungeon World (13th Age world) – The Great Tunnel Run!	San Lorenzo E	A	T	R
	4	Fate Accelerated – It's not my fault, I'm fantastic!	San Lorenzo E	A	T	R
	4	GURPS – The Big Game	San Lorenzo F	A	A	R
	4	Homebrood 3rd Edition – The Slithering Shadow	San Lorenzo A	A	A	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	4	Rifts (Palladium), 1st Edition – Rifts: Blessings of The Angel	San Lorenzo B	A	T	R
	4	Savage Rifts® – A Fine Solution: Welcome to the World	Santa Monica A	A	T	R
	4	Savage Worlds - Deadlands – Hopeless, AZ - 1879	San Lorenzo C	A	A	R
	4	The Hero Instant – The NEW River City Heroes	San Lorenzo F	A	A	R
	4	Vampire: The Masquerade V20 – The Darkest Hour Chron.: A Question [...]	San Lorenzo D	A	T	R
	11	Various – Games on Demand	Lower Lobby F.	A	A	R
	8	Axis and Allies Event	Los Angeles C	A	T	W

Saturday

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
9:30 am	9	Dealer Room Opens! – Dealer Room Opens!		A	A	G
10 am	6	Battlestar Galactica Expansions Event		E	M	B
	4	Doom The Board Game Event		A	M	B
	2	Modern Art Small		A	A	B
	3	Power Grid World Tour: China Event		E	A	B
	1	There's a Moose in the House Event	Family Area	A	F	B
	12	Titan Big		E	T	B
	2	Uno #2 Small		A	A	B
	2	Cool Mini or Not - "take along games"	La Jolla	A	F	C
	4	Star Wars Destiny Constructed	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	1	Pokemon Workshop #1	La Jolla	A	A	C
	2	Lanterns and Lotus	La Jolla	A	A	C
	2	Revolution!	La Jolla	A	T	C
	1	Yu-Gi-Oh! Demo #2	La Jolla	A	F	C
	6	Beyond the Gates of Antares – Antares Open Gaming	International A	A	A	M
	4	Homebrew – Bunker Hill or Bust!	International A	A	A	M
	6	Home Brew Rules – Pickett's Charge (Gettysburg Day 3)	International A	A	T	M
	7	Paint and Take	International A	A	A	M
	6	Runewars – Runewars Demo	International A	B	A	M
	7	Savage Worlds Showdown – Relic Worlds Showdown	International A	A	A	M
	2	Warhammer 40K – Intro to 40K	International A	A	A	M
	10	Warhammer 40K – Warhammer 40K Tournament	International A	E	A	M
	10	Warhammer 40K Apocalypse – Mega-Apocalypse Day 1	International A	A	A	M
	6	X-Wing – X-Wing: 100 point tournament	International A	A	A	M
	4	X-Wing Miniatures – X-Wing Kids Tournament	International A	A	K	M
	3	Master Thief Demo	Newport B	A	T	P
	1	Leaders of Euphoria: Choose a Better Oppressor Event	Newport C	A	A	P
	2	Kid Friendly Movies #1	Carmel	A	A	S
	11	Virgin Queen (Campaign Tournament)	Los Angeles C	E	A	W
11 am	4	Arcadia Quest Small		A	A	B
	3	Catan Qualifier Event		E	A	B
	1	DiXit 101		B	A	B
	1	Ghost Blitz Event	Family Area	A	F	B
	1	Magic Realm 101		B	M	B
	1	The Cards of Cthulhu Event		A	A	B
	2	The Gallerist 101		B	A	B
	3	Ticket to Ride Tournament		E	A	B
	4	Ascension: Chronicle of the Godslayer #1	La Jolla	A	A	C
	4	Krosmaster Arena	La Jolla	A	F	C
	4	Dragon Dice Demo	La Jolla	A	A	C
	1	Magic: the Gathering 101	La Jolla	A	A	C
	3	Pokemon	La Jolla	A	A	C
	4	Presidential Knife Fight Demo #1 *	La Jolla	A	A	C
	6	Flea Market – Flea Market		A	A	G
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	8	ACW – Stone's River presented by HMGS/PSW	International A	A	T	M
	6	Flames of War 20mm – Calore River crossing - Salerno 1943 HMGS-PSW	International A	B	F	M
	8	Malifaux 50SS GG2017 – Malifaux Championship Series @ Strategicon	International A	A	A	M
	4	Team Yankee – The Lost Patrol	International A	A	A	M
	4	1775 Rebellion Tournament	Los Angeles C	A	A	W
Noon	1	Carson City 101		B	T	B
	1	DiXit Small		A	A	B
	1	In the Year of the Dragon 101		B	A	B
	6	Magic Realm Tournament		E	M	B
	2	Many Parsecs of Space Demo *		B	A	B
	2	Phase 10 #2 Small		A	A	B
	1	Rise of the Zombies Event		A	A	B
	1	Ticket to Ride: Rails to Sails 101		B	T	B
	3	Exodus Tournament #1	La Jolla	A	F	C
	4	Dragon Dice SEALED STARTER Novice Tournament	La Jolla	B	A	C

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Heroclix Battle Royale	La Jolla	A	A	C
	6	Magic: the Gathering On-Demand Draft	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Munchkin Treasure Hunt!	La Jolla	A	F	C
	8	Pocketari: Minotaur	La Jolla	A	A	C
	2	Clank!	La Jolla	A	T	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	6	Star Wars Live-Action Role-Play (LARP) – Star Wars LARP Creation	Room 3109	A	A	L
	8	Blood Bowl – Blood Bowl Tournament: Noober Bowl 1	International A	A	A	M
	2	Malifaux GG2017 – Malifaux Learn-to-play	International A	A	A	M
	6	The Lord of the Rings-Strategy Battle Game – Scouring of the Westfold [...]	International A	A	A	M
	6	Thug Life – Thug Life Demos *	International A	A	A	M
	2	Kid Friendly Movies #2	Carmel	A	A	S
	2	Nintendo Wii/Wii U – Super Smash Bros	Marina	A	A	V
1 pm	2	Carson City Small		A	T	B
	3	In the Year of the Dragon Small		A	A	B
	2	Rival Restaurants DEMO Demo		B	F	B
	1	The Castles of Burgundy 101		B	A	B
	4	The Gallerist Tournament		E	A	B
	1	Ticket to Ride Expansions 101		B	A	B
	3	Ticket to Ride: Rails and Sails Event		E	T	B
	1	Twilight Imperium 3rd Ed 101		B	T	B
	1	Warfighter: World War II Event		A	A	B
	3	Magic: the Gathering Sealed Draft	La Jolla	A	A	C
	4	Middle-Earth CCG - Open Constructed	La Jolla	A	A	C
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	5	Mein Zombie – Survive the Horde	International A	A	T	M
2 pm	1	1500 Event		A	A	B
	4	Andromeda Fight League DEMO Demo		B	A	B
	1	Battlestations 101		B	A	B
	4	Monopoly Event		A	A	B
	2	Monopoly Deal #2 Small		A	A	B
	3	Patchwork Small		E	A	B
	2	Rush N Crush Event		A	A	B
	5	The Castles of Burgundy Big		E	A	B
	8	Twilight Imperium 3rd ed Big		E	T	B
	2	V Commandos DEMO Demo		B	A	B
	1	Magic: the Gathering 101	La Jolla	A	A	C
	4	Munchkin Tournament	La Jolla	A	T	C
	2	Knightmare Chess	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament #2	La Jolla	A	F	C
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	2	Freeform LARP – Owroboros	Bel Air	A	M	L
	4	Arcadia Quest – Arcadia Quest	International A	A	T	M
	8	Pangea Skirmish – Pangea Skirmish	International A	B	A	M
	4	Pike & Shotte – HMGS-PSW Italian Wars Participation Game	International A	A	T	M
	4	The Others: 7 Sins – The Others: 7 Sins	International A	A	T	M
	6	Wild In The Streets – Wild In The Streets demos	International A	A	T	M
	4	Zombicide – Zombicide	International A	A	T	M
	1.5	AJ's Dungeon Twister Remix Event	Catalina A	A	A	P
	1	Leaders of Euphoria: Choose a Better Oppressor Event	Newport C	A	T	P
	0.75	But Wait, There's More! Event	Catalina D	B	F	P
	4	AD&D 1st Edition – The Trials of the Shootist	San Lorenzo F	A	A	R
	6	AD&D 2nd Edition – Perils of the Dread Marsh	Santa Monica A	E	M	R
	3	Bedlam Hall - Powered by the Apocalypse – Bedlam Hall - Pride and [...]	San Lorenzo A	A	T	R
	4	BitterSweet – BitterSweet: A Story Game of Endings	San Lorenzo F	A	A	R
	4	BURP – Buckle my Swash	San Lorenzo F	A	A	R
	2	Call of Cthulhu 7th Edition – Saving Throw Presents Haunt at Bella Rouge	San Lorenzo E	A	A	R
	4	d20/Unique for Wheelhouse – Wheelhouse *	Chair Boardroom	A	A	R
	4	DCC RPG – Dungeon Crawl Classics RPG!	San Lorenzo E	A	A	R
	4	D&D 5e – DDAL00-01 Window to the Past (levels 17-20)	Plaza B	E	A	R
	4	D&D 5e – DDEP5-01 The Iron Baron (levels 1-10)	Plaza B	A	A	R

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Demon the Descent – The Price of a Soul	San Lorenzo E	A	A	R
	4	Dresden Files Accelerated – The Code Duello	Exec Boardroom	A	A	R
	4	Fate Accelerated – Shadwpunk!: Family Feud!	San Lorenzo D	A	T	R
	4	GURPS – Project ASPIRE - Unsealed	San Lorenzo C	A	T	R
	3	Homebrew – Witches of West End	San Lorenzo C	A	T	R
	6	Homebrood 3rd Edition – In the Belly of the Beast	San Lorenzo F	A	A	R
	4	Masks: A New Generation – Masks vs The Doom From The Stars	Santa Monica A	A	M	R
	4	Paranoia – Hoe-G-UNN’s Traitors	San Lorenzo A	A	T	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	8	Rifts® for Savage Worlds – Mexican Cargo Run: The Pecos Two step	Newport A	A	A	R
	4	Savage Worlds - Deadlands Noir – Hopeless Reprise	San Lorenzo E	A	A	R
	5	Shadowrun 5E – Chummers welcome!	San Lorenzo A	A	T	R
	4	Shadowrun 5th – Shadowrun Missions CMP 2016-6: World Tour - Cape Town	San Lorenzo D	A	A	R
	4	Soldiers of Misfortune RPG – Soldiers of Misfortune: Booty Call	San Lorenzo B	A	T	R
	4	Swords & Wizardry Complete – Old-School Dungeon Crawl!	San Lorenzo B	A	T	R
	4	Traveller 1st Ed. – The Amber Terror	San Lorenzo D	A	A	R
	4	Wild Talents – What You’re Not Expecting - A Happy Jacks Game!	San Lorenzo B	A	T	R
	1	A Conversation For Teachers About Game-Based Learning and Gamified [...]	Carmel	A	A	S
3 pm	1	Battle for Stalingrad Event		A	A	B
	4	Battlestations Event		A	A	B
	1	Cock & Bull: It’s all about the Monkey! Sponsored *		A	A	B
	1	Fireball Island Event		A	A	B
	1	Kingsburg 101		B	A	B
	4	Outlawyered DEMO Demo		B	T	B
	2	Project Elite Event		A	M	B
	3	Ticket to Ride: Africa Tournament		E	A	B
	2	Yahtzee Free for All #2 Small		A	A	B
	1	Dice Masters 101	La Jolla	A	A	C
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	2	Sparkle*Kitty Event	Newport B	A	A	P
	1	PS4 – Rocket League 101		B	A	V
	1	Wii U – Mario Kart 8 Team Racing		A	F	V
	3	Moral Conflict Event *	Los Angeles C	A	A	W
4 pm	1	108 One Nothing Everything DEMO Demo *		A	A	B
	2	Agricola Small		A	A	B
	1	Barker’s Row Event		A	A	B
	3	Jaipur Small		E	A	B
	4	Kingsburg Tournament		E	A	B
	1	Merchant of Venus 101		B	A	B
	2	Pirates Cove Event	Family Area	A	F	B
	4	Dice Masters Booster Draft Tournament	La Jolla	A	A	C
	2	Kitty Paw and Doggy Go!	La Jolla	A	F	C
	2	Tile Chess	La Jolla	A	T	C
	2	GeekSpeakTV Live! Podcast	Carmel	A	A	S
	2	PS4 – Rocket League 2v2 (Standard)		A	A	V
5 pm	1	Carcassonne 101		B	A	B
	1	Darkrock Ventures 101 *		B	A	B
	2	Love Letter #2 Small		A	A	B
	4	Merchant of Venus Tournament		E	A	B
	1	Outpost 101		B	A	B
	2	Rayguns and Rocketships DEMO Demo		B	A	B
	4	Scythe Event		E	T	B
	1	Tiny Epic Galaxies 101		B	A	B
	3	Exodus Tournament #2	La Jolla	A	F	C
	3	Magic: the Gathering Sealed Draft	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #3	La Jolla	A	F	C
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	6	Circus Maximus – Circus Maximus	International A	A	A	M
	6	Infinity – Come and learn Infinity	International A	A	T	M
	6	X-Wing – X-Wing Epic Ship encounter	International A	A	A	M

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.	
6 pm	2	Carcassonne Small		A	A	B	
	3	Catan Qualifier Event		E	A	B	
	2	Darkrock Ventures Qualifier Sponsored *		A	A	B	
	3	Outpost Small		A	T	B	
	1	Pandemic: The Cure 101		B	A	B	
	2	Perpetual Motion Machine Event		A	A	B	
	4	Tau Ceti Planetary Crisis Event		A	M	B	
	2	Tiny Epic Galaxies Event		A	A	B	
	4	Middle-Earth CCG - Hero Arda	La Jolla	A	A	C	
	2	Munchkin - Players' Choice	La Jolla	A	T	C	
	2	"One More Roll!" Dice Games	La Jolla	A	A	C	
	0.5	Yu-Gi-Oh! Game Show	Family Area	A	F	C	
	1	Yu-Gi-Oh! Game Show	La Jolla	A	F	C	
	6	Vampire: The Masquerade – Night of Blood and Ashes	Bel Air	A	M	L	
	4	Tail Feathers – Mice and Mystics - Tail Feathers	International A	A	A	M	
	2	Warhammer 40K – 40K Ironman Tournament	International A	A	A	M	
	4	Warhammer Quest: Silver Tower – Warhammer Quest: Silver Tower	International A	A	A	M	
	1	Ninja (Playground Game) Event	Newport C	A	A	P	
	2	The Tube Test: Television Trivia Event	Newport B	A	F	P	
	2	PC – Overwatch 2v2		A	A	V	
	6:30 pm	0	Dealers Room Closes – Dealers Room Closes		A	A	G
	7 pm	2	Andromeda Fight League Event		A	A	B
		2	Camel Up! #1 Small		A	A	B
2		Kingdom Builder Small		A	A	B	
3		Mythos Tales Event		A	A	B	
1		Pandemic: The Cure Event		A	A	B	
2		The Pursuit of Happiness Event		A	A	B	
3		Ticket to Ride: Pennsylvania Tournament		E	A	B	
2		Yu-Gi-Oh! Tournament #1	La Jolla	A	F	C	
2		Ca\$h 'n' Gun\$ Live Event	Newport C	A	A	P	
2		Witchhunt Event	Catalina C	B	T	P	
4		D&D 5e – DDEP5-02 The Ark of the Mountains (levels 1-16)	Plaza B	A	A	R	
2	Comic Book LIVE! and Friends	Carmel	A	A	S		
8 pm	1	A Study in Emerald 101		B	A	B	
	4	Battlestations Event		A	A	B	
	2	Colt Express: The Marshal Event		A	A	B	
	3	El Grande Event		A	T	B	
	1	Police Precinct 101		B	A	B	
	1	Yahtzee Event		A	A	B	
	4	Rayguns and Rocketships DEMO Demo		B	A	B	
	3	Star Wars Destiny Draft	La Jolla	A	A	C	
	3	Magic: the Gathering Saturday Night DRAFT	La Jolla	A	A	C	
	4	Magic: The Gathering - Keith Aldrich Pauper Highlander Tourney	La Jolla	A	A	C	
	4	"Mine Goes to 20" Epic Munchkin	La Jolla	A	T	C	
	2	Munchkin - Players' Choice	La Jolla	A	T	C	
	4	LARP – The TenT	Room 3109	A	M	L	
	4	Blood Rage – Blood Rage	International A	A	T	M	
	4	Zombicide: Black Plague – Zombicide: Black Plague	International A	A	T	M	
	4	AD&D 1st Edition – The Twofold Talisman: The Ebon Stone	San Lorenzo B	A	A	R	
	8.5	AD&D 2nd ed – AD&D High Level All Nighter	San Lorenzo B	E	M	R	
	4	Apocalypse World 2nd Edition – Apocalypse Too	Santa Monica A	A	M	R	
	4	Call of Cthulhu – Saving Throw Presents Black Bag	San Lorenzo E	A	A	R	
	2	Call of Cthulhu 7th Edition – Saving Throw Presents Haunt at Bella Rouge	San Lorenzo E	A	A	R	
	4	Call of Cthulhu 7th Ed. – The Lighthouse	San Lorenzo E	A	A	R	
	4	D&D 5E – Let's kill Strahd!	San Lorenzo B	A	T	R	
	4	Dresden Files Accelerated – War Brides	San Lorenzo C	A	A	R	
	4	Fate Accelerated – City of Shadows	San Lorenzo D	A	T	R	
	6	Flash Gordon Roleplaying Game (Savage Worlds) – The Deadly Dust *	San Lorenzo D	A	T	R	
	4	GURPS – The Blackout Era- Unity	San Lorenzo F	A	T	R	
	4	GURPS – The Bank Heist	San Lorenzo F	A	A	R	
4	Mummy the Curse – Memento Mori	San Lorenzo A	A	A	R		
5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R		

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	3	Powered by the Apocalypse – Bedlam Hall: A Continuation of Horrible Events	Chair Boardroom	A	T	R
	4	Savage Worlds: Deadlands Noir – Hard Time Killing Floor Blues	Santa Monica A	B	M	R
	4	The Hero Instant – River City is Overrun!	San Lorenzo C	A	A	R
	4	Vampire The requiem 2nd Edition – New Wave Requiem: Careless Whispers	San Lorenzo A	A	T	R
	2	Happy Jacks RPG Podcast - Live from Orcon 2017	Santa Monica C	A	M	S
	1	PC, Android, iOS – Hearthstone		A	A	V
9 pm	3	A Study in Emerald Tournament		E	A	B
	2	Darkrock Ventures Finals Sponsored *		A	A	B
	1	Glory to Rome 101		B	A	B
	2	Police Precinct Event		A	A	B
	1	The Current Number of the Beast Event		A	T	B
	1	Wits & Wagers Small		A	A	B
	2	Joking Hazard Event	Newport B	B	M	P
	1	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	1	Read Between the Wines! Event	Malibu Gardens	A	M	P
	3	Werewolf Event	Catalina C	A	A	P
10 pm	1	7 Blunders 101		B	A	B
	3	Glory to Rome		E	A	B
	2	San Juan 2nd Ed Small		A	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	0.75	But Wait, There's More! Event	Catalina D	B	M	P
	1	Brew Ha Ha! Event	Malibu Gardens	A	M	P
	4	Werewolf : Twilight Edition Event	Newport C	A	A	P
	2	Audience Participation: Late Night Groovy Movie	Carmel	A	A	S
11 pm	2	7 Blunders Tournament		E	A	B
	4	Werewolf in ASL	Catalina D	A	A	P

* = Play with the creator

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

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

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

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

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

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
Midnight	3	Nexus Ops Small		A	A	B
	3	Yspahan Event		E	A	B
	3	Werewolf Event	Catalina C	A	A	P
3 am	3	Werewolf Event	Catalina C	A	A	P
9 am	2	Fire of Eidolon DEMO Demo		B	A	B
	1	Flash Point: Fire Rescue Event		A	A	B
	2	Food Chain Magnate 101		B	A	B
	3	Formula D Small		A	A	B
	2	Ingenious Event		A	A	B
	1	Qwixx Event		A	A	B
	4	Targi Event		E	A	B
	3	Ticket to Ride: USA 1910 Tournament		E	A	B
	4	Highlander TCG Type 2 Standard	La Jolla	E	T	C
	4	Bloodborne – Bloodborne	International A	A	T	M
	4	Masmorra: Dungeons of Arcadia – Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Potion Explosion – Potion Explosion	International A	A	T	M
	4	Zombicide: Black Plague – Zombicide: Black Plague	International A	A	T	M
	4	Apocalypse World – The Darkest Night	San Lorenzo D	A	A	R
	4	Apocalypse World 2nd Edition (re-skinned) – Frontier World	San Lorenzo C	A	M	R
	4	d20/Unique for Wheelhouse – Wheelhouse	Chair Boardroom	A	A	R
	2	D&D 5e – DDAL05-04 In Dire Need (levels 5-10)	Plaza B	E	A	R
	2	D&D 5e – DDAL05-07 Chelimber's Descent (levels 1-4)	Plaza B	B	A	R
	4	D&D 5e – DDAL05-16 Parnast Under Siege (levels 1-4)	Plaza B	A	A	R
	9	D&D 5e – DDAL05-18 Eye of Xxiphu (levels 17-20)	Plaza B	E	A	R
	4	D&D 5e – PHLAN1-1 Sepulture (levels 11-16)	Plaza B	E	A	R
	4	D&D 5e – YLRA1-1 Her Dying Wish (levels 5-10)	Plaza B	E	A	R

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Dungeons & Dragons 5th Edition – 2CGaming Presents - Epic Legacy	San Lorenzo A	E	A	R
	4	GURPS – The Blackout Era- Unity	San Lorenzo F	A	T	R
	4	Homebrood 3rd Edition – Beneath a Metal Sky	San Lorenzo E	A	A	R
	4	Numenera – The Cure	San Lorenzo B	A	A	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	4	The Hero Instant – River City is Overrun!	San Lorenzo E	A	A	R
	2	The Quiet Year – The Quiet Year	Santa Monica A	B	F	R
9:30 am	9	Dealer Room Opens! – Dealer Room Opens!		A	A	G
10 am	6	Agricola Big		E	T	B
	3	Dream Factory Small		A	A	B
	4	Middle Earth Quest Event		A	M	B
	3	Power Grid World Tour: Spain & Portugal Event		E	A	B
	1	Sentinels of the Multiverse 101		B	A	B
	1	Star Wars Rebellion 101		B	M	B
	1	The Kids of Catan Event	Family Area	A	K	B
	2	Uno #3 Small		A	A	B
	2	Cool Mini or Not - "take along games"	La Jolla	A	F	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	1	Pokemon Workshop #2	La Jolla	A	A	C
	2	Bill & Ted's Excellent Board Game	La Jolla	A	A	C
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	2	Age of Sigmar – Intro to Age of Sigmar	International A	A	A	M
	6	Beyond the Gates of Antares – Antares Open Gaming	International A	A	A	M
	2	Clay-O-Rama – Clay-O-Rama Extravaganza	International A	B	F	M
	12	Dust 1947 – Dust 1947: Apocalypse Now	International A	A	A	M
	7.5	Kings of War – Kings of War Tournament	International A	A	A	M
	4	Modified Classic Gorkamorka – Dead Orkz Curve	International A	A	A	M
	7	Paint and Take	International A	A	A	M
	8	Parallax: Warbands – Parallax: Warbands Demo *	International A	A	A	M
	6	Savage Worlds Showdown – Relic Worlds Showdown	International A	A	A	M
	4	Signal Close Action – Signal Close Action	International A	A	T	M
	6	Star Wars: Armada – Star Wars: Armada 180 Point Tournament	International A	A	A	M
	10	Warhammer 40K Apocalypse – Mega-Apocalypse Day 2	International A	A	A	M
	2	Kid Friendly Movies #3	Carmel	A	A	S
	6	Napoleonic Wars Event	Los Angeles C	A	T	W
	8	Kriegsspiel Event	Los Angeles C	A	A	W
	4	Maria Small	Los Angeles C	A	A	W
11 am	1	DiXit Small		A	A	B
	4	Food Chain Magnate Small		E	A	B
	1	King of Tokyo 101		B	A	B
	1	Pounce Event	Family Area	A	K	B
	4	Sentinels of the Multiverse Tournament		E	A	B
	5	Star Wars Rebellion Event		A	M	B
	1	The Cards of Cthulhu Event		A	A	B
	2	The Grizzled Event		A	A	B
	4	Dragon Dice Demo	La Jolla	A	A	C
	1	Magic: the Gathering 101	La Jolla	A	A	C
	3	Pokemon	La Jolla	A	A	C
	4	Presidential Knife Fight Demo #2 *	La Jolla	A	A	C
	1	Yu-Gi-Oh! Demo #4	La Jolla	A	F	C
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	6	Napoleonics 28mm – Battle of Gaza 1799 French vs. Ottomans - HMGS-PSW	International A	A	T	M
	6	War Against George III – Freeman's Farm, Sponsored by HMGS/PSW	International A	A	T	M
Noon	2	Coloretto Event		A	A	B
	2	Kill Dr. Lucky Event		A	A	B
	2	King of Tokyo Tournament		E	A	B
	2	Phase 10 #3 Small		A	A	B
	2	Piston Cup Racers Event		B	F	B
	1	Rise of the Zombies Event		A	A	B
	1	Talisman & Cataclysm 101		B	T	B
	1	Tokaido Small		A	A	B
	3	Exodus Tournament #3	La Jolla	A	F	C

