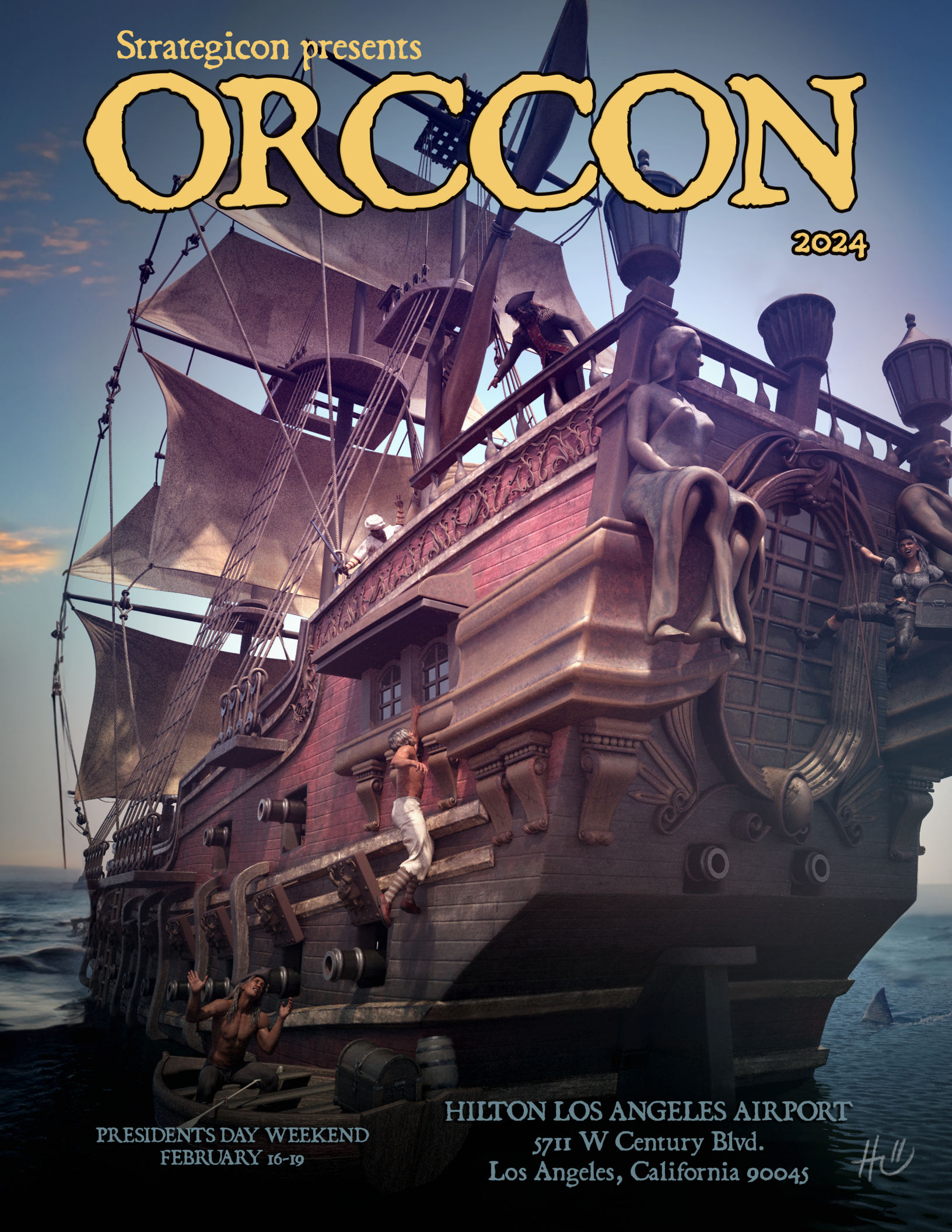


Strategicon presents

# ORCCON

2024



PRESIDENTS DAY WEEKEND  
FEBRUARY 16-19

HILTON LOS ANGELES AIRPORT

5711 W Century Blvd.  
Los Angeles, California 90045

#11

# ONE LETTER BETTER TOURNAMENT

SUNDAY, FEBRUARY 18, 2024

Cruise Monkey Games presents our first ever One Letter Better Tournament. Sign up at Board Game HQ in the International Ball Room. Space is limited to the first 24 players who sign up.

First place:

- One Letter Better prize pack
- Limited Edition copy of One Letter Better
- Cool Cruise Monkey swag
- Gift card to Game Nights

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THE  
SPELLING, STEALING



CARD GAME

2024

More info  
here:



Time: 3:00 PM

Location:  
Int'l Ballroom

101 "How to Play"

Time: 2:00 PM

Sign up at BGHQ



*We Make Fun By The Barrel*

[www.cruisemonkeygames.com](http://www.cruisemonkeygames.com)

## PolyCon XLI

## RoaringCon

Tabletop Gaming Convention  
June 21-23, 2024  
Cal Poly San Luis Obispo

You are cordially  
invited to join us for:

- ◆ D&D Tournament
- ◆ Miniature Wargaming
- ◆ Board Game Pit
- ◆ Magic: The Gathering
- ◆ Paint & Take Minis
- ◆ PolyCon Auction
- ◆ Free BBQ Sat
- ◆ Ice Cream Social
- ◆ LARPs

...and more!



\$30 Pre-Registration  
\$40 at the Door

All students &  
children attend  
**FREE**  
(Including college!)

[polycon.org](http://polycon.org)  
[coninfo@polycon.org](mailto:coninfo@polycon.org)

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## Troubleshooting Staff

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

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

## Welcome

Strategicon welcomes you to Orcon 2024. Thank you for joining us.

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

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

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

Again, thank you for coming. Enjoy the adventure.

## Convention Hours

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

## Game Tournaments and Events

The various Tournaments and Events being held at this convention are listed in the pages of this program in their own event schedules. Tournaments and Events have been broken down into sections (Board Games, Collectible Games, General Events, etc.), each with its own special information under the appropriate headings in the program.

## Common Rights of Event Officials

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

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

## Event Registration

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

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

### **Multiple Section Tournament Entry Limit**

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

### **Walk-in Event Entry**

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

### **Late Arrivals**

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

### **Tournament Prizes**

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

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

### **The prizes for board games will be as follows:**

Events are played for the pure fun of the game

Tournaments are paid out in dealer dollars as follows:

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

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

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

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

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

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

## **A Guide to Orccon 2024 for Non-gamers**

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

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

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

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

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

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

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

Enjoy the con!

## Oricon 2024 Special Guests

### Andrew Paul Haught

Andrew Haught has been designing games since he was a kid and he hasn't stopped. He got into doing design work professedly by creating campaign systems for Flames of War. From there he was put in charge of a miniature game called TANKS, which is now known as World of Tanks. During that time he also designed several board games for Gale Force Nine, his most notable game titles are, Doctor Who: Time of the Daleks, Aliens Another Glorious Day in the Corp and Star Trek Away Missions. He currently lives back in the States from New Zealand, and right now he is a consultant and doing freelance game design. He still works with Gale Force Nine but as a freelance designer. He loves his work as a consultant, because he gets to help several new game designers finish their first games.



### Todd VanHooser, Griffin Maria, and The Laughing Moon Crew: Lady Rae and Robbi Knight

Todd VanHooser is the author of the Laughing Moon Chronicles fantasy series of novels, and the creator of the Laughing Moon Adventures tabletop role-playing game. He was born and raised in Missouri and has been telling stories in one form or another his entire life. First published in high school, Todd saw subsequent publications in literary magazines throughout college and beyond. His Bachelor of Arts was earned at the University of Missouri where he majored in English with an emphasis in creative writing. Although his passion began with fiction writing, the RPG has become a staple at numerous conventions throughout the Southwest for over fifteen years. Now with a relaunch of the original novels, an epic streaming campaign on Twitch, and a brand-new edition of the tabletop game, the world of Laughing Moon makes a triumphant return to the gaming scene.



Griffin Maria is a tabletop RPG enthusiast and full-time professional model with numerous publications. Around the gaming table she is a self-proclaimed "master roller of 1s," but her contributions to the Laughing Moon RPG are more like a critical hit. Equal parts tabletop gamer, fantasy cosplayer, model, and geek, Griffin has been an integral part of the Laughing Moon crew as content editor, website designer, cover artist, and technical guru for all online platforms. Seen at numerous conventions costumed as her unique tabletop characters, Griffin has been able to bring original characters to life both at the gaming table and as well as in real life. Her energetic gaming style infuses the tabletop game with a sense of fun, particularly during convention gaming sessions or live streams where players and audience members must constantly be on their toes.

The Laughing Moon RPG wouldn't be the same without the hard work, dedication, and passion brought Lady Rae and Robbi Knight. As gamers, both Robbi and Rae have created memorable characters for the Laughing Moon setting, many of which have been featured not only around the gaming table, but also brought to life through cosplay at numerous conventions and events. While Lady Rae has established herself as a regular player and personality, Robbi has also sat behind the screen as a Game Master and storyteller. Whether it is chatting with gamers in the epic tavern-style booth Robbi constructed for conventions, or rolling dice during tabletop adventures, both Robbi and Lady Rae are an integral part of what makes the Laughing Moon world something truly special.



## Master Schedule of Events

\* = Play with the creator

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

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

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

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

Fri, Feb 16

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1	<b>Foundations of Rome</b> 101	International B	B	A	B	B
	2	<b>Liar's Dice</b> Small	International B	A	F	B	B
	1	<b>Raising Robots</b> 101	International B	B	F	B	B
	1	<b>Scythe</b> 101	International B	B	T	B	B
	2	<b>Spirit Island</b> 101	International B	B	A	B	B
	2	<b>Car Wars</b> Arena Duel	International A	A	T	M	M
	1.5	<b>Battle of Souls Deckbuilder</b> *	Newport A	A	T	B	I
	3	<b>Change My Mind</b> Demo *	Newport A	A	M	B	I
	3	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
1 pm	1	<b>Brass: Birmingham</b> 101	International B	B	A	B	B
	2	<b>Broken and Beautiful: A Game about Kintsugi</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Foundations of Rome</b>	International B	A	A	B	B
	2	<b>Orleans</b> Small	International B	A	A	B	B
	3	<b>Scythe</b> Small	International B	A	T	B	B
2 pm	1	<b>Azul</b> 101	International B	B	A	B	B
	4	<b>Brass: Birmingham</b>	International B	E	A	B	B
	2	<b>Hard Time</b> Sponsored	East Foyer	A	M	B	T
	2	<b>No Thanks!</b> Small	International B	A	F	B	B
	3	<b>Spirit Island</b>	International B	A	A	B	B
	4	<b>D&amp;D 5e</b> CCC-OCC-01 Red War: Housekeeping (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-01 Divine Chance: Always [...] (Levels 1-4) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-02 Of Books and Men: An [...] (Levels 5-10) Special	Plaza C	A	T	R	A
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	2	<b>Gaslands</b> Gaslands: Superlative Plumber Sibling Carts!	International A	A	F	M	M
	6	<b>Marvel Crisis Protocol</b> Separation Anxiety Ultimate Encounter Tournament	International A	A	T	M	M
	4	<b>Zombicide: Undead or Alive Co-op survival</b> Demo	International A	A	A	M	M
	4	<b>AD&amp;D 1e</b> Raiders of the Borderlands	San Lorenzo C	A	T	R	R
	4	<b>Alien RPG</b> Hope's Last Day	San Lorenzo D	A	A	R	R
	4	<b>Candela Obscura</b> Shadows of Newfaire	San Lorenzo D	A	T	R	R
	4	<b>D&amp;D 5e</b> After the Party	San Lorenzo B	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> Glipkerio's Gambit	San Lorenzo E	A	T	R	R
	4	<b>Dungeon Crawl Classics DCCRP</b> Nebin Pendlebrook's Perilous Pantry	San Lorenzo A	A	T	R	R
	5	<b>D&amp;D 5e</b> The Undergoblin Heist *	San Lorenzo E	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Sojourn RPG</b> Let Us Build a Tower: A Mythic Bronze Age Adventure [...] *	San Lorenzo A	A	T	R	R
	4	<b>Star Trek Adventures: Captain's Log</b> Repair Time	San Lorenzo B	A	T	R	R
	4	<b>Star Wars: Edge of the Empire</b> Shadowport Adventures: [...] Sponsored *	Exec Boardroom	A	M	R	R
	4	<b>The Wildsea</b> Gleaming Stars	San Lorenzo D	A	A	R	R
3 pm	3	<b>Azul</b> Tournament	International B	E	A	B	B
	1	<b>Catan</b> 101	International B	B	A	B	B
	2	<b>Crabs In A Bucket</b> Sponsored	East Foyer	A	F	B	T
	1	<b>Darwin's Journey</b> 101	International B	B	T	B	B
	2	<b>Doctor Who: Time of the Daleks</b> *	Pacific Foyer	A	A	B	B
	1	<b>Eclipse 2nd Dawn</b> 101	International B	B	T	B	B
	4	<b>Eternal Kings</b> Demo	International B	B	T	B	B
	2	<b>Ticket to Ride: Mini Games</b> Small	International B	A	A	B	B
	1	<b>Heat: Pedal to the Metal</b> 101	La Jolla	A	A	C	C
	2	<b>Caricatures</b>	Pacific Foyer	A	A	G	G
	2	<b>Car Wars</b> Arena of Fire	International A	A	T	M	M
	3	<b>From the Shadows</b> Playtest *	Newport A	A	T	B	I
	3	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	3	<b>Laughing Moon</b> Blood on the Redlands *	Chair Boardroom	A	M	R	R
4 pm	3	<b>Alien Frontiers</b> Small	International B	B	T	B	B
	4	<b>Catan</b> Tournament	International B	E	A	B	B
	1	<b>Coloretto</b> 101	International B	B	F	B	B
	1	<b>Cosmic Encounter 1st Ed</b> 101	International B	B	A	B	B

# Friday

Fri, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	<b>Darwin's Journey</b>	International B	E	T	B	B
	4	<b>Eclipse 2nd Dawn</b> Small	International B	A	T	B	B
	2	<b>Pathfinder Revolution!</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	5	<b>Warhammer 40K 10th Edition</b> Mega-Apocalypse Deployment	International A	A	A	M	M
	4	<b>Warhammer Age of Sigmar</b>	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Catalina B	A	T	B	P
	2	<b>Social deduction party game</b> Demo *	Newport D	A	T	B	P
	1.5	<b>Battle of Souls Deckbuilder</b> *	Newport A	A	T	B	I
5 pm	1	<b>Anachrony</b> 101	International B	B	A	B	B
	2	<b>Battlestar Galactica</b> 101	International B	B	A	B	B
	2	<b>Coloretto</b> Tournament	International B	E	F	B	B
	1	<b>Dimension</b> 101	International B	B	A	B	B
	1	<b>Power Grid</b> 101	International B	B	A	B	B
	1	<b>The Castles of Burgundy</b> 101	International B	B	A	B	B
	1	<b>Clank Catacombs</b> 101	La Jolla	A	A	C	C
	4	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
	3	<b>Churchill</b> Tournament	Los Angeles B	A	A	B	W
6 pm	4	<b>Anachrony</b> Small	International B	A	A	B	B
	1.5	<b>Dimension</b>	International B	A	A	B	B
	1	<b>Dos</b>	Catalina A	A	F	B	B
	1	<b>Planet Unknown</b> 101	International B	B	A	B	B
	5	<b>The Castles of Burgundy</b> Tournament	International B	E	A	B	B
	2	<b>Ticket to Ride: Switzerland</b> Small	International B	A	A	B	B
	4	<b>Clank Catacombs with Adventuring Party/Upper [...]</b> Tournament	La Jolla	A	A	C	C
	1	<b>Heat: Pedal to the Metal</b> Qualifer 1	La Jolla	A	A	C	C
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	2	<b>Battletch: Alpha Strike</b> Retake Frankograd	International A	A	T	M	M
	6	<b>Flames of War 15mm</b> Tunisia 1943 Demo	International A	A	T	M	M
	4	<b>Star Wars Shatterpoint 101</b> Demo	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Catalina B	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	2	<b>Social deduction party game</b> Demo *	Newport D	A	T	B	P
	1.5	<b>Battle of Souls Deckbuilder</b>	Newport A	A	T	B	I
	3	<b>From the Shadows</b>	Newport A	A	T	B	I
	2	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	2	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Sails of Glory: Ships of the Line</b> Tournament	Los Angeles B	A	A	B	W
7 pm	4	<b>3 RING CIRCUS</b> Sponsored Demo	International B	B	T	B	B
	2	<b>Planet Unknown</b> Small	International B	E	A	B	B
	3	<b>Power Grid World Tour: Japan</b>	International B	E	T	B	B
	4	<b>The Gauntlet Qualifier: Ark Nova</b> Special	International B	E	A	B	B
	1	<b>Vindication</b> 101	International B	B	A	B	B
	3	<b>War of the Ring 2nd Edition</b>	International B	A	T	B	B
	1	<b>Meet &amp; Greet</b> Special	1635	A	A	G	G
	4	<b>D&amp;D 5e</b> BMG-DRW-OD-01 Something in the Way (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-COTN-01-01 By The Seashore: A Red War Tale (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> DDAL-DRW-19 Fall the Cold Night (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-03 Circus Berserkus (Levels 11-16) Special	Plaza C	E	T	R	A
	3	<b>Warhammer 40K 10th Edition</b> Ironman Small	International A	A	A	M	M
	2	<b>25 Words or Less</b>	Century B	A	A	B	P
	2	<b>Cash n Guns Live</b>	Catalina D	A	A	B	P
	1	<b>For The Queen</b>	Plaza Foyer	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
8 pm	5	<b>Battlestar Galactica</b>	International B	A	A	B	B
	1	<b>Flight of Icarus</b> Demo *	International B	B	T	B	B
	2	<b>Glory to Rome</b> Small	International B	A	A	B	B
	2	<b>Ingenious</b> Small	International B	A	A	B	B
	1	<b>Set</b> 101	International B	B	A	B	B
	4	<b>The Gauntlet Qualifier: Space Base</b> Special	International B	E	A	B	B
	3	<b>Vindication</b>	International B	E	T	B	B
	3	<b>Cascadia</b> Tournament	La Jolla	A	A	C	C

Friday

# Friday

Fri, Feb 16

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>Magic: the Gathering</b> Sealed: Murders at Karlov Manor #1 Sponsored	La Jolla	A	A	C	C
	2	<b>Flea Market</b>	International F	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	4	<b>Monkeyfun</b> Dead Man's Wake *	Bel Air	A	T	L	L
	4	<b>Murder Mystery</b> Endgame	3103	A	M	L	L
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	2	<b>Social deduction party game</b> Demo *	Newport D	A	T	B	P
	2	<b>Ultimate Werewolf Legacy</b>	Catalina B	A	A	B	P
	4	<b>Blades in the Dark</b> Nightmare in Nightmarket	San Lorenzo B	A	M	R	R
	4	<b>D&amp;D 5e</b> Goblin Party: McGuffin	San Lorenzo E	A	A	R	R
	4	<b>Dungeon Crawl Classics</b> Creep, Skrag, Creep!	San Lorenzo D	A	A	R	R
	4	<b>GURPS</b> ASPIRE	San Lorenzo B	A	M	R	R
	4	<b>GURPS</b> The Collapse: "In this economy?"	San Lorenzo A	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>The Everlasting</b> Awakening	San Lorenzo A	A	T	R	R
	4	<b>Warhammer Fantasy Roleplaying First Edition</b> Belly of the Beast	San Lorenzo C	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	2	<b>Doctor Who: Time of the Daleks</b> *	Pacific Foyer	A	A	B	B
	3	<b>Dune</b> Small	International B	A	M	B	B
	1	<b>Flamecraft</b> 101	International B	B	A	B	B
	4	<b>The Gauntlet Qualifier: Splendor</b> Special	International B	E	A	B	B
	4	<b>Wingspan</b>	International B	A	A	B	B
	1	<b>Heat: Pedal to the Metal</b> Qualifer 2	La Jolla	A	A	C	C
	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
	2	<b>Open Karaoke</b>	Newport A	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport C	A	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
10 pm	2	<b>Nexus Ops</b>	International B	A	A	B	B
	4	<b>The Gauntlet Qualifier: Ra</b> Special	International B	E	A	B	B
	3	<b>Lorcana</b> Sealed #1 Sponsored	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Commander: Pods #1 Small	La Jolla	A	A	C	C
	3	<b>Blood on the Clock Tower</b>	San Lorenzo C	A	A	B	P
	2	<b>Social deduction party game</b> Demo *	Newport D	A	T	B	P

\* = Play with the creator

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

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

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

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

Sat, Feb 17

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
9 am	3	<b>Blue Moon City</b> Small	International B	A	A	B	B
	1	<b>Dune Imperium</b> 101	International B	B	A	B	B
	1	<b>Dungeon Petz</b> 101	International B	B	F	B	B
	1	<b>Nemesis</b> 101	International B	B	T	B	B
	2	<b>Play 5</b> Sponsored	East Foyer	A	T	B	T
	4	<b>THE WHITE CASTLE</b> Sponsored Demo	International B	B	T	B	B
	1	<b>Ticket to Ride: Legacy</b> 101	International B	B	A	B	B
	1	<b>Titan</b> 101	International B	B	T	B	B
	4	<b>D&amp;D 5e</b> BMG-DRW-OD-02 Something Wicked (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> DDAL-DRW-19 Fall the Cold Night (Levels 17-20)	Plaza C	E	T	R	A
	8	<b>D&amp;D 5e</b> DDHC-TYP Tales from the Yawning [...] (Levels 5-10) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-01 Divine Chance: Always [...] (Levels 1-4) Special	Plaza C	A	T	R	A
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	7	<b>D&amp;D 5e</b> Curse of the Blood Count Part 1 *	International A	E	T	M	M
	2	<b>Gaslands</b> Gaslands: Superlative Plumber Sibling Carts!	International A	A	F	M	M
	4	<b>Mein Zombie</b> Clearing the Sewers	International A	A	T	M	M

# Saturday

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Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>Star Wars Shatterpoint 101</b>	International A	A	T	M	M
	8	<b>Warhammer 40K 10th Edition</b> Mega-Apocalypse	International A	A	A	M	M
	3	<b>Death of Liberty *</b>	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Playtest *	Newport A	A	T	B	I
	6	<b>Memory Quest: Piracy</b> Playtest	Newport A	A	T	B	I
	3	<b>Moriarty's Mayhem Escape Box</b> Steampunk [...] Sponsored Prototype *	Newport A	A	A	B	I
	3	<b>One Letter Better</b> Sponsored Prototype *	Newport A	A	A	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	4	<b>Cthulhu Now</b> Dawn of the Ancients	San Lorenzo C	A	T	R	R
	5	<b>DCC: Dungeon Crawl Classics</b> Tower of the Black Perl	Exec Boardroom	A	M	R	R
	4	<b>D&amp;D 5e</b> After the Party	San Lorenzo A	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> Accursed Heart of the World Ender	San Lorenzo E	A	A	R	R
	4	<b>D&amp;D 5e</b> Learn to Play Sponsored	San Lorenzo E	B	A	R	R
	4	<b>Gamma World 4e</b> The Hunt: Radiation Boogaloo	San Lorenzo D	A	A	R	R
	4	<b>GURPS</b> Forging Alliances	San Lorenzo C	A	T	R	R
	4	<b>Invisible Sun</b> Where has Tuesday Gone	San Lorenzo D	A	A	R	R
	4	<b>OOPS! All Draculas!</b> Dark Bidding	San Lorenzo B	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Starscape PBTA</b> Unpredictable Orbits *	Chair Boardroom	A	T	R	R
	4	<b>Xcrawl Classics</b> XCrawl TV Live!!! 101	San Lorenzo B	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	2	<b>A mixed bag of Steve Jackson Games</b> Sponsored	East Foyer	A	F	B	T
	1	<b>Ark Nova</b> 101	International B	B	A	B	B
	7	<b>Dune Imperium</b> Big	International B	E	A	B	B
	2	<b>Dungeon Petz</b> Small	International B	A	F	B	B
	1	<b>Fantastic Freeman</b> Prototype	International B	B	F	B	B
	4	<b>SLICE! A Tennis Card Game</b> Playtest *	International B	B	F	B	B
	7	<b>Titan</b> Small	International B	B	T	B	B
	2	<b>Middle Earth CCG</b> 101	La Jolla	A	T	C	C
	1	<b>Pokemon</b> 101	La Jolla	A	A	C	C
	1	<b>Board Game Geek No-Ship Math Trade</b>	Bel Air	A	A	G	G
	1	<b>"Your Wargames Aren't Dead, Here's How to Bring Them Back"</b> Seminar	Carmel	A	A	G	G
	2	<b>Battletech</b> Battletech Demo	International A	A	T	M	M
	6	<b>Classic Battletech</b> Kaiju Invasion -by LOST PLANET GAMES Sponsored *	International A	A	A	M	M
	8	<b>HMGs-PSW Demonstration Table</b> Demo	International A	A	F	M	M
	2	<b>Middle Earth Strategy Battle Game</b> Demo	International A	A	T	M	M
	7	<b>Paint and Take</b>	International A	A	A	M	M
	2	<b>Star Trek Away Missions</b> Q Organized Play *	International A	A	T	M	M
	4	<b>Warhammer: Age of Sigmar</b> Learning the basics 101	International A	A	A	M	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>1775: Rebellion</b> Tournament	Los Angeles C	A	A	B	W
	6	<b>Axis &amp; Allies: Guadalcanal</b> Tournament	Los Angeles B	A	A	B	W
	6	<b>Sturm Europa</b>	Los Angeles C	A	A	B	W
	6	<b>The War Game: WORLD WAR II</b>	Los Angeles B	A	T	B	W
11 am	7	<b>Ark Nova Qualifier</b>	International B	E	A	B	B
	2	<b>Broken and Beautiful: A Game about Kintsugi</b> Sponsored	East Foyer	A	T	B	T
	4	<b>Caylus</b> Small	International B	A	T	B	B
	4	<b>Nemesis</b>	International B	A	T	B	B
	5	<b>Nemesis Lockdown</b>	International B	A	T	B	B
	1	<b>Ra</b> 101	International B	B	F	B	B
	4	<b>The Gauntlet Qualifier: Catan</b> Special	International B	E	A	B	B
	3	<b>Ticket to Ride: Europe</b> Small	International B	A	A	B	B
	3	<b>Ascension</b> #1 Small	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Horde	La Jolla	E	T	C	C
	2	<b>Pokemon</b> StrategiconU Tournament #1	La Jolla	A	A	C	C
	1	<b>Board Game Geek Virtual Flea Market</b>	Carmel	A	A	G	G
	1	<b>Face Painting</b>	Catalina A	A	F	G	G
	6	<b>Flea Market</b>	International F	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	4	<b>Battletech</b> The UrbanMech Triathlon: Pt 1 - Urbie Derby! Tournament	International A	A	T	M	M
	5	<b>Bolt Action</b> 500 point Tournament	International A	A	T	M	M
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
Noon	2	<b>Catan Dawn of Humankind</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Nuclear War Expansions</b>	International B	A	T	B	B