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	Star Wars Minis Clash of the Titans-Melee Style Sealed Booster Draft		A	A	C
	4	Dragon Dice SEALED KICKER DRAFT tournament	La Jolla	B	A	C
	6	Magic: the Gathering On-Demand Draft	La Jolla	A	A	C
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	Munchkin Wonderland!	La Jolla	A	F	C
	2	Snow Tails	La Jolla	A	A	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	6	Flea Market – Flea Market		A	A	G
	2	Crisis Aboard the Starship Seshet *	Room 3103	B	T	L
	4	Blood Bowl – Blood Bowl Boot Camp	International A	A	A	M
	8	Bolt Action by Warlord Games – WWII Bolt Action Demo and Raffle	International A	A	F	M
	6	Lord of the Rings Strategy Battle Game – Scouring of the Westfold- [...]	International A	A	A	M
	2	Malifaux GG2017 – Malifaux Learn-to-play	International A	A	A	M
	3	Mantic's The Walking Dead All Out War – The Walking Dead All [...] Demo	International A	A	T	M
	6	Runewars – Runewars Demo	International A	B	A	M
	4	Songs of Blades and Heroes – Songs of Blades & Heroes / Songs [...] Demo	International A	A	T	M
	6	Team Yankee – Team Yankee Tournament	International A	A	A	M
	1	Encore Event	Newport B	A	A	P
	2	Kid Friendly Movies #4	Carmel	A	A	S
	2	Nintendo Wii/Wii U – Super Smash Bros	Marina	A	A	V
	4	Sturm Europa Demo *	Los Angeles C	A	A	W
1 pm	1	Advanced Civilization 101		B	T	B
	2	Chinatown Small		A	A	B
	1	Fluxx Event		A	A	B
	4	Talisman & Cataclysm Small		E	T	B
	3	Ticket to Ride: Europe Tournament		E	A	B
	3	Trajan Event		A	M	B
	1	Trick-Taking: the Trick-Taking Game Event		A	T	B
	4	Ascension: Chronicle of the Godslayer #2	La Jolla	A	A	C
	1	Dice Masters 101	La Jolla	A	A	C
	3	Magic: the Gathering Sealed Draft	La Jolla	A	A	C
	4	Middle-Earth CCG - Open Constructed	La Jolla	A	A	C
	3	Battle Cry Tournament Small	Los Angeles C	A	A	W
2 pm	1	1500 Event		A	A	B
	10	Advanced Civilization Big		E	T	B
	1	Battlestations 101		B	A	B
	3	Manila Small		A	A	B
	2	Monopoly Deal #3 Small		A	A	B
	1	Viticulture 101		B	T	B
	1	World of Warcraft: The Board Game 101		B	T	B
	4	Dice Masters "Grab Bag" Tournament	La Jolla	A	A	C
	1	Magic: the Gathering 101	La Jolla	A	A	C
	4	Munchkin Tournament	La Jolla	A	T	C
	4	Knightmare Tile Chess Tournament	La Jolla	A	T	C
	2	Yu-Gi-Oh! Lite Tournament #3	La Jolla	A	F	C
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	4	Starship Valkyrie – Starship Valkyrie *	Room 3103	A	F	L
	1	Painting Contest Judging	International A	A	A	M
	4	Rum and Bones – Rum and Bones	International A	A	T	M
	4	The Others: 7 Sins – The Others: 7 Sins	International A	A	T	M
	4	Zombicide – Zombicide	International A	A	T	M
	4	Apocalypse Engine – Masks: No Place for Children	San Lorenzo F	A	T	R
	4	Call of Cthulhu – The Moonchild	San Lorenzo E	A	M	R
	4	Call of Cthulhu - 7th Edition – A Time to Harvest	San Lorenzo B	A	A	R
	4	d20/Unique for Wheelhouse – Wheelhouse *	Chair Boardroom	A	A	R
	2	D&D 5e – DDAL05-10 Giant Diplomacy (levels 1-4)	Plaza B	B	A	R
	4	D&D 5e – PHLAN1-2 Enemy of my Enemy (levels 11-16)	Plaza B	E	A	R
	9	D&D 5e – PLOT1-1 Plots in Motion (levels 5-10)	Plaza B	E	A	R
	4	D&D 5e – YLRA1-2 Uneasy Lies the Head (levels 5-10)	Plaza B	E	A	R
	4	Dungeon World – Saving Throw Presents The Realms of Rothaen	Santa Monica A	A	M	R
	3	Golden Sky Stories – The New Kid From Abroad	San Lorenzo C	A	F	R
	4	GURPS – GURPS Finals	San Lorenzo F	A	T	R

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	4	GURPS 4th Bunnies and Burrows – Hare Today, Gone Tomorrow	San Lorenzo F	A	T	R
	4	Homebrood 3rd Edition – Blackout at Redfield Maximum Security	San Lorenzo A	A	A	R
	4	Masks: A New Generation – Masks vs. The Citysitters	San Lorenzo E	A	M	R
	4	Mutants & Masterminds – Instant Circus Is Going To Get You!	San Lorenzo D	A	A	R
	4	Noirlandia – Noirlandia	San Lorenzo E	A	M	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	4	Pugmire RPG – Pugmire-Digging up the Bones	San Lorenzo B	A	A	R
	8	Rifts® for Savage Worlds – Mexican Cargo Run: The Pecos Two step	Newport A	A	A	R
	4	Savage Worlds: Deadlands Noir – I’m Left, You’re Right, She’s Gone	San Lorenzo E	B	M	R
	4	Shadowrun 5th – Shadowrun Missions CMP 2016-7: World Tour - Mumbai	San Lorenzo B	A	A	R
	4	Soldiers of Misfortune RPG – Soldiers of Misfortune: Booty Call	San Lorenzo F	A	T	R
	6	Star Wars Wizards Of The Coast Revised Edition – Star Wars Anime-I [...]	San Lorenzo A	A	A	R
	4	The Hero Instant – River City Is Overrun (Episode 2)	San Lorenzo D	A	A	R
	2	The Quiet Year – The Quiet Year	San Lorenzo C	B	F	R
	1	Kickstarter for the Independent Game Industry *	Carmel	A	A	S
	1	PC, Android, iOS – Hearthstone		A	A	V
3 pm	1	Acquire 101		B	A	B
	4	Battlestations Event		A	A	B
	1	Castle Panic Event		A	A	B
	8	Star Wars Imperial Assault Event		A	M	B
	4	Viticulture Small		A	T	B
	5	World of Warcraft: The Board Game Event		A	T	B
	2	Yahtzee Free for All #3 Small		A	A	B
	3	Star Wars Destiny Constructed	La Jolla	A	A	C
	4	Tail Feathers – Mice and Mystics - Tail Feathers	International A	A	A	M
	1	How to Build a Campaign that Runs for Years	Carmel	A	A	S
	1	Wii U – Mario Kart 8		A	K	V
	3	Moral Conflict Event *	Los Angeles C	A	A	W
4 pm	4	Acquire: David Woolcott Memorial Tournament Tournament		E	A	B
	1	Battle for Stalingrad Event		A	A	B
	2	Cinque Terre Event		A	A	B
	1	Coup Small		A	A	B
	2	Navegador Small		E	A	B
	1	Red Dragon Inn 101		B	A	B
	4	Terraforming Mars Event		A	T	B
	2	Double Feature	La Jolla	A	F	C
	.25	GRID GAME Raffle Drawing! – GRID GAME Raffle Drawing!		A	A	G
	2	Infinity – Infinity Demo	International A	A	A	M
	4	Mantic’s The Walking Dead All Out War – Raccoon City Escape	International A	A	A	M
	4	Warhammer Quest: Silver Tower – Warhammer Quest: Silver Tower	International A	A	A	M
	2	PS4 – Rocket League 2v2 (Rumble)		A	A	V
	5	Friedrich Small	Los Angeles C	A	A	W
5 pm	3	Anaconda DEMO Demo		B	T	B
	2	Guillotine Small		A	A	B
	2	Love Letter #3 Small		A	A	B
	3	Red Dragon Inn Tournament		E	A	B
	4	Scheming Artists DEMO Demo		B	A	B
	1	Ticket to Ride: UK 101		B	A	B
	1	Warfighter: World War II Event		A	A	B
	4	Star Wars Minis “Escape from the Death Star”	La Jolla	A	A	C
	3	Magic: the Gathering Sealed Draft	La Jolla	A	A	C
	2	Pirates Sink & Keep: Minion Marauders!	Family Area	A	K	C
	1	Yu-Gi-Oh! Demo #5	La Jolla	A	F	C
	0.1	Raffle Drawing! – Raffle Drawing!		A	A	G
	2	Match Game Event	Newport B	A	T	P
	1	P.S.T. Improv	Carmel	A	A	S
6 pm	1	Concordia 101		B	A	B
	2	Fire of Eidolon DEMO Demo *		B	A	B
	5	History of the World Small		A	A	B
	5	Power Grid Big		E	A	B
	2	Quartermaster General Event		A	A	B
	1	Small World 101		B	A	B

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
	2	Ticket to Ride: UK Event		A	A	B
	2	You're Bluffing Small		A	A	B
	2	Munchkin - Players' Choice	La Jolla	A	T	C
	2	"One More Roll!" Dice Games	La Jolla	A	A	C
	1	Ninja (Playground Game) Event	Newport C	A	A	P
	1	Made For Play, The Movie	Carmel	A	A	S
	4	C&C Napoleonics Generals, Marshals, Tacticians Event	Los Angeles C	A	A	W
6:30 pm	0	Dealers Room Closes – Dealers Room Closes		A	A	G
7 pm	2	Camel Up! #2 Small		A	A	B
	4	Capere DEMO Demo		A	A	B
	4	Catan Finals Sponsored		E	A	B
	2	Codenames Event		A	A	B
	4	Concordia Small		A	A	B
	4	Small World Tournament		E	A	B
	0.5	Yu-Gi-Oh! Game Show	Family Area	A	F	C
	2	Yu-Gi-Oh! Tournament #2	La Jolla	A	F	C
	2	Ca\$h 'n' Gun\$ Live Event	Newport C	A	A	P
	2	Latitude 90° : The Origin Event	Catalina C	A	A	P
	4	D&D 5e – DDAL00-01 Window to the Past (levels 11-20)	Plaza B	E	A	R
	4	D&D 5e – DDAL05-12 Bad Business in Parnast (levels 1-4)	Plaza B	B	A	R
	4	D&D 5e – PHLAN1-3 Subterfuge (levels 11-16)	Plaza B	E	A	R
	4	D&D 5e – YLRA1-3 Bound By Duty	Plaza B	A	A	R
	2	Feedback Forum	Carmel	A	A	S
	4	Sails of Glory Tournament #2 Small	Los Angeles C	A	A	W
8 pm	4	Battlestations Event		A	A	B
	1	Scrabble Event		A	A	B
	2	Suburbia Small		A	T	B
	2	Time's Up!: Extreme Event		A	M	B
	3	Star Wars Destiny Draft/Constucted	La Jolla	A	A	C
	3	Magic: the Gathering Sunday Night DRAFT	La Jolla	A	A	C
	4	"Mine Goes to 20" Epic Munchkin	La Jolla	A	T	C
	2	"Munchkin Au Naturele"	La Jolla	A	T	C
	4	A Whisper or a Knife – The Fall of House Black	R3103	A	M	L
	4	Blood Rage – Blood Rage	International A	A	T	M
	4	On Her Majesty's Service – On Her Majesty's Service	International A	A	T	M
	4	The Others: 7 Sins – The Others: 7 Sins	International A	A	T	M
	4	Faith Corps – Star Wars Rebels: Raiders of the Lost ARC-170	San Lorenzo C	A	A	R
	4	GURPS – Project ASPIRE - Evolution	San Lorenzo F	A	T	R
	4	Monster of the Week (powered by Apocalypse World) – The Missing [...]	Chair Boardroom	A	T	R
	4	Paranoia – Nyuk Nyuk Nyuk	San Lorenzo A	A	T	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	5	Shadowrun 5th – Shadowrun Missions CMP 2016-8: World Tour - Singapore	San Lorenzo D	A	A	R
	4	The Sprawl – Necropolis	Santa Monica A	A	M	R
	4	Vampire: the Requiem - Dark Eras: Requiem for Regina – In Elizabeth's [...]	San Lorenzo B	A	T	R
	2	PC – Overwatch 3v3		A	A	Y
9 pm	1	Speculation 101		B	A	B
	3	Thurn and Taxis Small		E	A	B
	1	Escape Room in a Box: The Werewolf Experiment Event *	Newport B	A	A	P
	2	Two Rooms and a Boom Event	Catalina A & B	A	A	P
	1	Read Between the Wines! Event	Malibu Gardens	A	M	P
	3	Werewolf Event	Catalina C	A	A	P
10 pm	2	Cards Against Humanity Event		A	M	B
	2	Codenames Small		A	A	B
	2	Monikers Event		A	M	B
	2	Speculation Event		A	A	B
	2	Chez Geek - Spring Break!	La Jolla	A	M	C
	2	Two Rooms and a Boom - Adults Advanced Event	Catalina A & B	A	A	P
	1	Brew Ha Ha! Event	Malibu Gardens	A	M	P

Monday

* = Play with the creator

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

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

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

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

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

Mon, Feb 20

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Dept.
Midnight	2	Can't Stop Event		A	A	B
	1	Sushi Go! Event		A	A	B
	3	Werewolf Event	Catalina C	A	A	P
3 am	3	Werewolf Event	Catalina C	A	A	P
9 am	3	Splendor Mega		A	A	B
	1	Stone Age 101		B	A	B
	4	Masmorra: Dungeons of Arcadia – Masmorra: Dungeons of Arcadia	International A	A	T	M
	4	Potion Explosion – Potion Explosion	International A	A	T	M
	9	D&D 5e – DDAL05-08 Beneath Durlag's Tower (levels 11-16)	Plaza B	E	A	R
	4	D&D 5e – DDAL05-11 Forgotten Tradition (levels 5-10)	Plaza B	E	A	R
	4	D&D 5e – DDAL05-16 Parnast Under Siege (levels 1-4)	Plaza B	B	A	R
	9	D&D 5e – DDAL05-18 Eye of Xxiphu (levels 17-20)	Plaza B	E	A	R
	4	D&D 5e – HULB1-2 Hulburg Burning (levels 5-10)	Plaza B	E	A	R
	4	GURPS – Paragon University - Over and Above	San Lorenzo F	A	T	R
	4	GURPS 4th Bunnies and Burrows – Hare Today, Gone Tomorrow	Chair Boardroom	A	T	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
	4	The Hero Instant – River City Is Overrun (Episode 2)	San Lorenzo C	A	A	R
9:30 am	5	Dealer Room Opens! – Dealer Room Opens!		A	A	G
10 am	1	PGWT: Orcon Tournament		E	A	B
	3	Power Grid World Tour: Korea Event		E	A	B
	1	Saint Petersburg 101		B	A	B
	4	Stone Age Small		E	A	B
	2	Uno #4 Small		A	A	B
	6	Runewars – Runewars Demo	International A	A	A	M
11 am	2	Quilt Show Small		A	A	B
	2	Saint Petersburg Small		A	A	B
	4	The Alchemists Event		A	A	B
	4	Ticket to Ride: Rails & Sails Event		A	A	B
	3	Game Auction – Game Auction	Carmel	A	A	G
Noon	4	Quadropolis 101		B	A	B
	.25	Grand Raffle Drawing! – Grand Raffle Drawing!		A	A	G
1 pm	2	Five Crowns Event		A	A	B
	4	Vegas Showdown Event		A	A	B
	2	Zombie Dice Expansions Sponsored		A	A	B
2 pm	1	Incan Gold Event		A	A	B
	4	Crypts & Things Remastered – The Spider-God's Bride	San Lorenzo C	A	M	R
	4	D&D 5e – DDAL05-06 Beneath Fetid Chelimer (levels 1-4)	Plaza B	B	A	R
	4	D&D 5e – DDAL05-13 Jarl Rising (levels 5-10)	Plaza B	E	A	R
	5	Pathfinder RPG – Pathfinder Society Games	Los Angeles A	A	A	R
2:30 pm	0	Dealers Room Closes – Dealers Room Closes		A	A	G
3 pm	2	Category 5 Small		A	A	B
	2	Munchkin Treasure Hunt Sponsored		A	A	B

* = Play with the creator

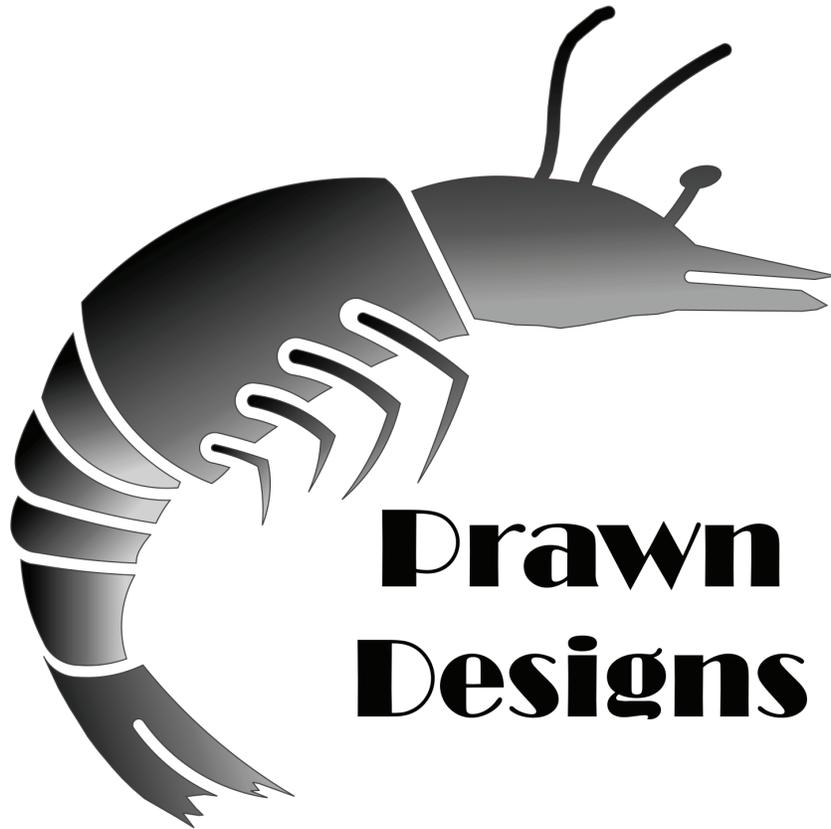
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M = Miniatures, P = Party Games, R = RPGs, S = Seminars,

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



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Annual Awards

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

For 2016 the winners are:

- Jack Butler Award: 1st - Darrell Stark
2nd - Michael Swinson
3rd - Jaye R.
- Short Board Games: 1st - Darrell Stark
2nd - Gilbert Quinonez
3rd - Michael Swinson
- Medium Board Games: 1st - Michael Swinson and
Bruce Schlickbernd
2nd - Kyle Greenwood
- Long Board Games: 1st - Matthew Weber
2nd - Winton Lemoine
3rd - Jonathan Flagg
- Collectible Games: 1st - Ryan Su
2nd - Michael Arsollon
3rd - Elliot Bely

- Video Games: 1st - Charlotte Senki
2nd - Jared Patterson
3rd - Stan Cascone

Strategicon congratulates these fine gamers!

As announced at Gateway 2016 we reformulated the awards.

We retained the Jack Butler award and the Collectible(s) award; and simplified the board game award categories to have them based on game duration and number of players. Events are now included in all awards.

We added video games award and for 2017 we will also be adding a miniatures award.

Special Events and Seminars

Special Events and Seminars

Carmel, Newport B

A Conversation For Teachers About Game-Based Learning and Gamified Instruction – Sat 2 pm

Join Jon Cassie of Game Level Learn, the author of “Level Up Your Classroom” and Tim Handley of Mindful Mammoth, the creator of “The Puzzle of Life” for a conversation about game-based learning and gamified classroom instruction. This conversation is meant and designed for teachers, but all are welcome.

Audience Participation: Late Night Groovy Movie – Sat 10 pm

The cast of ComicBook LIVE will be joining the hosts of GEEK Speak TV to host the late night Groovy Movie at Strategicon! We have trivia, prizes, snacks, jokes, and other fun stuff to enjoy as we view a 1980s B Movie Sword and Sorcery Classic! We're keeping the actual title a secret until show time, but you won't want to miss this super cinema gem of 80s action and adventure. Feel free to wear a costume, or your pajamas!

Comic Book LIVE! and Friends – Sat 7 pm

The Galaxy's premiere improvised Cosplay Comedy Show and we're returning to Strategicon on Saturday February 18th! Join us for a live and completely unscripted stage adaptation of a ComicBook performed in full costume and inspired by gaming themed suggestions from the audience! It's going to be a fun filled evening of comedy, costumes, and adventure! FREE comicbooks at every show! We'll see you there!

Feedback Forum – Sun 7 pm

Comments? Complaints? Suggestions? Here's your chance to let us know how we're doing.

GeekSpeakTV Live! Podcast – Sat 4 pm

Do you speak geek? GEEK Speak TV is honored to be broadcasting live from Strategicon for the very 1st time! This time GSTV is covering all things gaming related: strategy, video, cards, board games, RPGs, and more! We'll be doing game and tournament coverage, interviews, and tutorials! It's time to celebrate and fly that Geek flag high! Special prizes will be available for the audience!

General Events

Pacific Ballroom, Carmel, Executive Boardroom, Plaza Ballroom A

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

Dealers Room Closes – Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

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

Our open Bazaar of the Bizarre. Clear out your garage or fill it back up – your choice!

Game Auction – Mon 11 am

Our thrice-annual redistribution of games. One never knows what games they might find here – come see for yourself!

Grand Raffle Drawing! – Mon Noon

Raffle drawing in the Dealer's Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon Booth in the back of the Dealer's Room to drop off your tickets and see if you have won! There will be additional tickets drawn for people attending this drawing for more prizes!

Happy Jacks RPG Podcast - Live from Orcon 2017 – Sat 8 pm

Join the hosts of Happy Jacks RPG Podcast for a live show. We'll talk about the games we've played, what we liked and what we think can improve.

How to Build a Campaign that Runs for Years – Sun 3 pm

Do you want to GM for a night... or lead a game that keeps going for years? Strategicon speaker Ken Hughes explains four simple tools to plan an RPG campaign that gets more appealing every week. Ken Hughes is a Global Ebook Award-nominated novelist. He is also a lifelong gamer, who credits playing different RPGs (and long hours arguing over them) with his love of unique magic systems and fast-paced suspense. A recurring Strategicon guest and the creator of the Unified Writing Theory blog.

Kickstarter for the Independent Game Industry – Sun 2 pm

Join Tiffany Branum from Branum Games, and Patricia and Ian Stedman from Magic Meeple Games. These game companies have successfully Kickstarted games. Kickstarter can be a useful tool for game designers and publishers if used correctly. In this seminar, we discuss how the Kickstarter process works, what motivates game backers to support a project, and how to improve a Kickstarter project page.

Kid Friendly Movies – Sat, Sun 10 am, Noon

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

Made For Play, The Movie – Sun 6 pm

Made For Play: Board Games and Modern Industry - Ludo Fact, one of the world's largest manufacturers of board and card games, demonstrates with this documentary how a board game makes the leap from an idea to your table.

P.S.T. Improv – Sun 5 pm

Voted IE'S best comedy show of 2014 and 2015 and we've been gliding those coat tails ever since. A mixture of interactive Improv games and our own Long form comedy, any thing can happen.

GRID GAME Raffle Drawing! – Sun 4 pm

The drawing for the GRID GAME will pull 6 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our Vendors and Strategicon!

Knitting and Crochet Lounge – Sat 9 am

Attention Fiber Artists! Spend your morning in our knitting and crochet lounge, before you head out to the gaming area. Needlepoint, spinning, and other fiber arts welcome.

Meet & Greet – Fri 7 pm

Come join our special guests Michael Eskue, Michael Tan, and game designer guests Todd VanHooser and Ian Stedman for a special Meet-N-Greet Event. In the President's Suite on the 16th floor (1635).

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

Raffle drawing at the Strategicon Booth in the Dealer's Room! Three tickets will be pulled to win 15 Dealer Tokens each!

Board Games

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Area), La Jolla

Gaming 101

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

108 One Nothing Everything DEMO – Sat 4 pm

If you are a "Sudoku" puzzle addict, this is the game for you! From the creator of Cock & Bull, 108 is a number puzzle designed for 4 players. Draw random numbers and strategically place them onto the game board to foil your opponents and reach victory.

1500 – Sat, Sun 2 pm

A fun, competitive multi player game. You compete against other players to colonize the new world and take over the land your competitors have already conquered.

1846 101 – Fri 5 pm

1846 – Fri 7 pm

An 18xx game set in the Midwestern United States. Differences from other 18xx games include scaling the number of corporations, private companies, and bank size to the number of players, initial distribution of private companies, and paying for virtually all track builds.

18xx – Sat 9 am

Epic game of railroad investing and management. Default variant will be 1870.

21JumpBall – Fri 2 pm

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

7 Blunders 101 – Sat 10 pm

7 Blunders – Sat 11 pm

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

7 Wonders Duel – Fri 9 pm

2 Player Pentathlon Event Game time ~30 minutes. Over 3 ages, players acquire cards that provide resources or advance their military or scientific development in order to develop a civilization and complete wonders. Win via Military, Science or Points. Swiss Tournament 4 games

Acquire 2016 – Fri 1 pm

This is a chance to play the newest incarnation of Acquire. Released in 2016, this version has a smaller board causing quicker mergers. And with more bonuses being paid out, there is always cash flying.

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

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

Advanced Civilization 101 – Sun 1 pm

Advanced Civilization – Sun 2 pm

A game of skill for 3 to 8 players. It covers the development of ancient civilizations from the invention of agriculture c. 8000 B.C. to the emergence of Rome around the middle of the third century B.C.

Agricola 101 – Fri 2 pm

Agricola – Sat 4 pm, Sun 10 am

With west coast emphasis on experimenting with new combinations, default is any and all decks available, standard banned cards.

Alien Frontiers 101 – Fri 9 pm

Alien Frontiers – Fri 10 pm

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, an Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Do what it takes to get your colonies down first!

Alien vs Predator: The Hunt Begins – Sat 9 am

AvP with most expansion models. Play as Predators, Aliens, or Colonial Marines as you hunt each other down in damp metal corridors of a decaying installation. Play is very similar to Space Hulk, where models are represented by tokens and only revealed when sighted by an enemy.

Anaconda DEMO – Sun 5 pm

An asymmetrical 2 player card game about the American Civil War at sea! Play as the USN or CSN in a fast, challenging and easy to play game.

Andromeda Fight League DEMO – Sat 2 pm

Andromeda Fight League – Sat 7 pm

A tactical two-player Fantasy battle card game. Strategically place your Fighters on the customizable terrain boards and then move them into position to battle and destroy your opponent's Fighters. The game uses elements of chess with the best features of a Living Card Games.

Arcadia Quest – Sat 11 am

Four guilds will battle it out to complete objectives, earn gold, and stab each other in the back.

A Study in Emerald 101 – Sat 8 pm

A Study in Emerald – Sat 9 pm

A game dripping with theme, the premise is Cthulhu took over the world 700 years ago. In the late 1800's two factions vie to either throw off the outworlder yoke or keep them in power.

Barker's Row – Sat 4 pm

You're a carnival barker who is putting the most astounding attractions on your stage in hopes of getting "rube" meeples to fill your seats rather than going to your opponents.