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	2	<b>Ra</b> Tournament	International B	E	T	B	B
	1	<b>Space Base</b> 101	International B	B	A	B	B
	1	<b>Talisman</b> 101	International B	B	T	B	B
	4	<b>The Gauntlet Qualifier: Power Grid</b> Special	International B	E	A	B	B
	2	<b>UNO</b> Small	International B	A	A	B	B
	1	<b>Yokohama</b> 101	International B	B	A	B	B
	1	<b>Lorcana</b> 101	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Commander: Pods #2 Small	La Jolla	A	A	C	C
	1	<b>Spiritem CCG</b> 101	La Jolla	A	A	C	C
	3	<b>Transformers TCG - Deck</b>	La Jolla	A	A	C	C
	1.5	<b>Board Game Design for Existing IP</b>	Carmel	A	A	G	G
	1	<b>Face Painting</b>	Catalina A	A	F	G	G
	2	<b>Car Wars</b> Junkyard Arena	International A	A	T	M	M
	2	<b>Clay-O-Rama</b> Hot Potatoes	International A	A	F	M	M
	6	<b>Flames of War</b> Battle of Kasserine Pass	International A	A	A	M	M
	3	<b>Gaslands Refuelled</b> Death Race	International A	A	T	M	M
	8	<b>Pike and Shotte</b> English Civil War	International A	A	T	M	M
	4	<b>Relic Worlds Expeditions</b>	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	3	<b>LAW: Live Action Wrestling!</b>	Catalina C	A	F	B	P
	2	<b>Social deduction party game</b> Demo *	Catalina B	A	T	B	P
	3	<b>Death of Liberty</b> *	Newport A	A	T	B	I
	3	<b>From the Shadows</b>	Newport A	A	T	B	I
	3	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	1	<b>For The Queen</b>	Plaza Foyer	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
1 pm	1	<b>Kingsburg</b> 101	International B	B	A	B	B
	3	<b>Last Days of Athobrae</b> Small *	International B	A	T	B	B
	2	<b>Munchkin Impossible</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Root</b> 101	International B	B	T	B	B
	3	<b>Space Base</b> Tournament	International B	E	A	B	B
	4	<b>Talisman</b> Small	International B	E	T	B	B
	4	<b>The Gauntlet Qualifier: Thurn and Taxis</b> Special	International B	E	A	B	B
	2	<b>Yokohama</b>	International B	A	A	B	B
	3	<b>Lorcana</b> Preconstructed #1	La Jolla	A	A	C	C
	3	<b>Lorcana</b> Sealed #2 Sponsored	La Jolla	A	A	C	C
	4	<b>Marvel Champions</b>	La Jolla	A	A	C	C
	5	<b>Middle Earth CCG (Challenge decks)</b>	La Jolla	A	T	C	C
	1	<b>Face Painting</b>	Catalina A	A	F	G	G
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	2	<b>De Bellis Antiquitatis</b> DBA Demo	International A	A	T	M	M
	2	<b>Full Thrust</b> And the Dreadnaughts Fear Nothing at All	International A	A	T	M	M
	5	<b>Grimpath</b> Pick up and Play Demo *	International A	A	A	M	M
2 pm	2	<b>Builders of Blankenburg</b> Demo *	International B	B	T	B	B
	2	<b>Icecool</b>	Catalina A	A	F	B	B
	1	<b>Kingdom Builder</b> 101	International B	B	T	B	B
	4	<b>Kingsburg</b> Tournament	International B	E	A	B	B
	2	<b>Pathfinder Revolution!</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Phase 10</b> Small	International B	A	A	B	B
	3	<b>Root</b> Small	International B	A	T	B	B
	4	<b>SALTON SEA</b> Sponsored Demo	International B	B	T	B	B
	4	<b>The Gauntlet Qualifier: Wingspan</b> Special	International B	E	A	B	B
	4	<b>Magic: the Gathering</b> Sealed: Murders at Karlov Manor #2 Sponsored	La Jolla	A	A	C	C
	3	<b>Caricatures</b>	Pacific Foyer	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	4	<b>D&amp;D 5e</b> CCC-QUAKE-01 Red War: Thayan Peace Keeper (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> DDAL-DRW-20 The Death of Szass Tam (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-02 Of Books and Men: An [...] (Levels 5-10) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-03 Circus Berserkus (Levels 11-16) Special	Plaza C	E	T	R	A
	5	<b>Pathfinder Second Edition</b> PFS2 Blessings of the Forest Special	Century B	A	F	R	F
	4	<b>Starship Valkyrie</b> Ship of Death *	Bel Air	A	T	L	L
	2	<b>Chivalry is Dead: Race for the Crown!</b> Chariot Racing Demo *	International A	A	A	M	M
	2	<b>Star Trek Away Missions</b> Q Organized Play *	International A	A	T	M	M

# Saturday

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Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	<b>Wings of War</b> Flight School Demo	International A	A	T	M	M
	4	<b>Zombicide: Undead or Alive Co-op survival</b> Demo	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	2	<b>Green Team Wins</b>	Catalina D	A	A	B	P
	2	<b>Social deduction party game</b> Demo *	Catalina B	A	T	B	P
	4	<b>AD&amp;D 1e</b> Raiders of the Borderlands	San Lorenzo D	A	T	R	R
	4	<b>Alien RPG</b> Hope's Last Day	San Lorenzo A	A	A	R	R
	4	<b>Caladrius Academy</b> Caladrius Academy - playtest and learn Playtest *	Exec Boardroom	A	M	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	<b>DragonBane</b> The Riddermound	San Lorenzo E	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> The Imperishable Sorceress	La Jolla	A	A	R	R
	4	<b>Dungeon Crawl Classics</b> Tournament of Pigs *	La Jolla	A	A	R	R
	4	<b>GURPS</b> An Offer You Can't Refuse	San Lorenzo B	A	T	R	R
	4	<b>Invisible Sun</b> Interesting Times	San Lorenzo D	A	A	R	R
	4	<b>Laughing Moon</b> Laughing Moon LIVE *	Carmel	A	M	R	R
	4	<b>LAWMAN</b> See You Soonish Space Cowperson...	San Lorenzo B	A	T	R	R
	4	<b>Pasts, Personas and Prophecies 2e</b> Last Sands of Setra (Part 1) *	San Lorenzo E	A	A	R	R
	4	<b>Pirate Borg</b> Buried in the Bahamas	San Lorenzo D	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>Sojourn RPG</b> Let Us Build a Tower: A Mythic Bronze Age Adventure [...] *	San Lorenzo A	A	T	R	R
	4	<b>Star Trek Adventures: Captain's Log</b> A Majestic Matter	San Lorenzo B	A	T	R	R
	3	<b>Star Wars: Edge of the Empire</b> Shadowport Adventures: [...] Sponsored *	San Lorenzo C	A	M	R	R
	4	<b>The Electric State</b> Into the Dust	San Lorenzo E	A	A	R	R
	4	<b>To Change</b> Maastrichtian Dynasty	San Lorenzo E	A	A	R	R
	2	<b>TTRPG</b> Dice Free Dungeons: 'Tributes Sent North' *	San Lorenzo C	A	T	R	R
	4	<b>Vampire the Masquerade 5th edition</b> The Tremere Chronicles	San Lorenzo A	A	T	R	R
	4	<b>Xcrawl Classics</b> XCrawl TV Live!!! 101	San Lorenzo D	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>STARCRAFT 2</b> PC, Windows Tournament	Marina	A	A	V	V
	4	<b>Diplomacy</b> Tournament	Los Angeles C	A	T	B	W
3 pm	2	<b>Flamecraft</b>	International B	A	A	B	B
	3	<b>Kingdom Builder</b> Tournament	International B	E	T	B	B
	1	<b>Oak</b> 101	International B	B	A	B	B
	5	<b>Power Grid: Recharged!</b> Small	International B	A	T	B	B
	4	<b>The Gauntlet Qualifier: Coloretto</b> Special	International B	E	A	B	B
	2	<b>Thunder Road Vendetta</b> Demo	International B	B	A	B	B
	2	<b>WizWar</b> Sponsored	East Foyer	A	T	B	T
	1	<b>Heat: Pedal to the Metal</b> Qualifer 3	La Jolla	A	A	C	C
	1	<b>Isle of Cats</b> 101	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Horde	La Jolla	E	T	C	C
	4	<b>Transformers TCG - Titans</b>	La Jolla	A	A	C	C
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	4	<b>Battletech</b> UrbanMech Triathlon: Pt 2 - Soapbox Derby Tournament	International A	A	T	M	M
	2	<b>Full Thrust</b> Full Thrust Demo	International A	A	T	M	M
	4	<b>Mein Zombie</b> Underground	International A	A	T	M	M
	3	<b>Warhammer: Age of Sigmar</b> Open play	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Battle of Souls Deckbuilder</b>	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Playtest *	Newport A	A	T	B	I
	6	<b>Memory Quest: Piracy</b> Playtest	Newport A	A	T	B	I
	3	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
4 pm	2	<b>Hard Time</b> Sponsored	East Foyer	A	M	B	T
	2	<b>Istanbul</b>	International B	A	A	B	B
	1	<b>Marvel Legendary</b> 101	International B	B	A	B	B
	3	<b>Oak</b>	International B	A	A	B	B
	1	<b>Splendor</b> 101	International B	B	A	B	B
	4	<b>Stadium: A Sport Odyssey</b> Demo *	International B	B	T	B	B
	2	<b>Tesseract</b>	International B	A	A	B	B
	2	<b>The Acts</b> Demo *	International B	B	T	B	B
	4	<b>The Gauntlet Qualifier: Acquire</b> Special	International B	E	A	B	B
	3	<b>Ticket to Ride: Germany</b> Small	International B	A	A	B	B
	4	<b>Isle of Cats with Late Arrivals</b> Tournament	La Jolla	A	A	C	C
	3	<b>Lorcana</b> Draft #1 Sponsored	La Jolla	A	A	C	C

# Saturday

# Saturday

Sat, Feb 17

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	<b>Takenoko</b> Tournament	La Jolla	A	A	C	C
	2	<b>Bolt Action</b> Bolt Action Demo	International A	A	T	M	M
	2	<b>Chivalry is Dead: Race for the Crown!</b> Chariot Racing Demo *	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Skull</b>	Catalina C	A	A	B	P
	2	<b>Social deduction party game</b> Demo *	Catalina B	A	T	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	2	<b>Mario Kart 8 Deluxe Free For All</b> Switch Tournament	Marina	A	A	V	V
5 pm	3	<b>Cyclades</b> Small	International B	B	A	B	B
	1	<b>Don't L.L.A.M.A.</b>	Catalina A	A	F	B	B
	4	<b>Eternal Kings</b> Demo *	International B	B	T	B	B
	2	<b>Marvel Legendary</b>	International B	A	A	B	B
	4	<b>Splendor</b> Big	International B	E	A	B	B
	1	<b>Terraforming Mars: Ares Expedition</b> 101	International B	B	A	B	B
	4	<b>The Gauntlet Qualifier: Lords of Waterdeep</b> Special	International B	E	A	B	B
	3	<b>Magic: the Gathering</b> Commander: Pods #3 Small	La Jolla	A	A	C	C
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	6	<b>Circus Maximus</b> Tournament	International A	A	A	M	M
	5	<b>Rising Sun</b>	International B	A	A	M	M
	6	<b>Wings of War</b> Continuous battle over the trenches	International A	A	A	M	M
	2	<b>You Can't Be Sirious!</b> *	Catalina C	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>STARCRAFT 2</b> PC, Windows Tournament	Marina	A	A	V	V
	4	<b>Axis &amp; Allies Pacific</b> Tournament	Los Angeles B	A	A	B	W
	4	<b>Quartermaster General WW2 (2nd Edition)</b> Tournament	Los Angeles B	A	A	B	W
6 pm	1	<b>Forbidden Island</b>	Catalina A	A	F	B	B
	2	<b>Starship Captains</b>	International B	A	F	B	B
	1	<b>Teotihuacan: City of Gods</b> 101	International B	B	T	B	B
	4	<b>Terraforming Mars: Ares Expedition</b> Tournament	International B	E	A	B	B
	4	<b>The Gauntlet Qualifier: Ticket to Ride</b> Special	International B	E	A	B	B
	4	<b>THE RED CATHEDRAL</b> Sponsored Demo	International B	B	T	B	B
	1	<b>Heat: Pedal to the Metal</b> Qualifer 4	La Jolla	A	A	C	C
	4	<b>Lord of the Rings LCG</b>	La Jolla	A	A	C	C
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	3	<b>Star Wars Legion</b> Escape the citadel	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	2	<b>Social deduction party game</b> Demo *	Catalina B	A	T	B	P
	2	<b>Battle of Souls Deckbuilder</b>	Newport A	A	T	B	I
	2.5	<b>Death of Liberty</b>	Newport A	A	T	B	I
	2	<b>From the Shadows</b>	Newport A	A	T	B	I
	2	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	2	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	6	<b>D&amp;D 5e</b> D&D PvP Tournament *	International A	E	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
7 pm	3	<b>Power Grid World Tour: Russia</b>	International B	E	T	B	B
	2	<b>Shadow Hunters</b>	International B	A	T	B	B
	3	<b>Teotihuacan: City of Gods</b> Small	International B	E	T	B	B
	4	<b>The Gauntlet Qualifier: Terraforming Mars</b> Special	International B	E	A	B	B
	3	<b>Ticket to Ride: Italy</b> Small	International B	A	A	B	B
	1	<b>Treasure Hogs</b> Sponsored Small *	Pacific Foyer	A	A	B	B
	3	<b>War of the Ring 2nd Edition</b>	International B	A	T	B	B
	3	<b>Lorcana</b> Sealed #3 Sponsored	La Jolla	A	A	C	C
	4	<b>Magic: the Gathering</b> Draft: Murders at Karlov Manor #1 Sponsored	La Jolla	A	A	C	C
	2	<b>Spiritem CCG</b> Playtest *	La Jolla	B	A	C	C
	3	<b>Happy Jacks RPG Podcast</b> Seminar	Carmel	A	T	G	G
	4	<b>D&amp;D 5e</b> BMG-DRWEP-OD-02 The Burning of [...] (Levels 5-16)) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-COTN-01-01 By The Seashore: A Red War Tale (Levels 1-4)	Plaza C	A	T	R	A
	3	<b>Aliens: Another Glorious Day in the Corps!</b> Bug Hunt: Retrieve Supplies *	International A	A	T	M	M
	4	<b>Battletech: Alpha Strike</b> UrbanMech Triathlon: Pt 3 - The Urbie Shoot	International A	A	T	M	M
	2	<b>Cash n Guns Live</b>	Catalina D	A	A	B	P
	3	<b>Dungeons &amp; Dragons</b> The search for booty (a pirate's treasure)	Pacific Foyer	A	A	R	R
	4	<b>Laughing Moon</b> The Sleeping Bear of the Red Hill Mine *	Chair Boardroom	A	M	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V

## Saturday

**Sat, Feb 17**

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
8 pm	2	<b>Ivanhoe</b>	International B	A	A	B	B
	3	<b>Le Havre</b>	International B	E	A	B	B
	2	<b>Play 5</b> Sponsored Small *	Pacific Foyer	A	A	B	B
	1	<b>Rival Restaurants</b> 101	International B	B	A	B	B
	4	<b>The Gauntlet Qualifier: Azul</b> Special	International B	E	A	B	B
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	4	<b>Vampire the Masquerade</b> Dead Man's Party	Bel Air	A	M	L	L
	2	<b>Battlestations 2.0 HUGE!</b> *	International A	A	A	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Lucky Flip</b>	San Lorenzo C	A	A	B	P
	2	<b>Ultimate Werewolf Legacy</b>	Catalina B	A	A	B	P
	2	<b>Wits and Wagers</b> Tournament	Century C	A	A	B	P
	6	<b>AD&amp;D 2e</b> High Level All Nighter Sponsored *	San Lorenzo D	E	M	R	R
	4	<b>Alien RPG</b> The Dig 101 *	San Lorenzo D	A	M	R	R
	4	<b>ALIEN The Roleplaying Game</b> Hope's Last Day	San Lorenzo A	A	T	R	R
	4.5	<b>Call of Cthulhu</b> Edge of Darkness	San Lorenzo D	A	M	R	R
	4	<b>D&amp;D 5e</b> Goblin Party: Demon King	San Lorenzo E	A	A	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> Blood for the Serpent King	San Lorenzo E	A	A	R	R
	4	<b>Dungeons and Dragons Fourth Edition</b> Relics of the Past	San Lorenzo B	A	T	R	R
	4	<b>Dungeons &amp; Dragons 5th Edition</b> The Undergoblin Heist *	San Lorenzo B	A	T	R	R
	4	<b>GURPS</b> ASPIRE	San Lorenzo D	A	M	R	R
	4	<b>GURPS</b> ASPIRE: The New Problem	San Lorenzo A	A	T	R	R
	4	<b>RPG Indie Games on Demand</b> various	Plaza Foyer	A	A	R	R
	4	<b>The Everlasting</b> Hunted	San Lorenzo B	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	2	<b>Cards Against Humanity</b>	International B	A	M	B	B
	2	<b>Rival Restaurants</b> Small	International B	A	A	B	B
	4	<b>The Gauntlet Qualifier: Brass: Birmingham</b> Special	International B	E	A	B	B
	1	<b>Heat: Pedal to the Metal</b> Qualifier 5	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> K&J Pauper	La Jolla	A	A	C	C
	1	<b>Karaoke Warm up</b>	Newport A	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport C	A	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
10 pm	2	<b>Alhambra</b>	International B	A	A	B	B
	2	<b>King of Tokyo</b> Small	International B	A	F	B	B
	4	<b>The Gauntlet Qualifier: 7 Wonders</b> Special	International B	E	A	B	B
	3	<b>Lorcana</b> Draft #2 Sponsored	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Commander: Sealed #1 Sponsored	La Jolla	A	A	C	C
	1	<b>Battle of The Bards - The Strategicon Karaoke Contest</b>	Newport A	A	A	G	G
	3	<b>Blood on the Clock Tower</b>	San Lorenzo C	A	A	B	P
	1	<b>Punderdome</b>	Catalina C	A	T	B	P
11 pm	2	<b>Open Karaoke</b>	Newport A	A	A	G	G

\* = Play with the creator

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

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

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

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

**Sun, Feb 18**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
9 am	1	<b>Can't Stop</b>	International B	A	A	B	B
	2	<b>Get in My Belly</b> Sponsored	East Foyer	A	M	B	T
	4	<b>MILLE FIORI</b> Sponsored Demo	International B	B	T	B	B
	2	<b>Project L</b>	International B	A	A	B	B
	1	<b>Stone Age</b> 101	International B	B	A	B	B
	1	<b>Thurn and Taxis</b> 101	International B	B	A	B	B

## Sunday

# Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	4	<b>D&amp;D 5e</b> BMG-DRW-OD-01 Something in the Way (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-OCC-01 Red War: Housekeeping (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-QUAKE-01 Red War: Thayan Peace Keeper (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-03 Circus Berserkus (Levels 11-16) Special	Plaza C	E	T	R	A
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	6	<b>D&amp;D 5e</b> Curse of the Blood Count Part 2 *	International A	E	T	M	M
	2	<b>Gaslands</b> Gaslands: Superlative Plumber Sibling Carts!	International A	A	F	M	M
	8	<b>Warhammer 40K 10th Edition</b> Open Play	International A	A	A	M	M
	3	<b>Death of Liberty</b>	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Playtest *	Newport A	A	T	B	I
	6	<b>Memory Quest: Piracy</b>	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	4	<b>D&amp;D 5e</b> To aid Petal Isle	San Lorenzo C	A	T	R	R
	4	<b>Bedlam Hall - Powered by the Apocalypse</b> The Tale of Uncle Vladimir [...]	San Lorenzo B	A	T	R	R
	4	<b>Call of Cthulhu-7th edition</b> We Are All Savages	San Lorenzo A	A	T	R	R
	5	<b>DCC: Dungeon Crawl Classics</b> The Black Feather Blade	San Lorenzo D	A	M	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	<b>Ghostbusters</b> The Least Gods of Gor-Slop	San Lorenzo E	A	A	R	R
	4	<b>GURPS</b> Christmas Disappearances	San Lorenzo D	A	T	R	R
	4	<b>GURPS: Prime Directive</b> Set Phasers to Infinity! Sponsored	San Lorenzo B	A	T	R	R
	4	<b>Pasts, Personas &amp; Prophecies 2e</b> Last Sands of Setra (Part 2) *	San Lorenzo E	A	A	R	R
	1	<b>RPG Design Lean Coffee</b> RPG game design discussion	Plaza Foyer	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9:30 am	9	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	4	<b>Ark Nova Final</b> Big	International B	E	A	B	B
	1	<b>Cat Lady</b> 101	International B	B	A	B	B
	2	<b>Proteus</b> Sponsored	East Foyer	A	T	B	T
	1.5	<b>Quatermain: Deck Building Adventures</b> Demo *	International B	B	T	B	B
	2	<b>The Gauntlet Semifinals</b> Special	International B	E	A	B	B
	3	<b>The Princes of Florence</b> Small	International B	A	T	B	B
	3	<b>Thurn and Taxis</b> Tournament	International B	E	A	B	B
	1	<b>Heat: Pedal to the Metal</b> Qualifer 6	La Jolla	A	A	C	C
	5	<b>Lost Ruins of Aranak with Expedition Leaders and [...]</b> Tournament	La Jolla	A	A	C	C
	1	<b>Pokemon</b> 101	La Jolla	A	A	C	C
	2	<b>Boffer Showcase</b> Starship Valkyrie: Fenris Assault Squad *	Bel Air	A	T	L	L
	2	<b>Battletech</b> Battletech Demo	International A	A	T	M	M
	6	<b>Classic Battletech</b> Kaiju Invasion Sponsored *	International A	A	A	M	M
	2	<b>Middle Earth Strategy Battle Game</b> Demo	International A	A	T	M	M
	7	<b>Paint and Take</b>	International A	A	A	M	M
	2	<b>Star Trek Away Missions</b> Q Organized Play *	International A	A	T	M	M
	4	<b>Warhammer: Age of Sigmar</b> Open	International A	A	A	M	M
	1	<b>For The Queen</b>	Plaza Foyer	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Axis &amp; Allies: D-Day</b> Tournament	Los Angeles B	A	A	B	W
	6	<b>Kriegsspiel - American Civil War - 1862</b>	Los Angeles C	A	A	B	W
11 am	2	<b>Cat Lady</b> Small	International B	A	A	B	B
	4	<b>Eternal Kings</b> Demo *	International B	B	T	B	B
	2	<b>Play 5</b> Sponsored	East Foyer	A	T	B	T
	2	<b>Shadow Hunters</b>	International B	A	T	B	B
	1	<b>Terraforming Mars</b> 101	International B	B	T	B	B
	3	<b>Ticket to Ride</b> Tournament	International B	E	A	B	B
	3	<b>Ascension</b> #2 Small	La Jolla	A	A	C	C
	1	<b>Dice Masters Draft Pack</b> Secret Wars 101	La Jolla	A	A	C	C
	4	<b>Magic: The Gathering</b> Horde	La Jolla	E	T	C	C
	2	<b>Pokemon</b> StrategiconU Tournament #2	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Catalina A	A	F	G	G
	6	<b>Flea Market</b>	International F	A	A	G	G
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	6	<b>Twilight Imperium Fourth Edition</b>	International A	A	A	M	M
	1	<b>Coup</b> Tournament	Newport D	A	A	B	P
	4	<b>Laughing Moon</b> Hanged Man's Crossing, *	Chair Boardroom	A	M	R	R
	2	<b>RPG Indie Games on Demand (Short Game Edition)</b> various	Plaza Foyer	A	A	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Battletcry</b> Tournament	Los Angeles C	A	A	B	W
Noon	1	<b>Agricola</b> 101	International B	B	T	B	B
	1	<b>A Study in Emerald</b> 101	International B	B	T	B	B

# Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	<b>Broken and Beautiful: A Game about Kintsugi</b> Sponsored	East Foyer	A	T	B	T
	10	<b>CATAN 2024 Championship Qualifier</b> Special	International B	E	M	B	B
	10	<b>Terraforming Mars</b> Big	International B	E	T	B	B
	2	<b>UNO #2</b> Small	International B	A	A	B	B
	2	<b>Vampire the Eternal Struggle</b> Demo	International B	B	T	B	B
	4	<b>Dice Masters Draft Pack</b> Secret wars	La Jolla	E	A	C	C
	4.5	<b>Heat: Pedal to the Metal</b> FINALS Championship Circuit Tournament	La Jolla	A	A	C	C
	1	<b>Lorcana</b> 101	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Commander: Pods #4 Small	La Jolla	A	A	C	C
	5	<b>Middle Earth CCG</b>	La Jolla	A	T	C	C
	1	<b>Spiritem CCG</b> 101	La Jolla	A	A	C	C
	4	<b>Star Wars Miniatures</b> Booster Draft Tournament	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Catalina A	A	F	G	G
	6	<b>Black Powder Napoleonics</b> Engagement at the River Demo	International A	A	T	M	M
	2	<b>Clay-O-Rama</b> Super Powers	International A	A	F	M	M
	3	<b>Gaslands Refuelled</b> Death Race	International A	A	T	M	M
	5	<b>Star Wars Legion</b> 500pt. Tournament	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	2	<b>Social deduction party game</b> Demo *	Catalina B	A	T	B	P
	2	<b>SQUID GAMES</b>	Catalina D	A	A	B	P
	3	<b>Champions of Wuxing</b> Demo	Newport A	A	A	B	I
	3	<b>Death of Liberty</b>	Newport A	A	T	B	I
	3	<b>Exoterra</b> Prototype	Newport A	A	T	B	I
	3	<b>From the Shadows</b>	Newport A	A	T	B	I
	3	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
1 pm	5	<b>Agricola</b> Tournament	International B	E	M	B	B
	2	<b>A mixed bag of Steve Jackson Games</b> Sponsored	East Foyer	A	F	B	T
	3	<b>A Study in Emerald</b> Small	International B	A	T	B	B
	3	<b>Last Days of Athobrae</b> Small *	International B	A	T	B	B
	1	<b>Root</b> 101	International B	B	T	B	B
	4	<b>The Gauntlet Final</b> Special MEGA	International B	E	A	B	B
	1	<b>Ticket to Ride: Rails and Sails</b> 101	International B	B	T	B	B
	3	<b>Lorcana</b> Preconstructed #2	La Jolla	A	A	C	C
	3	<b>Lorcana</b> Sealed #4 Sponsored	La Jolla	A	A	C	C
	1	<b>Face Painting</b>	Catalina A	A	F	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	2	<b>Battlestations - Dirtside</b> Dirtside (3X30min Missions) *	International A	A	A	M	M
	2	<b>De Bellis Antiquitatis</b> DBA Demo	International A	A	T	M	M
	2	<b>Full Thrust</b> And the Dreadnaughts Fear Nothing at All	International A	A	T	M	M
	4	<b>Giant Killer Robots: Heavy Hitters</b> Gary Graham Memorial Battle	International A	A	F	M	M
	5	<b>Grimpath</b> Pick up and Play Demo *	International A	A	A	M	M
	3	<b>Number 6 Dance, 50th Anniversary Edition</b> Assault on Rock Ridge	International A	A	M	M	M
	2	<b>Star Trek Away Missions</b> Q Organized Play *	International A	A	T	M	M
	1	<b>Fantasy Strike</b> PC/Switch 101	Marina	A	A	V	V
2 pm	4	<b>BITOKU</b> Sponsored Demo	International B	B	T	B	B
	2	<b>Catan Dawn of Humankind</b> Sponsored	East Foyer	A	T	B	T
	1	<b>One Letter Better</b> 101 *	International B	B	A	B	B
	2	<b>Phase 10</b> Small	International B	A	A	B	B
	2	<b>Pirate and Traveler</b>	Catalina A	A	F	B	B
	3	<b>Root</b> Small	International B	A	T	B	B
	4	<b>Ticket to Ride: Rails and Sails</b> Tournament	International B	E	T	B	B
	4	<b>Magic: the Gathering</b> Sealed: Murders at Karlov Manor #3 Sponsored	La Jolla	A	A	C	C
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	4	<b>D&amp;D 5e</b> BMG-DRW-OD-02 Something Wicked (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-OCC-01 Red War: Housekeeping (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> DDAL-DRW-19 Fall the Cold Night (Levels 17-20)	Plaza C	E	T	R	A
	8	<b>D&amp;D 5e</b> DDHC-TYP Tales from the Yawning [...] (Levels 5-10) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-01 Divine Chance: Always [...] (Levels 1-4) Special	Plaza C	A	T	R	A
	4	<b>Murder Mystery</b> Endgame Alternate	Bel Air	E	M	L	L
	2	<b>Social</b> Parlor LARP Community Mixer	3103	A	T	L	L
	2	<b>Chivalry is Dead: Race for the Crown!</b> Chariot Racing Demo *	International A	A	A	M	M
	4	<b>Konflikt 47</b> Open Play	International A	A	T	M	M
	2	<b>Painting Contest Judging</b>	International A	A	A	M	M
	4	<b>Zombicide: Undead or Alive Co-op survival</b> Demo	International A	A	A	M	M

Sunday

# Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Funemployed</b>	Catalina C	A	T	B	P
	2	<b>Social deduction party game</b> *	Catalina B	A	T	B	P
	4	<b>AD&amp;D 1e</b> Raiders of the Borderlands	San Lorenzo A	A	T	R	R
	4	<b>ALIEN The Roleplaying Game</b> ALIEN: Fallout	San Lorenzo B	A	T	R	R
	4	<b>Boyfriend Dungeon (PBTA)</b> Boyfriend Dungeon	Exec Boardroom	A	M	R	R
	4	<b>Caladrius Academy</b> Caladrius Academy - playtest and learn Playtest *	San Lorenzo E	A	M	R	R
	4	<b>Court of Blades</b> Of Masks and Murder	San Lorenzo D	A	M	R	R
	4	<b>D&amp;D Redbox</b> Welcome to the Isle of Dead Men	San Lorenzo B	A	T	R	R
	4	<b>D&amp;D 5e</b> My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	<b>Dungeon Crawl Classics</b> Love in the Age of Gongfarmers	San Lorenzo C	B	T	R	R
	4	<b>Dungeon Crawl Classics</b> Orcs! A High Octane Adventure!	San Lorenzo D	A	T	R	R
	4	<b>Hunter the Reckoning</b> Hunter: Crossover Chronicles Sponsored *	San Lorenzo E	A	M	R	R
	4	<b>Medium-Crunch Dark Fantasy</b> Dying Light Playtest *	San Lorenzo C	A	T	R	R
	3	<b>RPG Indie Games on Demand (Kids Edition)</b> various	Plaza Foyer	A	F	R	R
	4	<b>Sojourn RPG</b> Let Us Build a Tower: A Mythic Bronze Age Adventure [...] *	San Lorenzo A	A	T	R	R
	4	<b>Space Aces</b> Voyages into Infinite Space!	San Lorenzo D	A	T	R	R
	4	<b>Star Trek Adventures: Captain's Log</b> Holographic Will	San Lorenzo B	A	T	R	R
	2	<b>TTRPG</b> Dice Free Dungeons: Tributes Sent North *	San Lorenzo A	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	2	<b>Fantasy Strike</b> PC/Switch Small	Marina	A	A	V	V
3 pm	1	<b>Acquire</b> 101	International B	B	A	B	B
	4	<b>Cohorts and Cronies</b> Demo *	International B	B	T	B	B
	1	<b>Dog Lover</b> 101	International B	B	A	B	B
	1	<b>New York Zoo</b> 101	International B	B	A	B	B
	3	<b>One Letter Better</b> Sponsored Tournament *	International B	A	A	B	B
	5	<b>Power Grid</b> Big	International B	E	T	B	B
	4	<b>Magic: The Gathering</b> Horde	La Jolla	E	T	C	C
	3	<b>Caricatures</b>	Pacific Foyer	A	A	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	2	<b>Battlestations - Dirtside</b> Dirtside (3X30min Missions) *	International A	A	A	M	M
	4	<b>Warhammer Age of Sigmar</b>	International A	A	A	M	M
	3	<b>Blood on the Clocktower</b>	Newport C	E	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>CCG</b> Playtest *	Newport A	A	A	B	I
	3	<b>Exoterra</b> Prototype	Newport A	A	T	B	I
	3	<b>From the Shadows</b> Playtest *	Newport A	A	T	B	I
	6	<b>Memory Quest: Piracy</b> Playtest	Newport A	A	T	B	I
	3	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	3	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	4	<b>Laughing Moon</b> A Legend of Godsteel *	Chair Boardroom	A	M	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	6	<b>Wellington: The Peninsular War 1812-1814</b> Tournament	Los Angeles C	A	A	B	W
4 pm	4	<b>Acquire: David Woolcott Memorial Tournament</b> Tournament	International B	E	A	B	B
	1	<b>Bag-O-Loot</b>	Catalina A	A	F	B	B
	2	<b>Dog Lover</b>	International B	A	A	B	B
	1	<b>Istanbul</b> 101	International B	B	T	B	B
	2	<b>New York Zoo</b>	International B	E	A	B	B
	1	<b>Puerto Rico</b> 101	International B	B	A	B	B
	4	<b>Stadium: A Sport Odyssey</b> Demo	International B	B	T	B	B
	2	<b>War of the Ring :The Card Game</b>	International B	A	T	B	B
	3	<b>Lorcana</b> Draft #3 Sponsored	La Jolla	A	A	C	C
	1	<b>Mondo</b> 101	La Jolla	A	A	C	C
	.3	<b>GRID GAME Raffle Drawing</b>	Pacific	A	A	G	G
	2	<b>Chivalry is Dead: Race for the Crown!</b> Chariot Racing Demo *	International A	A	A	M	M
	2	<b>Full Thrust</b> Full Thrust Demo	International A	A	T	M	M
	2	<b>General Quarters</b> Fleet Action Imminent Demo	International A	A	T	M	M
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	2	<b>Social deduction party game</b> Demo *	Catalina B	A	T	B	P
	1.25	<b>The Drawing!!!!</b> Sponsored	East Foyer	A	A	B	T
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	2	<b>Mario Kart 8 Deluxe Team</b> Switch Tournament	Marina	A	A	V	V
	3	<b>Twilight Struggle</b> Tournament	Los Angeles C	A	A	B	W
5 pm	1	<b>Imperial Steam</b> 101	International B	B	T	B	B
	1	<b>Lords of Waterdeep</b> 101	International B	B	T	B	B
	1	<b>Point City</b>	International B	A	A	B	B
	4	<b>Puerto Rico</b> Tournament	International B	E	A	B	B

# Sunday

Sun, Feb 18

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	3	<b>Lorcana</b> Preconstructed #3	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Commander: Pods #5 Small	La Jolla	A	A	C	C
	2	<b>Mondo</b> Tournament	La Jolla	A	A	C	C
	4	<b>Star Wars Miniatures</b> Royal Rumble	La Jolla	A	A	C	C
	.1	<b>Raffle Drawing!</b>	Pacific	A	A	G	G
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	1	<b>Fuzzy Heroes</b> Madame Web *	East Foyer	A	K	M	M
	2	<b>You Can't Be Sirious!</b> *	Catalina C	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	1	<b>STARCRAFT 2</b> PC, Windows Tournament	Marina	A	A	V	V
6 pm	3	<b>Imperial Steam</b>	International B	E	T	B	B
	2	<b>Kuťná Hora: the City of Silver</b>	International B	A	M	B	B
	2	<b>LACRIMOSA</b> Sponsored Demo	International B	B	T	B	B
	5	<b>Lords of Waterdeep</b> Tournament	International B	E	T	B	B
	2	<b>Feedback Forum</b> Seminar	Carmel	A	A	G	G
	2	<b>Battlestations - Dirtside</b> Dirtside (3X30min Missions) *	International A	A	A	M	M
	6	<b>Dungeon Crawler Classics</b> Funneling	International A	A	T	M	M
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	2	<b>Blood on the Clocktower</b>	Newport D	A	T	B	P
	1	<b>Ninja: Playground Game</b>	Catalina D	A	A	B	P
	2	<b>From the Shadows</b>	Newport A	A	T	B	I
	2	<b>Party Wanted</b> Demo	Newport A	A	T	B	I
	2	<b>Widgets n' Digit\$</b>	Newport A	A	F	B	I
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	4	<b>Sails of Glory: Frigates</b> Tournament	Los Angeles C	A	A	B	W
6:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
7 pm	2	<b>Ark Nova: Marine Worlds</b> Sponsored Small	Pacific Foyer	E	A	B	B
	3	<b>Power Grid World Tour: Baden-Württemberg</b>	International B	E	T	B	B
	3	<b>Ticket to Ride: France</b> Small	International B	A	A	B	B
	2	<b>Lift It!</b> Tournament	La Jolla	A	A	C	C
	3	<b>Lorcana</b> Sealed #5 Sponsored	La Jolla	A	A	C	C
	4	<b>Magic: the Gathering</b> Draft: Murders at Karlov Manor #2 Sponsored	La Jolla	A	A	C	C
	2	<b>Spiritem CCG</b> Promo Raffle #1	La Jolla	A	A	C	C
	4	<b>D&amp;D 5e</b> CCC-COTN-01-01 By The Seashore: A Red War Tale (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> DDAL-DRW-20 The Death of Szass Tam (Levels 17-20)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-02 Of Books and Men: An [...] (Levels 5-10) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-03 Circus Berserkus (Levels 11-16) Special	Plaza C	E	T	R	A
	3	<b>Aliens: Another Glorious Day in the Corps!</b> Bug Hunt: Retrieve Supplies *	International A	A	T	M	M
	4	<b>Giant Killer Robots: Heavy Hitters</b> Gary Graham Memorial Battle	International A	A	F	M	M
	2	<b>Cash n Guns Live</b>	Catalina D	A	A	B	P
	2	<b>Ultimate Werewolf Legacy</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
	3	<b>1812: The Invasion of Canada</b> Tournament	Los Angeles C	A	T	B	W
8 pm	2	<b>Dream Factory</b> Small	International B	A	A	B	B
	2	<b>Pathfinder 2e</b> Learn to Play *	Los Angeles A	A	A	R	F
	3	<b>Caladrius Academy</b> Welcome to the Academy! Playtest	Bel Air	A	M	L	L
	4	<b>Parlor Larp</b> Lesbian Social Mixer: Tacos on St Patty's Day	3103	E	M	L	L
	2	<b>Battlestations - Dirtside</b> Dirtside (3X30min Missions) *	International A	A	A	M	M
	4	<b>Call of Cthulhu Second Edition</b> All Tears Fall Under Heaven	San Lorenzo B	A	T	R	R
	4	<b>D&amp;D 5e</b> Goblin Party: Friend Rescue	San Lorenzo E	A	A	R	R
	4.5	<b>D&amp;D 5e</b> Shemshime's Bedtime Rhyme	San Lorenzo D	A	M	R	R
	4	<b>GURPS</b> ASPIRE	San Lorenzo C	A	M	R	R
	4	<b>Medium-Crunch Dark Fantasy</b> Dying Light Playtest *	San Lorenzo A	A	T	R	R
	4	<b>Savage Worlds</b> Trailer Park Shark Attack!	San Lorenzo A	A	T	R	R
	4	<b>The Everlasting</b> Confrontations	San Lorenzo B	A	T	R	R
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
9 pm	2	<b>Turing Machine</b>	International B	A	A	B	B
	2	<b>Open Karaoke</b>	Newport A	A	A	G	G
	3	<b>Blood on the Clocktower</b>	Newport C	A	T	B	P
	3	<b>Blood on the Clocktower</b>	Newport B	E	T	B	P
	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	A	B	P
	1	<b>Artemis Spaceship Bridge Simulator</b>	Santa Monica C	A	T	V	V
10 pm	2	<b>Perpetual Motion Machine</b> Small	International B	A	A	B	B
	3	<b>Lorcana</b> Draft #4 Sponsored	La Jolla	A	A	C	C
	3	<b>Magic: the Gathering</b> Commander: Sealed #2 Sponsored	La Jolla	A	A	C	C

# Sunday

## 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+

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

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

**Mon, Feb 19**

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina C	A	A	B	P
	3	<b>Ultimate Werewolf</b>	Catalina B	A	M	B	P
3 am	3	<b>Ultimate Werewolf</b>	Catalina D	A	A	B	P
	4	<b>Ultimate Werewolf</b>	Catalina A	A	M	B	P
9 am	4	<b>BAMBOO</b> Sponsored Demo	International B	B	T	B	B
	3	<b>Power Grid World Tour: Québec</b> Tournament	International B	E	T	B	B
	5	<b>Stone Age</b> Sponsored MEGA	International B	E	A	B	B
	4	<b>D&amp;D 5e</b> BMG-DRW-OD-01 Something in the Way (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-01 Divine Chance: Always [...] (Levels 1-4) Special	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-03 Circus Berserkus (Levels 11-16) Special	Plaza C	E	T	R	A
	2	<b>Gaslands</b> Gaslands: Superlative Plumber Sibling Carts!	International A	A	F	M	M
	3	<b>From the Shadows</b> Playtest *	Newport A	A	T	B	I
	6	<b>Memory Quest: Piracy</b>	Newport A	A	T	B	I
	4	<b>Vaesen- Nordic Horror Roleplaying</b> The Silver of the Sea	San Lorenzo A	A	T	R	R
9:30 am	5	<b>Dealer Room Opens!</b>	Pacific	A	A	G	G
10 am	2	<b>Formula De Super-Incredised [...] Long Beach Gran Prix</b> Tournament	International A	A	T	M	M
	4	<b>GURPS: Prime Directive</b> Set Phasers to Infinity! Sponsored	Chair Boardroom	A	T	R	R
11 am	3	<b>Auction</b>	Carmel	A	A	G	G
	6	<b>The Napoleonic Wars</b> Tournament	Los Angeles B	A	A	B	W
	2	<b>Undaunted: Battle of Britain</b>	Los Angeles B	A	A	B	W
Noon	1	<b>Super Mega Lucky Box</b>	International B	A	A	B	B
	2	<b>Spiritum CCG</b> Promo Raffle #2	La Jolla	A	A	C	C
	.3	<b>Grand Raffle Drawing</b>	Pacific	A	A	G	G
	3	<b>Champions of Wuxing</b> Prototype *	Newport A	A	F	B	I
	3	<b>From the Shadows</b>	Newport A	A	T	B	I
1 pm	2	<b>Nuclear War</b>	International B	A	T	B	B
	3	<b>Vegas Showdown</b>	International B	A	A	B	B
2 pm	4	<b>D&amp;D 5e</b> BMG-DRW-OD-02 Something Wicked (Levels 5-10)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> CCC-OCC-01 Red War: Housekeeping (Levels 11-16)	Plaza C	E	T	R	A
	4	<b>D&amp;D 5e</b> CCC-QUAKE-01 Red War: Thayan Peace Keeper (Levels 1-4)	Plaza C	A	T	R	A
	4	<b>D&amp;D 5e</b> FR-DC-RWIE-02 Of Books and Men: An [...] (Levels 5-10) Special	Plaza C	A	T	R	A
2:30 pm	0	<b>Dealer Room Closes</b>	Pacific	A	A	G	G
3 pm	3	<b>Category 5</b>	International B	A	F	B	B
	3	<b>Champions of Wuxing</b> Demo	Newport A	A	A	B	I

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

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

## Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of 2023.

For 2023 the winners are:

Jack Butler Award: 1st - Darrell Stark  
 2nd - Kyle Greenwood  
 3rd - Jonathan Crespin,  
 Michael Swinson,  
 Mike Munson

Short Board Games: 1st - Darrell Stark  
 2nd - Kyle Greenwood  
 3rd - Gilbert Quinonez

Medium Board Games: 1st - Darrell Stark  
 2nd - Bruce Schlickbernd  
 3rd - Lisa King

Long Board Games: 1st - Mike Munson  
 2nd - Chris Mills  
 3rd - Winton Lemoine

Collectible Games: 1st - Jon Brown

Strategicon congratulates these fine gamers!

## Special Events and Seminars

### Special Events and Seminars

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

#### **Auction** – Mon 11 am

Our first redistribution of games for 2024. One never knows what games might show up here. Always entertaining. Note: We made a major change last show – no minimum bids. See the updated Auction Rules. Carmel

#### **CATAN 2024 Championship Qualifier** – Sun Noon

The winner of this Qualifier wins a guaranteed seat at the 2024 CATAN United States National Championship. Each player will play three games. The top 16 based on wins and scores will move on to two rounds of single elimination competition. International B

#### **Feedback Forum** – Sun 6 pm

It's a new year so that means new convention news and opinions. Hear it here first. Plus we want to know what you think! How are we doing? What are we doing? How can we improve? All this and more – be there! Carmel

#### **Happy Jacks RPG Podcast** – Sat 7 pm

Come join the Happy Jacks crew as they go over the games they have played at con and generally entertain you with their comical word usements in a recorded live show! Carmel

#### **Meet & Greet** – Fri 7 pm

Join us for an unique Meet & Greet with our special guests Andrew Paul Haight, Todd VanHooser, Griffin Maria, Lady Rae & Robbi Knight, as well as other guests. Food, beverages, and wonderful conversation with the guests. Suite 1635

#### **FR-DC-RWIE-01 Divine Chance: Always Bet on Red (Levels 1-4)** – Fri 2 pm, Sat 9 am, Sun 2 pm. Mon 9 am – D&D 5e

A Red Wizard of Thay has opened a gambling house in direct competition with the local casinos. While it does well, the others seem to have encountered a dip in fortunes – and profits. The adventurers are asked to investigate and put a stop to any nefarious actions by the newcomer. A brand new Red Wizard adventure written for and debuting @ ORCCON 2024! Plaza C

#### **FR-DC-RWIE-02 Of Books and Men: An Overdue Adventure (Levels 5-10)** – Fri, Sat 2 pm, Sun 7 pm, Mon 2 pm – D&D 5e

Candlekeep has weathered many challenges. It has been assaulted by dragons, interplanar beings, ancient curses, and yet it has survived every one. Now, Candlekeep needs the help of powerful adventurers to overcome their greatest challenge yet. Overdue library books! A brand new Red Wizard adventure written for and debuting @ ORCCON 2024! Plaza C

#### **FR-DC-RWIE-03 Circus Berserkus (Levels 11-16)** –

Fri 7 pm, Sat 2 pm, Sun 9 am, 7 pm, Mon 9 am – D&D 5e  
Cultists lurk in a traveling circus, hoping to summon a Demon Lord who wants revenge on Thay. Can you oust the cultists before they get enough snackrifices from their circus games? A brand new Red Wizards adventure written for and debuting @ ORCCON 2024! Plaza C

#### **PFS2 Blessings of the Forest** – Sat 2 pm – Pathfinder 2e

The Pathfinder Society is asked by the Queen of Kyonin to investigate a demon-obsessed elf noble and stop his ominous plans within the forests of Kyonin. The trip will be treacherous but you will be with teams of fellow Pathfinders. Work together and quickly to prevent the corruption of the forest! (Level 1-8) Century B

#### **The Gauntlet Final** – Sun 1 pm

See THE GAUNTLET description under Special Events for details. International B

#### **The Gauntlet Qualifier: 7 Wonders** – Sat 10 pm

#### **The Gauntlet Qualifier: Acquire** – Sat 4 pm

#### **The Gauntlet Qualifier: Ark Nova** – Fri 7 pm

#### **The Gauntlet Qualifier: Azul** – Sat 8 pm

#### **The Gauntlet Qualifier: Brass: Birmingham** – Sat 9 pm

#### **The Gauntlet Qualifier: Catan** – Sat 11 am

#### **The Gauntlet Qualifier: Coloretto** – Sat 3 pm

#### **The Gauntlet Qualifier: Lords of Waterdeep** – Sat 5 pm

#### **The Gauntlet Qualifier: Power Grid** – Sat Noon

#### **The Gauntlet Qualifier: Ra** – Fri 10 pm

#### **The Gauntlet Qualifier: Space Base** – Fri 8 pm

#### **The Gauntlet Qualifier: Splendor** – Fri 9 pm

#### **The Gauntlet Qualifier: Terraforming Mars** – Sat 7 pm

#### **The Gauntlet Qualifier: Thurn and Taxis** – Sat 1 pm

#### **The Gauntlet Qualifier: Ticket to Ride** – Sat 6 pm

#### **The Gauntlet Qualifier: Wingspan** – Sat 2 pm

This is one of the sixteen four-player games that qualify players for The Gauntlet Semifinals. See THE GAUNTLET description under Special Events for details. International B

#### **The Gauntlet Semifinals** – Sun 10 am

These are the four games that qualify players for The Gauntlet Final. See THE GAUNTLET description under Special Events for details. International B

#### **“Your Wargames Aren’t Dead, Here’s How to Bring Them Back”** – Sat 10 am

Kriegsspiel is the original real-world wargame, used to train military officers for two centuries. Featuring double-blind, umpired play, and with an emphasis on realism and fog of war, organizations like the United States Army and the Pentagon still use Kriegsspiel mechanics to wargame modern scenarios. In this panel discussion, Marshall Neal, founder of the International Kriegsspiel Society, along with several other members of the international organization, will discuss how you can apply Kriegsspiel mechanics to your existing wargames. Carmel

## Board Games

### Board Games

International Ballroom B, Catalina A (Family Area)

#### Gaming 101

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

#### 3 RING CIRCUS — Fri 7 pm

Players will take on the role of a ring master that drives a circus around the U.S. at the end of the 19th century. Over time they will hire performers and earn fame points in cities and towns. 2 hour play time

#### 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. The player who has the Most Money at the end of the game wins! Greed is Good!