Batman Fluxx – Fri 10 pm

In this incredibly fun variant, your goal is to stay away from the villains while trying to collect all of Batman's toys...that is until the goal changes, and everything you know is turned upside down.

Battle for Stalingrad – Sat 3 pm, Sun 4 pm

Puts you in the rubble-strewn streets as the German forces fight through one block of the city after another. The only hope for both sides is to secure the city before they run out of blood and food.

Board Games

Battlestar Galactica 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

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

Battlestar Galactica Expansions – Sat 10 am

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

Battlestations 101 – Sat, Sun 2 pm

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

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

Bios: Megafauna 101 – Fri Noon

Bios: Megafauna – Fri 1 pm

Simulates evolution. Each player plays as a type of dinosaur or mammal species which must evolve to survive against the environment, and against each other.

Blue Moon City – Sat 9 am

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

Camel Up! – Sat, Sun 7 pm

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

Can't Stop – Mon Midnight

The classic "push your luck" dice rolling board game by Sid Sackson. The goal of the game is to claim (get to the top of) three of the columns before any of the other players can. You can stop any time and save your progress or keep going and risk it all.

Capere DEMO – Fri 4 pm, Sun 7 pm

A game treading the perfect balance between strategy and chance. Like the classic game of chess it is played on an eight by eight checkerboard and pits the skills of a pair of players maneuvering for advantage and opportunity.

Captain Sonar – Fri Noon

You and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you.

Carcassonne 101 – Sat 5 pm

Carcassonne – Sat 6 pm

The classic, award winning tile-placement game.

Cards Against Humanity – Sun 10 pm

Carson City 101 – Sat Noon

Carson City – Sat 1 pm

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

Castle Panic – Sun 3 pm

A cooperative, light strategy game for 1 to 6 players ages 10 and up. Players must work together to defend their castle, in the center of the board, from monsters that attack out of the forest at the edges of the board.

Catan 101 – Sat 9 am

Catan Finals – Sun 7 pm

Finals for the top 16 players from the qualifying rounds.

Catan Qualifier – Sat 11 am, 6 pm

This is a qualifying event for the Catan National Championship. The top 8 players from each qualifying round will compete in the Finals on Sunday. An addition charge is assessed for this event.

Category 5 – Mon 3 pm

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

Chinatown – Sun 1 pm

This is a negotiation game in the truest sense of the word. In it, players acquire ownership of sections of city blocks then place tiles, representing businesses, onto the block-sections.

Cinque Terre – Sun 4 pm

Lots of pretty colors! Compete to be the favorite vendor to the picturesque villages in hilly coastal Italy as you pick up produce in your farms and deliver in your little cart.

Civilization: The Board Game – Fri 9 pm

Take the role of one of histories greatest nations and lead it to victory through either economic, military, technological, or cultural excellence. Explore and develop your society.

Cock & Bull: It's all about the Monkey! – Sat 3 pm

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

Codenames – Fri 10 pm, Sun 7 pm, 10 pm

Two teams compete to see who can make contact with all of their agents first. Spymasters give one-word clues that can point to multiple words on the board. Their teammates try to guess words of the right color while avoiding those that belong to the opposing team. And everyone wants to avoid the assassin.

Coloretto – Sun Noon

A fun set collection game with push your luck aspects.

Colt Express: The Marshal – Sat 8 pm

In this Great Train Robbery, will your bandit steal the most loot, or will you be stopped by the marshal? In this expansion, the marshal is now a playable character, and will stop at nothing to foil the bad guys.

Conan DEMO – Fri 2 pm

Play a scenario with fellow gamers against the overlord in Monolith's 2016 miniature board game "Conan!"

Concordia 101 – Sun 6 pm

Concordia – Sun 7 pm

A game of exploration, trading, and card buying. Forum tiles and salt will be used if available.

Container – Sat 9 am

Build them. Sell them. Buy them. Ship them. Auction them.

Cottage Garden 101 – Fri 6 pm

Cottage Garden – Fri 7 pm

You are working two beds with a variety of flowers. Whenever no unplanted box is visible on a bed, you have completed it, then you count your points and replace it with a fresh, unplanted bed.

Coup – Sun 4 pm

You are the head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive...

Board Games

Crazy Karts – Fri 7 pm

Join your friends for an insane racing game in which partners join forces to race a kart across an obstacle filled course...but can't speak to each other. Fast and furious...and easy to learn.

Darkrock Ventures 101 – Sat 5 pm

Darkrock Ventures Qualifier – Sat 6 pm

Darkrock Ventures Finals – Sat 9 pm

Richly thematic euro incorporating dice and dice manipulation, with worker placement, resource farming and exporting. Plays in about 30-45 minutes. Championship round of Tournament.

Days of Ire: Budapest 1956 101 – Fri 8 pm

Days of Ire: Budapest 1956 – Fri 9 pm

In the last week of October 1956 a rebellion began in Hungary's capital, Budapest. Play as a rebel leader or take on the rebels as the Soviet Commander trying to end the rebellion in a game that mixes co-op with the strategy of a card-driven game like Twilight Struggle.

DiXit 101 – Fri 3 pm, Sat 11 am

DiXit – Fri 4 pm, Sat Noon, Sun 11 am

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

Doom The Board Game – Sat 10 am

Experience the game from both invader and marine perspectives. Customize player decks throughout missions to improve your marine. Randomized Initiative makes for unpredictable and nerve-racking activation phases The fast-paced struggle to survive and adapt to ever-changing battle conditions replicates the heart-pounding experience of a video game. This event is using the 2016 version.

Dream Factory – Sun 10 am

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

El Grande – Sat 8 pm

In this award-winning game, players take on the roles of Grandes in medieval Spain. These powerful lords are vying for control of the various regions. To that end, you draft caballeros into your court and subsequently move them onto the board to help seize control of regions.

Emergence – Fri 9 pm

A social deduction game with a board element

Eternal Kings DEMO – Fri 3 pm

Combines the classic strategy of chess with the awesome combos of a card game!

Fireball Island – Sat 3 pm

Race with your friends to capture the Jewel. But beware as your adversaries hurl fireballs (marbles) to knock over your pawn. Steal the Jewel and survive the collapsing bridges to win the game.

Fire of Eidolon DEMO – Fri 5 pm, Sun 9 am, Sun 6 pm

Co-operative, diceless, dungeon exploration with a retro videogame flair.

Five Crowns – Mon 1 pm

Rummy with a five-suited deck and a twist. The set collection aspect of rummy is basically the same. The twist is that in each hand the number of cards required to create a meld increases, from three cards in the first hand to thirteen in the last.

Flash Point: Fire Rescue – Sun 9 am

A cooperative game of fire rescue. Players are attempting to rescue 7 of 10 victims from a raging building fire. As the players attempt to rescue the victims, the fire spreads to other parts of the building.

Fluxx – Sun 1 pm

An easy to learn card game where you start with draw 1, play 1, and the rules change as cards are played. There will be multiple themes of the game available for casual play. The basic game will be used for event scoring.

Food Chain Magnate 101 – Sun 9 am

Food Chain Magnate – Sun 11 am

A heavy strategy game about building a fast food chain. The focus is on building your company using a card-driven (human) resource management system. Players compete on a variable city map through purchasing, marketing and sales, and on a job market for key staff members.

Forbidden Desert 101 – Fri 9 pm

Forbidden Stars – Fri 5 pm

The shifting Warp Storms that surround the long lost Herakon Cluster have finally abated, leaving the ancient treasures and planets within this sector open to the rest of the galaxy. Now, the great factions of the galaxy mobilize their fleets and race to establish a foothold. The reward for successful domination surpasses all other concerns, and the price for conquering this sector will be paid in lives.

Formula D – Sun 9 am

Start your engines for some fast paced Formula 1 racing!

Ghost Blitz – Sat 11 am

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

Glory to Rome 101 – Sat 9 pm

Glory to Rome – Sat 10 pm

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

Guillotine – Sun 5 pm

The French Revolution is in its full glory. As executioners pandering to the masses, the players are trying to behead the least popular nobles.

History of the World – Sun 6 pm

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

Incan Gold – Mon 2 pm

A quick, fun and tense game in which you and other adventurers explore an old Incan temple in search of gold and treasure. You secretly choose if you want to continue exploring the temple in search of more treasure or retreat to the safety of your camp

Ingenious – Sun 9 am

A classic from Reiner Knizia.

Board Games

In the Year of the Dragon 101 – Sat Noon

In the Year of the Dragon – Sat 1 pm

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

Jaipur – Sat 4 pm

2 Player Pentathlon Event 30 min games. You are one of the two most powerful traders in the city. But that's not enough for you, because only the merchant with two Seals of Excellence will have the privilege of being invited to the Maharaja's court. Swiss 4 Rounds

Kemet – Fri 4 pm

Players deploy the troops of an Egyptian tribe and use the mystical powers of the gods of ancient Egypt – along with their powerful armies – to score points in glorious battles or through invasion of rich territories.

Kill Dr. Lucky – Sun Noon

Only you know why you must kill Dr. Lucky. But kill him you must. The caveat - nobody can see you when you strike. Set up similarly to classic Clue, but much more dynamic and a higher level of strategy (and some luck).

Kingdom Builder – Sat 7 pm

Place your settlements and build the greatest kingdom.

King of Tokyo 101 – Sun 11 am

King of Tokyo – Sun Noon

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

Kingsburg 101 – Sat 3 pm

Kingsburg – Sat 4 pm

Influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a "battle".

Legacy: Testament of Duke De Crecy 101 – Fri 4 pm

Letters From Whitechapel 101 – Fri 8 pm

Letters From Whitechapel – Fri 9 pm

A bluffing and deduction game based on the infamous Jack the Ripper murders of 1888 in the seedy Whitechapel district of London. One player is Jack the Ripper, who must take 5 victims without being caught. The others play as detectives who work together to locate and arrest Jack.

Liar's Dice – Fri Noon

Bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player's final die unless half or more players already have a single die left.

Lost Cities – Fri 6 pm

2 Player Pentathlon Event - Games last around 15 minutes.

The object of the game is to gain points by mounting profitable archaeological expeditions to the different sites represented by the 5 colors. Swiss tournament 3 rounds. Each round is 3 games.

Love Letter – Fri 6 pm, Sat, Sun 5 pm

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

Magic Realm 101 – Sat 11 am

Magic Realm – Sat Noon

The 1979 Avalon Hill game of fantasy adventure. Try to survive and win over the course of 28 days by battling monsters and natives, looting treasures, and learning spells.

Manila – Sun 2 pm

Buy shares on boats which you believe will make it to harbor. Ultimately the dice decide their fate. Can you successfully wager on which barges will make harbor or will you loose it all?

Many Parsecs of Space – Sat Noon

Space 4X game that reimplements Martin Wallaces deck building mechanic from A Few Acres of Snow. MPoS takes the core mechanic in an entirely new direction by introducing exploration and trade in a multi-player science fiction setting. Check out the demo hosted by the designer.

Merchant of Venus 101 – Sat 4 pm

Merchant of Venus – Sat 5 pm

It's a race to find unique relics to aid you in your quest to be the best Interstellar Merchant of the Universe. To seek out strange new worlds and boldly go where no one has gone before. And on the way you buy and sell exotic goods for a profit, until you are the winner.

Metropolys 101 – Fri 5 pm

Metropolys – Fri 6 pm

Players will try to construct their buildings (bid numbers 1-13) in locations which are worth the most prestige. Consecutive bids must increase in value and are placed in adjoining districts. Once a player has placed all of their buildings, the game ends. Most prestige wins.

Middle Earth Quest – Sun 10 am

A game of adventure and conflict set in the time leading up to the creation of the Fellowship. One player will adopt the mantle of Sauron and do his best to spread his evil influence across the lands. Up to three players become heroes and will do their best to foil Sauron's foul plots, and rally the peoples of Middle-earth to their side.

Modern Art 101 – Sat 9 am

Modern Art – Sat 10 am

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

Monikers – Sun 10 pm

Just like Time's Up!, but played with the supremely silly deck of Monikers cards. Round 1: Give any kind of clue you like. Round 2: One-word clues only. Round 3: Charades. We will play with the advanced 4th, 5th, 6th, and 7th rounds!

Monopoly – Sat 2 pm

Original game, original rules

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

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

Munchkin Treasure Hunt – Mon 3 pm

Now everyone in the family can be a Munchkin! The munchkins move around the board. Land on a monster, use the Monster cards to find out how tough it is, then roll a dice and use your Treasures to beat it. At the end of the game, the one with the most gold wins the game!

Board Games

Murder at Blood Manor – Fri Noon

A fantastic and unique Murder Mystery card game. Players draw and steal cards until someone discovers the suspect, finds the murder weapon and collects enough evidence to make an arrest. Think of Clue meets Exploding Kittens meets Uno.

Mystic Vale 101 – Fri 2 pm

Mystic Vale – Fri 3 pm

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

Mythos Tales – Sat 7 pm

Dr. Armitage has requested your assistance with the many mysterious and elusive cases happening in a little town called Arkham. With his help, a newspaper from the Arkham Advertiser, and a directory of everyone in Arkham, you’ll save horrors beyond your wildest imagination.

NATIVE – Fri 3 pm

The game of cooperation and harmony. You are an indigenous tribe. Hunt for food to survive the winter and gather spirit to win the game. Every member in your tribe has skills and you give them names as well as their kids’ names.

Navegador – Sun 4 pm

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

Nexus Ops – Sun Midnight

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

No Thanks! – Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. All cards are bad.

Outlawyered DEMO – Sat 3 pm

A law based card game that puts players in the suit and lawsuit of an attorney. Players are given various briefcase cards to both defend their own clients and attack opposing player’s clients. No legal experience is needed nor will any be gained by playing.

Outpost 101 – Sat 5 pm

Outpost – Sat 6 pm

Players compete to build the best outpost. They must build and staff factories to produce resources which are then used to build more factories and purchase outpost improvements.

Pandemic: The Cure 101 – Sat 6 pm

Pandemic: The Cure – Sat 7 pm

A dice-based version of the popular Pandemic board game, plays in 30 minutes. As in the board game, four diseases threaten the world and it’s up to your team to save humanity.

Patchistory – Fri 1 pm

A strategy board game with cards that symbolize historical heroes and wonders, with the whole game being divided into three eras.

Patchwork – Sat 2 pm

2 Player Pentathlon Event - Game time 15-30 minutes. Two players compete to build the most aesthetic patchwork quilt on a personal 9x9 game board. Swiss 4 games.

Perpetual Motion Machine 101 – Fri 7 pm

Perpetual Motion Machine – Fri 8 pm, Sat 6 pm

No folding in this set collecting game with a Poker theme.

PGWT: Orcon – Mon 10 am

Phase 10 – Fri 8 pm, Sat, Sun Noon

A rummy-type card game. 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.

Pirates Cove – Sat 4 pm

Become the most famed and feared Pirate of the Hight Seas. Gain fame by winning battles, burying your loot, and bragging about your exploits. The most fame at year’s end wins the title.

Piston Cup Racers – Sun Noon

Join us in a three race team series for the Piston Cup! Will Lightning be victorious? Will Evil British make good on her dastardly schemes? Don’t forget about Darth Mater! This is a simple game for any age played in the ‘Cars’ environment.

Police Precinct 101 – Sat 8 pm

Police Precinct – Sat 9 pm

A cooperative game where players are tasked with solving a mysterious murder while simultaneously working to keep crime on the streets under control. The players work together to solve the mystery by collecting evidence and eventually arresting the suspect and protecting the city.

Poop: The Game 101 – Fri 8 pm

Pounce – Sun 11 am

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

Power Grid 101 – Fri 6 pm

Power Grid – Sun 6 pm

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

Power Grid World Tour: Brazil – Fri 8 pm

Power Grid World Tour: China – Sat 10 am

Power Grid World Tour: Korea – Mon 10 am

Power Grid World Tour: Spain & Portugal – Sun 10 am

Players earn points for each game they play based on the number of players. A few things have changed, including new times, so make sure you plan accordingly.

Project Elite – Sat 3 pm

A co-operative, real-time, speed-dice, tactical, tower-defense-like game in which players roll dice with symbols as fast as they can allowing them to do various actions with their character on the game board.

Puerto Rico 101 – Fri 1 pm

Puerto Rico – Fri 10 pm

Players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings.

Quadropolis 101 – Fri 1 pm, Mon Noon

Quartermaster General – Sun 6 pm

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

Quilt Show – Mon 11 am

“Quilters” collect fabric cards, which can be exchanged for block tiles. The quilters race the clock as they amass block tiles that they can combine into one or more quilts at a time.

Board Games

Qwixx – Sun 9 am

A quick-playing dice game in which everyone participates, no matter whose turn it is.

Ra 101 – Fri 8 pm

Ra – Fri 9 pm

Auction, set collection, and press your luck game set in Ancient Egypt.

Race for the Galaxy: 2 player – Fri 5 pm

Default is all expansions through Brink of War (where available), with goals, no takeovers.

Rayguns and Rocketships DEMO – Sat 5 pm, 8 pm

Calling all Planeteers! Come and play Rayguns and Rocketships, the new pulp sci-fi inspired miniatures boardgame from designer Scott Rogers and IDW games!

RDI: Battle for Greypart – Fri 3 pm

Greypart, home of the famous Red Dragon Inn, is under attack! Team up with your fellow adventurers to defend the city! A cooperative, deck-building game.

Red Dragon Inn 101 – Sun 4 pm

Red Dragon Inn – Sun 5 pm

The Adventure is over and now it's time to relax with the other members of your party at the Red Dragon Inn! Do your best to win bar fights, gamble, and drink your companions under the table!

Rise of the Zombies – Sat, Sun Noon

A fast paced survival game. You start a timer at the start of the game based on the amount of players. If you run out of time, the Helicopter flies away, and everyone dies. It's up to you and the other survivors how you deal with this Zombie apocalypse!

Rival Restaurants DEMO – Sat 1 pm

A chaotic fast paced strategy and negotiating game that pits aspiring restaurant owners against one another as they race to become "Hippest Spot in Town." You'll deal with unique play styles, a chef with zany abilities, and crazy action cards to win.

Robo Rally – Fri 7 pm

A FRENZIED RACE FILLED WITH COMPUTER-DRIVEN CHAOS! Program your robot to race across the factory floor and touch all the flags, in the numbered order, to win. WARNING!!! There are many obstacles to overcome and especially all other robots. BECAUSE EVERY ROBOT HAS LASERS!!!

Roll Through the Ages: The Bronze Age – Fri Noon

Players roll dice to obtain commodities and workers to build up their civilizations. Players use workers to build infrastructure to support additional works or to build monuments that are worth points. At the same time, goods are gathered that allow your civilization to develop.

Rush N Crush – Sat 2 pm

Rock-em-sock-em racing action!

Saint Petersburg 101 – Mon 10 am

Saint Petersburg – Mon 11 am

A game of workers, markets, buildings and nobles.

San Juan 2nd Ed – Sat 10 pm

A card game based on Puerto Rico. Though similar in concept, the game has different mechanisms. The game includes no colonists and no shipping of goods, Victory points are gained exclusively by building, and the game ends as soon as one player has put up 12 buildings.

Scepter of Zavandor 101 – Fri 1 pm

Scepter of Zavandor – Fri 3 pm

Young magicians enchant jewels and seek out knowledge. An auction mechanism also allows them to acquire artifacts and sentinels. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

Scheming Artists DEMO – Sun 5 pm

Each player is an artist with a collection of paintings – some good, others not. Through bluffing, strategy, and manipulation of the cards in your hand and revealed, take opponent's good paintings and get them to take your poor ones.

Scrabble – Sun 8 pm

The classic crossword game.

Scythe – Sat 5 pm

Scythe Expansion – Fri Noon

A board game set in an alternate-history 1920s. It is a time of farming and war, broken hearts and rusted gears, innovation and valor.

Sentinels of the Multiverse 101 – Sun 10 am

Sentinels of the Multiverse – Sun 11 am

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

Small World 101 – Sun 6 pm

Small World – Sun 7 pm

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

Speculation 101 – Sun 9 pm

Speculation – Sun 10 pm

Players buy and sell shares of stock and take simple actions to manipulate their prices. Player with the most money at the end of the game wins.

Splendor – Mon 9 am

Instead of just a single game for the whole year, Mega Monday will feature a different game each convention. This time it's Splendor, the game of gem dealers buying mines and influencing nobility.

Spyrium – Fri 3 pm

Players build factories, needing workers to manage the production of a commodity previously unknown to us called "Spyrium." The circular nature of the game is flexible as each player can decide for himself when to move out of the placement phase and into the activation phase.

Star Wars Imperial Assault – Sun 3 pm

Puts you in the midst of the Galactic Civil War between the Rebel Alliance and the Galactic Empire after the destruction of the Death Star over Yavin 4.

Star Wars Rebellion 101 – Sun 10 am

Star Wars Rebellion – Sun 11 am

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

Stone Age 101 – Mon 9 am

Stone Age – Mon 10 am

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

Suburbia – Sun 8 pm

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby towns.

Board Games

Sushi Go! — Mon Midnight

A super-fast card game where you play cards representing different sushi dishes and use them to score as many points as possible. Choose from maki, tempura, sashimi, dumplings, nigiri, wasabi, chopsticks or pudding.

Sushi Go Party! — Sat Midnight

An expansion of Sushi Go! You still earn points by picking winning sushi combos, but now you can customize each game by choosing à la carte from a menu of more than twenty delectable dishes.

Takenoko 101 — Fri 3 pm

Make the garden grow. So beautiful the garden becomes, till some fat Panda waltzes in and eats it all. Make the perfect garden and satisfy the panda. Grow glorious bamboo shoots and complete quests in order to preserve the garden and please the PANDA BAR GODS!

Takenoko Deluxe 101 in ASL — Fri 2 pm

We will be playing the Deluxe large-format edition of Takenoko. This game will be run in ASL and English at the same time!

Talisman & Cataclysm 101 — Sun Noon

Talisman & Cataclysm — Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round (3 hrs.) The City, Highland, Woodland Expansion, Firelands, The Harbinger, and Deep Realms may be used regardless of the board. Only new decks and five new characters, along with the originals, will be included the same rules of Talisman 4th apply.

Targi — Sun 9 am

2 Player Pentathlon Event 60 minute game. In Targi, as leader of a Tuareg tribe, players trade goods such as dates and salt and pepper, in order to obtain gold and other benefits, and enlarge their family. Single Elimination

Tau Ceti Planetary Crisis — Sat 6 pm

A 1-5 player competitive game centered around an economic engine, asymmetric powers, and strategic manipulation. Tau Ceti tells a story of a newly formed alliance between several alien factions in a time of galactic declension, who compete for influence as they lead their civilization through a crisis-ridden star system.

Terraforming Mars — Sun 4 pm

In this game, you work together in the terraforming process, but compete for getting victory points that are awarded not only for your contribution to the terraforming, but also for advancing human infrastructure throughout the solar system, and doing other commendable things.

Terra Mystica — Fri 6 pm

Take control of one of ten fantasy races in this German Style boardgame. Settle an area, and start terraforming surrounding land areas to expand. Build Settlements, Trading Posts, Strongholds, and Temples to increase your Workers, Wealth, Power, and Priests.

The Alchemists — Mon 11 am

Two to four budding alchemists compete to discover the secrets of their mystical art. Points can be earned in various ways, but most points are earned by publishing theories. This game has an iOS/Android component, so players are encouraged to bring mobile devices.

The Cards of Cthulhu — Sat, Sun 11 am

A solitaire card game that pits you against the forces of The Great Cthulhu and other Elder Gods. You will battle Cultists, slay Minions, banish Horrors, seal the Gates, and protect our world from the enveloping insanity that threatens to consume us all!

The Castles of Burgundy 101 — Sat 1 pm

The Castles of Burgundy — Sat 2 pm

Players take settlement tiles from the game board and place them into their principdom which is represented by the player board. Every tile has a function that starts when the tile is placed. The principdom itself consists of several regions, each of which demands its own type of settlement tile.

The Current Number of the Beast — Sat 9 pm

A fun, fast-paced dice manipulation game. Players must use a combination of cunning and skill to be the first to get their dice to match the number on the current "Beast" card in play.

The Gallerist 101 — Sat 11 am

The Gallerist — Sat 1 pm

The world of art is evolving. A new job has been created that combines museum curator, art dealer, and artist manager. Players will become the first Gallerists trying to make the most money by selling art, finding artists, and using influence.

The Grizzled — Sun 11 am

A cooperative game about survival in the trenches during the first World War where players win or lose together. Players must either play a card in their hand or back out of the mission. Planning, teamwork, and a little luck are essential to win.

The Kids of Catan — Sun 10 am

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

The Pursuit of Happiness — Sat 7 pm

A Euro that some have described as akin to "The Game of Life." Great fun and challenge.

There's a Moose in the House — Sat 10 am

Keep out or remove moose that get in your house while sending moose to your opponents houses. The house with the fewest moose at the end wins.

Thunder Alley — Fri 10 pm

Like car racing games and want to step it up a bit? GMT's Thunder Alley is easy to learn but offering more strategy than Formula D.

Thurn and Taxis — Sun 9 pm

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

Ticket to Ride 101 — Sat 9 am

Ticket to Ride — Sat 11 am

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

Ticket to Ride: Africa — Sat 3 pm

Set in the vast wilderness of Africa at the height of its exploration by intrepid explorers, missionaries and adventurers, The Heart of Africa, focuses on the central and southern "heart" of the continent displayed in a vertical format.

Ticket to Ride: Europe — Sun 1 pm

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

Ticket to Ride Expansions 101 — Fri Noon, Sat 1 pm

Ticket to Ride: India — Fri 7 pm

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

Board Games

Ticket to Ride: Pennsylvania — Sat 7 pm

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

Ticket to Ride: Rails to Sails 101 — Sat Noon

Ticket to Ride: Rails and Sails — Sat 1 pm, Mon 11 am
Collect cards of both ships and rails. Build harbors when you have many connecting routes. Use train and ship cards with two icons on the cards. Use wild cards to devastating effects.

Ticket to Ride: Switzerland — Fri 2 pm

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

Ticket to Ride: UK 101 — Sun 5 pm

Ticket to Ride: UK — Sun 6 pm

Play the T2R that requires proper planning of your technologies.

Ticket to Ride: USA 1910 — Sun 9 am

Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill various goals.

Time's Up!: Extreme — Sun 8 pm

The party game you know and love. Round 1: Give any kind of clue you like. Round 2: One-word clues only. Round 3: Charades. But do you know about the advanced 4th, 5th, 6th, and 7th rounds?!?! Come and find out!