#### Agricola 101 — Sun Noon

#### Agricola — Sun 1 pm

Ever want to try subsistence farming in the Middle Ages? Here's your chance! This 2007 game is a mainstay of the worker placement genre. See if you can improve your farm, renovate your house, & multiply your livestock—in just 14 rounds—all while keeping your family from starving.

#### Alhambra — Sat 10 pm

The best master builders in the whole of Europe and Arabia want to demonstrate their skill. Employ builders and make sure that you have the right currency. With their help towers can be constructed, gardens laid out, pavilions and arcades erected and seraglios and chambers built.

#### Alien Frontiers — Fri 4 pm

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

**A mixed bag of Steve Jackson Games** — Sat 10 am, Sun 1 pm  
Play classic favorites like Dino Hunt Dice, Zombie Dice, Loot Letter, and Scarf 'n' Barf!

#### Anachrony 101 — Fri 5 pm

#### Anachrony — Fri 6 pm

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

#### Ark Nova 101 — Sat 10 am

#### Ark Nova: Marine Worlds — Sun 7 pm

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

#### Ark Nova Qualifier — Sat 11 am

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

#### Ark Nova Final — Sun 10 am

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

#### A Study in Emerald 101 — Sun Noon

#### A Study in Emerald — Sun 1 pm

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

#### Azul 101 — Fri 2 pm

#### Azul — Fri 3 pm

Players take turns drafting tiles, scoring based on how they've placed their tiles. Extra points are scored for specific patterns and completing sets. Wasted supplies harm the player's score.

#### Bag-O-Loot — Sun 4 pm

Gain points with collections, prevent stealing by turning each into a Bag-O-Loot. Beware, if your loot is a bluff and you're called on it, you lose it. Of course, if a Looter makes the bag, you will end up with their cards.

#### BAMBOO — Mon 9 am

Players take on the role of clans that care for their families and earn happiness points. By placing incense offerings, the players earn the favor of the forest spirits, while at the same time decorating their houses and searching for the balance to maximize happiness.

#### Battlestar Galactica 101 — Fri 5 pm

#### Battlestar Galactica — Fri 8 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 they seem!

#### BITOKU — Sun 2 pm

The great spirit of the forest has been ruling with wisdom and justice the lives of all those who live there. But their time is coming to an end. The Bitoku spirits of the forest will choose which of them will be the one to replace him. 2 hour play time.

#### Blue Moon City — Sat 9 am

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

#### Brass: Birmingham 101 — Fri 1 pm

#### Brass: Birmingham — Fri 2 pm

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

#### Broken and Beautiful: A Game about Kintsugi —

Fri 1 pm, Sat 11 am, Sun Noon

"Kintsugi" is the Japanese art of using golden lacquer to repair broken pottery. In Broken and Beautiful, players draft cards like bowls, cups, and tea jars to create high-scoring sets. As some pieces inevitably break, players must judiciously repair what has been shattered.

## Board Games

### **Builders of Blankenburg** — Sat 2 pm

Can you earn the key to the city? 2-6 players build up the medieval town of Blankenburg through wise resource management. Pay attention to the citizens in the town to earn silver and prestige, as you strive to become the master builder.

### **Can't Stop** — Sun 9 am

Roll the dice with this classic push your luck game.

### **Cards Against Humanity** — Sat 9 pm

The idea is simple — one player asks a question from a black card, and everyone else fills in the blank with the white card they think is funniest. The player who asked the question chooses the funniest (to them) answer, and the person who submitted the answer gets a point.

### **Catan 101** — Fri 3 pm

### **Catan** — Fri 4 pm

Open Catan tournament. This is NOT a qualifier for the national Catan tournament. Open to all ages, with no restrictions. Everyone plays two games, then top 16 players play single elimination Semi-finals, then four winners play finals.

### **CATAN 2024 Championship Qualifier** — Sun Noon

The winner of this Qualifier wins a guaranteed seat at the 2024 CATAN United States National Championship. Each player will play three games. The top 16 based on wins and scores will move on to two rounds of single elimination competition.

### **Catan Dawn of Humankind** — Sat Noon, Sun 2 pm

In this game, you will guide one branch of the human family to gather resources, migrate, and settle in new areas, all while advancing their technology and culture.

### **Category 5** — Mon 3 pm

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

### **Cat Lady 101** — Sun 10 am

### **Cat Lady** — Sun 11 am

Prove your obsession with cats. Collect, feed, and play with them. Whoever best serves their cats is the winner!

### **Caylus** — Sat 11 am

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

### **Cohorts and Cronies** — Sun 3 pm

Players choose a battlefield, gather resources, and fight to the bittersweet end. Use cards to call forth armies from different worlds, cast a dazzling array of magicks, and build all manner of defenses (warning: some defenses may be offensive).

### **Coloretto 101** — Fri 4 pm

### **Coloretto** — Fri 5 pm

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

### **Cosmic Encounter 1st Ed 101** — Fri 4 pm

### **Crabs In A Bucket** — Fri 3 pm

The four Crab Kingdoms are at war, and you're just in time to help! This is an exciting game full of tricks, twists, and pinches. Strategy meets luck as players race to shed their cards and become ruler of the ocean., in a matter of 5 to 15 minutes!

### **Cyclades** — Sat 5 pm

Fight across the Greek islands, Cyclades. Bid for the favors of the Greek Gods to enable activation of troops or ships or boost your wisdom. Build forts, harbors, and buy mythic creatures to boost your powers.

### **Darwin's Journey 101** — Fri 3 pm

### **Darwin's Journey** — Fri 4 pm

Retrace Darwin's journey to the Galapagos in a worker-placement adventure. Using an innovative worker progression system, each worker will have to study the disciplines that are a prerequisite to perform actions and complete short- and long-term objectives.

### **Dimension** — Fri 6 pm

Stack your colored orbs while making sure to follow all the rules.

### **Dimension 101** — Fri 5 pm

### **Doctor Who: Time of the Daleks** — Fri 3 pm, 9 pm

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

### **Dog Lover 101** — Sun 3 pm

### **Dog Lover** — Sun 4 pm

Baby your dogs like they're more important than everyone you know. Happy dogs = more points!

### **Don't L.L.A.M.A.** — Sat 5 pm

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

### **Dos** — Fri 6 pm

It's like Uno, but not. You match numbers, but you can use two cards to do it. You get an extra play if you match color too. Then there's color wilds and number wilds. And you say "Dos" when you have two cards left.

### **Dream Factory** — Sun 8 pm

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

### **Dune** — Fri 9 pm

Imagine you can control the forces of a noble family, guild, or religious order on planet Arrakis (Dune), home to the only known source for the most valuable substance in the universe. Who will control DUNE?

### **Dune Imperium 101** — Sat 9 am

### **Dune Imperium** — Sat 10 am

Establish control of the desert planet in this thrilling combination worker placement and deck builder game! Tournament will use the base game for all rounds.

### **Dungeon Petz 101** — Sat 9 am

### **Dungeon Petz** — Sat 10 am

Raise your dungeon critters for show and sell to earn cash and reputation.

### **Eclipse 2nd Dawn 101** — Fri 3 pm

### **Eclipse 2nd Dawn** — Fri 4 pm

Using base 2nd Dawn set with variable turn order added

## Board Games

**Eternal Kings** — Fri 3 pm, Sat 5 pm, Sun 11 am

Eternal Kings is a 1v1 card game based on chess and is highly strategic. Imagine chess meets Magic: The Gathering. We are currently looking for serious competitive players in Los Angeles. Play time 60 min. We highly encourage you to stop by our demo area and check it out!

**Fantastic Freeman** — Sat 10 am

Help the heroes of the 1920's! Fabulous Freeman is a cooperative board game where you play plucky Black Americans from the 1920s that travel around the country to help prominent heroes of the times.

**Flamecraft 101** — Fri 9 pm

**Flamecraft** — Sat 3 pm

You and your fellow players compete for the reputation of the town when you visit various shops with their various cute companion dragons.

**Flight of Icarus** — Fri 8 pm

2-4 players compete as they build their wings and attempt to complete the flight from Crete to the Greek mainland in this retelling of the classic Icarus myth. Do you have what it takes to down your opponents while staying aloft?

**Forbidden Island** — Sat 6 pm

A cooperative board game where players take turns moving their pawns around the island. Each pawn has a unique ability that can help. Use strategies to keep the island from sinking while trying to collect treasures and items, then get everyone safe to the helicopter.

**Foundations of Rome 101** — Fri Noon

**Foundations of Rome** — Fri 1 pm

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

**Get in My Belly** — Sun 9 am

About aliens participating in eating competitions. The main goal is to win eating competition trophies. Victory points are also earned by attempting to overeat during a competition, completing objectives, winning prizes, and advancing in "The Big Three".

**Glory to Rome** — Fri 8 pm

Tables using Kickstarter version will agree on which special cards are used

**Hard Time** — Fri 2 pm, Sat 4 pm

Inside of these concrete walls a bitter feud has broken out. You and your rivals have reached the boiling point. Only one of you can rule the yard. You must buy Influence with Commissary items, and use that to gather the Crucial resources you need to eliminate another player.

**Icecool** — Sat 2 pm

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

**Imperial Steam 101** — Sun 5 pm

**Imperial Steam** — Sun 6 pm

Players are railway companies trying to reach Trieste and make the most money. Come play this tight economic game of laying track and delivering resources to cities. Careful planning is needed to keep the money flowing.

**Ingenious** — Fri 8 pm

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

**Istanbul** — Sat 4 pm

You lead a group of one merchant and four assistants. At each such location in the bazaar, you can carry out a specific action. The challenge is that you must move your merchant and an assistant and then leave the assistant behind. Coffee expansion and promos welcome

**Istanbul 101** — Sun 4 pm

**Ivanhoe** — Sat 8 pm

Take on the role of a knight in a joust. The classic card game is full of fun and not TOO much thought involved. Great game for the family or to just have a good time after a day of heavier games.

**Kingdom Builder 101** — Sat 2 pm

**Kingdom Builder** — Sat 3 pm

Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.

**King of Tokyo** — Sat 10 pm

Tokyo is under attack! Choose a monster and go on a rampage in the city, using your special abilities to spread mayhem and gain points! But watch out! Other monsters lurk nearby, ready to claim your throne should you falter! Which monster will claim the title of King of Tokyo?

**Kingsburg 101** — Sat 1 pm

**Kingsburg** — Sat 2 pm

Roll your dice and 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".

**Kutná Hora: the City of Silver** — Sun 6 pm

By the 13th century, miners outside a monastery in Bohemia have realized this may be the greatest silver deposit in all Europe! From the edges of nearby villages a city begins to take shape, and you are the one shaping it—even the lavish St. Barbara Cathedral will bear your mark.

**LACRIMOSA** — Sun 6 pm

Mozart is dead. His last conscious action on his deathbed was composing the Lacrimosa movement of his Opus Requiem. You, as one of his sponsors, will meet with his widow in order to participate one last time in the funding of the works of the Austrian genius. 2 hour play time.

**Last Days of Athobrae** — Sat, Sun 1 pm

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

**Le Havre** — Sat 8 pm

Engine building, resource management, and feeding your people. This strategy game has all these and a boat traveling down the river over and over to track the turns.

**Liar's Dice** — Fri Noon

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

**Lords of Waterdeep 101** — Sun 5 pm

**Lords of Waterdeep** — Sun 6 pm

Worker placement/resource management game based on D&D.

**Marvel Legendary 101** — Sat 4 pm

**Marvel Legendary** — Sat 5 pm

A cooperative, dedicated, deck-building card game featuring characters and scenarios from the Marvel Comics.

## Board Games

### **MILLE FIORI** — Sun 9 am

Take on the role of glass manufacturers and traders who want to maximize profits from their role in the production of fine glass art (millefiori is a glasswork technique for decorative patterns, meaning Thousand Flowers). 2 hour play time.

### **Munchkin Impossible** — Sat 1 pm

Now the Munchkins are spies! All the zany Munchkin backstabbing in this spy genre. Be a suave Playboy, harmless-looking Tourist, or a deadly Assassin. Report to your country.... (which will change). Wield gadgets, eliminate foes...and take their STUFF!

### **Nemesis 101** — Sat 9 am

#### **Nemesis** — Sat 11 am

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

#### **Nemesis Lockdown** — Sat 11 am

Explore different rooms and use your actions, craft, run, and fight other species. At the same time, every player will try to complete their secret objective, that will grant them victory... Sometimes at the expense of others.

### **New York Zoo 101** — Sun 3 pm

#### **New York Zoo** — Sun 4 pm

Lay tiles, collect animals, and move the elephant! First person to fill their zoo wins!

#### **Nexus Ops** — Fri 10 pm

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

#### **No Thanks!** — Fri 2 pm

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

#### **Nuclear War** — Mon 1 pm

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

#### **Nuclear War Expansions** — Sat Noon

Flying Buffalo's classic game of Nuclear War with the Nuclear Escalation, Nuclear Proliferation, and New World Order expansions..

### **Oak 101** — Sat 3 pm

#### **Oak** — Sat 4 pm

Prove that your Druid Order is more learned than the other Orders! Worker Placement, Engine Building, and giving your druids fancy outfits!

### **One Letter Better 101** — Sun 2 pm

#### **One Letter Better** — Sun 3 pm

The Spelling, Stealing Card Game from Cruise Monkey Games is back with a Tournament! Test your spelling skills against your opponents, steal words and gain points. First prize is a big ole pile of merch and goodies.

#### **Orleans** — Fri 1 pm

No not New Orleans, OLD Orleans. If you know and like deck builders, well this is a bag builder. Any expansions players bring will be considered but must be agreed on by other players.

### **Pathfinder Revolution!** — Fri 4 pm, Sat 2 pm

Secretly bid against your opponents for control of important people and guilds, gaining influence in different regions throughout the city, as well as more gold, power, or blackmail for your war chest. Pathfinder Revolution! is a game of bidding and intrigue for three to six players.

### **Perpetual Motion Machine** — Sun 10 pm

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

#### **Phase 10** — Sat, Sun 2 pm

Card game using specialty cards. Players compete trying to complete their melds, a different one for each "phase" until they have completed all 10 phases before any other player.

#### **Pirate and Traveler** — Sun 2 pm

Start by traveling the world collecting travel cards. Once someone completes 10 travel card goals, everyone becomes pirates. Now the goal is to get your travel cards to the pirates' goal maybe stealing a few more in the process. Highest value of 'landed' cards wins. 1960s game.

### **Planet Unknown 101** — Fri 6 pm

#### **Planet Unknown** — Fri 7 pm

Our planet has run out of resources, and we are forced to move. We have discovered a series of planets and sent our rovers to test their environment with the hope of colonization.

#### **Play 5** — Sat 9 am, Sun 11 am

Combines the strategy of a crossword puzzle with the excitement of poker. Players create interlocking poker hands in a crossword fashion to achieve the highest points score or for other players' chips. The publisher will be having a tournament at this convention!

#### **Play 5** — Sat 8 pm

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

#### **Point City** — Sun 5 pm

Gather resources and build your city to earn points!

### **Power Grid 101** — Fri 5 pm

#### **Power Grid** — Sun 3 pm

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

#### **Power Grid: Recharged!** — Sat 3 pm

Power Grid using "Recharged" rules. The object of PG is to supply the most cities with power when a network gains a certain size. To do that: buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants for income.

#### **Power Grid World Tour: Baden-Württemberg** — Sun 7 pm

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons - 12 total. (You do not have to play all). In Baden-Württemberg, the main change focuses on the order of phases of a game round.

#### **Power Grid World Tour: Japan** — Fri 7 pm

In Japan, players can start two separate networks. The first connections are restricted to certain cities.

## Board Games

### **Power Grid World Tour: Québec** — Mon 9 am

In Québec, ecological energy is emphasized, so once a green plant is added to the market, it stays & highest non-green is put on the bottom.

### **Power Grid World Tour: Russia** — Sat 7 pm

In Russia, the market for power plants is restricted. Additionally, the standard rules for exchanging out-of-date power plants are changed.

### **Project L** — Sun 9 am

Starting with just two basic pieces, you use three actions every turn to develop a powerful engine. With more pieces of various types, you can efficiently complete even more difficult puzzles. The puzzles you complete award you points or new pieces to further fuel your engine.

### **Proteus** — Sun 10 am

Played on a standard chessboard, each side gets eight unique, custom dice, with a different piece on each face. You start with eight pawns, and each turn you get to change one of your dice to a more powerful piece. (30 minute games for 2 players)

### **Puerto Rico 101** — Sun 4 pm

### **Puerto Rico** — Sun 5 pm

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

### **Quatermain: Deck Building Adventures** — Sun 10 am

1-4 players seek their fortune in turn of the century Africa. Will you chain together adventure cards, focus on hunting, or befriend the most powerful allies? There are multiple paths to victory in this fast-paced adventure.

### **Ra 101** — Sat 11 am

### **Ra** — Sat Noon

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

### **Raising Robots 101** — Fri Noon

### **Rival Restaurants 101** — Sat 8 pm

### **Rival Restaurants** — Sat 9 pm

Easy to learn, fast-paced, simultaneous-play, real time negotiation game for up to 8 players.

### **Root 101** — Sat, Sun 1 pm

### **Root** — Sat, Sun 2 pm

A game of adventure and war in which players battle for control of a vast wilderness.

### **SALTON SEA** — Sat 2 pm

Players run a company that extracts lithium from this California lake and need to use their engineers wisely to optimize their actions at every step. Are you ready to harness the energy and rule the market? 2 hour play time.

### **Scythe 101** — Fri Noon

### **Scythe** — Fri 1 pm

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

### **Set 101** — Fri 8 pm

### **Shadow Hunters** — Sat 7 pm, Sun 11 am

4-8 player social deduction game about teamwork, strategy, and bit of mental manipulation. There are three groups involved Shadows, Hunters, and the neutral townsfolk caught up in the feud. The problem is, do you know who you can trust?

### **SLICE! A Tennis Card Game** — Sat 10 am

A 2-player card game based on the sport of Tennis. It combines a blend of mechanics found in UNO, Crazy 8s, some dice rolling, and more.

### **Space Base 101** — Sat Noon

### **Space Base** — Sat 1 pm

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

### **Spirit Island 101** — Fri Noon

### **Spirit Island** — Fri 2 pm

Take control of a powerful spirit and defend your island against a variety of historic colonizers. Use unique and learned powers to manipulate and destroy your enemies. Spirit Island is a full co-op board game that asks you to work with your fellow spirits to defeat your enemies.

### **Splendor 101** — Sat 4 pm

### **Splendor** — Sat 5 pm

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

### **Stadium: A Sport Odyssey** — Sat, Sun 4 pm

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

### **Starship Captains** — Sat 6 pm

Here you are: fresh out of the Academy! Now, Fleet HQ sends you hurtling through space in one of their older, refurbished ships—with a crew even greener than you (some, literally). Can you train your red/blue/yellow-shirted crew, complete your 4-year mission & return with honor?

### **Stone Age 101** — Sun 9 am

### **Stone Age** — Mon 9 am

Lead a prehistoric tribe to gather food & resources, create agriculture, tools, and even more tribe members to score the most points by the end of the game. Just remember you have to feed them at the end of the round...

### **Super Mega Lucky Box** — Mon Noon

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

### **Talisman 101** — Sat Noon

### **Talisman** — Sat 1 pm

Includes Batman, Star Wars, Basic 4th ed., Rev., and Harry Potter. Peophetess one power for Basic. Expansions might be used.

### **Teotihuacan: City of Gods 101** — Sat 6 pm

### **Teotihuacan: City of Gods** — Sat 7 pm

Use your dice to build the pyramid. Add decorations and build houses on the avenue of the dead. Make your dice workers more powerful every turn. Plan out the best time to ascend your workers for the benefit.

### **Terraforming Mars 101** — Sun 11 am

### **Terraforming Mars** — Sun Noon

First round is Base including Corporate Era + Preludes, draft all including opening hands, no deferring. Second round is table's choice, one veto cancels an expansion, no deferring. Finals round is table's choice, majority rules on any expansion or addition/modification to play.

## Board Games

### **Terraforming Mars: Ares Expedition 101** — Sat 5 pm

#### **Terraforming Mars: Ares Expedition** — Sat 6 pm

Players select what phase they want to trigger for a round (not all phases will happen). During each phase players act simultaneously to resolve the current phase. Most VP once Mars is terraformed is the winner. The final round will include the Discovery expansion.

#### **Tesseract** — Sat 4 pm

The Tesseract appeared in our skies six days ago, over the exact magnetic north of the planet. It was the size of a city block. Since that time it has been condensing, collapsing upon itself. It can now fit into the palm of your hand. Work together to contain the cubes.

#### **The Acts** — Sat 4 pm

Go back to the first century A.D. and experience the spread of the early church. 2-4 players compete to add the most believers by preaching, praying, planting churches, and performing mighty miracles. No Biblical knowledge required to play.

#### **The Castles of Burgundy 101** — Fri 5 pm

#### **The Castles of Burgundy** — Fri 6 pm

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

#### **The Gauntlet Final** — Sun 1 pm

See THE GAUNTLET description under Special Events for details.

#### **The Gauntlet Qualifier: 7 Wonders** — Sat 10 pm

#### **The Gauntlet Qualifier: Acquire** — Sat 4 pm

#### **The Gauntlet Qualifier: Ark Nova** — Fri 7 pm

#### **The Gauntlet Qualifier: Azul** — Sat 8 pm

#### **The Gauntlet Qualifier: Brass: Birmingham** — Sat 9 pm

#### **The Gauntlet Qualifier: Catan** — Sat 11 am

#### **The Gauntlet Qualifier: Coloretto** — Sat 3 pm

#### **The Gauntlet Qualifier: Lords of Waterdeep** — Sat 5 pm

#### **The Gauntlet Qualifier: Power Grid** — Sat Noon

#### **The Gauntlet Qualifier: Ra** — Fri 10 pm

#### **The Gauntlet Qualifier: Space Base** — Fri 8 pm

#### **The Gauntlet Qualifier: Splendor** — Fri 9 pm

#### **The Gauntlet Qualifier: Terraforming Mars** — Sat 7 pm

#### **The Gauntlet Qualifier: Thurn and Taxis** — Sat 1 pm

#### **The Gauntlet Qualifier: Ticket to Ride** — Sat 6 pm

#### **The Gauntlet Qualifier: Wingspan** — Sat 2 pm

This is one of the sixteen four-player games that qualify players for The Gauntlet Semifinals. See THE GAUNTLET description under Special Events for details.

#### **The Gauntlet Semifinals** — Sun 10 am

These are the four games that qualify players for The Gauntlet Final. See THE GAUNTLET description under Special Events for details.

#### **The Princes of Florence** — Sun 10 am

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

#### **THE RED CATHEDRAL** — Sat 6 pm

Tsar Ivan the Terrible has ordered the construction of a cathedral in honor of his military victories. Many teams of builders will take part in the construction, but only one of them will stand out & gain the favor of the Tzar! 2 hour play time.

### **THE WHITE CASTLE** — Sat 9 am

You will wisely manage the gardeners, warriors & courtesans of your clan to accumulate the maximum number of points possible. Seek the favor of Daimio, administer your resources & optimize your actions to dominate the most impressive fortress of modern Japan. 2 hour play time.

#### **Thunder Road Vendetta** — Sat 3 pm

Take part in a Mad Max style racing game: Roll dice and let the carnage begin! Try to be the fastest and meanest driver around. You either win by crossing the finish line or having the last working car. Oh, and watch out for the helicopters! Let the mayhem begin...

#### **Thurn and Taxis 101** — Sun 9 am

#### **Thurn and Taxis** — Sun 10 am

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** — Sun 11 am

Play USA using the Mega Deck of routes.

#### **Ticket to Ride: Europe** — Sat 11 am

Big Europe game using Mega cards.

#### **Ticket to Ride: France** — Sun 7 pm

Tired of not getting the cards you need? Try France where you select the track colors you need

#### **Ticket to Ride: Germany** — Sat 4 pm

Gather Meeples to gain extra points.

#### **Ticket to Ride: Italy** — Sat 7 pm

Play the Italy map for fun.

#### **Ticket to Ride: Legacy 101** — Sat 9 am

#### **Ticket to Ride: Mini Games** — Fri 3 pm

Play 3 T2R mini games in under 2 hours.

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

#### **Ticket to Ride: Rails and Sails** — Sun 2 pm

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

#### **Ticket to Ride: Switzerland** — Fri 6 pm

Build tracks between countries to gain big points.

#### **Titan 101** — Sat 9 am

#### **Titan** — Sat 10 am

The classic Avalon Hill dice throwing monster Slugathon.

#### **Treasure Hogs** — Sat 7 pm

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

#### **Turing Machine** — Sun 9 pm

Find the secret code before the other players, by cleverly questioning the machine. With Turing Machine, you'll use an analog computer with unique components made of never-before-seen perforated cards.

#### **UNO** — Sat, Sun Noon

The classic card game of colors, numbers, and special cards, with a goal to get rid of all the cards in your hand. When you have only one card left, don't forget to call out UNO. Fun for kids and adults

#### **Vampire the Eternal Struggle** — Sun Noon

A card game in which you take on the role of an ancient vampire, a Methuselah. You must increase your influence and destroy the other Methuselahs one by one, before they destroy you.

## Board Games

### **Vegas Showdown** — Mon 1 pm

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

### **Vindication 101** — Fri 7 pm

#### **Vindication** — Fri 8 pm

Thrown overboard for a life of wretchedness, you wash ashore hostile island ruins. Through resource management, area control and freeform action selection, you'll add companions, acquire relics, attain character traits, and defeat monsters in the goal of regaining your honor.

### **War of the Ring 2nd Edition** — Fri, Sat 7 pm

Play as the Free-Peoples of Middle Earth or as the Shadow Army of Sauron. Control your factions to dominate the land by military, or win by destroying the One Ring or corrupting the ring-bearer. A war game with heavy thematic ties.

### **War of the Ring: The Card Game** — Sun 4 pm

Play as either the Free People or the Shadow Army, and try to control all of middle-Earth. Play cards by discarding cards, try to control the speed of the game by going through Path cards quickly, or try to manipulate your opponents hand before time runs out.

### **Wingspan** — Fri 9 pm

Build a bird sanctuary and get points based on bird types. We will exclude the powerful birds (Chihuahuan Raven, Common Raven, Franklin's Gull, and Killdeer)

### **WizWar** — Sat 3 pm

The classic game of wizard warfare returns! Wizards clash in a magical dungeon, zapping each other to be the last one standing! Get the treasure and Fireball your friends!

### **Yokohama 101** — Sat Noon

#### **Yokohama** — Sat 1 pm

Claim your fame as the dominant merchant in the Meiji period of Yokohama.

## Indie New Games

### Newport A

### **Battle of Souls Deckbuilder** —

Fri Noon, 4 pm, 6 pm, Sat 3 pm, 6 pm

Join up to 5 other players in a battle to stop the legendary warrior from gaining enough power to take over the immortal realm.

### **CCG** — Sun 3 pm

Spiritum CCC is an upcoming modular co-op PVE card game for players ages 8+ that supports PVP, solo play and multiplayer. Players take on the role of golemancers, "crafting" golems and using items as a partyteam to defeat monstrous Void creatures in raid boss battles. Games last 20-30 minutes and the components include a deck of 60 cards and dice. The game's IP is set in a new fantasy world of ancient magic, where players must discover their own playstyles and strategize together to overcome greater and greater challenges.

### **Champions of Wuxing** — Sun Noon, Mon Noon, 3 pm

A semi-chaotic engine-building game where you harness mercurial essences to learn new techniques and impress nobles.

### **Change My Mind** — Fri Noon

A new Party Game all about ranking the best and the worst! How good are you at debating and persuasion? Use your voice to change the minds of players and have them second guess their rankings! Explode into ludicrous debates and absurd chaos as you try to have the last word!

### **Death of Liberty** — Sat 9 am, Noon, 6pm, Sun 9 am, Noon

The United States has fallen, the world is now under the control of the man who calls himself Caesar and his New Dominion regime. Join the resistance and bring back freedom, or join the New Dominion and protect the new order. It's a team vs team Risk! style fast pace game!

### **Exoterra** — Sun Noon, 3 pm

ExoTerra is a coop strategic combat game in a futuristic conflict fought with giant mechs. Players takes the role of Commander as they customize their mechs, called Jackets, and recruit pilots to battling enemies and complete objectives. A turn based game focused around card drafting, deck building, and tactical resource usage.

### **From the Shadows** — Fri 3 pm, 6 pm,

Sat, Sun 9 am, Noon, 3 pm, 6 pm, Mon 9 am, Noon

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

### **Memory Quest: Piracy** — Sat, Sun 9 am, 3 pm, Mon 9 am

The sea is vast, and no one really knows what treasures or horrors await. In this unique deck builder, you will explore the see and gather matches to build your deck. Be careful though, treasure is not all that hides beneath the surface.

### **Moriarty's Mayhem Escape Box** — Sat 9 am —

Steampunk Victorian England

An escape room in a box? Solve the puzzles, get into the box and get the prize. Prof. James Moriarty has devised a fiendishly clever set of puzzles to test your skill while his animated creation belittles and berates you. Make Mr. Holmes proud and put this miscreant in his place.

### **One Letter Better** — Sat 9 am

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

### **Party Wanted** — Fri, Sat, Sun Noon, 3 pm, 6 pm

An exciting deck-building, roguelike card game with optional drinking for 1-8 players! Explore the Pyramid of Chaos, vanquish monsters, meet the game designer and join the ultimate party adventure! Game plays in about an hour.

### **Widgets n' Digit\$** — Fri Noon, 3 pm, 6 pm,

Sat, Sun 9 am, Noon, 3 pm, 6 pm

Create your own brilliant Widget idea, buy zany supply chain upgrades, and make buckets of money! Be careful, every upgrade you make will create bottlenecks. You'll need to manage your inventory and invest strategically to come out on top!

## Party Games

### Party Games

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

#### 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.

##### **25 Words or Less** — Fri 7 pm

Think you can get your team to guess 5 answers in 25 Words or Less? Then, give this a shot! This is the popular box game based on the popular game show based on the popular box game. Get your team together and get your bids ready!

##### **Blood on the Clock Tower** — Fri, Sat 10 pm

Deduce who the Demon is through logic and bluffing. Dead players still play.

##### **Blood on the Clocktower** — Sat 3 pm, 9 pm, Sun 3 pm — Bad Moon Rising

A death extravaganza, designed for experienced players who are "proactive, dedicated to working as a team, and don't fear dying." Players should already be familiar with Trouble Brewing...first-time players of Bad Moon Rising are welcome, however.

##### **Blood on the Clocktower** — Fri, Sun 9 pm — Base 3 (player's choice)

This game will use one of the 3 published scripts of Blood on the Clocktower (Trouble Brewing, Sects & Violets or Bad Moon Rising), selected by the players and the storyteller. Open to all players (although first-timers may experience a wild introduction to the game).

##### **Blood on the Clocktower** — Fri 6 pm — Custom Scripts

This session is for experienced players who would like to play advanced games of Blood on the Clocktower using custom scripts and experimental characters. Players should already be familiar with both Sects & Violets and Bad Moon Rising. Not intended for newer players.

##### **Blood on the Clocktower** —

Fri 9 pm, Sat, Sun Noon, 3 pm, 6 pm, 9 pm — Custom Scripts  
This session is for experienced players who would like to play advanced games of Blood on the Clocktower using custom scripts and experimental characters. Players should already be familiar with both Sects & Violets and Bad Moon Rising. Not intended for newer players.

##### **Blood on the Clocktower** — Fri 6 pm, Sat Noon, 6pm, Sun Noon — Sects & Violets

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

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

A social deduction game in which townsfolk attempt to execute a hidden demon before evil destroys their town. All players contribute (even after death) up to the final execution...but who can be trusted? Open to all...first-timers are welcome.

##### **Cash n Guns Live** — Fri, Sat, Sun 7 pm

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

##### **Coup** — Sun 11 am

Game of deception. Everyone draws a hand of cards filled with characters. Each character has unique abilities. The catch is that people are able to lie about who which character cards they are portraying.

##### **Funemployed** — Sun 2 pm

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

##### **Green Team Wins** — Sat 2 pm

Think you know what your friends are thinking? Can you all agree to win the game? Be on the Green Team to score points, but if you ever fall out of agreement, you're on the Orange Team...and must match to get back on the winning side.

##### **LAW: Live Action Wrestling!** — Sat Noon

Welcome to LAW: Live Action LAW is a family friendly event that simulates a professional wrestling show. You can be a wrestler, a manager, an announcer, or be part of the crowd—they get to decide who is a hero and who is a villain! NO TOUCHING! All storytelling! Bring everyone!

##### **Lucky Flip** — Sat 8 pm

Bring your lucky charms and bet the house in this Roulette-style game. Predict the next card flipped, then roll the dice to try to double your winnings. (Note: this game normally takes 6 players will be able to take up to 12 teams of 2).

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

Objective is to take turns swiping at the opponents hands to eliminate them. Be the last person standing to be called "The Best Ninja".

##### **Punderdome** — Sat 10 pm

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

##### **Skull** — Sat 4 pm

Skull is a fun party game of bluffing, deducing, and out-thinking your friends.

##### **Social deduction party game** — Fri 4 pm, 6 pm, 8 pm, 10 pm

Sat Noon, 2 pm, 4 pm, 6 pm

No player elimination. Everyone plays together for longer. No moderator. Everyone plays to win no one sits-out to facilitate the fun for the others. No night-phase, or private missions. Everyone joins in the action.

##### **Social deduction party game** — Sun Noon, 2 pm, 4 pm — Burn The Witch

Similar to games like Mafia/Werewolf, Secret Hitler, the Resistance, or Among Us, Burn the Witch divides players into two factions: zealots and sympathizers. No player elimination. Everyone plays together for longer. No night phases. No moderator.

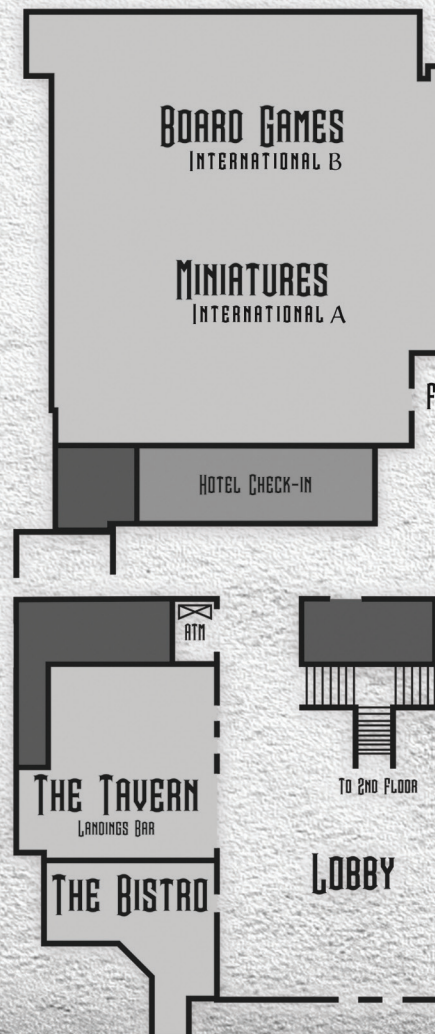
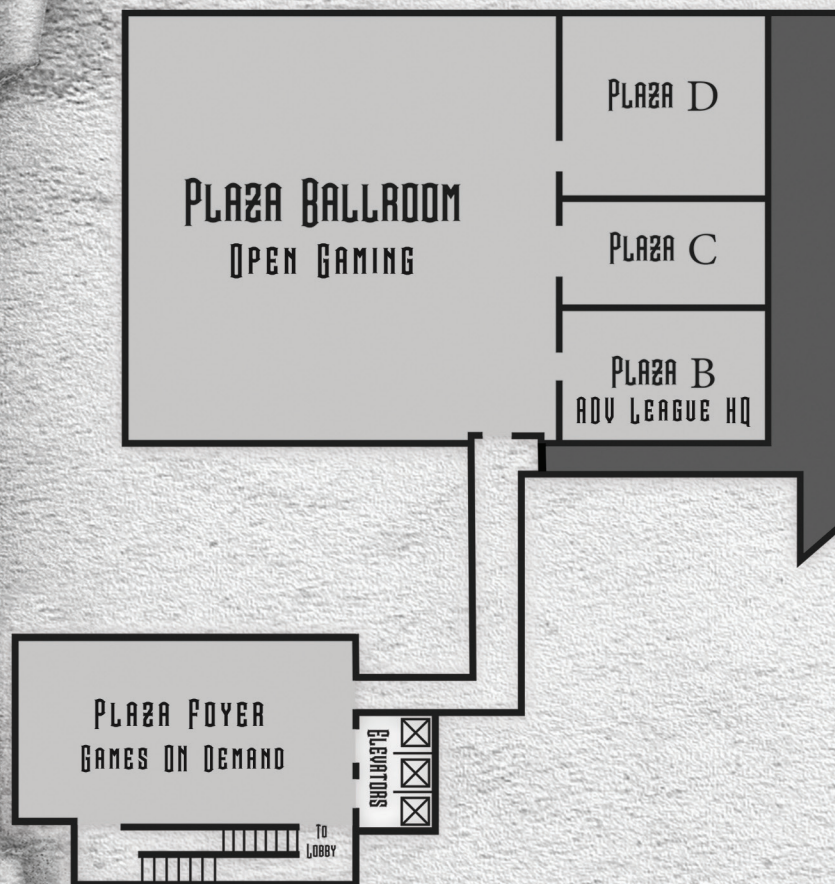
##### **SQUID GAMES** — Sun Noon

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

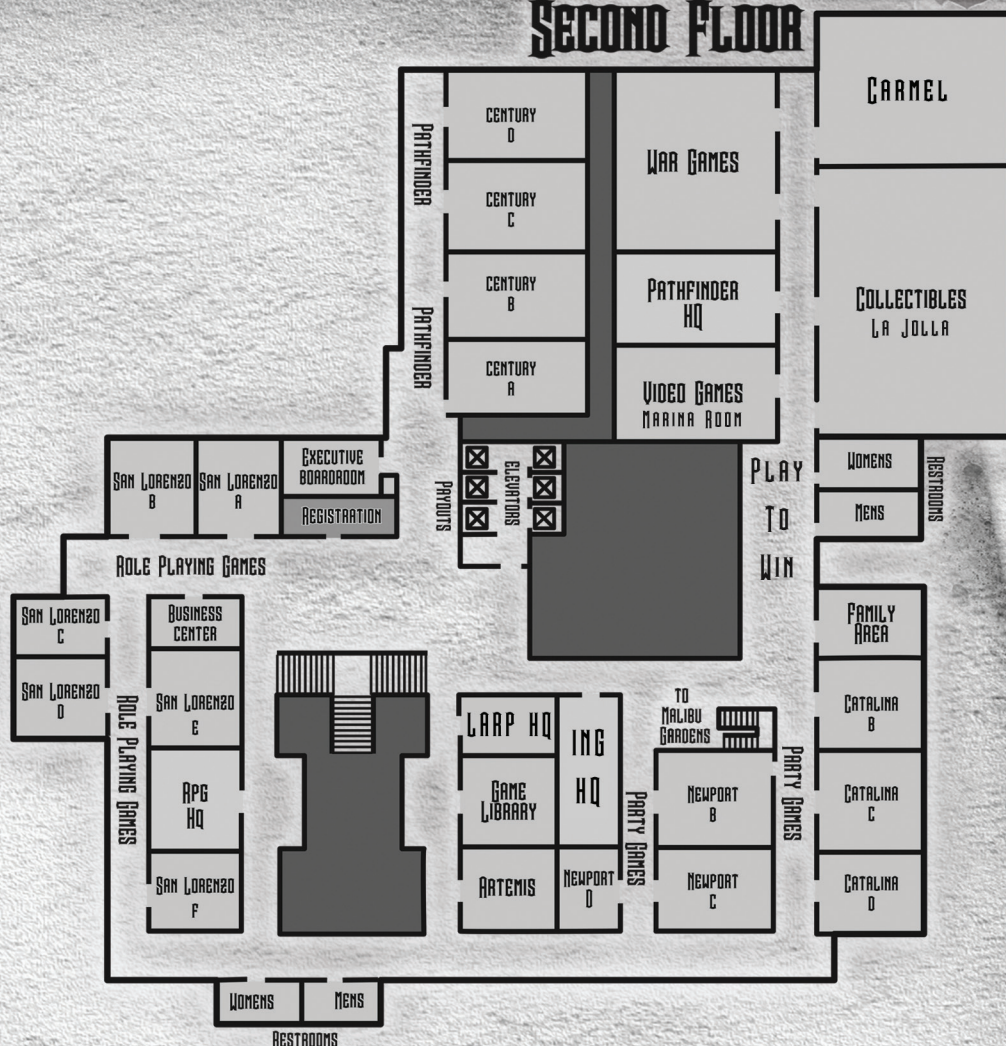
# LAX Hilton Maps

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

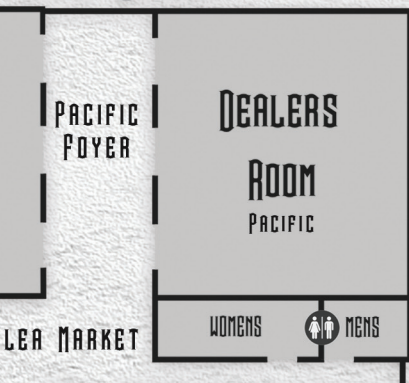
## LOWER LOBBY PLAZAS



## SECOND FLOOR



## THE LOBBY



## Party Games

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

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

**Ultimate Werewolf** — Mon Midnight — (Favorites)

Give me the names of two roles that I have cards for: one with a positive point value (e.g. Seer is a +7) and one with a negative point value (e.g. Werewolf is a -6). I will guarantee you one of those two roles.

**Ultimate Werewolf** — Sun 9 pm — (Homebrews)

I'll be introducing a few homebrew roles to this particular game of Werewolf to keep players on their toes. In addition to new powers, having homebrews as an option means any player can bluff with a false homebrew role of their own in order to persuade players to their side.

**Ultimate Werewolf** — Sat Midnight — Peanut Allergy

Inspired by fellow Werewolf GM Alex Ho, this game forgoes peanut gallery, instead going straight to final defense after nominators speak. This aims for quick gameplay (with potential for a second game in our timeslot) and urges players to reconsider when to reveal information.

**Ultimate Werewolf** — Fri 9 pm — Seer, Witch, Hunter

Welcome to Ultimate Werewolf, the social deduction game where you get to kill your Villager friends and lie to others about it. This Seer/Witch/Hunter spread is as basic, balanced, and beginner-friendly as role distribution gets before I throw you to the wolves in later games.

**Ultimate Werewolf** — Sat 9 pm — Seer, Witch, Hunter+

For those that missed Friday's Seer/Witch/Hunter game or want to play another beginner-friendly game of Werewolf. In addition to S/W/H, one more role will be added to the game- this role is announced by mod and is chosen by the player first eaten by wolves in a previous game.

**Ultimate Werewolf** — Sun Midnight — (Witch Hunt)

Did you know there's another social deduction game similar to Werewolf called Witch Hunt? I'm going to be adapting some roles from Witch Hunt into our Werewolf game, so don't be alarmed when new powers start happening and players are making role claims you've never heard of.

**Ultimate Werewolf Legacy** — Fri, Sat 8 pm, Sun 7 pm

(Priority seating will be given to players who have played the previous game(s) of Ultimate Werewolf Legacy.) Each game of Ultimate Werewolf Legacy comes with a storyline, and your results from previous games will affect the next! Depending on how quick, we could fit 1-3 games.

**Wits and Wagers** — Sat 8 pm

A trivia game you can win by betting on anyone's answer. So you can win by making educated guesses knowing other player's expertise. No money required for bets, but dealer dollars for awarded to winners!

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

The hit original game show "You Can't Be Sirious" returns for Orcon 2024! RHODA & Stad test players to see how clever they are coming up with prompts to get smart devices to respond how they want to. Every word counts & wrong answers can still win big (with ACTUAL PRIZES)!

## Family Games

### Catalina A (Family Area)

For Orcon 2024, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department's designated space. Please check the schedule or with the respective department HQ! Some of the sign-up sheets for these games will be in Catalina A.

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

Kids Only

Minis: Fuzzy Heroes - Madame Web

Family

Board:

A mixed bag of Steve Jackson Games Sponsored Event (2)

Bag-O-Loot

Category 5

Champions of Wuxing Prototype

Coloretto 101

Coloretto Medium Tournament

Crabs In A Bucket Sponsored Event

Don't L.L.A.M.A.

Dos

Dungeon Petz 101

Dungeon Petz Small Tournament

Fantastic Freeman Prototype

Forbidden Island

Icecool

King of Tokyo Small Tournament

Liar's Dice Small Tournament

No Thanks! Small Tournament

Pirate & Traveler

Ra 101

Raising Robots 101

SLICE! A Tennis Card Game Playtest

Starship Captains

Widgets n' Digit\$ (10)

Minis:

Clay-O-Rama - Hot Potatoes

Clay-O-Rama - Super Powers

Gaslands: Superlative Plumber Sibling Carts! (4)

Giant Killer Robots: Heavy Hitters [...] (2)

HMGS-PSW Demonstration Table Demo

Party:

LAW: Live Action Wrestling!

RPGs:

Pathfinder 2nd Ed - PFS2 Blessings of the Forest Special

RPG Indie Games on Demand (Kids Ed)

## Collectibles

### La Jolla

#### Gaming 101

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

##### **Ascension** — Sat, Sun 11 am

GM: George Carceres

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

##### **Cascadia** — Fri 8 pm

GM: John Borders

2 game tournament. Top players advance to final table. Please bring a copy of the game if you have it.

##### **Clank Catacombs 101** — Fri 5 pm

GM: John Borders

The catacombs of the skeletal dragon Umbrok Vessna are mysterious and dangerous. Portals transport you all around the dungeon depths. Wayshrines offer vast riches to intrepid explorers. Prisoners are counting on you to free them. Will you survive with the riches?

##### **Clank Catacombs with Adventuring Party/Upper Management** —

Fri 6 pm

GM: John Borders

2 game tournament. Top players advance to final table. Please bring a copy of the game if you have it.