Tiny Epic Galaxies 101 — Sat 5 pm

Tiny Epic Galaxies — Sat 6 pm

Each player controls a galactic empire, aiming to expand their influence by acquiring highly contested planets and increasing their cosmic armada. The game revolves around an innovative dice-rolling combo mechanic.

Tiny Epic Western 101 — Fri 6 pm

Tiny Epic Western — Fri 7 pm

To win, you have to gamble your relationships with the most powerful bosses in town to gain influence. This influence comes in many forms: Law, Money and Force. If you're clever enough, you'll be able to take claim over the buildings in the ever growing boom towns and gain powerful abilities. The boss who has the best combination of wit and bluff will become the most powerful tycoon.

Titan 101 — Sat 9 am

Titan — Sat 10 am

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

To Court The King — Fri 1 pm

Players are petitioners at the royal court trying to gain the King's favor. First they must gain the help of the servants and petty officials at the court who can then help them gain access to the nobility, who, in turn, can help to reach the king.

Tokaido — Sun Noon

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

Trajan — Sun 1 pm

A development game in which players try to increase their influence and power in various areas of Roman life such as political influence, trading, military dominion and other Roman culture. It uses a system similar to that in Mancala to determine actions.

Trick of the Rails — Fri 4 pm

Themed on the rise of the American railway period, combines 18XX-like portfolio management and a trick-taking card game. Players collect stock certificates and make the companies more valuable by laying the rail network.

Trick-Taking: the Trick-Taking Game — Sun 1 pm

You are an up-and-coming magician who realizes that the key to stardom is taking the tricks of your competition in this new, quick card game. This event will use the Prestige Rules.

Twilight Imperium 3rd Ed 101 — Sat 1 pm

Twilight Imperium 3rd ed — Sat 2 pm

An epic empire-building game of interstellar conflict, trade, and struggle for power.

Uno — Fri 10 pm, Sat, Sun, Mon 10 am

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

V Commandos DEMO — Sat 2 pm

Play a commando during WW2 and sneak behind enemy lines to blow up an ammunition depot, retrieve top secret documents, or rescue prisoners. You play against the game that will control the enemy troops and reinforcements. Stay stealthy as long as possible. Victory depends on you!

Vegas Showdown — Mon 1 pm

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

Viticulture 101 — Sun 2 pm

Viticulture — Sun 3 pm

Beginning with a few plots of empty land, an old crushpad, a tiny cellar, and three workers, you pursue your dream of building a great winery. Grow grapes, invest in structures, make wine, and host helpful guests. Timing and allocation are key among multiple paths to victory.

Warfighter: World War II — Sat 1 pm, Sun 5 pm

You play alone or cooperatively with your friends against the system to complete World War II squad-level combat missions.

Wits & Wagers — Sat 9 pm

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

World of Warcraft: The Board Game 101 — Sun 2 pm

World of Warcraft: The Board Game — Sun 3 pm

A mostly cooperative game where two factions seek to destroy a powerful overlord and save the world of Azeroth. Experience unparalleled in depth character building while traveling the Eastern Kingdoms completing quests and amassing powerful items in a race against the other team.

Xenoshyft: Onslaught — Fri 10 pm

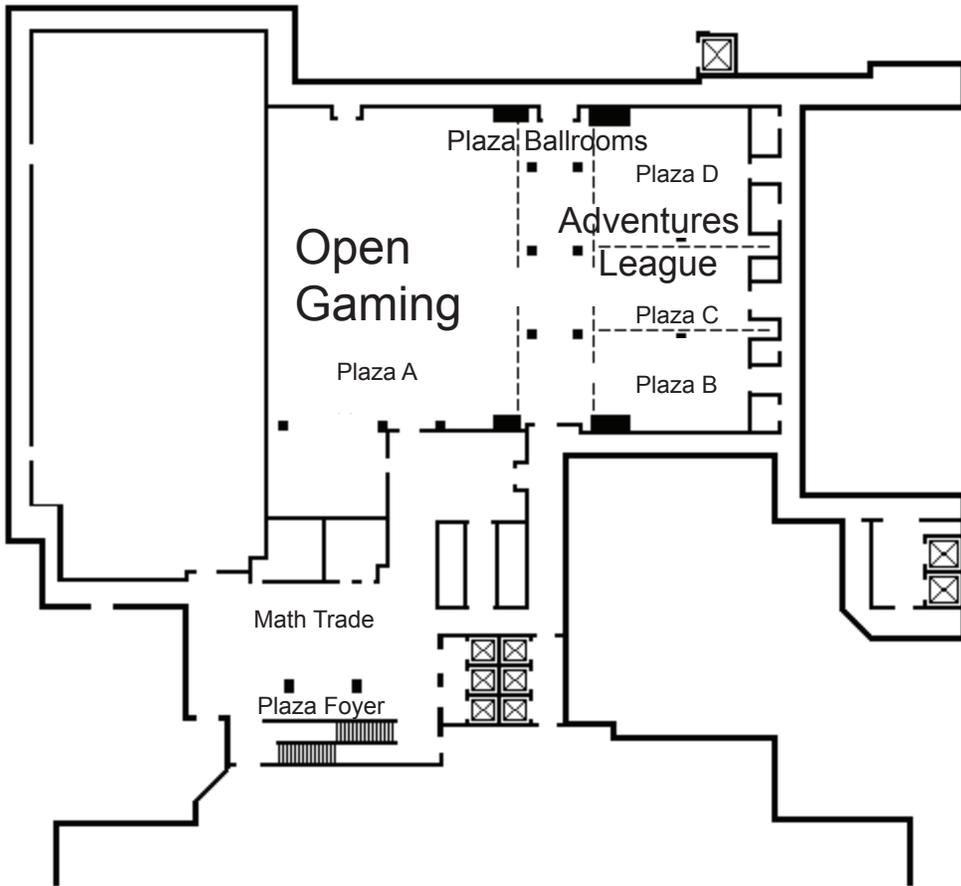
Combines classic deck-building and resource management with fast-paced combat and unique "base defense" elements. Each player builds up their deck which they will in turn use to defend the base against incoming enemies in deadly combat.

Yahtzee — Fri, Sat 8 pm

The classic dice rolling game. Highest score wins!

Orecon 2017 Maps

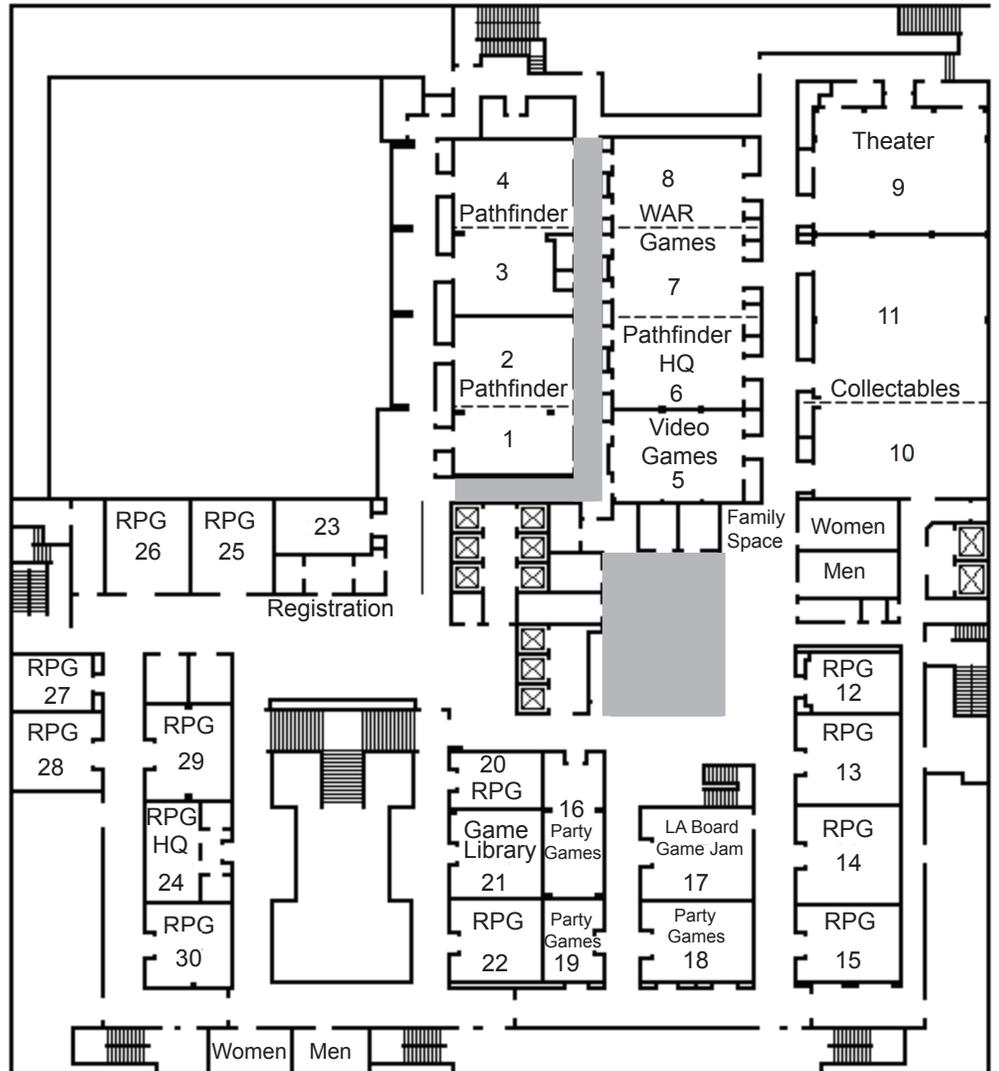
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

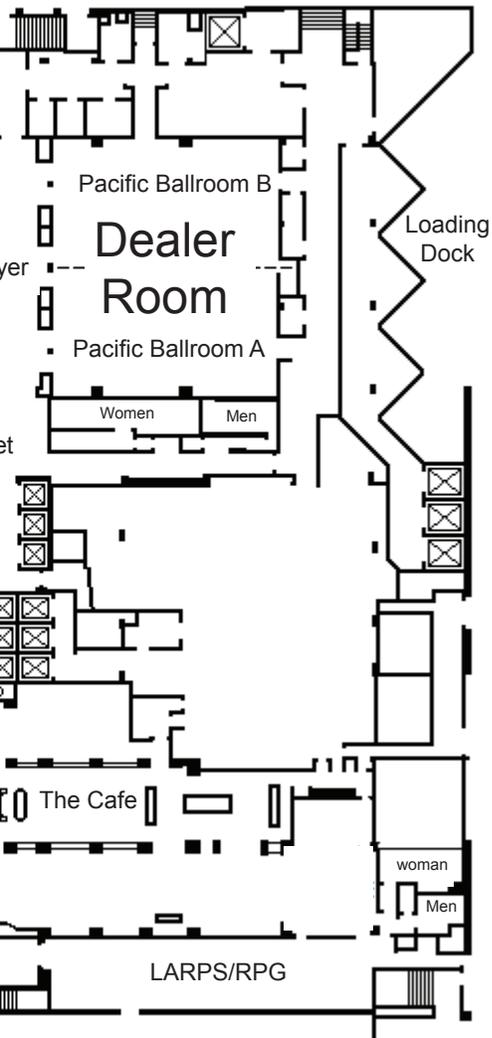


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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

PORT - LOBBY LEVEL



Board Games

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

A new twist on Yahtzee. Players roll dice to match cards. Other players can attempt to steal cards if they roll better!

You're Bluffing – Sun 6 pm

Players collect sets of animals. You can do this through actions or horse trading. Players make offers on each other's animals with the highest offer winning. The catch is that all offers are secret. You could be making the deal of a lifetime or losing your shirt.

Yspahan – Sun Midnight

A quick game with multiple victory point options encompassing elements of area control and building development. The active player rolls dice which will determine the available actions for all of the players in each round, and then gets first choice of action.

Zombie Dice Expansions – Mon 1 pm

You are a zombie. You want braaains. More brains than any of your zombie buddies. The 13 custom dice are your victims. Push your luck to eat their brains, but stop before the shotgun blasts end your turn!

Family Games

For Orcon 2017 we put together a selection of family-oriented games in several departments. This show there are over 50 sections – we hope something for everybody. Many of these events will be hosted in the Family Area while others will be hosted in the their departments designated space. Please check the schedule or with the respective department HQ!

Kids Only Events

Board Games: Pounce, The Kids of Catan

Collectibles: Pirates Sink & Keep: Minion Marauders!

Miniatures: X-wing Kids Demo and Practice, X-wing Kids Tournament

Video Games: Mario Kart 8

Family Events

Board Games: Ghost Blitz, Pirates Cove, Piston Cup Racers, Rival Restaurants DEMO, There's a Moose in the House

Collectibles: Cool Mini or Not - "take along games" (2), Double Feature, Exodus Tournament (3), Kitty Paw and Doggy Go!, Krosmaster Arena, Munchkin Treasure Hunt!, Munchkin Wonderland!, Yu-Gi-Oh! Demo (5), Yu-Gi-Oh! Game Show (3), Yu-Gi-Oh! Lite Tournament (3), Yu-Gi-Oh! Tournament (2)

LARPs: Starship Valkyrie

Miniatures: Calore River crossing - Salerno 1943 HMGS-PSW, Clay-O-Rama Extravaganza, WWII Bolt Action Demo and Raffle

Party: But Wait, There's More!

RPGs: Accidental Rebels, The New Kid From Abroad, The Quiet Year (2)

Video Games: Mario Kart Team Racing

Games in our Library Rated for Our Youngest Gamers

3+

Aquarius, Hi-Ho Cherry O

4+

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

5+

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

6+

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

Party Games

Party Games

Chairman's Boardroom, Malibu Gardens

AJ's Dungeon Twister Remix – Fri 7 pm, Sat 2 pm

Two teams of players will try to move their characters through a maze-like dungeon. Each floor of the dungeon is at a different table and will have its own rules. Will you and your team be able to escape the twisted dungeon?

Brew Ha Ha! – Fri, Sat, Sun 10 pm

Gather your buds and get ready to laugh as you play our newest game Brew Ha Ha! It is basically Cards Against Humanity meets beer tasting and we'll bring the beer! Once the beer runs out we'll play character assassination where you describe your friends as if they were a beer!

But Wait, There's More! – Sat 2 pm, 10 pm

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

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

You're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their team mates.

Encore – Sun Noon

Do you like to sing? Then this party game is for you. Teams are given a word and have to go back and forth singing a song with that word in it until one team cannot.

Escape Room in a Box: The Werewolf Experiment – Sun 9 pm

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

Joking Hazard – Fri, Sat 9 pm

An EXTREMELY not-for-kids party game from the minds of Cyanide & Happiness, the hit webcomic. Three or more players compete to build funny and terrible comics about friendship, violence, sex, and everything in between.

Latitude 90° : The Origin – Sun 7 pm

A real-time digital social deduction game where there's no moderator, no sleeping, and no dying. *all players must have a mobile device with Chrome or Safari installed.*

Leaders of Euphoria: Choose a Better Oppressor –

Sat 10 am, 2 pm

A Good Cop Bad Cop style hidden identity and deduction game set in the futuristic, dystopian "Euphoria" universe. You'll get to play with the first version off the production line with the co-designer!

Master Thief – Sat 10 am

You are a thief on the rise, your reputation growing with each successful heist. There are other thieves as ambitious as you you'll have to work with them, and against them, to make off with the treasures. But who will be the first to claim the highest title of MASTER THIEF?

Match Game – Sun 5 pm

Come and play this live version of the hilarious game show classic with a "celebrity" panel of your fellow gamers. It's going to be blanking awesome!

Ninja (Playground Game) – Sat, Sun 6 pm

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

Read Between the Wines! – Fri, Sat, Sun 9 pm

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

Red Dragon Inn: LIVE! – Fri 8 pm

If you've ever played RDI, you've wondered "What if we played with real drinks?" It's time to find out. Come play Red dragon Inn with a real Wench serving real drinks beware the dreaded Dragon's Breath Ale (which *will* be on fire)! Limited to 8 players you must be over 21 with a valid California ID to participate. In Malibu Gardens, weather permitting.

Sparkle*Kitty – Fri, Sat 3 pm

You are a powerful Princess trapped in a tower by the evil Sparkle*Kitty & cursed never to curse again! Use your new found spellbook filled with Sugar & Spice spells to bust yourself out & defeat the bad kitty. An adorably fun social game for all (reading) ages, sizes & genders.

The Tube Test: Television Trivia – Sat 6 pm

He's not Mr. Television (that was Milton Berle). He's not Mr. Warmth (that is Don Rickles). He's not even Mr. Know-it-all (that will always be Bullwinkle J. Moose). He is Alfonzo Smith and he back with another session of television trivia. So get together a team of all ages because you will be asked questions on topics ranging from the first sign on to "The Last Man on Earth."

Two Rooms and a Boom – Fri, Sat, Sun 9 pm

A game for 6-30 players, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President at the end of the game, then BOOM!

Two Rooms and a Boom - Adults Advanced – Fri, Sun 10 pm

Adults only, advanced rules. Players will be allowed into each game in sign up order.

Werewolf –

Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am Social deduction game "Ultimate Werewolf" with pre-selected villages ready to go as soon as the chairs are filled, we start! Village size will be under 25 people, so don't be late, or you won't get to live (or die!) in this village!

Werewolf in ASL – Fri, Sat 11 pm

Traditional Werewolf run in both English and ASL!

Werewolf : Twilight Edition – Sat 10 pm

Same Werewolf game, but with a third team. Bella, Edward and Jacob are a third team. Edward is killing additional villagers as the lone Vampire, but with a twist - it's a Cupid lovers love triangle. Jacob wakes up with the Wolves, but he is really a member of team Bella. Join us for this epic version of Werewolf.

Werewolf - Vampire Hunter and Spreading the Faith –

Sat Midnight

Variant games of Werewolf with two new roles. Vampyre Hunter and Solo Mason looking for new members.

Witchhunt – Sat 7 pm

Similar to Werewolf, the witches and townspeople face off to get rid of the other side. Every player (including witches!) has an unique ability. "Dead" players on both sides continue to affect the outcome instead of sitting on the sidelines waiting for the next round.

Collectibles

Collectibles

La Jolla

"Mine Goes to 20" Epic Munchkin – Sat, Sun 8 pm

Are 10 levels of Munchkin not enough? Are you Epic enough to hang in there for 20 levels? Here's your chance to prove how Epically Munchkin you are. Prepare to stick around awhile...we have 4 hours carved out for this Epic game.

"Munchkin Au Naturel" – Sun 8 pm

Munchkin. Just Munchkin. No promos, no bonuses. Here's your chance to prove you are the Munchkinest Munchkin ever, with no outside help. Whether you're new to the World of Munchkin, or a long-time fan, this game is for you.

"One More Roll!" Dice Games –

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

Some of the most fun dice games on the planet! Mars Attacks: The Dice Game, Zombie Dice, Chupacabra Dice, Batman The Animated Series Dice Game, and Cthulhu Dice all pose their own challenges and supply their own fun. As a bonus, play the new Simon's Cat card game!

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

GM: Brandon Weiss

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

Bill & Ted's Excellent Board Game – Sun 10 am

Strange things are afoot in Bill & Ted's Excellent Boardgame! Collect personages of historical significance, but beware! Every time you bag someone, the phone booth breaks most-heinously, and your adventure through time will take a most serious turn! Be excellent to each other..

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

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

Clank! – Sat Noon

GM: Renegade Heroes

Sneak into an angry dragon's lair to steal precious artifacts. Delve deeper to find more valuable loot. One false-step and – CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. Deck building combined with a dungeon crawl!

Cool Mini or Not - "take along games" – Sat, Sun 10 am

Family area demo! Stop by and play "Looterz", fighting over the dragon's hoard with fellow looters, or "Play Me!", a fast paced Alice in Wonderland themed dice game.

Dice Masters 101 – Sat 3 pm, Sun 1 pm

GM: Diane Grotjohn

Learn to play Dice Masters, a collectible dice game focusing on team building, strategy, luck and rolling a whole lot of dice!

Dice Masters "Grab Bag" Tournament – Sun 2 pm

GM: Diane Grotjohn

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

Dice Masters Booster Draft Tournament – Sat 4 pm

GM: Melissa Weiss

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

Double Feature – Sun 4 pm

GM: Renegade Heroes

Family Event! Players earn points by being the first to name a movie that links elements from two DOUBLE FEATURE cards. The first player to earn enough points wins DOUBLE FEATURE! You don't need to know movie trivia – all you need to know are the movies you've seen.

Dragon Dice Demo – Fri Noon, Sat, Sun 11 am

GM: Cliff Broadway

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

Dragon Dice SEALED KICKER DRAFT tournament – Sun Noon

GM: Nicole Roberts, Shiloe Swisher, Ben Ricci

Players receive 3 sealed Kicker Packs (retail value \$30) of any race they choose and construct an army of 36 health, 50% magic limit, standard tournament rules. Prizes: Rare Promotional Dice DragonSlayer & DragonZealots: 4-health champions with special powers. Entry fee: \$15

Dragon Dice SEALED STARTER Novice Tournament – Sat Noon

GM: Dave Borgeson, Cliff Broadway

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

Exodus Tournament – Sat Noon, 5 pm, Sun Noon

GM: Charles Watson, Jon Brown

Constructed. Prize support includes promo cards, limited edition cards, plus dealer dollars and ribbons.

Herodix Battle Royale – Sat Noon

GM: Rich Pizann

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

Highlander TCG Type 1 Standard – Sat 9 am

Highlander TCG Type 2 Standard – Sun 9 am

GM: Geoff Colman

Sharpen your swords and be ready to fight for the Prize. Type 1 (Sat) or 2 (Sun) Standard, prize support in hand.

IGA – Fri 4 pm

GM: William Salazar

Come play a demo of one of the many games Under The Indie Game Alliance banner. Everything from strategy games, to card and resource management games

Kitty Paw and Doggy Go! – Sat 4 pm

GM: Renegade Heroes

This is a Family Event! Test your reaction, dexterity and speed in these fun game featuring colorful kitties, and acrobat dogs. Games last between 15-30 minutes, so come anytime during the event and bring your friends!

Knightmare Chess – Sat 2 pm

Learn to play! The cards break the rules in wild and unpredictable ways. Some affect a single move, and some change the entire game. The possibilities are endless, and so is the fun!

Collectibles

Knightmare Tile Chess Tournament – Sun 2 pm

Do you have Nightmare Chess tamed? Is Tile Chess a piece of cake? Are you ready to put them together, and show the other players what you're made of? Are you ready for a frighteningly challenging game of chess with no borders? 2 hours qualifier, 2 hours final.

Krosmaster Arena – Sat 11 am

GM: Oliver Deinzer

A player-vs-player, tactical card game with anime-style miniatures. 4 krosmasters per team. One boss, one gold and 2 white are allowed on each team. Don't have to bring figures, we can provide and will teach the game to anyone who wants to learn :)

Lanterns and Lotus – Sat 10 am

GM: Renegade Heroes

A tile placement game set in imperial China. Players act as artisans decorating the palace lake with floating lanterns. Lotus is a beautiful game that grows into a unique work of art every time you play.

Magic: the Gathering 101 –

Fri 5 pm, 7 pm, Sat, Sun 11 am, 2 pm

GM: Frank Zazanis

Learn the basics to play Magic: the Gathering! Decks will be provided.

Magic: the Gathering Friday Night DRAFT – Fri 8 pm

Magic: the Gathering Saturday Night DRAFT – Sat 8 pm

Magic: the Gathering Sunday Night DRAFT – Sun 8 pm

GM: Dae Kim (Fri)/Jimmy Crowell

\$15 buy-in draft for Magic: the Gathering using the Kaladesh Block. Lands will be provided. Packs and promos for the tournament winners!

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

GM: Michael Arsollon

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

Magic: the Gathering On-Demand Draft – Sat, Sun Noon

GM: Dae Kim

\$12 buy-in Magic: the Gathering Drafts run from Noon until 6. Single Elimination rounds will begin as soon as 8 players are ready. 1st and 2nd place each get three packs!

Magic: The Gathering - Pauper Tourney – Fri 8 pm

GM: Michael Arsollon

Who will win the all-commons tourney and take home the Golden Binky? Build your deck with all commons. Your deck must contain a minimum of 60 cards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: the Gathering Sealed Draft –

Fri 6 pm, Sat, Sun 1 pm, 5 pm

GM: Dae Kim (Fri)/Jimmy Crowell

\$20 buy-in sealed draft for Magic: the Gathering using the Kaladesh Block. Lands will be provided. Packs for the tournament winners!

Middle-Earth CCG 101 – Fri 1 pm

Middle-Earth CCG - Hero Arda – Fri, Sat 6 pm

GM: Larry Page

You are one of five Wizards vying for the honor of fighting Sauron and the power of Mordor! You collect rings (possibly even the One Ring) and other treasures, armies, and allies while combating creatures and hazards! All cards to be provided, and beginners are certainly welcome!

Middle-Earth CCG - Open Constructed – Sat, Sun 1 pm

GM: Larry Page

Open-constructed MECCG in 3-round Swiss format! All decks welcome—Wizard/Hero, Sauron/Minion, Fallen Wizard, and First Folk (Elf- and Dwarf-Lord). Constructed decks to be 30/30 with 30-card sideboard, and proxies are welcome if they are readable and reasonable facsimiles!

Munchkin - Players' Choice –

Fri Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm,

Sat 10 am, Noon, 6 pm, 8 pm

Sun 10 am, Noon, 6 pm

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

Munchkin Quest – Fri 8 pm

Kill the monster, grab the treasure, stab your buddy. Munchkin Quest uses the same themes and a lot of the same stupid jokes (plus some new stupid jokes). But Munchkin Quest uses a board which you build yourself, a turn at a time, where persistent monsters move.

Munchkin Tournament – Sat, Sun 2 pm

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

Munchkin Treasure Hunt! – Sat Noon

Family Event! A fun boardgame for up to six players, ages 6 and up - now everyone in the family can be a Munchkin! The munchkins (that's you!), move around the board (dungeon), fighting monsters and collecting their treasure. The one with most gold wins the game!

Munchkin Wonderland! – Sun Noon

Family Event! Join Alice and her friends as they collect fantastic treasures and fight horrible monsters. Hoard the most gold and win!

Pirates Sink & Keep: Minion Marauders! – Sun 5 pm

GM: Victor Bugg/Melissa Weiss

The minions have taken over the seas and need all the gold to buy more bananas! Kids event. Special Format. Two teams of three players each vs the other team. Ships provided. Fun and Prizes for everyone.

Pocketari: Minotaur – Sat Noon

GM: Gerrod Garcia

Explore the Minotaur's labyrinth, defeat monsters and avoid traps while navigating an ever changing dungeon. Recover the pieces of ancient medallions and seal away the Minotaur. Beware, the Minotaur may be lurking around any corner, waiting to crush puny adventurers like you!

Pokemon – Sat, Sun 11 am

GM: Charles Watson

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

Pokemon Workshop – Sat, Sun 10 am

GM: Charles Watson

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

Presidential Knife Fight Demo – Sat, Sun 11 am

GM: Jason Wegener

Stab your way to victory, and become the Supreme President of These United States with this "take that" style game for 3-6 players. Demo lasts about 45 minutes.

Revolution! – Sat 10 am

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory, collect more gold, blackmail, and force. It's a game of bluff, counter-bluff, and surprise.

Snow Tails – Sun Noon

GM: Renegade Heroes

Set in the snowy world of the Arctic Circle, where brave sledders compete in a test of skill and endurance. Action is fast and furious and not all sleds may make it to the finish. The game features a fun and original movement mechanism.

Star Wars Destiny Constructed – Sat 10 am, Sun 3 pm

GM: John Borders

Standard Deck construction rules (up to 30 points, 30 card deck with no more than 2 copies of any card in it). Swiss 35 minute rounds. Deck lists will be required. \$5 entry. Prizes.

Star Wars Destiny Draft – Sat 8 pm

GM: John Borders

Swiss pairings. Each player will draft cards from 6 packs. You will then construct decks of a minimum of 20 cards. Team restrictions are lifted (you can play Hero and Villan cards in the same deck). \$25 entry fee. Prizes.

Star Wars Destiny Draft/Constructed – Sun 8 pm

GM: John Borders

If there is not enough interest in Draft, this will be standard constructed. Each player will draft cards from 6 packs. You will then construct decks of a minimum of 20 cards. Team restrictions are lifted (you can play Hero and Villain cards in the same deck). \$25 entry fee. Prizes.

Star Wars Minis "Escape from the Death Star" – Sun 5 pm

GM: Mel Campbell

Special event with life-like sci-fi terrain. Players each field a team of 100pts, and battle the Imperials on the Death Star to save Princess Leia from the Detention Block, and the clutches of Darth Vader, and special evil guests from across the Star Wars universe.

Star Wars Minis Clash of the Titans-Melee Style Sealed Booster

Draft – Sun Noon

GM: Mel Campbell

Star Wars Miniatures sealed Battle Royale booster draft tourney. The tourney will consist of 3-4 swiss rounds. GM will provide minis and cards to borrow.

Tile Chess – Sat 4 pm

Learn to play! Tile Chess is chess without boundaries. All you need are the tiles.* Each tile represents a chess piece, and as you place the tiles, you create the board. No board! No borders! * You need to know how to play chess, of course.

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

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

Yu-Gi-Oh! Game Show – Sat 6 pm, Sun 7 pm

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

Yu-Gi-Oh! Game Show (family area) – Sat 6 pm

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

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

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

Yu-Gi-Oh! Tournament – Sat, Sun 7 pm

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

Video Games

Marina

Hearthstone – Sat 8 pm, Sun 2 pm

This will be a Standard format event. Best 2 out of 3. No hero can be repeated. Even though this is a game from Blizzard Entertainment it is not required. Sunday may be Wild format.

Mario Kart 8 – Sun 3 pm

Race with some of the best-known Nintendo characters, and go for the gold! Choose your character, vehicle, etc. and race against up to three others on various different tracks. Each round will be scored over multiple races, and the the highest score in the finals will be the King of Karting.

Mario Kart 8 Team Racing – Sat 3 pm

Pick a partner and race against another team. Check out the fun tracks of the Mario Kart world. Also a great chance for kids to practice for the Sunday Tournament.

Overwatch 2v2 – Sat 6 pm

Blizzard's latest game, Overwatch, is the team-based FPS that you never knew you wanted. This tournament is 2v2 with standard double-elimination rules. Only Control maps will be used for this.

Overwatch 3v3 – Sun 8 pm

Blizzard's latest game, Overwatch, is the team-based FPS that you never knew you wanted. This tournament is planned as 3v3 with standard double-elimination rules. Rules may be adjusted based on available computers - please check on Saturday for more details.

Rocket League 101 – Sat 3 pm**Rocket League 2v2 (Standard)** – Sat 4 pm

Ever heard of playing soccer with cars? Cars with jet engines? Well, now you have. This tournament is for teams of 2 in a standard, double-elimination tournament.

Rocket League 2v2 (Rumble) – Sun 4 pm

Normal Rocket League is pretty crazy. But it gets even crazier when you start giving the cars power-ups! Kick an opponent. Trade places with an opponent. Punch the ball! And many more options. This is a 2v2, double-elimination tournament.

Super Smash Bros – Sat, Sun Noon

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

LARPs

LARPs

Bel Air, Catalina, 3103

Crisis Aboard the Starship Seshet – Escape Room RPG

Fri 6 pm, 8 pm, 10 pm, Sat 9 am, 11 am, 1 pm, 3 pm, 5 pm,
Sun 10 am, Noon

GM: Aaron Vanek

A small team must solve a crisis aboard the Starship Seshet before oxygen runs out. Challenge yourself in this escape room-type scenario to demonstrate the upcoming blockbuster LARP Starship Selket: Wave One. If you fail, you can sign up again (each run is the same). Physical warnings: you may be exposed to loud noises, flashing lights, total darkness, blindfolded, visually/audio impaired, asked to crawl short distances, be misted with water, and exposed to strong scents. If you have any concerns we will endeavor to accommodate you. Thematic warnings: Moderate to high possibility of failure and character death, intense action and stressful situations. Ages 13-17 must be accompanied by parent or guardian.

Night of Blood and Ashes – Sat 6 pm –

Vampire: The Masquerade

GM: Rachel Judd

The Camarilla is attacking and the Sword of Caine must unite to defend their territory! The Toreador Prince has marshaled his forces and has been sending the power of his city against the Sabbat of Tijuana. Now is the time for all faithful Cainites to come together and resist - perhaps even finally take San Diego. This is day 2 of a special 2 day event run by Pillars of Salt, a local independent Vampire: the Masquerade LARP. All characters are pre-generated and pre-assigned. Walkups welcome.

Night of Fire and Fury – Fri 8 pm – Vampire: The Masquerade

GM: Rachel Judd

John Hopkins, the new Prince of San Diego, is unifying his court by pointing them at the Camarilla's dread enemy - the Sabbat of Tijuana, who lay just across the border and have been testing the limits of his power and resources. Together, the court must unite and coordinate their resources, or they risk total destruction at the hands of the Sabbat. This is Day 1 of a special 2 day event run by Pillars of Salt, a local independent V:tM LARP. All characters are pre-generated and pre-assigned. Walkups welcome.

Owroboros – Sat 2 pm – Freeform LARP

GM: Evan Schauer

Ages 18+ Are you nasty or nice? Good at making excuses? Enjoy voting? Insults & excuses with friends & possibly enemies. 4 - 40 players. Simple rules, one page long, as seen in the Golden Cobra Awards.

Starship Valkyrie – Sun 2 pm – Starship Valkyrie

GM: Christian Brown

A cooperative live-action game with board game and card game elements. Work with your crew to resolve the scenario, defend the principles of the Earth Republic, and get your ship home safely. Those who pre-register for the event will get a more advanced character to play at the game. Join us! Kids 13 or younger require a parent to play with them. Ages 14+ can be unaccompanied.

Star Wars LARP Creation – Sat Noon –

Star Wars Live-Action Role-Play (LARP)

GM: Allan Sylvia III

This is a personal goal to create a Star Wars-based LARP that is inclusive to EVERYONE. Families, Children, Handicapped, of every ethnicity, creed, religion, sexuality, since we are all fans of the Star Wars Universe. This will take place in the Expanded Universe/Legacy, based on the Video Games, Comic Books, Novels, and other fan-made applications. This is the first official meeting to bring everyone together, to work on the system, create the rules, and establish a working system that is all-inclusive.

The Fall of House Black – Sun 8 pm – A Whisper or a Knife

GM: Evan Schauer

A one-shot scenario for the gm-less narrative larp game A Whisper or a Knife. The players take the roles of various friends, enemies, and business partners of Mr. Black, all trying to grab a piece of the mogul's empire. Set in a dark industrial fantasy early 1900s empire. Pre-gen characters are provided, costuming is encouraged but not required.

The TenT – Sat 8 pm – LARP

GM: Trey Alsup

Lie to us? We'll lie to you. Spy on us? We'll spy on you. Poison us? We'll poison you. You are a member of "The East" an environmentalist group that takes direct action against our corporate overlords. You have been summoned to an emergency meeting in woods of southern Illinois. You hope this is the big jam that has been rumored the last few years. Dress warmly. It gets cold at night. Heavy role-play. Costumes encouraged (camping gear). Adults only.



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

Open Gaming

Plaza Ballroom A

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

Miniatures

Miniatures

International Ballroom A

40K Ironman Tournament – Sat 6 pm – Warhammer 40K
1,000pt Army chosen from current GW Codex(es), NO Heresy Codexes. Random pairings, 3 games, as models are wounded/damaged/killed they remain as such for remainder of tourney. Battle Points are the only scoring for this system.

Age of Sigmar: Arena of Death – Fri 6 pm – Age of Sigmar
Players bring any single character model up to 15 Wounds. Each character is then placed “in the Arena” and fight ‘til the last model is standing!

Alpha Strike: Assault of Frankopolis IV – Fri 6 pm –
Alpha Strike: Battletech

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

Antares Open Gaming – Sat, Sun 10 am –
Beyond the Gates of Antares

GM: Justin Rodriguez, Alex Hackert
Join us for fast paced battles in the Antares Universe. Antares uses the Bolt Action orders dice mechanic which makes for interactive enjoyable games. 750 to 1000 points battles. Bring your armies and get ready to roll some d10’s!

Arcadia Quest – Sat 2 pm – Arcadia Quest
GM: James Freeman

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

Battle of Gaza 1799 French vs. Ottomans - HMGS-PSW –
Sun 11 am – Napoleonics 28mm
GM: Michael Verity

Fun scenario with the French Armee d’Orient, under General Bonaparte, marching towards Gaza (Acre) and encountering portions of the Ottoman army of Damascus, under Jezzar Pasha, defending the sandy coastal hills. All gamers welcome, experienced or inexperienced.

Bloodborne – Sat, Sun 9 am – Bloodborne
Designed by Eric M. Lang and based on Sony Entertainment and FromSoftware’s hit video game Bloodborne for the PlayStation 4. In it, several Hunters will enter the Chalice Dungeon, but only one will be able to escape the victor.

Blood Bowl Boot Camp – Sun Noon – Blood Bowl
GM: Paul Villar

New to Blood Bowl or just want to get some games in. Either way this is the event for you. For new players and the interested we will have demo teams for you to learn. If you are a vet and just want to play bring your teams and meet up with other blood bowl players for some open gaming or practice.

Blood Bowl Tournament: Noober Bowl 1 – Sat Noon –
Blood Bowl
GM: Paul Villar

A semi-casual tournament for new and veteran players alike, consisting of 3 rounds. Each team will start of with 1 million gold to create their team. Each round in addition to earned SPP’s each coach will choose three players (may not choose the same players each round) who will be granted 6 SPPs (enough for a skill roll each). Everything is carried over, injuries, skill ups, etc.

Blood Rage – Fri, Sat, Sat 8 pm – Blood Rage
Ragnarök has come, and it’s the end of the world! It’s the Vikings’ last chance to go down in a blaze of glory and secure their place in Valhalla at Odin’s side!

Bunker Hill or Bust! – Sat 10 am – Homebrew
GM: Tom Glauser

It’s the Battle of Bunker Hill in a fast-paced competitive head-to-head fight. Be the first to lead your troops to the top of Bunker Hill and claim the rebel’s sword! This is a fast-paced (30 minutes tops) game where each player takes the role of a leader of British troops. Suitable for all ages. Games will run back-to-back as long as we have time.

Calore River crossing - Salerno 1943 HMGS-PSW – Sat 11 am –
Flames of War 20mm

GM: Daniel Verity
Salerno – Calore River crossing 1943 Flames of War 20mm scenario based upon the efforts of 2nd Battalion, 179th RCT to advance across Calore river, block German access to Highway 19 near Serre, and link up with rest of their 179th RCT taking a different route towards Ponte-Sele and Serre. All gamers welcome.

Circus Maximus – Sat 5 pm – Circus Maximus
GM: Jaime Vann

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

Clay-O-Rama Extravaganza – Sun 10 am – Clay-O-Rama
GM: Patrick Sewell

Come play the best game at the con that does not feature chariots, unless you build it yourself! Players will use the provided Play-Doh to create their gladiator. The skys the limit! We’ve had snakes, flying pigs, dragons, robots, a swarm and far more. Then battle it out with whatever attacks you gave your creation and special powers that allow you to throw, drop, poke and otherwise maim the enemy!

Come and learn Infinity – Sat 5 pm – Infinity
GM: Mark Nicholson

Come and learn the hit Sci Fi skirmish game with us, we’ll have tables open for gaming and demo games. All Materials can be provided or you can bring and use your own.

Dead Orkz Curve – Fri 4 pm, Sun 10 am –
Modified Classic Gorkamorka
GM: Chris Brockmeier

As boredom quickly sets in during a lull in battle, you join your fellow boyz in a heated argument as to who has the fastest Trukk in the warband. Challenges are made and accepted, side bets are made for premium scrap, and rumor quickly spreads that special guests will come to watch the race. The race is on! This is a modified version of the old Gorkamorka rules made for races between mobs. Either bring your painted Trukk, a Nob, and a dozen boyz and grots or you can use what we have.

Dust 1947: Apocalypse Now – Sun 10 am – Dust 1947
GM: Thomas Farr

A game of Small Unit Warfare in an alternate history 1947. Come join us for the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you’re so inclined. Beginners Welcome, all materials provided, join any time!

Miniatures

Freeman's Farm, Sponsored by HMGS/PSW – Sun 11 am –

War Against George III

GM: Dan Munson

As the northern pincer of British Lt. Gen. Sir Henry Clinton's audacious 1777 campaign, Maj. Gen. John Burgoyne's "Canada Army" has penetrated south to vicinity of Saratoga, N.Y. The impatient and hot-headed (but brilliant) Maj. Gen. Benedict Arnold slipped Gate's leash and moved his division forward. The result was the Battle of Freeman's Farm and the end of Burgoyne's southward advance.

HMGS-PSW Italian Wars Participation Game – Sat 2 pm –

Pike & Shotte

GM: Andrew Gledhill and Paul Schipitsch

28mm Italian Wars participation game featuring Landsknecht and French pikes, with Irish mercenaries, artillery support, and plenty of cavalry including Gendarmes, Stradiots and Mounted Arquebus and Crossbow. All troops and terrain provided and rule guidance given.

Infinity Demo – Sun 4 pm – Infinity

GM: Frank Vassallo

Infinity is a tabletop wargame in which sci-fi themed miniatures are used to simulate futuristic skirmishes. Infinity recreates Direct Action operations, high-stakes missions in the battlefield or behind enemy lines, where victory or death are a trigger pull away. Players command a small group of elite soldiers, chosen for their adequacy to the mission parameters at hand.

Intro to 40K – Sat 10 am – Warhammer 40K

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

Intro to Age of Sigmar – Sun 10 am – Age of Sigmar

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

Kings of War Tournament – Sun 10 am – Kings of War

GM: William Stilwell

This will be a beginner friendly 2,000 point three round Kings of War tournament. Army lists can be from the Kings of War 2nd rulebook, Uncharted Empires, Kings of War Historical and the Twilight Kin PDF. Special Characters will be allowed but allies are not. Please use kow2.easyarmy.com to make army lists.

Malifaux Championship Series @ Strategicon – Sat 11 am –

Malifaux 50SS GG2017

GM: Joshua Gill

Tournament Details: 2017 Gaining Grounds Organized-play rules 3-rounds @ 2 hours per round GG2017 Strategy Rotation + Randomized Schemes -50 Soulstone Master-lead crew -Fixed Faction -Models must be Primed - OrcCon day pass for Entry Fee

Malifaux Learn-to-play – Sat, Sun Noon – Malifaux GG2017

GM: Joshua Gill

A fast-paced and brutal 32mm tabletop miniature skirmish game. Whether you might be an avid veteran of tabletop or never picked up a miniature in your life, the demo will take you through every mechanic of the game in a fun and easy-going environment. The demo consists of 5 scenarios. Scenario take about 20 minutes can be played as many or as few as you wish.

Masmorra: Dungeons of Arcadia – Fri 2 pm, Sun, Mon 9 am –

Masmorra: Dungeons of Arcadia

Masmorra was a magical dungeon built beneath the streets of Arcadia. It was meant to be a training grounds for young Heroes, until it was taken by force by the evil wizard, Malaphyas. Now the Heroes will play through several rounds, delving deeper into the dungeon, facing off against nasty monsters, and gaining experience as they go.

Mega-Apocalypse Day 1 – Sat 10 am

Mega-Apocalypse Day 2 – Sun 10 am

Warhammer 40K Apocalypse

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

Mega-Apocalypse Deployment – Fri 6 pm – 40K Apocalypse

All rules and SoCal Crusader rules will be discussed at this time. Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset! Deployment begins at 4pm.

Mice and Mystics - Tail Feathers – Sat 6 pm, Sun 3 pm –

Tail Feathers

GM: Nathan Nanning

Set in the world of Mice and Mystics, villainous rats have allied with vicious hunting birds to pillage the humble mouse settlement across Meanderfield. The Downwood Militia soaring into action mounted on starlings and blue jays, swoop in to wage war against the Vermin Raiders!

On Her Majesty's Service – Sun 8 pm –

On Her Majesty's Service

A strategical board game set in the The World of Smog's fantastic steampunk universe. Players must guide their Gentleman through the shifting board that makes up the Shadow Market.

Paint and Take – Sat, Sun 10 am

GM: Sarah ChristianScher

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

Painting Contest Judging – Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are personalized plaques. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 3pm.

Pangea Skirmish – Sat 2 pm – Pangea Skirmish

GM: Tom Black

Step up and join the fray. Lead the Mighty Simian Legion, the Wild Leonine Tribes, Saurus Confederation or the Hive strike teams to capture soulstones, the very essence of life. Short fast-moving, all-action games, play a round in a hour or stay all day. Easy rules will be taught, everything provided.

Parallax: Warbands Demo – Sun 10 am – Parallax: Warbands

GM: Adam Rosenblum

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

Pickett's Charge (Gettysburg Day 3) – Sat 10 am –

Home Brew Rules

GM: Robert Boyens & Jesse Boyens

Can the Confederates break the Union line? Or is there a more subtle way to get behind as Longstreet suggested?

Potion Explosion – Sun, Mon 9 am – Potion Explosion

It's senior year at the Horribilorum Sorcery Academy for Witty Witches and Wizards, and all of your hard work and studying comes down to this: the final exams! In Potion Explosion, players collect ingredients from the unique slide dispenser to complete the potions they're working on.

Miniatures

Raccoon City Escape – Sun 4 pm –

Mantic's The Walking Dead All Out War

GM: Wesley Conklin

Scenario using Mantic's The Walking Dead All Out War. Escape Raccoon City with the remaining survivors of S.T.A.R.S Alpha team.

Relic Worlds Showdown – Sat, Sun 10 am –

Savage Worlds Showdown

GM: Jeff McArthur

Search the ancient ruins of long-lost alien civilizations as you battle your opponent and local monsters in Relic Worlds Showdown! This game uses the Savage Worlds Showdown rules, and is premiering at Orcon! We will have several games of this throughout the day, so come by any time!

Robotech Tactics RPG Conversion Campaign – Fri Noon –

Robotech Tactics RPG Miniatures

GM: Allan Sylvia III

A squadron of Players will take on the role as individual RPG characters in a large-scale battle between the Zentraedi/Meltraedi and the Anti-U.N.Spacey Forces. Each player will be able to progress through the game and level up their character by completing missions, and engaging in combat with enemy forces. Players are allowed to make their own characters, or they can select one from a number of pre-gen characters.

Rum and Bones – Sun 2 pm – Rum and Bones

Avast mateys! Time to set sail and take to the high seas, where battle and adventure await! In Rum & Bones, you and your mateys will take control of imaginative pirate factions and face off in a head-to-head battle inspired by MOBA style video games. One pirate will walk away with all the booty and the other has a date with Davy Jones' Locker!

Runewars Demo –

Fri Noon, 4 pm, Sat 10 am, Sun Noon, Mon 10 am – Runewars

GM: Brent Hengeveld and Jamin Ng

Come and learn how to play Runewars! Runewars is an epic game of conquest, adventure, and fantasy empires for two to four players. Set in the Runebound universe, Runewars places each player in control of one of four factions, where he must spread a fledgling empire through the land, conquer territory, recruit heroes, and ultimately acquire enough dragon runes to dominate Terrinoth and claim victory!

Scouring of the Westfold-Gogdush must die! – Sat, Sun Noon –

The Lord of the Rings-Strategy Battle Game

GM: Larry Stehle

Saruman's forces are destroying the western part of Rohan. A group of Rohirrim has set out to stop the worst of the raiders, lead by the Uruk-Hai Gogdush. Can the Riders of Rohan kill Gogdush and stop his forces from destroying more of Rohan? Or will Gogdush crush all in the name of Saruman and the White Hand of Isengard?

Signal Close Action – Sun 10 am – Signal Close Action

GM: Robert Boyens and Jesse Boyens

1812: Badly needed French supplies are being sent to Spain, taking advantage of the British blockaders being blown off station by a storm. Can the French supply ships being escorted by men-of-war make it up the coast before the Royal Navy intervenes? 1/1200 ships - everything supplied.

SMOG:On Her Majesty's Service – Fri 8 pm – SMOG:On Her Majesty's Service

A strategical board game set in the The World of Smog's fantastic steampunk universe. Players must guide their Gentleman through the shifting board that makes up the Shadow Market.

Songs of Blades & Heroes / Songs of Drums and Tomahawks

Demo – Sun Noon – Songs of Blades and Heroes

GM: Donald Tseng

Excellent skirmish game system - use whatever miniatures you possess. Comes in whatever genre you desire I'll be doing fantasy and American Revolution. Easy to learn and very engaging I've played plenty, and highly suggest you give this a try.

Star Wars: Armada 180 Point Tournament – Sun 10 am – Star

Wars: Armada

180 point Armada tournament. 1 hour games 3 games No objectives, terrain if both players want it. After thorough play testing I've determined that no large ships will be allowed. Small and medium ships only.

Stone's River presented by HMGS/PSW – Sat 11 am – ACW

GM: Stephen Phenow

On December 31, 1862, the advancing Army of the Cumberland under Union general William Rosecrans fought a battle with Gen. Braxton Bragg's Army of Tennessee on the outskirts of Murfreesboro, Tenn. Both generals formed plans of attack, but Bragg struck first, breaking the Union right with two veteran divisions of Polks' Corps. Rosecrans fell back fighting to save his army and career and finally stopped the Rebels.

Survive the Horde – Fri 4 pm, Sat 1 pm – Mein Zombie

GM: Michael Moran

Are you quick and smart enough to survive a horde of zombies? Come play the fun and easy to learn Mein Zombie. Create a character, load up, and kill hordes of zombies or even your friends. Explore zombie filled areas to recover the missing things you need to survive. Find new and exciting weapons, helpful items, health kits or more ravaging zombies and zombie dogs. Beginners welcome - Rules will be taught.

Team Yankee Tournament – Sun Noon – Team Yankee

GM: Mike James

3 Round tournament. 85 points, scenario games. Would prefer Red vs Blue games, so some flexibility is a bonus.

The Lost Patrol – Sat 11 am – Team Yankee

GM: Tim Keennon

While the battle rages outside Otisburg, both sides are sending out reconns in force, trying to exploit any gaps in the shifting lines. Armored recon units stumble into each other and trigger a light armor knife-fight.

The Others: 7 Sins – Fri, Sat 9am, 2 pm, Sun 2 pm, 8 pm –

The Others: 7 Sins

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

The Russians are Coming – Fri 6 pm – Flames of War

GM: Mark Nicholson and Byron Hildebrand

Looks like no peace in 1946 either

The Walking Dead All Out War Demo – Sun Noon – Mantic's The Walking Dead All Out War

GM: Wesley Conklin

Come on by and learn to play Mantic's Mantic's The Walking Dead All Out War.

Thug Life Demos – Fri, Sat Noon – Thug Life

GM: Jason Serrato

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

Miniatures

Warhammer 40K: Arena of Death – Fri 7 pm – Warhammer 40K
Players bring any single character or unique character model up to 400pt value. Each character will be placed “in the Arena” and fight each other until a single model remains!

Warhammer 40K Tournament – Sat 10 am – Warhammer 40K
GM: John Paiva

The Warhammer 40K Tournament has returned to Strategicon! There will be 3 rounds of battle, 2000 point army lists, and an emphasis on competitive fun! Full rules, army composition requirements, and scenarios to be used can be downloaded from the link below.

Warhammer Quest: Silver Tower – Sat 6 pm, Sun 4 pm –
Warhammer Quest: Silver Tower
GM: Paul Thomsen

Warhammer Quest has finally returned! Learn the new game while leading your band of heroes through the Silver Tower of the Gaunt Summoner. Manage to survive and you will gain glory and treasure.

Wild In The Streets demos – Sat 2 pm – Wild In The Streets
GM: Chris Kohler

Wild In The Streets is a fast paced skirmish game with punks, skinheads, goths and more fighting in the streets. We will teach you how to play the game and will provide miniatures, terrain, dice, cards and counters. Feel free to bring your own gang if you have one.

Wild West Shootout – Fri 6 pm – Homebrew
GM: Tom Glauser

Join in a quick-playing shootout in the smallest town in the Wild West. Rules take seconds to learn. Random sequence each turn and a unique live-action combat mechanism. Suitable for all ages, the kids will probably have an advantage. Multiple players per game. Practice your best Hollywood western quotes, pardner!

WWII Bolt Action Demo and Raffle – Sun Noon – Bolt Action by Warlord Games
GM: Elijah Kellogg

Bolt Action is a popular, squad-based, 28mm WWII Game. The basics are intuitive and easy to learn—we’ll have you playing in minutes!—and yet the gameplay is exciting, dynamic, and infinitely strategic. We’ll have at least two 3D maps to play on, with 4 classic forces to choose from: Soviets, Imperial Japanese, Americans and Germans. All are welcome, and demoing the game will enter you into a free raffle for prizes!