##### **Dice Masters Draft Pack 101** — Sun 11 am — Secret Wars

GM: Andres Fresquez

A 2-player card and dice game featuring custom dice. Players face off in a "dice building" style game, building to buy better and better character dice from their own 8-character team. I will use the the Secret Wars Draft Packs system

##### **Dice Masters Draft Pack** — Sun Noon — Secret Wars

GM: Andres Fresquez

I will use the rainbow draft model with modern 12 card draft packs from the Secret Wars scenario. each person will receive a draft pack with 12 random cards with 2 dice each and 3 basic action cards. Refer to the URL link below for detailed rules for the rainbow draft format or attend the 101.

##### **Heat: Pedal to the Metal 101** — Fri 3 pm

GM: John Borders

Players are put in the driver's seat of intense car races, jockeying for position to cross the finish line first, while managing their car's speed if they don't want to overheat. Do you have what it takes to win? Come and find out

##### **Heat: Pedal to the Metal** — Sun Noon — FINALS Championship Circuit

GM: John Borders

This is the Championship Circuit Finals. To participate you had to qualify in one of the 6 qualifier events. 3 races

##### **Heat: Pedal to the Metal** —

Fri 6 pm; 9 pm, Sat 3 pm, 6 pm, 9 pm, Sun 10 am

GM: John Borders

Qualifier event for Sunday's 3 race Championship. Each player will compete in 1 race. Top player will qualify for the 3 race Circuit on Sunday. Please bring a copy of the game if you have it. Actual Start is 6:15 PM

##### **Isle of Cats 101** — Sat 3 pm

GM: John Borders

Rescue as many cats as you can before Lord Vesh comes to destroy their home

##### **Isle of Cats with Late Arrivals** — Sat 4 pm

GM: John Borders

2 Game Tournament. Please bring a copy of the game and expansion if you have it.

##### **Lift It!** — Sun 7 pm

GM: John Borders

Tournament. Please bring a copy of the game if you have it. Use your head, literally, as a crane to build the target structure.

##### **Lorcana 101** — Sat, Sun Noon

GM: Diane Grotjohn

You've maybe heard about a game filled with beloved Disney characters brought to life and searching to illuminate the world with wonder. You probably want to learn how to play this game. This is where you would come to learn. Free starter decks will be raffled after Sunday 101!

##### **Lorcana** — Sat, Sun 4 pm, 10 pm — Draft

GM: Josh Badger/Dae Kim

4 pack draft. 3 Rounds. Booster Pack prizing. \*Event ran using melee.gg (app sign-up is not mandatory)\* \$30

##### **Lorcana** — Sat 1 pm, Sun 1 pm, 5 pm

GM: Diane Grotjohn

Have Hercules face against Maleficent! Watch Belle out-sing Ariel. See Gaston finally brought low by... Minnie Mouse? All while Jiminy Cricket gathers the lore of the Disney Universe. Bring your preconstructed deck and gaze in wonder as the magic happens. Swiss format, 3 rounds.

##### **Lorcana** — Fri 10 pm, Sat, Sun 1 pm, 7 pm — Sealed

GM: Dae Kim/Josh Badger

6 pack sealed. 3 Rounds. Booster Pack prizing. \*Event ran using melee.gg (app sign-up is not mandatory)\* \$40

##### **Lord of the Rings LCG** — Sat 6 pm

GM: Robert Reeley

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

##### **Lost Ruins of Aranak with Expedition Leaders and Missing Expedition** — Sun 10 am

GM: John Borders

2 Game Tournament. Please bring a copy of the game and expansions if you have it.

##### **Magic: the Gathering** — Fri 10 pm, Sat, Sun Noon, 5 pm — Commander: Pods

GM: Dae Kim/Josh Badger

Mix pods of 3-4 : Winner of each pod receives 5 Dealer Dollars \*Event runs using the Magic Companion App (app sign-up is not mandatory)\* Players must bring their own deck.

##### **Magic: the Gathering** — Sat, Sun 10 pm — Commander: Sealed

GM: Dae Kim

8 pack sealed! Winner of each pod receives 1 Booster pack \*Event runs using the Magic Companion App (app sign-up is not mandatory)\* \$50

## Collectibles

### **Magic: the Gathering** — Sat, Sun 7 pm —

Draft: Murders at Karlov Manor

GM: Dae Kim

3 pack draft. 3 Rounds. Booster Pack prizing \*Event runs using the Magic Companion App (app sign-up is not mandatory)\* \$20

### **Magic: The Gathering** — Sat, Sun 11 am, 3 pm — Horde

GM: Michael Arsollon

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

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

GM: Melissa Weiss

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

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

Sealed: Murders at Karlov Manor

GM: Josh Badger

6 pack sealed. 3 Rounds. Booster Pack prizing \*Event runs using the Magic Companion App (app sign-up is not mandatory)\* \$40

### **Marvel Champions** — Sat 1 pm

GM: Robert Reeley

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

### **Middle Earth CCG 101** — Sat 10 am

GM: Ben Canlas

Learn to play MECCG. You are one of the 5 wizards sent to Middle Earth to help the free peoples fight Sauron and his minions. Gather Heroes, Items and Factions to your cause or you can find the One ring and destroy it to win the game.

### **Middle Earth CCG** — Sun Noon

GM: Ben Canlas

Casual. Hero and Minion constructed. Play as one of the 5 Istari (wizards) or one of the 9 Nazgûl (ringwraith). Fight for the fate of Middle Earth. (Challenge Decks are available for players who want to play but have no decks of their own.)

### **Middle Earth CCG (Challenge decks)** — Sat 1 pm

GM: Ben Canlas

Casual Play. You are one of the 5 wizards sent to Middle Earth to help the free peoples fight Sauron and his minions. Gather Heroes, Items and Factions to your cause or you can find the One ring and destroy it to win the game. You may bring your own challenge decks or you may borrow the pre-constructed decks provided.

### **Mondo 101** — Sun 4 pm

### **Mondo** — Sun 5 pm

GM: John Borders

Please bring a copy of the game if you have it. Build your own earth by placing animals and biomes while avoiding volcano eruptions. All players simultaneously pick tiles depicting different animals and environments trying to create complete areas of the same environment.

### **Pokemon 101** — Sat, Sun 10 am

GM: Charles Watson

Come to the University and learn how to Catch 'em All! Learn to play the game or get tips to improve your deck. Any experience welcome.

### **Pokemon** — Sat, Sun 11 am — StrategiconU Tournament

GM: Charles Watson

Prove that you're the best trainer (at StrategiconU)! Bring your deck and claim your victory. Swiss rounds, 3 games.

### **Spiritium CCG 101** — Sat, Sun Noon

GM: Spiritium Team

Take on the role of golemancers, "crafting" golems and using items as a partyteam to defeat monstrous Void creatures in raid boss battles. Tutorial events running all day, all players welcome.

### **Spiritium CCG** — Sat 7 pm

GM: Kyle Henlodison

An upcoming modular co-op PvE card game for players ages 8+ that supports PvP, solo play and multiplayer. Players take on the role of golemancers, "crafting" golems and using items as a partyteam to defeat monstrous Void creatures in raid boss battles.

### **Spiritium CCG** — Sun 7 pm, Mon Noon — Promo Raffle

GM: Spiritium Team

Raffle event for Spiritium where players take on the role of golemancers, "crafting" golems and using items as a partyteam to defeat monstrous Void creatures in raid boss battles.

### **Star Wars Miniatures** — Sun Noon — Booster Draft Tournament

GM: Mel Campbell

Star Wars Miniatures Sealed Booster Draft Tournament for Virtual Set # 24, "Path to Victory" with the 6 card mini set "Jedi Fallen Order", and Virtual Set #25, "Conquest and Rebellion" with the 12 card mini set "Kenobi". 200pt teams. The tourney will consist of 3-4 swiss rounds.

### **Star Wars Miniatures** — Sun 5 pm — Royal Rumble

GM: Mel Campbell

Each participant will build 3 squads, each with two characters totaling 200 points or less. GM will provide minis, cards, and maps, for participants to borrow.

### **Takenoko** — Sat 4 pm

GM: John Borders

UPSTAIRS - 2 Game Tournament. Please bring a copy of the game if you have it.

### **Transformers TCG - Deck** — Sat Noon

GM: Bradley P. Thomas

A trading card game where giant transforming robots fight each other through the use of character cards and decks in one-on-one battles. You will bring your own deck to this contest of skill and luck.

### **Transformers TCG - Titans** — Sat 3 pm

GM: Bradley P. Thomas

A trading card game where giant transforming robots fight each other through the use of character cards and decks in one-on-one battles. With this event, its titan v. titan battles so you can bring your own titan or buy one with a starter set for \$10.

## Open Gaming

### Plaza Ballroom A

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

## LARPs

Bel Air, Santa Monica A, Malibu Gardens, 3103

**Dead Man's Party** — Sat 8 pm — Vampire the Masquerade

GM: Christopher Jones

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

**Dead Man's Wake** — Fri 8 pm — Monkeyfun

GM: Terry Kasabian

Avast ye, me hearties! Get ready for the first LARP by Monkeyfun Studios: Dead Man's Wake! This game will be a court-style LARP with no-contact card-based mechanical conflict adjudication and plenty of character and intrigue. The system is in playtest and fairly simple all are welcome!

**Endgame** — Fri 8 pm — Murder Mystery

GM: Ash Perrine P, Sabrina Page

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

**Endgame Alternate** — Sun 2 pm — Murder Mystery

GM: Ash Perrine

The year is 1925. Booze and gambling are prohibited, and you've just been invited to an evening of both... in an organized, respectable fashion of course, with people of your own class. Invitations to Mr Harrington's poker nights are in high demand among the rich and fashionable, and it's all just a bit of fun! What's the worst that could happen? This is an alternate scenario with the same faces as the original, but different goings-on. It has some more mature subject matter, so player discretion is advised.

**Lesbian Social Mixer: Tacos on St Patty's Day** — Sun 8 pm — Parlor LARP

GM: Ash Perrine

Sometimes all a woman needs is a girl's night out, but it sucks when you're lonely. So why not grab some friends? But be careful relationships can always go off the rails. This is a LARP that explores the themes of non-heteronormative romance from the perspective of women, and how that impacts one's sense of self, our choices, and the trajectories we take in life. Mature themes abound, and please be respectful of the queer experiences we are exploring through LARP. The game consists of socializing, improv, and vignettes.

**Parlor LARP Community Mixer** — Sun 2 pm — Social

GM: Rebecca ("Bex") Roycroft

Join Larp Parlor Los Angeles for a social to discuss parlor and freeform larp, as well as to meet and build community! Light refreshments will be provided the amount will be based on number of sign-ups, so be sure to register ahead of time. Come make friends, meet people who know a lot about LARP, and network!

**Ship of Death** — Sat 2 pm — Starship Valkyrie

GM: Robert Prag & Tara Leederman

As the Praezorians hold their defensive line at Goldeneye, the Earth Republic orders the ERS Valkyrie and ERS Fenris to lead a slew of Escort gunships into massive peril, all in an effort to break the stalemate, despite terrible morale among the Escort crews. Starship Valkyrie is a mechanical, cooperative LARP wherein the players operate the largest and most advanced warships of 2152 AD Earth, while fighting off aliens and solving spatial anomalies, with players forming a strictly cooperative force against myriad hazards.

**Starship Valkyrie: Fenris Assault Squad** — Sun 10 am —

Boffer Showcase

GM: LARP Staff (Rob P)

Join the Earth Republic Star Navy's elite board team, the Wolfpack, and help them take the fight to the Praezorian Empire in this mission-based, action-oriented foam combat game. While this game is absolutely friendly to teens and adults, an ability to follow rules and directions is required to participate. A waiver is required for this event. This is set in the Starship Valkyrie Universe, but using foam combat rules. Wear comfortable clothing and closed-toed shoes.

**Welcome to the Academy!** — Sun 8 pm — Caladrius Academy

GM: Mike Leader

Come and join us to playtest a new system for a Magical College game! This system is designed to work as both a LARP & TTRPG, and to cross between the two easily. You'll get a chance to explore our setting: a magical college for adult characters of any age. You will be able to make characters, learn and impact the system, as well as explore the game world. Also, if you participate in any of our tabletop games this weekend, you can bring your character and play them here! (Costuming is not required, but a sense of fun is!)



## Video Games

### Video Games

Marina, Santa Monica C

#### **Artemis Spaceship Bridge Simulator —**

Fri 6 pm, 7 pm, 8 pm, 9 pm, Sat, Sun 9 am, 10 am, 11 am, Noon, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm  
This is a 6-player co-op spaceship simulator. Play bridge officer – Helm, Science, Weapons, Engineering, and Comm – or Captain the ship and guide your team to victory. Sessions are 50 minutes, with a tutorial starting on the hour. Children under 16 require parental supervision.

#### **Fantasy Strike 101 — Sun 1 pm**

Do you enjoy Street Fighter, but feel overwhelmed by the button controls and combo timing? Try Fantasy Strike! This game features “Street Fighter”-esque gameplay with simplified controls, letting players focus on fundamentals and lowering the barrier for new players to the genre.

#### **Fantasy Strike — Sun 2 pm**

A fighting game with Street Fighter gameplay mixed with a Smash Brothers control scheme. This shifts the focus towards fundamentals like decision making and allows newer players of the genre to pick the game up quickly. Bring controllers you’re comfortable with!

### Miniatures

International Ballroom A, Catalina A (Family Area)

#### **Aliens: Another Glorious Day in the Corps! — Sat, Sun 7 pm —**

Bug Hunt: Retrieve Supplies (Designer Custom Mission)

GM: Andrew Haught

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

#### **Battlestations 2.0 HUGE! —**

Fri 6 pm, 8 pm, Sat 1 pm, 3 pm, 6 pm, 8 pm

GM: Jeff Siadek

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

#### **Battlestations - Dirtside — Sun 1 pm, 3 pm, 6 pm, 8 pm —**

Dirtside (3X30min Missions)

GM: Jeff Siadek

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

#### **Battletch: Alpha Strike — Fri 6 pm — Retake Frankograd**

GM: Francisco Vassallo

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

#### **Mario Kart 8 FFA Free For All — Sat 4 pm**

No CPUs, Regular Items, 150cc, Single Elimination Bracket. 3 or 4 players per GP, four races (1 GP) per match, each player chooses one course to race on. One player moves on per round!

#### **Mario Kart 8 Deluxe Teams — Sun 4 pm**

No CPUs, Regular Items, 150cc, Single Elimination Bracket. 2 teams per GP, four races (1 GP) per match, each player chooses one course to race on. One team moves on per round!

#### **STARCRAFT 2 — Sat 2 pm, 5 pm, Sun 5 pm**

Welcome to STARCRAFT 2. This event will be will be player versus player. Blizzard account while not mandatory is still required to be able to play the game. Come and play and have a great time.

#### **Battletech — Sat, Sun 10 am**

GM: Mark Deliduka

Come play the classic game of giant stompy robots. No experience necessary, all materials provided

#### **Battletech — Sat 11 am —**

The UrbanMech Triathlon: Pt 1 - Urbie Derby!

GM: Darren Eskandari

Part 1 of the UrbanMech Triathlon!!! \* Players will pilot an UrbanMech UM-R60 or UM-R60L to battle for supremacy in a KotH match. Scoring 2 pts per Kill, 1 pt per round next to the Hill, or 3 pts per round on the objective. The first player to score 10 pts or the player with highest score at the end 16 rounds will be crowned the winner. \* Additional prizes for the top ranked play across all competitions.

#### **Battletech — Sat 3 pm —**

UrbanMech Triathlon: Pt 2 - Soapbox Derby

GM: Darren Eskandari

Part 2 of the UrbanMech Triathlon \* Players line up in pole position piloting a UM-R60 and racing to cross the finish line within 16 rounds . When a Mech is destroyed, the pilot may respawn at the most recent waypoint they passed in a more powerful Urbie. 1 pt/kill, pts for crossings the finish line (1st - 5pt, 2nd - 3pt, 3rd - 2pt, 4th+ 1pt), points for surviving (0 respawns 5pts, -1/death, min 0).

#### **Battletech: Alpha Strike — Sat 7 pm —**

UrbanMech Triathlon: Pt 3 - The Urbie Shoot

GM: Darren Eskandari

Part 3 of the UrbanMech Triathlon \* Players will pilot a single Mech of their choice and face an endless wave of zombie Urbies arisen from the carnage of the previous battlefields. The hordes of Urbies will be led by the 4 Urbies of the Apocalypse! Players will compete to see who can take out the most Urbies over the course of 8 rounds. Victory will be determined by number of confirmed kills.

## Miniatures

### **Black Powder Napoleonics** — Sun Noon —

Engagement at the River

GM: Luis Medrano and James Corbet

Feb 1814: Blucher's Prussian forces are rapidly advancing on Napoleon's army. The Emperor is not going to wait for his enemy to decide when and where the campaign will lead. Instead, the French will attempt to regain the initiative and hit their enemy before they are fully concentrated and prepared. 28mm Napoleonic Meeting Engagement with all of the gorgeous pageantry of the period.

### **Bolt Action** — Sat 11 am — 500 point tournament

GM: Greg Mazourek

3 round friendly tournament. We'll have a couple of loaner armies if you are interested in learning how to play.

### **Bolt Action** — Sat 4 pm

GM: Harmon Ward

Come try Warlord Games 28mm game of WW2 squad level combat. No experience necessary, all materials provided

### **Car Wars** — Fri Noon — Arena Duel

### **Car Wars** — Fri 3 pm — Arena of Fire

### **Car Wars** — Sat Noon — Junkyard Arena

GM: Jessie Foster

A game of the freeways and arenas of the future, where the right of way goes to the biggest guns. Players will use pregenerated armed and armored cars and crew, be taught the rules, and then set loose upon each other. Will your car dominate the arena or will you crash and burn?

### **Chivalry is Dead: Race for the Crown!** — Sat, Sun 2 pm, 4 pm — Chariot Racing

GM: Cory Nelson

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

### **Circus Maximus** — Sat 5 pm

GM: Jamie Vann

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

### **Classic Battletech** — Sat, Sun 10 am — Kaiju Invasion

GM: Mario Acuña

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

### **Clay-O-Rama** — Sat Noon — Hot Potatoes

GM: Harmon Ward

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

### **Clay-O-Rama** — Sun Noon — Super Powers

GM: Harmon Ward

Description: Claydonians meet for their triannual battle to become the champion. Make a claydonian from Play-doh (which is provided) and go to war. This is a beginner friendly fast paced game of doughy combat. Scenario Information: The gods of Claydonia have sent down shooting stars to grant super powers to any Claydonian that retrieves one.

### **D&D 5.0** — Sat 9 am — Curse of the Blood Count Part 1

GM: David Arvizu

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

### **D&D 5.0** — Sun 9 am — Curse of the Blood Count Part 2

GM: David Arvizu

You have saved the town of Whitby from the grip of Count Dracula, but can you defeat him in his own castle? Rally the townfolk and plan your attack as your party storms Castle Dracula in the desperate attempt to rid the world of one of its worst villains. 8th lvl Pre-gen characters available. If you played in Part 1 on Saturday you can level up to 9th for this game. Note: you do NOT have to play both Part 1 & 2.

### **De Bellis Antiquitatis** — Sat, Sun 1 pm

GM: Harmon Ward

Learn to play the classic game of ancient battle. No experience necessary, all materials provided

### **Dungeon Crawler Classics** — Sun 6 pm — Funnelling

GM: Donald Tseng

Try Dungeon Crawler Classics for some old school D&D with updated mechanics - run three to four zero level peons trying their stake at adventuring - whosoever survives may ascend to level 1! The Green Tide of orc and goblin have inundated the kingdom, devouring towns and villages in its wrathful wake. You and your comrades seek asylum at Castle Rhubarb, but the trek will be fraught with many dangers indeed.

### **Flames of War** — Sat Noon — Battle of Kasserine Pass

GM: Richard Aldrete

Large flames of war event to reenact the battle of Kasserine Pass in February 18 thru 24 1943 .

### **Flames of War 15mm** — Fri 6 pm — Presents Tunisia 1943

GM: Richard Aldrete and Adam Hammer

Rommel's Afrika Korps is advancing through the Tunisian Passes in an attempt to cut off and isolate Allied Forces. Old Ironsides is on the spot to stop it! This is a multi-player demo game. All materials are provided.

### **Formula De Super-Incredisized Spectacular** — Mon 10 am — Long Beach Gran Prix

GM: John Paiva

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

### **Full Thrust** — Sat 3 pm, Sun 4 pm

GM: Frank Patterson

Miniature space combat that take minutes to learn. No experience necessary, all materials provided

### **Full Thrust** — Sat, Sun 1 pm

And the Dreadnaughts Fear Nothing at All

GM: Kenneth Pick

A simple fast-play space combat miniatures game from Ground Zero Games of England. . Miniatures will be provided, but any starship miniatures can be used. Bring a few six-sided dice if you can. We will be using the 1990s-vintage "Full Thrust" and "More Thrust" rules.

## Miniatures

### **Fuzzy Heroes** — Sun 5 pm — Madame Web

GM: Victor Bugg

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

### **Gaslands** — Fri 2 pm, Sat, Sun, Mon 9 am — Gaslands: Superlative Plumber Sibling Carts!

GM: Adam Hicks

In a land far far away (or just under New York by some accounts) lies the Fungal Duchy, where the premier form of entertainment are plumber cart races! Come pick your favorite character from a particularly famous franchise and race with us! This is a custom game that uses the Gaslands Rules with a few differences!

### **Gaslands Refuelled** — Sat, Sun Noon — Death Race

GM: Eric Harman

Post Apocalyptic Auto-duel racing. Cross the finish line first to win, or just blow everyone else up.

### **General Quarters** — Sun 4 pm — Fleet Action Imminent

GM: Harmon Ward

This game of a by-gone and short lived era of naval combat is a WW1 version of the classic General Quarters. Come sink a dreadnaught or two. No experience necessary, all materials provided

### **Giant Killer Robots: Heavy Hitters** — Sun 1 pm, 7 pm —

Gary Graham Memorial Battle

GM: Robert James

Come give tribute to the late great Sci-Fi actor Gary Graham in this game of giant killer robots inspired by the 1989 film Robot Jox. Corporate sponsorship, explosions and orbital strikes abound in Weta Workshops amazing game of televised violence. No experience necessary, all materials provided.

### **Grimpath** — Sat, Sun 1 pm — Pick up and Play

GM: Dave Grimdave

A brand new Trading Card & Fantasy Wargame that combines the customabilizibility of trading card games and deck building with the creativity and tactics of fantasy miniature wargaming! Match up against your friends or get a learn to play demo. Matches last 30-45 minutes. Available any time, all are welcome, all materials provided.

### **HMGS-PSW Demonstration Table** — Sat 10 am

GM: Harmon Ward

Stop by the Historical Miniature Gaming Society-Pacific Southwest and learn a new game and some history! We will be demonstrating a wide variety of games based on the land, sea and air! Among the titles we will show you will be Flames of War, Wings of Glory, Bolt Action, Battletech, Middle Earth Strategy Battle Game, Fleet Action Immanent, Full Thrust, De Bellis Antiquitatis (DBA) Ancients.

### **Konflikt 47** — Sun 2 pm — Open Play

GM: Jacob Shober

Alien tech has changed the face of WW2, based on Bolt Action. Bring your own forces, or jump in and support another force on the field!

### **Marvel Crisis Protocol** — Fri 2 pm —

Separation Anxiety Ultimate Encounter

GM: Veero Derkarabetian

A four-player narrative scenario, each player will build a squad of 11 threat and 3 tactics cards. Each squad will be battling in a free for all, while trying to capture escaped symbiotes. These symbiotes also have a mind of their own and will be moving independently, scouring the field for 'willing' hosts! Each symbiote will bring powerful abilities to enhance their host.

### **Mein Zombie** — Sat 9 am — Clearing the Sewers

### **Mein Zombie** — Sat 3 pm — Underground

GM: Michael Moran

Come explore underground passages and kill the invading zombies. Create a custom character, arm them with weapons and prepare for the attack. If you enjoy killing a horde of enemies (or your allies) this game is for you. We use the beer and pretzel rules Mein Zombie. Easy to learn, fun to play.

### **Middle Earth Strategy Battle Game** — Sat, Sun 10 am

GM: Harmon Ward

Prepare to enter the amazing world of Middle-earth, and recreate the greatest battles and adventures from The Lord of the Rings and The Hobbit. No experience necessary, all materials provided

### **Number 6 Dance, 50th Anniversary Edition** — Sun 1 pm —

Assault on Rock Ridge

GM: John Paiva

Brave Souls needed to defend Rock Ridge! Heartless Outlaws needed to crush Rock Ridge! Will Hedley Lemarr's plan work? Will Sheriff Bart rally the townsfolk? Will there be enough dimes? Will the Irish be included? Will there be enough gum for everybody? You are needed to determine the fate of Hedley's nomination for Best Supporting Actor! Everything provided! Rules are simple! More fun than getting a Candygram!