War Games

Los Angeles B & C

1775 Rebellion Tournament – Sat 11 am

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

Axis & Allies Set up and open gaming – Fri Noon
Axis & Allies set up, pre-game smack talk, and open gaming.

Axis and Allies – Sat 9 am
Europe 1940 or Pacific 1940 2nd edition game set and rules. The tournament starts on Saturday, and the final round is typically played on Sunday.

Battle Cry Tournament – Sun 1 pm
A low complexity game of American Civil War battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield. Easy to learn, Fun to play.

X-Wing: 100 point tournament – Sat 10 am – X-Wing
GM: Colin Dimock

100 point tournament, 3 rounds 1 hr games

X-Wing Epic Ship encounter – Sat 5 pm – X-Wing
GM: Claude Lecesne, Bill Fretze

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

X-wing Kids Demo and Practice – Fri 8 pm – X-wing Miniatures
GM: Patrick Sewell

ALL MATERIALS PROVIDED! Rogue One should have everyone in the spirit for some space battles! Come learn how to play X-Wing or come test out your list for the tournament. Anyone who comes will learn enough to play in the kids tournament on Saturday.

X-Wing Kids Tournament – Sat 10 am – X-Wing Miniatures
GM: Patrick Sewell

Come see if the “evil” Empire or the goody-goody Rebels are the best in this tournament just for kids under the age of 16. Bring your own 100 point X-wing list or borrow one from the GM. Minimum of 2 games played with a 3rd game for the top 4 finishers. Prizes provided for the top 4 finishers as in previous years. Maybe this will be the year a bunch of pirates and bounty hunters take it all.

Zombicide – Fri 8 pm, Sat 9 am, 2 pm, Sun 2 pm – Zombicide
Take the role of a Survivor, each with unique abilities, and harness both their skills and the power of teamwork against the masses of unthinking, blood-craving Zombies! Unfortunately for you, there are a lot more zombies than you have bullets...

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

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

C&C Napoleonic Generals, Marshals, Tacticians – Sun 6 pm
Command Napoleon’s French and Prussian, Russian and Austrian forces in a series of battles to earn the title of “Grand Marshall.” All with Richard Borg’s easy to learn and use card driven wargame system.

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

Kriegsspiel – Sun 10 am
Original war game developed by Prussian Army in 1812 to train officers. Double blind, umpired, played on large maps with blocks to represent units. Easy to learn and simple to play understanding of Napoleonic tactics a plus. Con scenario is American Civil War, operational level

War Games

Maria – Sun 10 am

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

Moral Conflict – Sat, Sun 3 pm

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

Napoleonic Wars – Sun 10 am

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

Roleplaying

Plaza Ballroom D, Newport, San Lorenzo

RPG Games on Demand

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

2CGaming Presents - Epic Legacy – Sun 9 am – Dungeons &

Dragons 5th Edition

GM: Ryan Servis

Have you ever wanted to play a 20th level character? To see a hero at the height of their power? Epic Legacy takes 5th Edition Dungeons & Dragons beyond 20th level, come pick up a premade hero and tackle the biggest and toughest monsters the world has ever seen!

2CGaming Presents - The Total Party Kill Tournament Round 1 –

Fri 8 pm, Sat 9 am – Dungeons & Dragons 5th Edition

GM: Steven Gordon

We're back with another tournament! Join Round One on Friday at 8pm or Saturday at 9am and test your might against a deadly dungeon full of treasure! The two teams that secure the most loot will advance to the finals on Saturday afternoon. Winners receive dealer dollars! Premade characters only, which we will provide. Sign up with friends, or join a team of strangers!

Accidental Rebels – Fri 2 pm – Star Wars Traveller

GM: Kurt Potts

A group of Ewoks led by an R4 Astromech droid attempt to save a rebel mission from certain doom. R4-C3r or Racer is a member of the rebel alliance who has noticed several flaws in an upcoming mission. The Rebels won't listen to him so he decides to solve the problem himself with the help of some unlikely allies. A family friendly game in Star Wars Traveller, popularized on Happy Jacks. Pregen characters provided.

AD&D High Level All Nighter – Sat 8 pm – AD&D 2nd ed

GM: Mike Grant

Follow the URL for an in-depth description. This is a coop competitive scenario, with several prize categories. You may bring a character or we will have pre-gens available. We encourage you to build a custom character, the guidelines are laid out on the event page in the URL. A intro blurb is there as well. Basics: Stats 87 points, 3.75 million xp, 20k xp for magic items, Official TSR books, we may record this event.

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

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

Sturm Europa – Sun Noon

This is not your fathers World War 2 wargame! Plastic miniatures and simultaneous action selection are highlights of this fast paced grand strategic ETO simulation. An amazing level of detail and realism, yet it plays like a euro! Check out the demo hosted by the designer.

Virgin Queen (Campaign Tournament) – Sat 10 am

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

A Fine Solution: Welcome to the World – Sat 9 am –

Savage Rifts®

GM: Oscar Simmons

"You, a Tomorrow Legion team, patrol near the border between Arkansas and Tennessee when you come across a family of blue-skinned, elf-like beings running desperately from a Coalition States unit. This seemingly typical conflict between Coalition soldiers and non-humans is anything but typical, as you soon discover." -Working with Sean Patrick Fannon, using minis, music, and media to bring you a memorable intro game.

A Long Way Down – Fri 8 pm – Savage Worlds

GM: Kurt Potts

You figured you'd head out to Vegas and have a few laughs. Things were looking good too until the power went out trapping you in a crowded elevator. It's a long way down from the 32nd floor of the Nakatomi Hotel & Casino. What will you do next in this modern fantasy thriller? Pregen Characters provided. No prior knowledge of Savage Worlds required. Contains adult themes and graphic violence.

A lot can happen on a cold dead rock in space – Fri 8 pm –

GURPS

GM: Gary Mack

(GURPS Tournament) You were finally gonna get off this cold dead lifeless hunk of space rock, finally start making real Cred. Unfortunately you now see that the decades old rust bucket that was supposed to bounce you down the interstellar highway has been quarantined... Now a smirking man in a fancy suit is waving you over to come talk to him

Apocalypse Too – Sat 8 pm – Apocalypse World 2nd Edition

GM: Sam Carter

Apocalypse World is a near-future post apocalypse game about the desperate struggle to survive in a strange and dangerous world. Violence, sex & grotesqueries in a player-driven/GM-manipulated, fast-paced game - now in a 2nd edition! Will you save your little piece of the wasteland, sieze power and rule it with an iron fist, or be the ones to burn it all down?

RPGs

A Time to Harvest — Fri, Sun 2 pm — Call of Cthulhu - 7th Edition
GM: Mike Lowrey

It is the summer of 1930 and a young group of Miskatonic University students head to Vermont on a scientific trip funded by Federated Oil and Chemical to find the source of a new metal ore named Pasquallium. Although the previous trip ended badly for the participants, that hasn't stopped you from joining the new trip.

Bedlam Hall: A Continuation of Horrible Events — Sat 8 pm — Powered by the Apocalypse

GM: David Kizzia

Since the Bordeaux orphans first lost their parents in a mysterious fire, they have bounced from guardian to guardian while pursued by a mysterious villain who manages to kill everyone involved. Now they're coming to Bedlam Hall. Oh good. Bedlam Hall is the new RPG from Monkeyfun Studios. Think "Downton Abbey Meets the Addams Family". All experience levels welcome, character sheets will be provided.

Bedlam Hall - Pride and Prescience — Sat 2 pm — Bedlam Hall - Powered by the Apocalypse

GM: Dave from Monkeyfun Studios

Oh dear heavens. The Blackwoods have invited a special guest to the Hall, a world renowned psychic that speaks to those beyond the veil. Little did they know what trouble they would be unleashing. Quick, hide the silverware. Bedlam Hall is the new RPG from Monkeyfun Studios, creators of Spirit of 77. Think "Downton Abbey Meets the Addams Family". All experience levels welcome, character sheets will be provided.

Beneath a Metal Sky — Sun 9 am — Homebrood 3rd Edition

GM: Mikal Saltveit

Your crew found a seemingly-abandoned space hulk, docked, and began exploring. Now your ship is missing, and that's not the worst of your problems.

Bittersweet: A Story Game of Endings — Fri 8 pm, Sat 2 pm — Bittersweet

GM: Mike Rozycki

How will you meet the end? We're going to find out together. Bittersweet is a cooperative storytelling game. You'll build a unique community facing imminent demise and play to find out how its members settle their affairs with one another.

Blackout at Redfield Maximum Security — Sun 2 pm — Homebrood 3rd Edition

GM: Mikal Saltveit

The power shuts off during visiting hours at Redfield Maximum Security Prison. How will you escape? Who is watching you? What strange goings on are happening in the warden's office?

Blood for the Blood God — Fri 8 pm — Feng Shui 2

GM: Mike Olson

Malice Field grows lush and green, thanks to the spilled blood of thousands of warriors slaughtered in countless battles. It is a lordless no-man's-land of costly victories and crushing defeats. Your band of treasure-hunting adventurers learns of a fortune buried beneath it, left behind by a long-dead cult. The time to claim it is now, on the eve of yet another clash of armies, before Malice Field has a new ruler.

Buckle my Swash — Sat 2 pm — BURP

GM: Lily and Weaselcreature

Prepare for daring-do as swashbucklers from around the genre swing in to save the day!

Camp Sunny — Fri 2 pm — Call of Cthulhu

GM: James Freeman

You and your friends are taking an impromptu off-season vacation from college and booked a couple of cabins in the Great Lakes. This will be just the thing to combat the stress of coursework and relax! A few days in the wilds full of peace and fun. With college far behind, what's there to worry about? Set in Modern Day. Pre-gen characters provided.

Chummers welcome! — Sat 2 pm — Shadowrun 5E

GM: bryan smith

Some things just not right tonight. Maybe its the rain, or the full moon. Maybe its your stomach growling. If Mr Johnson doesn't call soon you will be dumpster diving for your next meal. Luckily the com rings and restricted ID shows up on the com display. This is it, your meal ticket. Better answer and not frag this up, word is Mr Johnson is the man to do business with!

City of Shadows — Sat 8 pm — Fate Accelerated

GM: Richard Warren

A quirky, dark urban fantasy setting. It takes place in the world similar to our own, but with monsters and magic hidden in the cracks and forgotten spaces. The characters represent a motley band of humans-in-the-know, sorcerers and supernatural beings who stand against the horrors that stalk the night.

DDAL00-01 Window to the Past (levels 17-20) — Sat 2 pm

DDAL00-01 Window to the Past (levels 11-20) — Sun 7 pm — D&D 5e

When a Thayan research expedition returns from the Glacier of the White Wyrms with only two survivors that are reduced to whispering about an ancient pyramid under the ice, perhaps it is time to discover just what scares the life out of a nation of necromancers.

DDAL05-04 In Dire Need (levels 5-10) — Fri Noon, Sun 9 am — D&D 5e

An expedition of dwarf warriors from Citadel Adbar finds itself isolated and besieged by Ice Spire ogres and their allies. They require immediate relief or they risk being destroyed to a dwarf. SEER has directed you to their location in the hopes that you can rescue the dwarves and save their precious cargo, a tablet bearing secrets of ancient rune magic.

DDAL05-05 A Dish Best Served Cold (levels 5-10) — Fri 2 pm — D&D 5e

Among the Story of Stagwick, giants are a recurring theme, but a long-standing peace with giant-kind is now threatened as a patrol of Blood Riders spark a feud with a local tribe of giants. With word of strange activity coming from the Ice Spires, Good King Hartwick can't be too careful. Can you quench the giants' thirst for revenge?

DDAL05-06 Beneath Fetid Chelimber (levels 1-4) —

Sat 9 am, Mon 2 pm — D&D 5e

The ruined wizard tower in the Marsh of Chelimber may hold a clue to defeating the super-intelligent hill giant, Bad Fruul, and prevent him troubling the town of Parnast. To find the tower, adventurers must overcome the watery magic of the fetid marsh and discover or clear a route to the ruins of a previously lost tower.

DDAL05-07 Chelimber's Descent (levels 1-4) — Sun 9 am — D&D 5e

Deep in the Marsh of Chelimber lie the ruins of a great wizard's tower. SEER has received intelligence, which she imparts via her emissary HSING, that deep beneath the tower's ruins lie an old magic known as rune magic. This could be just what Parnast needs to resist the onslaught of Bad Fruul and his armies!

RPGs

DDAL05-08 Beneath Durlag's Tower (levels 11-16) –

Sat, Mon 9 am – D&D 5e

Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there. After a very pleasant tea in her garden, SEER calls upon you to beat him there and put a stop to his efforts!

DDAL05-10 Giant Diplomacy (levels 1-4) – Fri Noon, Sun 2 pm – D&D 5e

SEER has learned of an attempt to intimidate Gralm, an ettin, and his followers into joining Bad Fruul's army. HSING comes forth to communicate that she wants you to see if you can find some way to either insure Gralm remains neutral, or to encourage the creature to challenge Bad Fruul to single combat in the hopes that he might wrest control of the hill giant's forces and turn them back from Parnast.

DDAL05-11 Forgotten Tradition (levels 5-10) –

Fri 7 pm, Mon 9 am – D&D 5e

The origin of rune magic has long been lost upon the majority of sages and wizards, save those with giant blood. However, with the shattering of the Ordning, rune magic has once again emerged into the Realms. Adventurers must delve into a ruined complex beneath the Spine of the World, suspected by SEER to be the birthplace of that arcane tradition.

DDAL05-12 Bad Business in Parnast (levels 1-4) –

Fri 2 pm, Sun 7 pm – D&D 5e

Bad Fruul and his minions have been threatening to overtake the town of Parnast for some time, and intelligence provided by SEER (via HSING) confirms that an attack is imminent. Despite this, the town is at risk from within as internal politics threaten to tear it apart. It is up to adventurers to resolve the infighting in Parnast and prepare the town for the hill giant's onslaught.

DDAL05-13 Jarl Rising (levels 5-10) – Sat 9 am, Mon 2 pm, – D&D 5e

The frost giants of the Ice Mountains have long held to the belief that a great Jarl will one day step forward to unite the families as King. With the Ordning shattered, Jarl Ryndolg believes that if he can locate Hartkiller's Horn, a legendary artifact among giant-kind, he could be the one. A great clarion call has echoed across the Hartvale for two days, and the giants are all marching north.

DDAL05-16 Parnast Under Siege (levels 1-4) –

Fri 7 pm, Sun, Mon 9 am – D&D 5e

Despite the adventurers' best efforts, more creatures joined under Bad Fruul's banner. No longer content to simply attack caravans or isolated homesteads, the hill giant warlord descends upon Parnast at the head of a great force of humanoids. SEER warns the adventurers (directly now) in time to rally the town and prepare defenses, but a heroic effort is required to break the siege.

DDAL05-18 Eye of Xxiphu (levels 17-20) – Sun, Mon 9 am – D&D 5e

Baron Bajram's forces have begun to explore a mysterious island that recently just popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to the adventurers, in competition with the baron, as well as aboleths, the Kraken Society, and the mysterious caretaker of the island, to locate the Eye of Xxiphu and avert catastrophic disaster.

DDEP5-01 The Iron Baron (levels 1-10) – Sat 2 pm – D&D 5e

Deep in the Greypeak Mountains the fire giant warlord Baron Ugarak has enslaved hundreds of small folk to toil in his iron mines furiously extracting elementally infused ore for an as yet unknown purpose. Surrounded by a monstrous army and decidedly shady allies, the Baron poses a dire threat to the goodly folk of the north.

DDEP5-02 The Ark of the Mountains (levels 1-16) – Sat 7 pm – D&D 5e

The flying galleon "Thunderbound" descends on Beregost, unleashing the wrath of the cloud giants! To save the town from annihilation, heroes from far and wide must awaken the lost machine entombed under Durlag's Tower. Dare you board the Ark of the Mountains, and do battle in the burning skies?

Distress on Life Liner 928 – Fri 8 pm – Star Frontiers (Savage Worlds)

GM: Tomer Gurantz

You have just received a distress signal from zoological expedition Life Liner 928. How fortunate! As scrap and salvage, this is your bread and butter! The captain has set a direct course. Get your Albedo Screen, your Sonic Disruptor, and a Stimdose ready, for this Star Frontiers / Savage Worlds, space-based, Lego dungeon crawl. (4 hours minimum game can run 6 hours+ or until you get tired!)

Dungeon Crawl Classics RPG! – Sat 2 pm – DCC RPG

GM: Judge Louis

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back! Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl.

Elders Have Cause to Fear 2 – Fri 8 pm – Vampire: The Dark Ages (20th Anniversary Edition)

GM: Kurt Hanna - Happy Jacks RPG Podcast

The year is 1343. Having faced the crisis in Esztergom last year, several of the same Cainites come together again to meet a new threat. Character packets are lengthy, chock-full of tid-bits to inform role-play as well as the incredible powers Elder vampires can control.

Frontier World – Sun 9 am –

Apocalypse World 2nd Edition (re-skinned)

GM: Sam Carter

The same fast-paced and fluid Apocalypse World mechanics, re-skinned for an old west feel. Sex, Sixguns, and Saloons! Characters quickly built at the table from custom playbooks. This is an Apocalypse World 2nd Edition ruleset game.

Full Moon Waning – Fri 8 pm – Homebrood 3rd Edition

GM: Mikal Saltveit

You awaken to the strong stench of antiseptic and the bright lights of an operating room. A sign on the wall reads "Remember to take your belongs and body parts with you when you leave." Now you remember, you signed up for this.

Funnel World - Escape from the Plague Pits – Fri 8 pm –

Dungeon World

GM: Chris Shorb
The last thing you recall, you had fallen asleep on the village green after the harvest festival. Now you are in a pit with some of your friends and family. Why are you here? What do you do? These rules combine elements of two great fantasy RPG systems—the Dungeon Crawl Classics Role-Playing Game and Dungeon World—by taking the "0-level Funnel" experience of DCC RPG and adapting it to the Dungeon World ruleset.

RPGs

Games on Demand – Sat 9 am – Various

GM: Various

Open all day Saturday, Games on Demand provides you with a pool of GM's willing to run several games. All you do is show up, review what's available and play what you want. When a table fills, the fun starts. Have time between games? Want to try new and interesting things? Come see us at GoD!

GRUEL TRUCK! - "The Cheese of Destiny" (Playtest) – Fri 8 pm –

A Friday Night Game by Monkeyfun Studios

GM: Dave from Monkeyfun Studios

Forget the murderhobo business, time to hang up your sword and start your own Middle-Earth Food Truck! Deep within the mines of Certuhn-Dum, will you and your band of merry adventurers be brave enough to find the fabled Cheese of Destiny? Play to find out! All experience levels welcome, we tend to think Dave's making up the rules anyway. Paper hats will be provided, bring your own spatula!

GURPS Finals – Sun 2 pm – GURPS

GM: Michale Shupe

Play in two GURPS games prior to 2pm on Sunday to qualify!

Hard Time Killing Floor Blues – Sat 8 pm –

Savage Worlds: Deadlands Noir

GM: Michael M. Kelly

New Orleans, 1933. Three teams of Private Investigators. Three clients. It all adds up to a deadly case of triple murder. Worst of all, The Black Hand casts its shadow over the entire case, endangering investigators and clients alike.

Hare Today, Gone Tomorrow – Fri, Sun 2 pm, Mon 9 am –

GURPS 4th Bunnies and Burrows

GM: Mook

An unfamiliar hare has arrived at the warren, beseeching the aid of the heroic rabbits who live there. Can you survive another perilous adventure into the world beyond the meadow? PCs are rabbits in the vein of Watership Down - they can speak with one another, have their own society, and even use (very) rudimentary tools. Adult players assumed, attentive children are welcome. No GURPS experience needed!

Hoe-G-UNN's Traitors – Sat 2 pm – Paranoia

GM: Ed Murphy

Attention for one further announcement: Troubleshooter Team Hoe-G-UNN's Heroes has been renamed Hoe-G-UNN's Traitors effective immediately. Until further notice, Hoe-G-UNN's Traitors are operating under the restrictions of Computer Order 99T-101-009 Part II "Procedures for Handling Troubleshooters that are [Classified]".

Hopeless, AZ - 1879 – Sat 9 am – Savage Worlds - Deadlands

GM: JiB

The last stop on the trail before you enter the bad lands of the Mohave Desert. Entering the desert without enough water is a quick way to get a case of dead, and the heat might not be the only thing you have to be worried about. Bad business going on in Hopeless and people are afraid. Seems you showed up at a bad time pardner.

Hopeless Reprise – Sat 2 pm – Savage Worlds - Deadlands Noir

GM: JiB

New Orleans in 1954 is the glittering light of the jazz world, and a never-ending party, but that's just what the tourists see down on Bourbon St. For those of us who live here, it's a darker place, and one full of fear. Family legend has it that your grand parents were there in Hopeless and fought the monster that tried to sacrifice the town. Sadly, it seems some new evil has arisen in the Big Easy.

HULB1-1 Hulburg Rebuilding (levels 5-10) – Fri 2 pm – D&D 5e

Since the rebirth of Hulburg, the strong have preyed upon the weak, with only limited protection offered by the law. Recently, any resemblance of law and order has been threatened, and even the town's greedy callous ruler cannot ignore the threat anymore. A war is brewing. Can you stop it before it is too late?

HULB1-2 Hulburg Burning (levels 5-10) – Fri 7 pm, Mon 9 am – D&D 5e

Violence is on the rise, even more than expected. The heat is rising. People run amok. But greed does not appear to be the flame behind it. Something much colder appears to drive the chaos. Can you track it down and remove it?

HULB1-3 Hulburg Rising (levels 5-10) – Sat 9 am – D&D 5e

Since the rebirth of Hulburg, the strong have preyed upon the weak, with only limited protection offered by the law. Recently, any resemblance of law and order has been threatened, and even the town's greedy callous ruler cannot ignore the threat anymore. A war is brewing. Can you stop it before it is too late?

I'm Left, You're Right, She's Gone – Sun 2 pm –

Savage Worlds: Deadlands Noir

GM: Michael M. Kelly

New Orleans 1957. Rock-and-roll superstars, The Preston Twins, are filming a new movie in New Orleans. Only catch is the lead actress has gone missing, and the Preston Twins are prime suspects! Young detectives with musical chops are hired on to try to save the movie, not to mention the Preston Twins careers!

In Elizabeth's Shadow – Sun 8 pm –

Vampire: the Requiem - Dark Eras: Requiem for Regina

GM: Louis Garcia

1593 London. Queen Elizabeth rules. The courts simmer with intrigue. London pulses and groans, as the undead, the Kindred...vampires jockey for position among the maze of the city. In the end, it's about the vitae...the blood that breaths un-life into the courts of the dead. Blood and intrigue...London in the age of Elizabeth. The perfect state for the Kindred to sound their Requiem. Presented by the Dead Gamers Society

Instant Circus Is Going To Get You! – Sun 2 pm –

Mutants & Masterminds

GM: Joe Pearce

A circus tent has been constructed overnight in a major park in the city. Citizens and police officers have entered the tent, but none have exited! Maybe some superheroes can help investigate. An adventure for beginning Mutants & Masterminds/d20 Hero characters. Bring your own (GM will have to approve) or play a hero provided.

Interface Zero: Corporate Maneuver – Fri 2 pm – Fate Core

GM: Chris Czerniak

The media has glorified criminals who have broken into corporations and steal data. They call them Shadowrunners, Netrunners and Deckers. But they do more harm than good and this time they have stolen from your corporation. As an elite security team you must track down and punish those who would harm your corporation. Cyberpunk intrigue and action in the world of Interface Zero.

In the Belly of the Beast – Sat 2 pm – Homebrood 3rd Edition

GM: Mikal Saltveit

You are a scavenger of the evergut. One of the survivors of the nightmare that was the awakening of the god from beyond the stars, none other than Nazu himself! Plumb the depths of this world-eating monster's guts, and scour the remains of the mighty Empires that were eaten by the Beast.

RPGs

Into the Wilds – Fri 8 pm, Sat 9 am –

Dungeon Crawl Classics RPG

GM: Eric Koh

A conversion of a classic DCC 3E scenario to the Dungeon Crawl Classics RPG system. Full of Harley Stroh mayhem and goodness, it's a wild ride on the frontier where all is not that it might seem, everyone has their own agenda and only the brave and clever will survive! Come on down, we'll provide the pre-gens if you don't have characters, otherwise level(0 to 3) adventurers expected.

It's not my fault, I'm fantastic! – Sat 9 am – Fate Accelerated

GM: Richard Warren

A high-fantasy adventure using Fate Accelerated and the It's Not My Fault, and the It's Not My Fault, I'm Fantastic cards. Players will create their characters, and help flesh out the story's beginning.

Let's kill Strahd! – Sat 8 pm – D&D 5E

GM: Christopher Grey

Curse of Strahd one-shot, but with one singular focus: stake the vamp. I will have level 10 pre-generated characters and we'll crawl through the castle looking for the bloodsucker. Who knows what else we'll find! Especially fun if you never made it through the end of the module. And if you have? No big deal, it's different every time.

Masks: No Place for Children – Sun 2 pm – Apocalypse Engine

GM: Chris Czerniak

Heroes for the Silver Age team, The Exemplars, have started disappearing during an attack on Halcyon City. Now The Exemplars need your help to find what is causing the disappearance. Play teen superheroes trying to figure out who they are and what kind of heroes they want to be. If you liked Young Avengers, Teen Titans, Young Justice, and Runaways, this is your jam.

Masks vs. The Citysitters – Sun 2 pm –

Masks: A New Generation

GM: Carl Rigney

You play teen superheroes trying to figure out who you are and what kind of heroes you want to be while others try to shape your identity. System will be taught, beginners welcome. Halcyon City's greatest defenders are away doing something amazing but secret, and they've left the city in your hands. Here's your chance to prove you're not as big a danger to yourself and others as everyone says!

Masks vs The Doom From The Stars – Sat 2 pm –

Masks: A New Generation

GM: Carl Rigney

After the Golden, Silver, and Bronze Ages in Halcyon City, now it's Your Age! You play teen superheroes trying to figure out who you are and what kind of heroes you want to be while others try to shape your identity. If you like Young Avengers, Teen Titans, Young Justice, and Runaways, this is your jam. System will be taught, beginners welcome. Aliens are neat! I bet they've come to make friends. Friends like US!