### **Paint and Take** — Sat, Sun 10 am

GM: Robin Parker

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

### **Paint Contest Judging** — Sun 2 pm

GM: Victor Bugg

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

### **Pike and Shotte** — Sat Noon — English Civil War

GM: Martin Juarez

Pike & Shotte is a big battle game, where troops are deployed as elements, rather than individuals. An army is made up of a number of Battlia, with each Battalia comprising a number of units. Players will decide whether they are royalists or parliamentarians, and a historical scenario will be provided based on the number of players who participate.

### **Relic Worlds Expeditions** — Sat Noon

GM: Jeff McArthur

Explore ancient ruins on distant planets as you search for long-lost, powerful alien artifacts. But watch out alien creatures and hidden traps lurk in the woods as you compete with your enemies for the greatest treasures.

### **Rising Sun** — Sat 5 pm

GM: Solomon Chang

Lead your clan to victory through negotiation, combat, monsters and favors from Kami.

### **Star Trek Away Missions** — Sat 10 am, 2 pm, Sun 10 am, 1 pm — Q Organized Play

GM: Andrew Haught

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

## Miniatures

### **Star Wars Legion** — Sun Noon — 500pt. Tournament

GM: Donald Tseng

3 Rounds, 500pts. Loaner armies available. Beginner friendly if you want to learn the game or try different armies.

### **Star Wars Legion** — Sat 6 pm — Escape the citadel

GM: Francisco Vassallo

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

### **Star Wars Shatterpoint 101** — Fri 6 pm, Sat 9 am

GM: Joey

Learn how to Play Shatterpoint. All materials will be provided

### **Twilight Imperium Fourth Edition** — Sun 11 am

GM: Solomon Chang

Build an intergalactic empire through trade, research, conquest and grand politics.

### **Warhammer 40K 10th Edition** — Fri 7 pm — Ironman

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

### **Warhammer 40K 10th Edition** — Sat 9 am — Mega-Apocalypse

APOCALYPSE is 10,000 pts of what ever you want to bring army wise. Anything goes, roll some dice, talk 40K and have Fun. Deployment is Friday 4 to 9pm if possible, and First turn starts at 9:00 am. Come decide the fate of worlds.

### **Warhammer 40K 10th Edition** — Fri 4 pm — Mega-Apocalypse

Deployment

Deployment for Saturday's game.

### **Warhammer 40K 10th Edition** — Sun 9 am — Open Play

40K 10th edition free play on the Apocalypse table. Bring a friend or play against any of the SoCal Crusaders. 9:00 am to 5:00 pm. Last start time for a game is 3:00 pm.

### **Warhammer Age of Sigmar** — Fri 4 pm

GM: Bex Alvarez

Pick from a 1,000 point pre generated army or bring your own to this battle to hold the area until either you destroy the other army or back up arrives. Who will be victorious in this battle for land?

### **Warhammer Age of Sigmar** — Sun 3 pm

GM: Bex Alvarez

A battle to the death between armies. Who's army will remain and claim victory? Bring an army or pick from our pre generated armies to see who is a better tactician.

### **Warhammer: Age of Sigmar** — Sat 10 am —

Learning the basics 101

GM: Ernest daniel

Welcome to Age of Sigmar! would you like to hop into a world where everyone fights for the fate of all realms? come on down to learn the basics of Age of Sigmar!

### **Warhammer: Age of Sigmar** — Sun 10 am — Open

GM: Ernest daniel

Welcome to Age of Sigmar! This is for anyone that wants to play a open battle or to learn! will have loaner armies available!

### **Warhammer: Age of Sigmar** — Sat 3 pm — Open play

GM: Ernest daniel

Open play if you would like to play, have loaner armies to lend for games

### **Wings of War** — Sat 5 pm — Continuous battle over the trenches

GM: Matt Denny

A miniature game of aerial combat over the skies of the Western Front in WWI. We will use primarily fighters but may add bombing missions as the game progresses. This game is fun for everyone ages 10+ - - and no previous knowledge of the game is needed after a quick introduction to the rules. Shot down? Come right back on the board! Winning? Gain skills as you shoot down more and more of the enemy!

### **Wings of War** — Sat 2 pm — Flight School

GM: Frank Patterson

Take the stick of a fighter plane over the battlefields of World War 1 or 2. No experience necessary, all materials provided

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

GM: Luis Alvarez

Let's band together and fight off the horde.

## Roleplaying

Newport, San Lorenzo, Catalina A (Family Area)

### **RPGs on Demand**

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

### **Accursed Heart of the World Ender** — Sat 9 am —

Dungeon Crawl Classics

GM: Paul Keller

A Zero-Level Funnel for DCC! There is more to this motley group of pilgrims than meets the eye. They who can draw forth the Seven-Tree Spear shall be named king, but are forces more sinister than any earthly imagined at play? \*\*Game 1 of 3, survivors may be leveled up to play in the following level 1 adventure: Imperishable Sorceress\*\*

### **After the Party** — Fri 2 pm, Sat 9 am — D&D 5e

GM: Kurt Hanna

The heroes are down. The villain is down — for now. There's one last loose thread, and it's up to you to snip it.

### **A Legend of Godsteel** — Sun 3 pm — Laughing Moon

GM: Todd VanHooser

Heroes resurrected from a distant past take on dangerous quests in the post-apocalyptic remains. With a mythical weapon now in hand, the adventuring party must confront the unearthed "titan" of the Red Hill Mine in final, epic showdown.

## RPGs

**ALIEN: Fallout** — Sun 2 pm — ALIEN The Roleplaying Game  
GM: Jennifer Wolff

Something sinister has happened on the colony world LV-187. Is this the latest in a string of deadly bio-chemical attacks, an infestation of dangerous lifeforms, or the cruel result of reckless posturing by all-too-human politicians? No survivors were left behind- no human survivors, at least. As scientists researching cures for dangerous new diseases, your search for medical samples leads you into a deadly conflict.

**All Tears Fall Under Heaven** — Sun 8 pm — Call of Cthulhu 2e  
GM: Zood

Some seek fame. Some seek fortune. Some seek adventure. Seek truth.

**A Majestic Matter** — Sat 2 pm —  
Star Trek Adventures: Captain's Log  
GM: J-P Spore

"Captain's Log: We have received grave news from Quelthonia: earthquakes have decimated the royal family, which makes Ul'Raq, a gregarious singer/ composer on the station, the new emperor. I can't imagine that irresponsible lad ruling, but their government has asked us to ensure his safety until their capital ship Intha'Qod arrives." This is a station-based adventure for Captain's Log. Pre-gens will be provided.

**An Offer You Can't Refuse** — Sat 2 pm — GURPS  
GM: Gary Mack

Your crew of cyber-ed up killers, magic wielding oddballs, and spirit-talking misfits has been hired by some bigwig company to aggressively acquire a reluctant asset from a rival company's building to assist them with their research instead. Since the asset has already refused all previous offers, your team will simply take the asset with you to a designated drop off. This way they can't refuse.

**ASPIRE** — Fri, Sat, Sun 8 pm — GURPS  
GM: Daniel Alvarez

You are tasked to help solve somethings that should not be happening now. The humans are not ready for what will happen!

**ASPIRE: The New Problem** — Sat 8 pm — GURPS  
GM: Michale Shupe

Jump into this ongoing game with no prior knowledge required! ASPIRE stands for Agency for Supernatural and Paranormal Research, Investigation and Exploration. In the middle of the Nevada desert, a strange portal appeared, bringing an unusual city with it. And they're selling anomalous tech. To anyone. Pre-generated Characters provided.

**Awakening** — Fri 8 pm — The Everlasting  
GM: Richard Warren

The doctors called them delusions. They gave you pills to quiet the nightmares and numb the fear that something has gone horribly wrong. Drugged, you slept walk through years—maybe decades. But at night you dreamed of walking down streets that haven't existed for hundreds of years, battling monsters to protect the innocent. Everlasting is a story-focused game of urban fantasy. This is the first part of a three-part adventure. The story continues in Hunted and concludes in Confrontations however, you do not need to play in the other sessions.

**Belly of the Beast** — Fri 8 pm — Warhammer Fantasy Roleplaying First Edition  
GM: Zood

Explore the seedy underbelly of Dunwopple.

**Blood for the Serpent King** — Sat 8 pm — Dungeon Crawl Classics  
GM: Paul Keller

A Level 2 Adventure for DCC! You've heard the rumors of the treasure hordes of the ancient king, Xiuhcoatl. They say he is worshiped by feral tribes of degenerate serpent-men who call him The Emerald Cobra. Do you dare face their rites of blood and sacrifice? \*\*Game 3 of 3, survivors of either of the previous two adventures may be leveled up to play in Blood for the Serpent King\*\*

**Blood on the Redlands** — Fri 3 pm — Laughing Moon  
GM: Todd VanHooser

In the Laughing Moon Adventures fantasy RPG, heroes resurrected from a distant past take on dangerous quests in the post-apocalyptic remains. Players must track down a missing soothsayer while navigating the dangerous holy grounds of a locale tribe of "blood elves."

**Boyfriend Dungeon** — Sun 2 pm — Boyfriend Dungeon (PBTA)  
GM: Stephanie Bryant

Play the Wielder and the Weapon in this dungeon-crawl TTRPG based on the popular dating sim video game! Will you find friendship or even love in the dungeon, or just have a rowdy good time confronting your own demons and helping your friends face theirs?

**Buried in the Bahamas** — Sat 2 pm — Pirate Borg  
GM: Scott Joest

Ahoy, mateys! If yer wanting to fill ye coffers with gold and gems, or if yer just looking to hide from the constables, then grab a berth on The Tarantula and let us sail the seas in infamy! Buried in the Bahamas is an introductory adventure for Pirate Borg and The Dark Caribbean campaign setting. Explore three islands, cross swords with undead skeletons, and search for treasure in the Cave of Seven Skulls.

**Caladrius Academy - playtest and learn** — Sat, Sun 2 pm —  
Caladrius Academy  
GM: Mike Leader

Come and join us to playtest a new system for a Magical College game! This setting is designed as a magical college for adult characters of any age. You'll make characters learn & impact the system and participate in an introduction to the game world. Also, characters made here will be eligible to participate in the Sunday Night LARP if you wish to play in that one too.

**Christmas Disappearances** — Sun 9 am — GURPS  
GM: Ron Shaw

This past year, during "The Christmas Season" several children in various towns, in many different cities in multiple states vanished from their bedrooms without a trace. Now "everyone" KNOWS the old stories... but, this is the real world... right?

**Confrontations** — Sun 8 pm — The Everlasting  
GM: Richard Warren

30 years ago, a group of Grail Knights and other Questors were chosen to fetch Excalibur from its forgotten hiding place, deep in the revelry. They were to bring the blade to Pendragon-reborn, and she would lead them to glory. Unfortunately, they never arrived. Can you complete the quest you began 30 years ago? Everlasting is a story-focused game of urban fantasy. This is the third part of a three-part adventure.

**Creep, Skrag, Creep!** — Fri 8 pm — Dungeon Crawl Classics  
GM: Judge CRO

This adventure starts on a ship filled with mysterious deaths, dark plots, and a stalking horror that will not stop until it has feasted on every last soul. Will your characters' ingenuity be quick enough to find a means to survive, or will you too fall victim to what creeps in the shadows? TRY DCC! BEGINNERS WELCOME! This is a zero-level funnel so pre-gens will be provided as will dice and rulebooks to borrow.

## RPGs

### **Dark Bidding** — Sat 9 am — OOPS! All Draculas!

GM: michael cantin

You've always wondered what was just beyond the doors of the spooky house at the end of the block. Turns out, it's full of Draculas. Now, those Draculas are you. Whether from internal or external forces, shenanigans ensue. Be they Dracula hunters, new Draculas in town, werewolves, or the hated Home Ownership Association, a Dracula's life is never easy. And we're going to need a new coffee table...

### **Dawn of the Ancients** — Sat 9 am — Cthulhu Now

GM: Zood

Experience the destinies of gods.

### **D&D PvP Tournament** — Sat 6 pm — D&D 5.0

GM: David Arvizu

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

### **Dice Free Dungeons: Tributes Sent North** — Sat, Sun 2 pm

GM: David Grisanti

Set in the world of the United Gulag of Goblinoid Races (UGGR) reigns. Join fellow Tribute Graduates from Tomsk Teknikal and begin your commission in the United Goblinoid Military. Embark on a mission into the North to improve relations between the Central Government and the Last Tribes. Use your skills, spells, and Eld magics to overcome the various challenges that come between you and the good of the commonwealth.

### **Dying Light** — Sun 2 pm, 8 pm — Medium-Crunch Dark Fantasy

GM: Mike Olson

A land torn between Darkness and Light. A band of heroes struggling to save it. A new RPG in development that needs playtesting. Sorry, got too meta there! In this dark fantasy game, you play descendants of the divine, empowered to fight the demonic hordes and monstrous beasts Hell-bent on snuffing out the last shreds of civilization. They also mix metaphors. Have fun, fight monsters, and leave your mark!

### **Edge of Darkness** — Sat 8 pm — Call of Cthulhu

GM: Jeremy Netka

In the 1920s noir world of HP Lovecraft, Edge of Darkness sees a group of investigators fulfill the wish of a dying friend, and attempt to undo the mistakes of the past.

### **Forging Alliances** — Sat 9 am — GURPS

GM: Ron Shaw

The Rebels of the Fae-Ruled Universe are still struggling. Even with the cold-iron weapons provided to them by "The Father of Wisdom". The thing is, they don't seem to be working as advertised.

### **For The Queen** — Fri 7 pm, Sat Noon, Sun 10 am

GM: GM-less

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

### **Gleaming Stars** — Fri 2 pm — The Wildsea

GM: Ray Chou

There's a local legend concerning a sunken Writling salvaging ship, said to be carrying the very height of old-world wealth. Sounds like just the score your crew of dredgers has been looking for. The Wildsea is a tabletop roleplaying game from Quillhound Studios for 2-6 players set in a world overrun by greenery. All materials will be provided and game will be taught. Uses a D6 dicepool system like BitD.

### **Glipkerio's Gambit** — Fri 2 pm — Dungeon Crawl Classics

GM: Marc Anderson

An Evil wizard, emboldened by his dark patron has seized a temple of the Three Fates, using it to empower an amulet with the ability to control time. The fates have called upon the adventurers to stop this wizard and free the temple of his presence. The players must climb a large frozen mountain and deal with the duplicates of the evil wizard that he has recruited through time.

### **Goblin Party: Demon King** — Sat 8 pm — D&D 5e

GM: Michael Schrepfer

Bring your own Characters (lvl 3, Goblin(Volo's Guide to Monsters), 1 Uncommon Magic Item) or grab a Pre-gen. Come play as dirty little goblins and unlock your true potential. Defeat the Supreme Evil trying to DESTROY THE WORLD. \*All "Goblin Party" events are independent of each other

### **Goblin Party: Friend Rescue** — Sun 8 pm — D&D 5e

GM: Michael Schrepfer

Bring your own Characters (lvl 3, Goblin(Volo's Guide to Monsters), 1 Uncommon Magic Item) or grab a Pre-gen. Come play as dirty little goblins and unlock your true potential. Fight the giant monster that STOLE YOUR FRIEND. \*All "Goblin Party" Events are independent of each other

### **Goblin Party: McGuffin** — Fri 8 pm — D&D 5e

GM: Michael Schrepfer

Bring your own Characters (lvl 3, Goblin(Volo's Guide to Monsters), 1 Uncommon Magic Item) or grab a Pre-gen. Come play as dirty little goblins and unlock your true potential. Come and find the most POWERFUL MAGIC ITEM in all the land. \*All "Goblin Party" Events are independent of each other

### **Hanged Man's Crossing**, — Sun 11 am — Laughing Moon

GM: Todd VanHooser

Heroes resurrected from a distant past take on dangerous quests in the post-apocalyptic remains. Seeking answers regarding a vengeful creature, the party attempts to find the "oracle of the gallows," however the location is deep within dangerous territory held by the blood elves who protect their lands without mercy.

### **High Level All Nighter** — Sat 8 pm — AD&D 2e

GM: Mike Grant

For the adventurer that wants a serious challenge. Points awarded for, team play, RP, DM bribe, problem solving, character backstory, and more. Use a pregen or build your own around 3.750.000 xp. 5 magic items (flexible) Official 2e books only. exclusions, psionics, skills and powers. You will be facing, intrigue, puzzles, traps, and nightmares. Be ready. To the brave go the spoils, and spoils we have a plenty.

### **Holographic Will** — Sun 2 pm —

Star Trek Adventures: Captain's Log

GM: J-P Spore

"Captain's Log: The station is hosting the Grand Holo-Festival, bringing together the best programmers and holo-novelists in the quadrant. Some of our crew are competing, and my job is to ensure the event runs smoothly." This is a station-based adventure for Captain's Log. Pre-gens will be provided.

## RPGs

### **Hope's Last Day** — Fri 2 pm — Alien RPG

GM: Jim Zaphiriou

Hope's Last Day is the story of the final hours of Hadley's Hope through the eyes of a crew of colony workers. It offers a taste of cinematic gameplay, dropping the players straight into the action. The pre-gen characters all have their own Agendas, Buddies, and Rivalries, but together they have one mission: escape LV-426 alive. This event encompasses what would normally be the last Act of a 3-Act Cinematic scenario.

### **Hope's Last Day** — Sat 2 pm, 8 pm — Alien RPG

GM: Jim Zaphiriou

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

### **Hunted** — Sat 8 pm — The Everlasting

GM: Richard Warren

You've remembered your role as a Questor—one who has dedicated themselves to protecting humanity from the supernatural. You're free, and you have full access to your powers, but you're not safe yet. Someone made you forget. They kept you drugged and blind to the truth. And now they're hunting you. Everlasting is a story-focused game of urban fantasy. This is the second part of a three-part adventure.

### **Hunter: Crossover Chronicles** — Sun 2 pm — Hunter the Reckoning

GM: JAY GELLERMAN - @Neofett3

This game uses the World of Darkness: Hunter the Reckoning 5e game system. Your a group of Hunters investigating a report of strange events centered around a small town in Michigan or the Osarks. Sponsored by the Emporium of the Wayward Gamer. Beginners are Welcomed. Pre-Gens will be provided. This system uses multi-colored d10s.

### **Interesting Times** — Sat 2 pm — Invisible Sun

GM: Ian ChristianScher

A roleplaying game of surreal fantasy. The player characters are vislae—wielders of magical power—recently returned to their true home: the Actuality, a world that seems like a surreal dream to those of us toiling aimlessly in the boring, grey realm you and I falsely believe is the real world. Pregens provided.

### **Into the Dust** — Sat 2 pm — The Electric State

GM: CADave Hoover

New from CADave @ Happy Jacks RPG Podcast. Free League's newest game, The Electric State, straight from the Alpha PDF. Let's check out this bleak roadtrip together. Inspired by the art of Simon Stalenhag across a post apocalypse California roadtrip.

### **Last Sands of Setra (Part 1)** — Sat 2 pm —

### **Last Sands of Setra (Part 2)** — Sun 9 am

Pasts, Personas and Prophecies 2e

GM: Hunter Fox

The planes of reality have been cut off and magic slowly ceases to exist. Without the steady flow of magic, the world dies and the sands threaten to swallow the Last City of Setra. Play as psionic heroes tasked with tracking down the first planar traveler in 1000 years. Pregen characters will be provided.

### **Laughing Moon LIVE** — Sat 2 pm — Laughing Moon

GM: Todd VanHooser

Join the audience for Laughing Moon LIVE and watch a tabletop role-playing game take on a whole new life! Storyteller and creator Todd VanHooser, along with veteran players of his original RPG setting, invite you to join this adventure where audience members will be randomly selected throughout the session to participate.

### **Learn to Play** — Sat 9 am — Dungeons & Dragons 5e

GM: Oliver Grigsby

Learn to play D&D with one of the expert Game Masters from GameMastersForHire.com We'll play the classic adventure "Lost Mine of Phandelver" as a one-shot event designed to introduce you to the world of Dungeons & Dragons while teaching basic game concepts with our fun learn-as-you-play approach. No experience necessary. All materials provided, including dice & character sheets. All ages welcome!

### **Let Us Build a Tower: A Mythic Bronze Age Adventure in Babel** —

Fri, Sat, Sun 2 pm — Sojourn RPG

GM: Caleb Wimble

Journey back thousands of years to a temple-city in the throes of apocalypse. Climb the Tower to Heaven, where a jealous god cursed humanity and cast them down into chaos. Shifting floors of wondrous artifacts, fallen gods, and angelic horrors greet the bold on their ascent to glory. The Throne of Heaven awaits at the top for your taking. What will you sacrifice to reach it?

### **Love in the Age of Gongfarmers** — Sun 2 pm —

Dungeon Crawl Classics

GM: Judge CRO

Adventure for 4-6 level-2 characters. The adventure draws inspiration from the origins of the Valentine's Day holiday and other modern tropes and may not appropriate for younger players. Pre-gens will be available, but feel free to bring a surviving PC from the level-1 games run at the convention. Dice will be available to borrow as well as copies of the rules.

### **Maastrichtian Dynasty** — Sat 2 pm — To Change

GM: Jennifer Wolff

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

### **My Forever Adventure** —

Sat 9 am, 2 pm, 8 pm, Sun 9 am, 2 pm — DnD 5e

GM: Clive Souter and Colin Merritt

An ongoing D&D Adventure, you inherited a castle, now you scrounge the surrounding terrain for monsters and treasure - all scenario types encountered join anytime, leave any time. All supplies you need available, or bring your own. Pregenerated characters will be used.

### **Nebin Pendlebrook's Perilous Pantry** — Fri 2 pm — Dungeon

Crawl Classics DCCRPG

GM: Jeff Bernstein

The tiny village of Bitterweed Barrow is unaccustomed to mysterious tunnels, missing halflings, or the need for brave adventurers, but now it has all three! Can a band of gongfarmers and shoe-cobblers muster the courage to descend into the darkness and confront the terror that waits beyond Nebin Pendlebrook's unexpectedly perilous pantry? DCCRPG 0-level funnel. No experience necessary.

### **Nightmare in Nightmarket** — Fri 8 pm — Blades in the Dark

GM: Moe Poplar

Something strange is happening in Duskwall's Nightmarket district and the Twisted Sisters will pay good money to have it stopped. This is a weird game of Blades. We'll make characters at the table.

## RPGs

### **Of Masks and Murder** — Sun 2 pm — Court of Blades

GM: Chris Czerniak

You are a noble retainer who engages in the polite civil warfare of the great families. You will host lavish balls, and manipulate the courts, uncover the plots of your rivals, protect the city from arcane dangers, and manage your own intrigues and personal scandals. Newly recognized house, Lovell is throwing a party but many want to see them fail. It is up to you to make sure everything runs smoothly.

### **Orcs! A High Octane Adventure!** — Sun 2 pm — Dungeon Crawl Classics

GM: Scott Joest

Orcs! is a high-octane adventure for 3rd level PCs, set in Hubris. Inspired by Mad Max: Fury Road & Snowpiercer, the adventure begins with the PCs on a train (The adventure doesn't have a map, instead, it uses playing cards to generate the map at random), traveling the Great Plains of Unbidden Sorrow when it is beset by an Orc raid! The group must make their way up to the engine car battling orcs and their horrors.

### **Raiders of the Borderlands** — Fri, Sat, Sun 2 pm — AD&D 1e

GM: Zood

Adventure forth into a world of wonder! Brave terrible dangers! Seek gold and glory! Your destiny awaits. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

### **Relics of the Past** — Sat 8 pm — D&D 4e

GM: Zood

Our heroes contest Fate.

### **Repair Time** — Fri 2 pm — Star Trek Adventures: Captain's Log

GM: J-P Spore

"Captain's Log: A new ship arrived for repairs: the U.S.S. Touchstone, Excelsior-class. She ran afoul of an anomaly in the Ophitaurus Cluster that destroyed a third of her saucer, but she somehow limped here. That ship's survived a lot, and I look forward to making her spaceworthy again." This is a station-based adventure for Captain's Log. Pre-gens will be provided.

### **RPG game design discussion** — Sun 9 am —

RPG Design Lean Coffee

GM: Stephanie Bryant

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

### **RPG Indie Games on Demand** —

Fri 2 pm, 8 pm, Sat 9 am, 2 pm, 8 pm

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more. Games tend to be 2-4 hours.

### **RPG Indie Games on Demand (Kids Edition)** — Sun 2 pm —

In the Kids Edition of Indie Games on Demand we gather kids and teens who want to play role playing games and run games such as Goobles and Goblins, Tiny Dungeons, Hero Kids, and The Deep Forest.

### **RPG Indie Games on Demand (Short Game Edition)** — Sun 11 am

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more. This session is 2 hours.