Masks vs World Cat Day – Fri 2 pm – Masks: A New Generation

GM: Carl Rigney

After the Golden, Silver, and Bronze Ages in Halcyon City, now it's Your Age! You play teen superheroes trying to figure out who you are and what kind of heroes you want to be while others try to shape your identity. If you like Young Avengers, Teen Titans, Young Justice, and Runaways, this is your jam. System will be taught, beginners welcome. Today is World Cat Day!

Maze of the Minotaur – Fri 2 pm – Homebrood 3rd Edition

GM: Mikal Saltveit

As part of your rite of passage to becoming an adult, your village has dumped you into the minotaur's maze. Escape with your life, or not at all!

Memento Mori – Sat 8 pm – Mummy the Curse

GM: Ian ChristianScher

It's been millennia since you last awoke. And now you are struck awake by intruders who somehow seem familiar and different all at once. The key lies locked in your past if only you could remember it. Presented by the Dead Gamer Society

Mexican Cargo Run: The Pecos Two step – Sat, Sun 2 pm – Rifts® for Savage Worlds

GM: Cameron Cleveland

Fantasy, Sci-Fi, post Apocalypse. This is a ongoing living campaign. Pre-approved player made characters are welcome. The adventures of a cargo convoy run to Mexico & back. Mood music & sound board will be used in game. Pregens will be provided. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session.

Necropolis – Sun 8 pm – The Sprawl

GM: Jesse Burneko

The last guy to have seen a sunrise died last week. As long as anyone else can remember Necropolis has been shrouded in mists. No one knows when exactly the mists came or what they're made of. Some say it's an experiment in nanotech gone wrong, others say it's the souls of dead, shredded by The Powers That Be like a legally damning document. Necropolis is a cybergothic setting for The Sprawl.

Never Tell Me the Odds! – Fri 8 pm – Star Wars Traveller

GM: Bill Roper (Happy Jacks RPG Podcast)

Nar Shaddaa is a dangerous place under the best of circumstances. But when the scum and villainy of the Smuggler's Moon are competing for a bounty this big, it will take more than skill to survive. NOTE: This is a homebrew Star Wars setting & INCLUDES character generation!

New Wave Requiem: Careless Whispers – Sat 8 pm –

Vampire The Requiem 2nd Edition

GM: michael cantin

The year is 1985 and barring the odd nuclear war-you're going to live forever. It's an unlife of blood and excess. At least that's the line the old vampires are feeding you. One among you however has come across a dangerous secret, and that secret just got out. If you aren't quick to silence the talk, forever is going to be rather short.

Noirlandia – Sun 2 pm – Noirlandia

GM: Jesse Burneko

Noirlandia is a cooperative roleplaying game about a desperate investigation in a fantastic city. We'll figure out the way our city ticks and what its secrets are. Our story follows a group of interconnected characters, a mind-bending case, and the cold stiff that started it all. Find the truth, or lose your mind trying.

Nyuk Nyuk Nyuk – Sun 8 pm – Paranoia

GM: Ed Murphy

Another day, another pre-day janitorial session. While the rest of Alpha Complex sleeps soundly, you've spent three hours washing every inch of Troubleshooter HQ. Why? Because *someone* on your team blew up a restroom, and your last mission along with it. All that's left is to unclog the toilets not fun, considering the things traitors stuff down them. Remember the Commie Pamphlet Wad, or the Plastic Explosive Wad?

RPGs

Old-School Dungeon Crawl! – Sat 2 pm –

Swords & Wizardry Complete

GM: Happy Jack's Probie Tim!

Remember the days when a night of good RPG fun meant sitting around in a tavern until you were approached by a strange old man who needed the monsters cleared out of the dungeon just outside of town? Or, when the highlight of the game was defeating the dragon who claimed the 15th level of the dungeon as his lair? Well, those days are back! Welcome to Old-School Dungeon Crawl, powered by Swords & Wizardry!

Paragon University - Over and Above – Mon 9 am – GURPS

GM: Michale Shupe

Due to an accident on campus, a 'mirror' version of Paragon has appeared in the clouds above it. Only those with an eye for the paranormal can see it, which is good - for now. The tough part is finding your way off of this strange place you were transported to before the faculty below dispels the dark reflection entirely - with you inside! Pregens provided.

Paragon University - The Long Field Trip – Fri 2 pm – GURPS

GM: Michale Shupe

In this campaign set in the same world as ASPIRE, you take on the role of a young supernatural attending the world's premiere university for supernaturals. This time, you've been selected to take a field trip to Adirondack Park for a weekend of camping and learning about the local Fae. Part of the GURPS Tournament, play in 2 games to qualify, Pregenerated characters provided.

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

Adventure through the world of Golarion in search of secrets, treasure and of course, FAME! Pathfinder Society (PFS) is offering 80+ tables of Pathfinder adventures. Games are played in 5-hour slots starting at 9am, 2pm and 8pm every day of the convention. To pre-register for adventures please go to the linked URL. To play at the convention, follow signs to PFS HQ in Los Angeles Ballroom B on the second floor.

Perils of the Dread Marsh – Sat 2 pm – AD&D 2nd Edition

GM: Joe Pearce

Rumors of long hidden treasures lead a group of adventurers to travel to the Dread Swamp of Silt. What foul creatures and cunning traps will the brave party need to overcome? Will riches or death (or worse) await? This game is for 4th to 7th level characters. You can bring and play your own PC (with DM's approval, even if from a different edition) or run provided pre-generated character.

PHLAN1-1 Sepulture (levels 11-16) – Fri 2 pm, Sun 9 am – D&D 5e

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

PHLAN1-2 Enemy of my Enemy (levels 11-16) –

Fri 7 pm, Sun 2 pm – D&D 5e

Something odd is happening to the citizens of Phlan. Some have inexplicably gone mad and must be restrained, while others have developed strange magical abilities. No one is immune as it has affected young and old, rich and poor, strong and weak. Opinions about the cause are plentiful, but some theories seem more solid than others.

PHLAN1-3 Subterfuge (levels 11-16) – Sat 9 am, Sun 7 pm – D&D 5e

An ambitious plan for the reconstruction of Phlan would expand the city walls to protect all the citizens. Now a band of emissaries sent to acquire necessary materials has gone missing in the wilds of the Dragonspine Mountains, and only the Heroes of Phlan can find them. But will it be in time to prevent catastrophe for the city?

PLOT1-1 Plots in Motion (levels 5-10) – Sun 2 pm – D&D 5e

In the midst of a ferocious storm, a band of mercenaries raids a lighthouse. Is this just a plot against trade with Mulmaster, or something more sinister? Journey down the River Lis and explore a forgotten keep in search of answers.

Project ASPIRE - Evolution – Sun 8 pm – GURPS

GM: Michale Shupe

Alpine, Texas. A town of about 5,000 whose highlight is that it has an Amtrak stop. Reports of livestock and pets being mutilated isn't headline news - but after a little examination, these aren't mutilations, but rapid and strange mutations. But, people have gone missing. Your task? Find and stop this from spreading. Part of the GURPS Tournament, play in 2 games to qualify, Pregenerated characters provided.

Project ASPIRE - From Beyond – Fri 8 pm – GURPS

GM: Michale Shupe

Starkville, Tennessee. Probably one of the few places ASPIRE hasn't been in its long history. That's changed as parts of the town have become... changed. Those not familiar with the supernatural notice not change, those who have, see horrors beyond imagination. Your job? Stop this incursion before it spreads. Part of the GURPS Tournament, play in 2 games to qualify, Pregenerated characters provided.

Project ASPIRE - Unsealed – Sat 2 pm – GURPS

GM: Michale Shupe

The landmarks of the world often hide the biggest secrets. If you want to make sure something is undisturbed, put in the public eye. A recent earthquake in St. Louis has weakened the St. Louis Arch, but worse, it damaged a seal. The assignment? Restore the seal or put down what was sealed. Part of the GURPS Tournament, play in 2 games to qualify, Pregenerated characters provided.

Pugmire-Digging up the Bones – Sun 2 pm – Pugmire RPG

GM: michael cantin

An emissary from a previously unknown cat kingdom has come to Pugmire, inviting dogs to join his master, The Sphinx, at court and to behold the wonders of Man beneath their tombs and pyramids. Upon arrival there are indeed wonders to behold, but also secrets to sniff out. Something ancient is restless, and angry...

Rifts: Blessings of The Angel – Sat 9 am –

Rifts (Palladium), 1st Edition

GM: Damon Sutton

The New German Republic has survived The Apocalypse through hard work, discipline, and high technology. However, a team of German cyborgs and power armor pilots have stumbled upon a terrible threat out in the untamed territories. Will they survive the surfacing of this new menace? Pre-generated characters will be provided. New players are welcome.

River City is Overrun! – Sat 8 pm, Sun 9 am – The Hero Instant

GM: Andy Ashcraft

The super-heroes of River City have their hands full when the Central River unexpectedly overflows and fills the lower neighborhoods with water and... giant rats? No experience necessary. Heroes from previous Strategicon games are welcome back.

RPGs

River City Is Overrun (Episode 2) – Sun 2 pm, Mon 9 am –

The Hero Instant

GM: Andy Ashcraft

Who has been embiggening (and ensmartening) all the rats, and where did all this flood water come from? It couldn't possibly be connected... could it? No experience necessary, and you're invited to play Episode 2 even if you missed Episode 1. Heroes from previous Strategicon games are welcome back.

Saving Throw Presents Black Bag – Fri, Sat 8 pm –

Call of Cthulhu

GM: Wes Otis

October 10th, 2022, Detroit is almost abandoned after years of financial crisis. Those who are left are trapped with little hope of escape. You're one of the last cops – staying behind to protect those who could not leave. Now something is killing them and you and your people have to find out who before it's too late.

Saving Throw Presents DUNGEON WORLD – Fri 2 pm –

Dungeon World

GM: Steven Pope

Learn the secrets of Castle Lucas in this thrilling introduction to Dungeon World, a user friendly and streamlined fantasy RPG system that lets players and DMs work together to create exciting and amazing epics.

Saving Throw Presents Haunt at Bella Rouge –

Sat 9 am, 2 pm, 8 pm – Call of Cthulhu 7th Edition

GM: Jameson McDaniel

Welcome to the town of Bella Rouge, LO. It is here that your television career will flourish or flop. You play as part of a paranormal investigation show sent to uncover the truth behind the hauntings at Rouge Manor. The footage you capture will either launch you into a lucrative new series or send you back to waiting tables. It is up to you prove (or disprove), to the world, the existence of ghost.

Saving Throw Presents The Realms of Rothaen –

Sat 9 am, Sun 2 pm – Dungeon World

GM: Wes Otis

Something in the Ash Woodlands has been calling people from all over the countryside. They will suddenly drop what they are doing and wander off, some walking miles. The only way to stop them is by restraint, but they will not eat, and soon starve unless freed. Once they enter the forest, they never return. Your group has been tasked to find the source of the call and stop it.

Setting Intro: New Strawn-The Kansas Shuffle – Fri 8 pm – Rifts® for Savage Worlds

GM: Cameron Cleveland

Savage Rifts® Prepare yourself for a railgun-shredding, mega-powered magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pregens no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session.

Shadowrun Missions CMP 2016-5: Title: World Tour - Casablanca

– Fri 8 pm – Shadowrun 5th

GM: Daniel Cork

After a successful run, you have three days to wait in the legendary African port city before your contact shows up with your payment. What could possibly go wrong?

Shadowrun Missions CMP 2016-6: Title: World Tour - Cape Town

– Sat 2 pm – Shadowrun 5th

GM: Daniel Cork

Maybe this time you can actually lay low while laying low. With any luck, you won't run into the same trouble on the southern end of the continent that you did on the northern end.

Shadowrun Missions CMP 2016-7: World Tour - Mumbai –

Sun 2 pm – Shadowrun 5th

GM: Daniel Cork

There's one problem in hiding needles amidst a stack of needles. Everyone is sharp.

Shadowrun Missions CMP 2016-8: World Tour - Singapore –

Sun 8 pm – Shadowrun 5th

GM: Daniel Cork

In a city locked down by the most prolific police force on the planet, opportunity abounds for the intrepid shadowrunner. The only question being is the job worth the cost?

Shadwpunk!: Family Feud! – Sat 2 pm – Fate Accelerated

GM: Seth Halbeisen

Every family has problems, even the super rich, but when you add magical artifacts in thing can get downright nasty! Enter in the Wand of Dreams, the legendary trophy of one Samule Carslyle, industrial Tycoon, and Mage hunter. Yes, I said Mage Hunter, it used to be a thing. An outdated will, funding relatives, plus Corporate interests adds up to a mess, and you're here to steal it!

Soldiers of Misfortune: Booty Call – Sat, Sun 2 pm –

Soldiers of Misfortune RPG

GM: Kyle Aho

Try the new cyberpulp tactical RPG that utilizes cards instead of dice! You wake up in the belly of a pirate themed cruise ship with cybernetic implants you never asked for but the powers they grant you are pretty damn cool. With any luck your party will be escape with your lives to tell the story! No experience necessary, I will teach as we play. Visit www.somuniverse.com to download the core rulebook for free!

Star Wars Anime-Inspired Camptain – Sun 2 pm –

Star Wars Wizards Of The Coast Revised Edition

GM: Allan Sylvia III

Players will take on the role of Force-Sensitive users during the Old Republic Era, after Darth Lord Revan has been defeated, and the Sith Emperor retreats to the Unknown Region of Space. A new threat emerges, and shrouds the Force in Darkness. It is up to the players to defeated those involved in the uprising of a New Sith Lord, and cleanse places the Darkness has touched. Player-Made or Pre-Generated Characters

Star Wars Rebels: Raiders of the Lost ARC-170 – Sun 8 pm –

Faith Corps

GM: Mike Olson

Stories persist of a Jedi in a stolen starfighter that somehow made it off Coruscant in the hours following Order 66, and especially of the priceless treasure he smuggled off-planet. Now, nearly 20 years later, information has surfaced that may pinpoint the downed ship's final resting place. But with sinister agents of the Empire already hunting for the ship, is it already too late for the Rebellion to find it first?

Terror at Mouse Park – Fri 8 pm –

Tremulus/Powered by the Apocalypse

GM: Christopher Grey

The Happiest Place on Earth has terrifying secrets and as the last lunar month of the year approaches the last new moon, the beloved theme park must stop at nothing to hide these secrets. Lovecraftian horror at Disneyland. Discover what his hidden behind the joyful veneer, what lies beneath, and what is being awakened. Using adapted mechanics from tremulus, a Powered by the Apocalypse game.

RPGs

The Amber Terror – Sat 2 pm – Traveller 1st Ed.

GM: Dimitri Del Castillo

Forever in twilight, Oremus IV is a remarkably resource rich planet in the Sword Worlds sub-sector that orbits a blackbody energy emitting dark star. Placed on the Darrian border and precariously close to the Zhodani sphere of influence, persuading the superstitious inhabitants to join the Confederation is a task your mercenary company must not fail, lest the enemy get control of Oremus' terrible secret. Pregens.

The Bank Heist – Sat 8 pm – GURPS

GM: Gary Mack

(GURPS Tournament) You are a young and fresh eyed group of newly assigned ASPIRE field agents... Your first call from dispatch is, a bank heist...? (Pregenerated characters available, existing personal ASPIRE characters subject to GM approval)

The Big Game – Sat 9 am – GURPS

GM: Ron Shaw

(GURPS Tournament) Paragon University school for supernaturals recruiting ground of ASPIRE is like any school or at least tries to be This means sports teams which eventually means away games So take a nervous group of beyond human teens and young adults to a football stadium far from home pressure on them to perform for thousands of strangers and suppress using the abilities University is training them to harness

The Blackout Era – Unity – Sat 8 pm, Sun 9 am – GURPS

GM: James Freeman

Now that you have had a chance to start planning your path to survival, the group has decided to see if there are other colonies that want to unite against the raiders. Will you make friends or foes? This game can make you eligible for the GURPS tournament Finals.

The Code Duello – Sat 2 pm – Dresden Files Accelerated

GM: William Carson

The Red Court/Wizard War spills into the domain of the Haskeura Clan when a hot headed Red Court Countess supposedly breaks the Rules of Hospitality pursuing a warden. A duel has been called to settle the matter and the Order of the Canted Circle has been chosen to be the Emissary. As one of the Emissary's entourage, it is your job to help make sure the duel runs smoothly and prevent outside interference.

The Cure – Sun 9 am – Numenera

GM: Ron Shaw

In the world of Numenera the ninth age of man, long forgotten superscience is the new magic. Your ragtag group the Outlanders is trying to bring support, succor, and a sense of law to the wilds beyond the capitals tyranny. Your team has received a call for aid from a nearby village stricken with an unknown malady...

The Darkest Hour Chronicles: A Question of Gehenna – Sat 9 am

– Vampire: The Masquerade V20

GM: Louis Garcia

Since time immemorial, immortals have hidden in the shadows of humanity. They wage a jihad across the ages, for the immortals have time on their side. Until now. The end is here for the immortals and they whisper it's name...Gehenna. Presented by the Dead Gamers Society.

The Darkest Night – Sun 9 am – Apocalypse World

GM: JiB

The old ones remember, they're the only ones who do, and they were just children when the lights all went out. Now, it's a dangerous world and just staying alive is enough of a challenge for most people. Anyone strong enough to gather a few men and a holding can call themselves, "Lord," and rule whatever they can hold onto by the strength of their will and their soldier's steel. The Darkest Night is a game of Apocalypse World, a dark dangerous grim future.

The Dead Boarder – Fri 2 pm – Call of Cthulhu 7th Edition

GM: Sam Carter

Ma Shanks' Boarding House 1930's Rhode Island. You are one of a small number of folks interested in the state of one James Gardiner. You will soon wish that your innocent suppositions about his current state of affairs were true... as you discover the horrible truth. A Call of Cthulhu 7th Edition introductory scenario - new players welcome.

The Deadly Dust – Sat 8 pm –

Flash Gordon Roleplaying Game (Savage Worlds)

GM: Scott A. Woodard

Flash! A-aaah!!! On the rogue planet of Mongo, you and your band of Freemen must infiltrate the secret subterranean laboratory of Ming the Merciless to sabotage the production of a new weapon of mass destruction! Join game designer, Scott Woodard (The Sixth Gun) for an exclusive sneak peek of the upcoming FLASH GORDON ROLEPLAYING GAME from Pinnacle Entertainment Group! YOU'LL save every one of us!!!

The Derelict – Fri 8 pm – Call of Cthulhu 7th Edition

GM: Sam Carter

One last trip in your friend's yacht before it is sold off to some english fellow. Sail the Atlantic, have a grand adventure! This should be fun... until it takes a nasty turn... A modern day scenario for Call of Cthulhu 7th Edition.

The Great Tunnel Run! – Sat 9 am – Dungeon World (13th Age world)

GM: Seth Halbeisen

The Great Tunnel Run, through the Underdark, between the Dwarven Fort of Anvil and Forge, the hole under the mountain. Every four years the Dwarven King hosts this event to help clear out the "Underpath". Participants fight and race for prestige and prizes! Of course, since it's the Dwarven King, Magical treasures are sure to be awarded, and even found along the way!

The Lighthouse – Sat 8 pm – Call of Cthulhu 7th Ed.

GM: Ron Shaw

(Chaosium Demo) Your group has all come to this quaint little no-name east coast beach town for various reasons. Diving, Boating, Fishing, Tanning, but an abnormal storm cell has left droves of summer tourists stranded here. The only place left for you is a lighthouse on a peninsula turned island by high water levels. The rain is pounding, do you get into the little boat and go towards the light?

The Missing Students of Riverdale High – Sun 8 pm –

Monster of the Week (powered by Apocalypse World)

GM: Richard Warren

Most people know that ghosts, vampires, and werewolves don't exist. You're not most people. You're a team of experienced monster hunters. When weird things happen, you rush in to investigate. When an unnatural beast threatens innocent people, you put it down. So, when you heard about students disappearing from Riverdale High School, you decided to give the sleepy midwestern town a visit.

The Moonchild – Sun 2 pm – Call of Cthulhu

GM: James Freeman

Twenty years ago a group of thirteen students conducted an occult ritual that ushered a malevolent force into the world.

The New Kid From Abroad – Sun 2 pm – Golden Sky Stories

GM: Tomer Gurantz

Golden Sky Stories is a heartwarming, non-violent RPG that's great fun for all ages. It takes place in a small town in rural Japan, and players take on the role of henge, animals with just a little magical power, including the ability to temporarily take human form. Although they do not fight great battles or unearth valuable treasures, they adventure by helping others and becoming friends. [KID and FAMILY friendly!]

The NEW River City Heroes – Fri 2 pm, Sat 9 am –

The Hero Instant

GM: Andy Ashcraft

River City is getting its own super-hero team to clean up the crime-infested back-alleys, protect the citizens from the strangely common natural disasters AND deal with what emerges from the labs of River City University! No experience preferred! (You will create characters and play through an intro session to learn the game system.)

The Price of a Soul – Sat 2 pm – Demon the Descent

GM: Ian ChristianScher

You are a demon, fallen from the God Machine's grace. You're on the run from its minions, hiding in plain sight. But what happens when your cover is blown? You need to find a life to replace yours, and fast. What price would you put on a soul? Presented by the Dead Gamer Society

The Quiet Year – Sun 9 am, 2 pm – The Quiet Year

GM: William Carson

A community building game where you answer questions and the answers to them are drawn out on a erase mat with markers! Are there giant albino crayfish lurking in the river? Did little Sara unearth a floating obelisk death ray tower? Can you create an irrigation system to feed your village? Probably! Its a game of imagination and ink stained fingers.

The Slithering Shadow – Sat 9 am – Homebrood 3rd Edition

GM: Mikal Saltveit

You are the only survivors of a caravan destined for the exotic kingdom of Kush. A massive sandstorm swept through and left you stranded. Will you survive the the endless desert.

The Spider-God's Bride – Mon 2 pm – Crypts & Things

Remastered

GM: Matt Martinez

A renegade priest has hired you to escort him as he flees his former fellow disciples of the cult of spider-god Yot-Kamoth. Treachery and terror await in this land of sword & sorcery where magic is rare and dangerous, and everyone can backstab... because everyone is a rogue! (ADVISORY: Contains mature themes and grotesque situations.)

The Trials of the Shootist – Sat 2 pm – AD&D 1st Edition

GM: Louis Kahn

You've completed harquebusier training and are ready to graduate the Academy and receive your first firearms...except the wagon bringing the shipment has vanished! Can you and your adventuring companions find the caravan, return the missing weapons, and defend the honor of your Academy? This event brings the smell of sulphur and the powerful recoil of early firearms to Old School fantasy role playing!

The Twofold Talisman: The Ebon Stone – Sat 8 pm –

AD&D 1st Edition

GM: Louis Kahn

In this classic RPGA Tournament module from GEN CON XVI (1983), players must race to secure the recover and restore a gem of the Twofold Talisman. This group will be going after The Ebon Stone, the second of the two gems!

Under The House of Usher – Fri 8 pm – Torchbearer

GM: Jesse Burneko

A knight and a priest accompanied by band of mercenaries excavate a ruined manor in the hopes of retrieving an ancestral fortune. But shining a light on the mysteries of the past can awaken the demons in the darkness. Torchbearer is a dungeon crawling rpg emphasizing the labor, resource management, and danger of delving into dark and forgotten ruins.

War Brides – Sat 8 pm – Dresden Files Accelerated

GM: William Carson

War makes strange bedfellows. A member of House Ferraro is being held hostage as leverage by the Red Court. Lady Ferraro has offered the Order of St. Giles a bargain. If they can return her a nephew, without implicating their House, she will publicly support the White King's neutrality and covertly aid the Order in the War. Is this a trap or a golden opportunity?

What You're Not Expecting - A Happy Jacks Game! – Sat 2 pm – Wild Talents

GM: Kimi

This is a Happy Jacks game! Kimi is running a Wild Talents game. It is based in a historical setting and may (will) contain violence and tense situations. No Wild Talents experience necessary, but bring d10s if you have them! Twitter @Goldenlassogirl if you have questions!

Wheelhouse – Sat, Sun 9 am, 2 pm –

d20/Unique for Wheelhouse

GM: Todd VanHooser

Join us for a beta-test of Wheelhouse, a post-apocalyptic fantasy RPG set thousands of years after a cataclysmic event destroyed the world of Mythren. In a matter of minutes, players have their own character in hand and ready for an adventure. Wheelhouse encourages creativity from everyone at the gaming table and the pre-game begins with the players doing their own bit of storytelling using twists and conflicts provided by cards drawn from the "Complications Deck."

Witches of West End – Sat 2 pm – Homebrew

GM: Rob Hebert

It's the first day of your apprenticeship in Summerville, a working-class neighborhood on the West End of Port Albienne—here you'll develop your craft and forge incredible bonds with your coven-mates as, together, you serve your new community's magical needs! WoWE is a rules-light RPG that combines Kiki's Delivery Service, Little Witch Academia, and Call the Midwife into a witches' brew of whimsy and adventure!

YLRA1-1 Her Dying Wish (levels 5-10) – Fri 2 pm, Sun 9 am – D&D 5e

Note: This is Custom Convention Content, premiering at Orcon 2017 in Los Angeles, CA.

YLRA1-2 Uneasy Lies the Head (levels 5-10) –

Fri 7 pm, Sun 2 pm – D&D 5e

Note: This is Custom Convention Content, premiering at Orcon 2017 in Los Angeles, CA.

YLRA1-3 Bound By Duty – Sat 9 am, Sun 7 pm – D&D 5e

Note: This is Custom Convention Content, premiering at Orcon 2017 in Los Angeles, CA.

Miniatures Painting Contest

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

Categories

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

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

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

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

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

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

Rules

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

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

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

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

Our sponsors include:

Aberrant Games	Mayday Games
AEG	Mayfair Games
Ape Games	Minion Games
Arcane Wonders	Monte Cook Games
Asmodee	Northstar Games
Blue Panther	Osprey Publishing
Cannon Fodder Games	Out of the Box Games
Columbia Games	One Small Step Games
Cryptozoic	Paizo Publishing
Dan Verssen Games	Pegasus Hobbies
Days of Wonder	Prawn Designs
Decision Games	Privateer Press
Educational Insights	Queen Games
Existence Games	Reaper Paints & Miniatures
Fantasy Flight Games	Rio Grande Games
Galaxy Press	Seth's Games & Anime
Gamecraft Miniatures	Sierra Madre Games
Gamelyn Games	Smart Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Imperial Outpost	Wattsalpoag Games
John Wick Presents	Wizards of the Coast
LITKO Game Accessories	Wizkids
Looney Labs	Z-Man Games
Magic Meepile Games	Zombiesmith

Shopping

Dealer Room

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

Hours:

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

Individuals found selling wares at Orcon 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.

Orcon 2017 Dealer Room Vendors:

2C Gaming	Dan Verssen Games
Arc Knight	Dapper Devil
Art by Vy	Decision Games
Bits & Pips	Fantization Miniatures
Cobblestone Games	Gamecraft
Crazy bob's	Gamer Concepts

Gate Keeper
Hooks & Chains
Loscon
Magicka Mayhem
Magic Meeple Games
Mirror Box Games
Mythica Metalworks
Ninja Star Games
Party Penguins
Playford Games
Quad Nine
Reality Simulations Inc.

Reverend Dee's Apothicary &
Game Emporium
Seth's Games & Anime
Spell Binders
Stonehouse Miniatures
Strategicon Market
Table Top Adventures
Tiny Shiny Squid
The Board of Games
The Broken Token
The War House

The Grid Game!

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

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

Flea Market

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

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

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

Convention Seller Rules

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

Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.
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 Carmel Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

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

Convention Rules

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

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

Convention Policy: Bonding

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

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

Hilton Hotel Rules

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

Gateway 2016 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
13 Days: The Cuban Missile Crisis	Ron Artigues	Jj Underwood	Kelly Brubaker
1846	Jonathan Flagg	Bill Gallagher	Peter Van Ettinger
18xx	Jonathan Flagg	Peter Van Ettinger	Roger Krueger
7 Blunders	Ben Lesel	Jonathan Swartz	Jenn Van Persaud
7 Wonders Duel	Lisa King	Derek Tang	Jake Waldron
7 Wonders Expansions	Bill Persaud	Sean Devereaux	Joseph Wagstaff
7 Wonders MEGA	Steven Lee	Sean Growley	Yan Yan
A Study in Emerald	Richard Potthoff	Ian Caballero	Michael Kuo
Abyss	Sean Growley	Dean Taylor	Andre Chautard
Acquire: David Woolcott Memorial Tournament	Kyle Greenwood	Gilbert Quinonez	Eric Downing
Advanced Civilization	Joseph Oberlander	Martin Deolden	Ryan Davis
Age of Empires III: Age of Discovery	Winton Lemoine	Scott Pendleton	Chris Hines
Agricola	David Zevin	Thomas Wallace	Winton Lemoine
Airlines Europe	Robert Flores	Mark Hom	Bob West
Alhambra	Rocco Garcia	Chris Hines	Sue Dekany
Alien Frontiers	Alex Vayhinger	David Koontz	Charlie Brandt
Automobiles	Toni Johnson	John Spence	Jonner Purinton
Batman Fluxx	Ryan Davis	Frank Ferraro	Daniel Glenn
Blokus	Randall Bart	Sue Dekany	Mara Kenyon
Blood Rage	John Clair	Paul Luebbbers	Johnathan Krage
Blue Moon City	Winton Lemoine	Brandon Muller	Dwight Stone
Bull Moose Election of 1912	Randall Bart	Bob West	Rick Lepore
Camel Up #1	Tom Lebaron	Gilbert Quinonez	Brandon Muller
Camel Up #2	Rex Lorenzo	Tommy Lepore	George Nicklos
Camp Grizzly	Princeton Nguyen	Chris Venuti	Andre Chautard
Camp Grizzly	Bradley P. Thomas		
Carson City	Chris Hines	Jonathan S. Nowak	Adam French
Castles of Mad King Ludwig	Mara Kenyon	David Mines	Bill Persaud
Category 5	John Spence	Kyle Greenwood	Bill Harris
Chess #1	Jack Munson	Joseph Wagstaff	Frank Zazanis
Chess #2	Richard Heller	Chris Caldwell	Roger Krueger
Chinatown	Kyle Greenwood	Andrew Ma	Johnathan Pulos
Cock & Bull... It's all about the Monkey!	Sarah Fritz	Melody Cohen	
Codenames	Austin Rovetti, Chris Gillis	Jimmy Nguyen, Eli Morton	Rachel Moore, Samantha LeBlanc
Coloretto	Barbara Newton	Brian Rush	Sue Dekany
Concept	Winton Lemoine	Joanna Horning, Jerrold Horning	
Concordia	Todd Van Der Pluym	Gilbert Quinonez	Steve Estrella
Cosmic Encounter	Ian Christianscher	Steve Estrella	Alan Mai
Cranium	Marianne Gorczyca	Bradley P. Thomas	
Cribbage	Rick Lepore	Ray Gaer	
Dice City	Brett Holbrook	Martin Padilla, Marianna Gorozyca	
DiXit	Brian Rush	Asa Schiller	Aidan Rooney
DiXit gameplay	Giana Medina, Jon Daneshgar		
DiXit gameplay	Asa Schiller, Ashley Dean	William Reges, James Ferrari	Aidan Rooney, Cheryl Aday
Dominant Species	Hallie Stringer	Evan Craft	Darrell Stark
Donkey: It's a Kick!	Potato Pie	The Vickichu	Ruby Intner
Dream Factory	Michael Swinson	Winton Lemoine	Darrell Stark
Eclipse Expansions	Matthew Weber	Nathan Demoura	Alfonso Weilbach
Empire Builder	Paul Bonday	Jonathan Flagg	James Thomas
Extra! Extra!	Dea Abruzzo	Mara Kenyon	David Mines
Fireball Island	Xander Koontz	Monica Meyka	Ronald Sebastian
Firefly	Ben Doroin	Bill Persaud	Bermudes
Firefly		Sudro Brown li	Bradley Dean
Flapjacks and Sasquatches	Brandon Duyan	Jeremy E	Jeffrey Kessler
Formula D	Dennis Bolin	Mike Robinson	Emily Leclare
Galaxy Trucker	J Karen Star	Michael Swinson	Tall Paul
Galaxy Trucker Expansions	Michael Swinson	Jack Munson	Charlotte Dekany
Game of Thrones: The Board Game	Peter An	Brian Alvarado	Dwight Stone
Ghost Blitz	Sarah Willy	Sasha Tan	Michael Cantin
Glory to Rome	Thomas Wallace	Mara Kenyon	Xander Koontz, Tanya Aldrich
Guild Masters	Marieke Hensel	Alex Arjad	Jenn Van Persaud
Guillotine	Emily Alvarado	Brian Alvarado	Sullivan Weibert
Here Kitty Kitty	Ruby Intner	Victor Ippolito	Carrie Olson
In the Year of the Dragon	Alex Arjad	Brandon Muller	Darrell Stark
Incan Gold	Chris Clay	Joseph Wagstaff	Sean Growley

Jaipur
 Kill Dr. Lucky
 King of Tokyo
 King of Tokyo MEGA
 Kingdom Builder
 Kingdom of Solomon
 Kingsburg

 LA Board Game Jams

 Liar's Dice
 Lords of Waterdeep
 Lost Cities
 Love Letter #1
 Love Letter #2
 Love Letter #3
 Machi Koro
 Machi Koro
 Manila
 Mega Civilization
 Merchant of Venus
 Merchants & Marauders
 Modern Art
 Modern Art
 Monopoly Deal #1
 Monopoly Deal #2
 Monopoly Deal #3
 Mystic Vale
 Nexus Ops
 No Thanks!
 Nuclear War
 Outpost
 Patchwork
 Perpetual Motion Machine
 Phase 10 #1
 Phase 10 #2
 Phase 10 #3
 Pounce
 Power Grid
 Power Grid World Tour Finalists
 Puerto Rico
 Quilt Show
 Ra
 Ra
 Race for the Galaxy, 2 player
 Railways of the World
 Red Dragon Inn
 Risk Express
 Robo Rally
 Roll Through the Ages: The Bronze Age
 Saint Petersburg
 San Juan
 Scepter of Zavandor
 Scrabble

 Scythe

 Settlers of Catan
 Shogun
 Small World
 Smash Up
 Space Beans
 Splendor
 Star Wars: Rebellion
 Star Wars: Rebellion
 Sushi go Party!
 Talisman Cataclysm
 The Castles of Burgundy Finals
 The Kids of Catan
 Thurn and Taxis
 Ticket to Ride
 Ticket to Ride: Europe
 Ticket to Ride: India
 Ticket to Ride: Pennsylvania
 Ticket to Ride: Switzerland

 Darrell Stark
 Darrell Stark
 Sullivan Weibert
 Sullivan Weibert
 Brian Dickson
 Brian Rush
 Eric Downing
 Thomas Blue, Mike
 Badgley, Erick Barrientos,
 Ivan Yospe
 Lisa Burolo
 George Caceres
 Toni Johnson
 Nathaniel Taylor
 Rachel Moore
 Bradley P. Thomas
 Cameron Takahashi
 Darrell Stark
 Madeline Barnicle
 Steve Jones
 Jacob Milchman
 David Gaarsoe
 Richard Dekany
 Michael Swinson
 Brandon Muller
 Christopher Sprute
 Christopher Sprute
 Pamela Clayton
 Eric Downing
 Brian Rush
 Luis Diaz
 Jonathan Flagg
 Steve Estrella
 Tall Paul
 Judy Ann Blake
 Robert Lamarre
 Jenn Van Persaud
 Xander Koontz
 Bruce Schlickbernd
 Bruce Schlickbernd
 Michael Swinson
 Todd Van Der Pluym
 Bruce Schlickbernd
 Tracy Sangster
 Joman Diec
 Scott Samarel
 Vincent Weibert
 Josh Castillo
 Tracy Sangster
 Steve Estrella
 J Karen Star
 Jonathan Flagg
 Todd Van Der Pluym
 Michelle Estrella
 Mac Clay, Brad Owen,
 Ben Dorion
 Michael Cheng
 Larry Davidson
 Eric Harman
 Cameron Takahashi
 Inez Falcon
 Marlon Shows
 Sudro Brown li
 Mal
 Talea Burnett
 Leonard Lopez
 Thomas Wallace
 Keith Aldrich
 Jonner Purinton
 Kyle Greenwood
 Gilbert Quinonez
 Brandon Muller
 Jana Disalvo
 Andre Chautard

 Toni Johnson
 Bill Persaud
 Jeremy E
 Oliver Caceres
 Jonner Purinton
 Daniel Mcdairmant
 J Karen Star
 Jimmy Nguyen, Sharon
 Ezra, Rachel Moore, Sam
 LeBlanc
 Adam French
 Ben Lesel
 Wes Bell
 Adam Diprofio
 Grace Letner
 Sarah Willy
 David Koontz
 Gilbert Quinonez
 Brandon Muller
 Will Morgan
 James Thomas
 Jordan Ackerman
 Randall Bart
 Andre Chautard
 Tracy Ashizawa
 Geoff Kloess
 Nick Chavez
 Christopher Sprute
 Kyle Greenwood
 Bruce Schlickbernd
 Chris Hines
 Tony Li
 Jenn Van Persaud
 Michael Swinson
 Mike Fryer
 Sarah Willy
 Robert Lamarre
 Jared Kami
 Michelle Mills
 Robert Neff
 Darrell Stark
 Darrell Stark
 Richard Potthoff
 Brian Alvarado
 George Caceres
 William Beyermann
 Dennis Mann
 Jason Demoura
 Nick Chavez
 Kyle Greenwood
 Tim Oates
 Adam Diprofio
 Joseph Oberlander
 Samantha Burkes

 Christopher Buckley
 Apar Suri
 Edwin Hong
 Richard Dekany
 Ed Murphy
 Mara Kenyon
 John Liddy
 Franc Gabusi
 Bill Persaud
 Bruce Nelson
 David Gaarsoe
 Xander Koontz
 Gilbert Quinonez
 Brian Alvarado
 Ehren Evans
 Paul Bonday
 Veronica Hines
 Tracy Ashizawa

 Jamie Bussio
 Ash Bubble The Third
 Cesar Magana, Michael
 Vincent Weibert
 Daryl Wiser

 David Koontz
 Andrew Chavallia,
 Charles Mendez

 Gilbert Quinonez
 Jenn Van Persaud
 Barbara Newton
 Ray Gaer
 Emma Gaer
 Nathaniel Taylor
 Christine Marciniak
 Brian Dickson
 Rich Pizann
 Paul Schulzetenberg
 Sephen Bowen
 Adam French
 Michael Swinson
 Brad Geving
 Bradley P. Thomas
 Nancy Sprute
 Nancy Sprute
 Santi Munoz
 Jack Munson
 Robert Neff

 Brian Alvarado
 Jordan Ackerman
 Darrell Stark
 Jon Daneshgar
 Judy Ann Blake
 Michelle Olson

 Jim Foster
 Lisa Burolo
 Ian Caballero
 Rosy Eyrich
 Alex Haley
 Ian Caballero
 Ozgun Tumer
 Paul Bonday
 Steven Ross
 Bradley P. Thomas
 Amber Hudson
 Charlotte Dekany
 Todd Van Der Pluym
 Gilbert Quinonez
 Jonathan Flagg
 Charlie White

 Tracy Sangster
 Reema Rijhwani
 Sergio Alvarez
 Yan Yan
 Andrew Berk
 Sean Growley
 Sean Devereaux
 Tony Li
 Madeline Barnicle

 Lisa King
 Jared Kami
 Darrell Stark
 Colby Ransom
 Jaye R.
 Sue Dekany
 Natalie Zehner
 J Karen Star

Ticket to Ride: Team Asia	Michael Cheng, Kyle Greenwood	Paul Bonday, William Beyeman	Scott Samarel, Peter Von Ettinger
Ticket to Ride: USA 1910	Gilbert Quinonez	Lumin Sperling	Brandon Muller
Titan	Tall Paul	Eric Gerber	Alasdair Burton
Tokaido	John Clair	Thomas Wallace	Bob West
TransAmerica	Gilbert Quinonez	Michael Cheng	Roger Krueger
Trick-Taking: The Trick-Taking Game	Steve Packard	John Clair	Jack Munson
Trick-Taking: The Trick-Taking Game	Justin Nichol	Dorothy Skates	Emily Leclare
Twilight Imperium 3rd Ed	Matthew Weber	Peter An	John Oh
Uno #1	Maryam Al-Hammami	Gabriel Watson	Bruce Nelson
Uno #2	Toni Johnson	Mary Taylor	Samantha Burkes
Uno #3	Mary Taylor	Karin Yospe	Lewis Day
Uno #4	Mary Taylor	Bradley P. Thomas	Ruby Intner
Wits & Wagers	Michael Swinson	Darrell Stark	Steven Ross
World of Warcraft: The Board Game	Kimberly Mumford	Keith Hammons	Alex Goncalves
Yahtzee	Jack Munson	Helen Glauser	Bradley P. Thomas
Yahtzee	Samantha Burkes	Jack Munson	Michael
Yahtzee Free for All #1	Samantha Waterhouse	Randall Bart	Stephen Stewart
Yahtzee Free for All #2	Matthew Wilkerson	Samantha Waterhouse	Lea Vicerál
Yahtzee Free for All #3	Michelle Olson	Larry Cohen	Jessamine Augustine
Your Bluffing	Madie Berrei	Ivan Demoura	Edward Tu
Yunnan	Christopher Buckley	Yan Yan	Ben Lesel
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
Android: Netrunner Summer Tournament	Steve Chung	Gustavo Garcia	Greg Sibley
Ascension: Chronicle of the Godslayer #1	Rami Silverman	Sara Bell	Alan Wilcox
Ascension: Chronicle of the Godslayer #2	Rami Silverman	Patrick Wells	Sara Bell
Chez Geek - Spring Break!	Adam Torres	Jerry Escobedo	Nick Butler
Dice Masters "Grab Bag" Tournament #1	Jeremy E	Sarah Willy	
Dice Masters "Rainbow Draft" - Spiderman	Jose Vasquez	Benjamin Ziegert	Quinn Ziegert
Dice Masters Booster Draft Tournament	Mike Olson	Jose Vasquez	John Mundy
Dragon Dice - Build-Your-Own 40pt Army	Benjamin Ziegert	David Ziegert	Quinn Ziegert
Dragon Dice - The Hobbit: Battle of the 5 Armies	Luisa Bryson		
Exodus Booster Draft Tournament #1	Charles Watson	Josh Everman	Bradán Farr
Exodus Booster Draft Tournament #2	Josh Everman	Marcelo Figueroa	Raymond Havili
Exodus Tournament "Champion Reigns Supreme"	Marcus Walker	Jon Brown	Charles Watson
Exodus Tournament "Winner Takes All"	Charles Watson	Katie Ritchie	Beth Ritchie
HeroClix "Battle Royale"	Wes Conklin	Kennith Grotjohn	Eric Warner
Lord of the Rings The Miniatures Game "Clash of the Titans" Dynamic Duo Style	Andre Bashay	James Branzuela	Mark Quiamas
Magic: The Gathering - James Aldrich Pauper	Ed Zeamba	Melissa Weiss	Tanya Aldrich
Magic: The Gathering - Keith Aldrich Pauper	Michael Arsollon	Tanya Aldrich, Melissa Weiss	
Highlander		Michael Arsollon	
Magic: The Gathering - Late Night Casual #1	Matthew Fox		
Magic: The Gathering Draft Tournament	Jimmy Crowell, Josh Everman		
Magic: The Gathering Draft Tournament	Chad Bradbury	Preda Jittanoon	Jacob Milchman
Magic: The Gathering Sealed Deck Tournament	Manman Crowell	Matthew Fox	Isaac Veal
Magic: The Gathering Sealed Deck Tournament	Chris Waters	Manman Crowell	Jacob Milchman
Mars Attacks	Adam Torres	Nick Butler	The Vickichu
Mars Attacks	Steven Alvarez	The Vickichu	
MECCG - Hero Arda	Bruce Tompkinson		
MECCG - Open Constructed	Michael Canlas	Dan Johnson	Bruce Tompkinson
MECCG - Open Constructed	Ralph Montano		
Munchkin - Beat the MIB!!!! No holds barred!	Nick Chavez	Kim Shaver	Austin Rovetti
Munchkin - Players' Choice	Pooh Bear	Adam Torres	Nick Butler
Munchkin - Players' Choice	Rachel Boden		
Munchkin - Players' Choice	Dezira Smith	Darlene Smith	Amber Walkov
Munchkin - Players' Choice	Eric Gadál	Andreas Pluchar	Blake Beckman
Munchkin - Players' Choice - Apocalypse	Jacquelyn Deangelis	Blake Beckman	
Munchkin - Players' Choice - Cthulhu	Griffin Geller	Jesse Lee	Adam Torres
Munchkin Tournament	Nick Butler	Adam Torres	Charles Welker
Munchkin Tournament	Jason Folger	Nick Butler	Adam Torres
Munchkin Treasure Hunt!	Xander Koontz	Gabriella Lepera	Jeremy E
One More Roll!	Elliot Belty	Alex MCGowen	Tim Welch
One More Roll!	Alan Mai	Joshua Tolero	
One More Roll!	Elliot Belty	Michael Feeney	Patrick Griffin
One More Roll!	The Vickichu	Steven Alvarez	
One More Roll!	Xander Koontz	Linda Jeffries	Elliot Belty
Pirates Sink & Keep: "It's The Great Pumpkin Charlie Brown"	Everyone but Oliver		
Pokemon	Jonathan S. Nowak	Pamela Clayton	Rachel Boden
Pokemon	Jonathan S. Nowak	Santi Munoz	
Simon's Cat - Moop's Monster Mashup - OGRE:		Vincent Weibert	Sullivan Weibert
Objective 218	Stevo Rood		

Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218	Kim Shaver	Bex Pie	Martin Padilla
Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218	Michael Feeney	Michael Lopez	
Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218	Mike Robinson	Charles Welker	Madie Berrei
Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218	Samantha Waterhouse	Steven Alvarez	
Simon's Cat - Moop's Monster Mashup - OGRE: Objective 218	Karin Yospe	Nathan Yospe	
Star Wars Minis Sealed Booster Draft Virtual Set #12, "A MORE CIVILIZED AGE"	Andre Bashay	James Branzuela	Mark Quiamas
Weiss Schwarz - Casual Gathering #1	Micah Pyre	Michael Arsollon	Josh Everman
Weiss Schwarz - Casual Gathering #2	Michael Arsollon	Josh Everman	
Yu-Gi-Oh! Game Show	Ryan	Christopher Anderson	Patrick Ward
Yu-Gi-Oh! Lite Tournament	Ryan		
Yu-Gi-Oh! Lite Tournament	Anthony Tran	David Anderson	Ryan
Yu-Gi-Oh! Tournament	David Anderson	Christopher Anderson	Ryan
Yu-Gi-Oh! Tournament	Anthony Tran	Paige Tran	
General	1st Place	2nd Place	3rd Place
Strategicon Football League - 2016	Danny Quindoy	Eric M. Aldrich I	
Miniatures	1st Place	2nd Place	3rd Place
2nd Annual Hildebrand Open Historical Miniatures	Rene' Lafargue	Andrew Gledhill	Byron Hildebrand
Circus Maximus	Mark Sanfilippo	Eric Harman	Crystal Updegraff
Star Wars Armada: 180 Point Tournament	Alexander Nobles	Gary Henley	John Priebe
Warmachine Mk3 Steamroller 75pts	William Routan	Jackson Sauthoff	Inyoung Wang
X-Wing Kids Tournament	Breck Lebaron	Deigo Sewell	Isaiah Brody
X-Wing: 100 point tournament	Alex Vayhinger	Drew Brody	Ernesto Vasquez
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Kevin Hill	David Rogers	Joshua Howdeshell
Fantasy Single	Lawrence Carlson	David Rogers	Kevin Hill
Fantasy Unit	David Rogers	Hugh Singh	
Historical Large	Kurt Stenzel	Kevin Hill	David Rogers
Historical Single	Jesse Boyens	Jesse Boyens	Frank Vassallo
Historical Unit	Andrew Gledhill	Kevin Hill	David Rogers
Open	Joshua Howdeshell	Jesse Boyens	
Sci Fi Large	David Rogers	Kevin Hill	
Sci Fi Single	Joshua Howdeshell		
Sci Fi Unit	Joshua Howdeshell,		
Strategikids	David Rogers		
	Yale Hammer	Sullivan Weibert	Joshua Cox
RPGs	1st Place	2nd Place	3rd Place
Aspire Gurps Final	Kris Freeman	Gary Gandara	Tommy Lepore
Total Party Killing Tournament	Keith Mitchum	Cameron Rhodes	Randal Rhodes
Video Games	1st Place	2nd Place	3rd Place
Hearthstone Standard	Jeff Lin	Aj Of House Aj	
Overwatch 2v2 #1	Nolan Powelson,	Stan Cascone, Connor	
	Matthew Releles	Jones	
Overwatch 2v2 #2	Stan Cascone, Aj	Nolan Powelson,	
	Armstrong	Matthew Releles	
Rocket League 2v2	Stan Cascone, Austin		David Koontz, Xander
	Rovetti	Jake Smith, Kris Freeman	Koontz
Super Smash Bros #1	Daniel Martinez	Aj Of House Aj	Joep Hensel
Super Smash Bros #2	Frank Madrid	Nate The Collector 6741	Nathan Yospe
War Games	1st Place	2nd Place	3rd Place
1775 Rebellion Tournament	Walter Wichowski	Rich Norton	
Axis and Allies	Tim Towery, Dale Conklin		
Battle Cry Tournament	George Caceres	Rick Lepore	
Sails of Glory Tournament	Anthony Stenzel	Kurt Stenzel	
Sails of Glory Tournament	Erez Kabaker	Maximilian Krochman	
Virgin Queen (Campaign Tournament)	Kurt Keckley	Mark Luta	Marshall Neil

Hotel Food Policy

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

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

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



A Word (or two) from the Con Man

Nobody told me there'd be days like these

It's now 2017!

Sometimes cons sneak up on you. This was one of those times. Where did the time go? Seems like just yesterday I was working on stuff for Gateway 2016. No matter, all things considered preparation for this con went without any major snags.

However, it wouldn't be an Orcon without computer teething issues. Thankfully we didn't have the meltdown like we did in 2015, but we had an amusing quirk; between cons I updated the OS on the con book production machine. In a move that was 12+ years overdue Apple finally decided to include **Futura Bold** as a built-in font (or at least, they changed it in such a way that Adobe apps can see it). However, since we use Futura as our body font and we'd used the built in **Futura Condensed Extra Bold** for many of our headlines and subheads, fonts didn't import quite as expected. I fixed what I could, but line by line of the schedule was just not going to happen.

Another Year, Another Record

As I write this we have blown past our previous record for pre reg's by a good margin. We still have several hours to go (the con book print deadline and the end of con pre reg are essentially simultaneous), so assuming no disasters at the door, this will be the largest show we've run – thanks all.

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Food Glorious Food

We've tried to work with the hotel to make the food policy less onerous. To that end we've reduced the prices on drinks at Gamer Bytes, added more variety at Gamer Bytes, added more staffing at The Bistro, and added a lunch buffet in the main restaurant on Saturday and Sunday. We've agreed to make the enforcement of the food policy less intrusive. It's not perfect, but it should be a lot less annoying than the last couple of shows.

Another sign of The Apocalypse

At least for those of us that have been in the hobby for a long time – "Werewolf in ASL." For all of us grognards that read this as 'Werewolf in Advanced Squad Leader' we're showing our age. Only at a game convention.

Hey, last year was El Niño

It's looking like we'll actually get the rain we expected last year this year. Just hope it's not too disruptive

And some final random thoughts

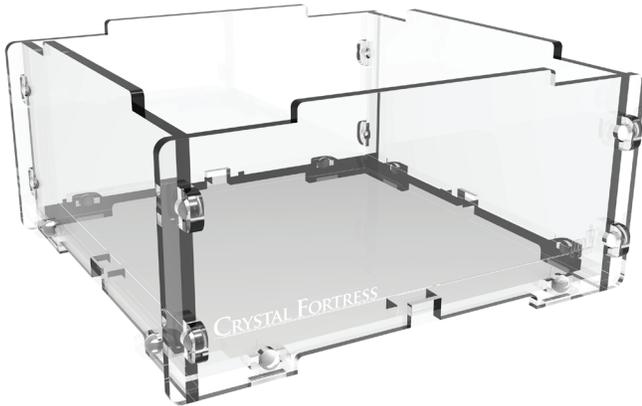
So now it's time to sit back, relax, and have a good time. Have fun everyone and see you in May!

(Any bets on how much *Trump: The Game* goes for at auction?)



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T-Shirts!

Design 1



Design 2 (all year)



Two different Convention Shirts available in the Dealer Room for \$20.

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Orcon 2017 pin!

Established in 1977 as the Orange County Simulations Convention, Orcon has since become the place to be over Presidents' Day weekend. Prove to the world that you were at our fortieth birthday party with a limited edition lapel pin!