### **See You Soonish Space Cowperson...** — Sat 2 pm — LAWMAN

GM: michael cantin

YOU ARE A LAWMAN - A NO-NONSENSE, CORPORATE SIDE-HUSTLIN', BOUNTY-RUSTLIN', ARMED-TO-THE-TEETH SON OF A TOASTER WHO CALLS NO MAN MISTER. So drop in the space boots of a barely trained new hire, with a head full of loosely correct guidelines and operation procedures, in a universe full of other bizarre, unbalanced people who happened to be just as misinformed and potentially dangerous as yourself.

### **Set Phasers to Infinity!** — Sun 9 am, Mon 10 am —

GURPS: Prime Directive

GM: Michale Shupe

In a pastiche of the 1973 Star Trek Animated Series, Join Captain Steele and his crew as they face off against Winglons and Coromulans! Based on the work of RayCreationsTV with endorsement, and a unique added mechanic of adding sub-plots by the players! Pre-generated Characters provided.

### **Shadowport Adventures: Outer Rim Tales** — Fri, Sat 2 pm —

Star Wars: Edge of the Empire (FFG/Edge)

GM: JAY GELLERMAN - @Neofett3

In this game, you are playing as an assembled group of mercenaries and smugglers working for a mysterious benefactor while obtaining credits and having a fun adventure. Beginners are Welcomed! Sponsored by the Emporium for the Wayward Gamer with Jay G-Neofett3 as your GM. Shadowport Adventures utilize the Star Wars RPG Edge of the Empire game's narrative dice system. Pre-Gen will be provided.

### **Shadows of Newfaire** — Fri 2 pm — Candela Obscura

GM: Louis Garcia

Enter a gilded world of terrifying magick. You are part of Candela Obscura, a paranormal secret society charged with protecting the Fairelands, and it's sprawling turn of the century capital known as Newfaire from supernatural incursions. Presented by the Dead Gamers Society

### **Shemshime's Bedtime Rhyme** — Sun 8 pm — D&D 5E

GM: Jeremy Netka

"Shemshime's Bedtime Rhyme" is a mystery adventure module for 4th-level players.

### **The Black Feather Blade** — Sun 9 am —

DCC: Dungeon Crawl Classics

GM: Paul Schipitsch

Known as the Feast-Lord of Crows for the bodies left in his wake, and the Carrion-Eater for his unsavory devotion to the Crow God Malotoch, Bran Corvidu bore the Black Feather Blade, a magical sword buried with him upon his death. Many have sought Corvidu's tomb, but none have found it, for it was long hidden by the Scions of Law. - A level 1 DCC RPG adventure by Daniel Bishop.

### **The Collapse: "In this economy?"** — Fri 8 pm — GURPS

GM: Michale Shupe

Jump into this ongoing game with no prior knowledge required! The US is recovering from a devastating virus that nearly ended humanity, but they prevailed. Now that the fighting has died down, the conclave faces new challenges. How to manage the burgeoning population of refugees when such mistrust still hangs around from prior betrayals. Pre-generated Characters provided.

## RPGs

### **The Dig 101** — Sat 8 pm — Alien RPG

GM: Robert Gould

Embark on a chilling journey to Enceladus, Saturn's enigmatic moon, in 'The Dig'. Set in the year 2124, join a team of researchers and xeno-biologists as you uncover ancient secrets beneath the icy surface. In this adventure, the cold void of space is just the beginning. What lies beneath may change humanity's understanding of the universe... or challenge its very existence.

### **The Hunt: Radiation Boogaloo** — Sat 9 am — Gamma World 4e

GM: Damon Sutton

A hunting party on from the town of K'Chra seeking grubs, berries, and transdimensional artifacts finds more than it bargained for. Just another day in the irradiated jungle-wastes of Gamma Earth!

### **The Imperishable Sorceress** — Sat 2 pm — Dungeon Crawl Classics

GM: Paul Keller

A Level 1 Adventure for DCC! As you pass through the threshold you find yourself in a frozen landscape. A distant woman's voice whispers a welcome, and you are thrust into a tale of spirits and ancient secrets. \*\*Game 2 of 3, survivors may be leveled up to play in the following level 2 adventure: Blood for the Serpent King\*\*

### **The Least Gods of Gor-Slop** — Sun 9 am — Ghostbusters

GM: Zood

Perilous adventures for the frightfully cheerful.

### **The Riddermound** — Sat 2 pm — DragonBane

GM: Seth Halbeisen

Come play the Swedish equivalent of 5e, so failure, yet so strange. A game where a 20 is DEMON, and a Critical failure, and a 1 is a DRAGON, and you get it. Will have Kickstarter pre-generated characters and GM Screen! Pit your luck against the wilds of the Mistyvale!

### **The search for booty (a pirate's treasure)** — Sat 7 pm — Dungeons & Dragons

GM: DM Dunn

In reference to an '80's movie, a group of adventurers find themselves on the trail of a mythical pirate's treasure. Avoiding obstacles, traps, and trying to stay alive, the team finds themselves relying on each other in this adventure. Level 4 characters

### **The Silver of the Sea** — Mon 9 am — Vaesen- Nordic Horror Roleplaying

GM: Don Forsman

The death of a preacher leads the characters to the rocky western archipelago, where something strange is afoot on Wrecker Isle. Vaesen utilizes an adapted version of Free League's Year Zero Engine D6 dice pool mechanic. Pregens will be provided.

### **The Sleeping Bear of the Red Hill Mine** — Sat 7 pm —

Laughing Moon

GM: Todd VanHooser

Heroes resurrected from a distant past take on dangerous quests in the post-apocalyptic remains. Decades ago, the Red Hill Mine collapsed, killing everyone within and burying a terrible secret. Now, a long-slumbering monstrosity threatens to emerge from the mine and take revenge upon the town that buried it.

### **The Tale of Uncle Vladimir Blackwood** — Sun 9 am — Bedlam Hall - Powered by the Apocalypse

GM: Louis Garcia

Uncle Vladimir Blackwood has returned to Bedlam Hall after an extended holiday in Transylvania. He'll bring along his house staff to tend to, as they call it, his special diet and tend to his sporting new black cape. Presented by the Dead Gamers Society

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

GM: Louis Garcia

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

### **The Undergoblin Heist** — Fri 2 pm, Sat 8 pm — D&D 5e

GM: Thom Denick

You will take on a role as a member of the Grotty Jacknives - an undergoblin adventuring group tasked with recovering three artifacts stolen by the stinking cabbage goblins. Infiltrate the cabbage goblins' village, locate the artifacts, and get out (maybe with a little gobicide on the way) in this sandbox heist adventure.

### **To aid Petal Isle** — Sun 9 am — D&D 5e

GM: Philip Martinez

You are part of the crew of Captain Linus Rawlings. You are sent ashore to forage for fresh water. You are approached by a small group of halflings from the Village of Petal. Will you help them? Set in the Grand Daddy of them all, The World of Greyhawk.

### **Tournament of Pigs** — Sat 2 pm — Dungeon Crawl Classics

GM: Thom Denick

Tournament of Pigs is an unforgettable adventure that has players taking the role of commoners trapped in a medieval game show competition. The twelve events test luck and skill, but also creativity and improvisation.

### **Tower of the Black Pearl** — Sat 9 am — DCC: Dungeon Crawl Classics

GM: Paul Schipitsch

Tonight the moon nearly fills the sky, and the tides have already begun to recede. Adventurers have eight short hours to explore the tower before the dark waters return. The fabled Black Pearl will be theirs for the taking..if they can survive the Pearl's curse. - A level 1 DCC RPG adventure by Harley Stroh.

### **Trailer Park Shark Attack!** — Sun 8 pm — Savage Worlds

GM: Jeff Bernstein

The trailer park is flooded with sharks! Can you survive? Pick a character at random. If you get chewed in half by a shark, pick another 'Parker and keep playing. Uses the Savage Worlds Adventure Edition rules set. No experience necessary. Rules will be taught at the table.

### **Unpredictable Orbits** — Sat 9 am — Starscape PBTA

GM: Kimi Hughes

Starscape is inspired by Star Trek, Farscape, Firefly, Battlestar Galactica, Babylon 5, and A Long Way to a Small, Angry Planet by Becky Chambers. Game sessions focus on a core set of characters who unite behind a central goal which motivates them to work together, even as their personalities, desires, intergalactic politics, or the dangers of space threaten to drive them apart.

### **Voyages into Infinite Space!** — Sun 2 pm — Space Aces

GM: Seth Halbeisen

You and your "friends" are the newly formed crew of the (insert ship name here), the newest galactic gig workers known as Space Aces — able to take, and more importantly fulfill, Space Ace Contracts! Fame and Fortune and Adventure Awaits! (This is a slightly silly Saturday morning styled dungeon crawl space-opera RPG with light rules and a LOT of charts!)

## RPGs

**We Are All Savages** — Sun 9 am — Call of Cthulhu 7e  
GM: Don Forsman

January 1760. Six months ago, British troops captured Fort Niagara from the French, and with it, control of the Great Lakes region and the Ohio River Valley. Now snow piles high against the walls of the fort, and somewhere beyond the shadowy pines, something ancient stirs, woken by the European conflict. This scenario includes six provided investigators for speed of play.

**Welcome to the Isle of Dead Men** — Sun 2 pm — D&D Redbox  
GM: Gary Mack

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

## War Games

### Los Angeles B & C

**1775: Rebellion** — Sat 10 am

Players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces, and territories.

**1812: The Invasion of Canada** — Sun 7 pm

In this War of 1812 game, two cooperative teams of 2 American players and 3 British players seek to control the Canadian-U.S. border by moving units into enemy territory and using action cards to do battle. Whoever controls the most enemy objectives by the end of the game wins!

**Axis & Allies: D-Day** — Sun 10 am

It's the morning of June 6, 1944. As Allied forces prepare to storm Normandy's beaches, the fate of Europe is in your hands!

**Axis & Allies: Guadalcanal** — Sat 10 am

A sweeping conflict in the South Pacific where naval might leads to air superiority. Axis and Allies: Guadalcanal challenges you to control sea zones and island groups while managing troop and supply transport and directing land, sea, and air forces in WW II's Pacific Theater.

**Axis & Allies Pacific** — Sat 5 pm

The second stand-alone game expansion to the Axis & Allies game system. In this game, three main powers (Britain, Japan, and the US) square off against each other against the backdrop of the Pacific ocean.

**Battlecry** — Sun 11 am

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

**Churchill** — Fri 5 pm

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

**Diplomacy** — Sat 2 pm

The peace of pre-WWI Europe was threatened by intense competition between seven major empires. Players must skillfully use conflict and negotiation to become the predominant power in Europe. Do you have what it takes to conquer the continent using the art of DIPLOMACY?

**Where has Tuesday Gone** — Sat 9 am — Invisible Sun  
GM: Ian ChristianScher

A roleplaying game of surreal fantasy. The player characters are vislae—wielders of magical power—recently returned to their true home: the Actuality, a world that seems like a surreal dream to those of us toiling aimlessly in the boring, grey realm you and I falsely believe is the real world. Pregens provided.

**XCrawl TV Live!!! 101** — Sat 9 am, 2 pm — Xcrawl Classics  
GM: Robert Gould

The big crawl streams live tonight on Empire One Television. How will your favorite team do? Tune in to Xcrawl Classics to find out! Welcome to Xcrawl Classics, a fantasy world where the most popular sport is livestreamed Xtreme Dungeon Crawling! Professional adventurers team up to challenge a Dungeon Judge, or DJ, in a manufactured dungeon with the whole event streamed live on devices Empire-wide!

**Kriegsspiel - American Civil War - 1862** — Sun 10 am

You've probably never played a wargame like this. Kriegsspiel is an ultra-realistic, map-based simulation of battle. Double-blind, umpired play creates fog of war, making each decision compelling. Our scenario is Lee's invasion of the North, 1862, with a few surprises built in.

**Quartermaster General WW2 (2nd Edition)** — Sat 5 pm

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

**Sails of Glory: Frigates** — Sun 6 pm

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

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

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

**Sturm Europa** — Sat 10 am

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

**The Napoleonic Wars** — Mon 11 am

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

**The War Game: WORLD WAR II** — Sat 10 am

Fans call it "Axis & Allies on steroids". Highest reviewed, balanced & most improvisational of the genre.

**Twilight Struggle** — Sun 4 pm

Relive the Cold War and rewrite history in an epic clash between the USA and USSR.

**Undaunted: Battle of Britain** — Mon 11 am

The RAF faces the Luftwaffe in this two-player deck-building game of aerial WWII combat.

**Wellington: The Peninsular War 1812-1814** — Sun 3 pm

The armies of Napoleonic France are masters of continental Europe. One man stands between them and the conquest of the Spanish Peninsula: an English general called the Duke of Wellington. Take command in this classic GMT card-driven strategy game.

## Adventurers League

### Adventurers League

#### Plaza C

All games are D&D 5e unless otherwise specified

**BMG-DRWE-OD-02 The Burning of Aglarond (Levels 5-16)** –  
Sat 7 pm

The gaze of Thay falls upon Aglarond and you are called upon to interfere. But this interference may lead you into the Yuirwood, one of the few places that has not fully shaken the influence of the Spellplague. Expect the unexpected.

**BMG-DRW-OD-01 Something in the Way (Levels 5-10)** –

Fri 7 pm, Sun 9 am, Mon 9 am

Szass Tam is dead, but the appearance of a new star among the Tears of Selûne might be tied to his demise. The Silent Hall in Suzail holds knowledge that may be helpful to Maelstrom and the Harpers, but it could also mean danger for those in their employ. Part One of the Obscure Devotions series of adventures.

**BMG-DRW-OD-02 Something Wicked (Levels 5-10)** –

Sat 9 am, Sun, Mon 2 pm

The Redeemer has spoken. It's time to go to Iskirthos, where a powerful crystal that defies the Weave lies hidden in an ancient necropolis. Can you survive this dangerous journey and arrive in one piece? Part Two of the Obscure Devotions series of adventures.

**CCC-COTN-01-01 By The Seashore: A Red War Tale (Levels 1-4)** –

Fri, Sat, Sun 7 pm,

Chaotic magics torment the village of Stonedock, presenting opportunity to a devious grifter. Unknown to the scoundrel, a coveted trinket will soon bring with it the wrath of Thay! Who will help the village weather this storm?

**CCC-OC-01 Red War: Housekeeping (Levels 11-16)** –

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

The dawn of the final day arrives: The Red War looms on the horizon, and nothing can stop what is to come. But in those early hours before battle begins, a group of adventurers are tasked with a covert operation to remove sensitive information left behind by the factions and sow subterfuge if possible. Will internal and external influences keep them from completing their mission?

**CCC-QUAKE-01 Red War: Thayan Peace Keeper (Levels 1-4)** –

Sat 2 pm, Sun 9 am, Mon 2 pm

During the Red War, you've been asked to deliver a mysterious wooden box labeled "Thayan Peace Keeper" to a group of legendary heroes inside Mulmaster. But the heroes never show up. A case of mistaken identity only further complicates what was supposed to be a simple mission—while the clock is ticking.

**DDAL-DRW-19 Fall the Cold Night (Levels 17-20)** –

Fri 7 pm, Sat 9 am, Sun 2 pm

In trying to undo the characters' sabotage, the Red Wizards have ripped wide the portal to the Far Realm. Father Llymic's brood swarms forth and the Elder Evil hears their call. Part One of the Frozen Worlds series of adventures. A Dreams of the Red Wizards: Terminal Ambitions adventure.

**DDAL-DRW-20 The Death of Szass Tam (Levels 17-20)** –

Sat 2 pm, Sun 7 pm

Szass Tam arrives in Xorvintroth! Just as you were about to secure victory, the Regent of Thay is poised to turn things back in his favor. However, if Szass Tam is there to set things right, that means he's out in the open, and the rebel Zulkir Dar'lon Ma has a plan! Part Two of the Frozen Worlds series of adventures. A Dreams of the Red Wizards: Terminal Ambitions adventure.

**DDHC-TYP Tales from the Yawning Portal - Dead in Thay (Levels 5-10)** – Sat 9 am, Sun 2 pm

Dead in Thay, written by Scott Fitzgerald Gray, was created when D&D 5th Edition was in the testing stages. In its original form, it was used as the story of the D&D Encounters season in the spring of 2014. Featuring an immense and lethal dungeon known as the Doomvault, the adventure serves as a tribute to Tomb of Horrors, Ruins of Undermountain, and other "killer dungeons" throughout the history of the game.

**FR-DC-RWIE-01 Divine Chance: Always Bet on Red (Levels 1-4)** –

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

A Red Wizard of Thay has opened a gambling house in direct competition with the local casinos. While it does well, the others seem to have encountered a dip in fortunes – and profits. The adventurers are asked to investigate and put a stop to any nefarious actions by the newcomer. A brand new Red Wizard adventure written for and debuting @ ORCCON 2024!

**FR-DC-RWIE-02 Of Books and Men: An Overdue Adventure (Levels 5-10)** – Fri, Sat 2 pm, Sun 7 pm, Mon 2 pm

Candlekeep has weathered many challenges. It has been assaulted by dragons, interplanar beings, ancient curses, and yet it has survived every one. Now, Candlekeep needs the help of powerful adventurers to overcome their greatest challenge yet. Overdue library books! A brand new Red Wizard adventure written for and debuting @ Strategicon's ORCCON 2024!

**FR-DC-RWIE-03 Circus Berserkus (Levels 11-16)** –

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

Cultists lurk in a traveling circus, hoping to summon a Demon Lord who wants revenge on Thay. Can you oust the cultists before they get enough snackrifices from their circus games? A brand new Red Wizards adventure written for and debuting @ Strategicon's ORCCON 2024!

### Pathfinder Society

#### Los Angeles A

**Learn to Play Pathfinder 2nd Edition** –

Fri 2 pm, 4 pm, 6 pm, 8 pm, Sat 9 am, 11 am, 8 pm,

Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm, 8 pm

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

**PFS2 Blessings of the Forest** – Sat 2 pm – Pathfinder 2e

The Pathfinder Society is asked by the Queen of Kyonin to investigate a demon-obsessed elf noble and stop his ominous plans within the forests of Kyonin. The trip will be treacherous but you will be with teams of fellow Pathfinders. Work together and quickly to prevent the corruption of the forest! (Level 1-8)

## General Events

### General Events

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

#### **Auction** — Mon 11 am

Our first redistribution of games for 2024. One never knows what games might show up here. Always entertaining. Note: We made a major change last show – no minimum bids. See the updated Auction Rules. Carmel

#### **Battle of The Bards - The Strategicon Karaoke Contest** —

Sat 10 pm

Show you have what it takes to sing with the greats! We're summoning all virtuosos with a voice and the spirit to compete in a musical quest like never before. Choose your favorite song, some party members to trigger that bardic inspiration, and showcase your vocal prowess. Newport A

#### **Board Game Design for Existing IP** — Sat Noon

Special guest Andrew Haught shares his experiences and hosts a Q&A on board game design with a focus on incorporating existing IP. Carmel

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

This is a No-Shipping Math Trade specifically for Strategicon attendees. You must have a badge to participate. and can be purchased at the convention. Bel Air

#### **Board Game Geek Virtual Flea Market** — Sat 11 am — Board Game Geek Virtual Flea Market

Link coming soon! This event is for pickup only, You must have a badge to participate. Carmel

#### **Caricatures** — Fri 3 pm, Sat 2 pm, Sun 3 pm

Hiya Beapachu here! I'm volunteering to draw people's caricatures, it would be head and shoulders with color! Pacific Foyer.

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

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

#### **Face Painting** — Sat, Sun 11 am, Noon, 1 pm

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

#### **Feedback Forum** — Sun 6 pm

It's a new year so that means new convention news and opinions. Hear it here first. Plus we want to know what you think! How are we doing? What are we doing? How can we improve? All this and more — be there! Carmel

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

Orcon's Bazaar of the Bizarre. Random gaming stuff and lots of it. Sell stuff. Buy stuff. You never know what stuff you'll see here. Internation Foyer

#### **Grand Raffle Drawing** — Mon Noon

Raffle drawing in the Dealers Room for 3 tickets worth 25 DealerTokens each! Come to the Strategicon booth and see if you win! There will be additional tickets drawn for people attending this drawing for more prizes donated by strategicon and vendors. Pacific Ballroom

#### **GRID GAME Raffle Drawing** — Sun 4 pm

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

#### **Happy Jacks RPG Podcast** — Sat 7 pm

Come join the Happy Jacks crew as they go over the games they have played at con and generally entertain you with their comical word usements in a recorded live show! Carmel

#### **Karaoke Warm up** — Sat 9 pm

Looking to warm up for the karaoke contest? Or want to get that howling out of the way before werewolf later tonight? Join us for an hour of karaoke before the contest later tonight! Newport A

#### **Meet & Greet** — Fri 7 pm

Join us for a unique Meet & Greet with our special guests Andrew Paul Haught, Todd VanHooser, Griffin Maria, Lady Rae & Robbi Knight, as well as other guests. Food, beverages, and wonderful conversation with the guests. Suite 1635

#### **Open Karaoke** — Fri 9 pm, Sat 11 pm, Sun 9 pm

Looking to sing the night away after a great day of gaming? Or maybe died first night during werewolf? We've all been there. Come sing away your blues over in Newport A!

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

Raffle drawing at the Strategicon Booth in the Dealers Room! Three tickets will be pulled to win 10 Dealer Tokens each. Pacific Ballroom

#### **"Your Wargames Aren't Dead, Here's How to Bring Them Back"** — Sat 10 am

Kriegsspiel is the original real-world wargame, used to train military officers for two centuries. Featuring double-blind, umpired play, and with an emphasis on realism and fog of war, organizations like the United States Army and the Pentagon still use Kriegsspiel mechanics to wargame modern scenarios. In this panel discussion, Marshall Neal, founder of the International Kriegsspiel Society, along with several other members of the international organization, will discuss how you can apply Kriegsspiel mechanics to your existing wargames. Carmel

## STRATEGICON SCHEDULE

### Convention

Gamex 2024  
Gateway 2024  
Orcon 2025  
Gamex 2025  
Gateway 2025

### Dates

May 24-27  
Aug 30 - Sep 2  
Feb 14-17  
May 23-26  
Aug 29 - Sep 1

### Location

Hilton Los Angeles Airport  
Hilton Los Angeles Airport  
Hilton Los Angeles Airport  
Hilton Los Angeles Airport  
Hilton Los Angeles Airport

## Play to Win

### Play to Win

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

**A mixed bag of Steve Jackson Games** – Sat 10 am, Sun 1 pm  
Play classic favorites like Dino Hunt Dice, Zombie Dice, Loot Letter, and Scarf 'n' Barf!

**Broken and Beautiful: A Game about Kintsugi** –

Fri 1 pm, Sat 11 am, Sun Noon

"Kintsugi" is the Japanese art of using golden lacquer to repair broken pottery. In Broken and Beautiful, players draft cards like bowls, cups, and tea jars to create high-scoring sets. As some pieces inevitably break, players must judiciously repair what has been shattered.

**Catan Dawn of Humankind** – Sat Noon, Sun 2 pm

In this game, you will guide one branch of the human family to gather resources, migrate, and settle in new areas, all while advancing their technology and culture.

**Crabs In A Bucket** – Fri 3 pm

The 4 Crab Kingdoms are at war, and you're just in time to help! This is an exciting game full of tricks, twists, and pinches. Strategy meets luck as players race to shed their cards and become ruler of the ocean., in a matter of 5 to 15 minutes!

**Get in My Belly** – Sun 9 am

Get in My Belly is about aliens participating in eating competitions. The main goal is to win eating competition trophies. Victory points are also earned by attempting to overeat during a competition, completing objectives, winning prizes, and advancing in "The Big Three".

**Hard Time** – Fri 2 pm, Sat 4 pm

Inside of these concrete walls a bitter feud has broken out. You and your rivals have reached the boiling point. Only one of you can rule the yard. You must buy Influence with Commissary items, and use that to gather the Crucial resources you need to eliminate another player.

**Munchkin Impossible** – Sat 1 pm

Now the Munchkins are spies! All the zany Munchkin backstabbing in this spy genre. Be a suave Playboy, harmless-looking Tourist, or a deadly Assassin. Report to your country.... (which will change). Wield gadgets, eliminate foes...and take their STUFF!

**Pathfinder Revolution!** – Fri 4 pm, Sat 2 pm

Secretly bid against your opponents for control of important people and guilds, gaining influence in different regions throughout the city, as well as more gold, power, or blackmail for your war chest. Pathfinder Revolution! is a game of bidding and intrigue for three to six players.

**Play 5** – Sat 9 am, Sun 11 am

Combines the strategy of a crossword puzzle with the excitement of poker. Players create interlocking poker hands in a crossword fashion to achieve the highest points score or for other players' chips. The publisher will be having a tournament at this convention!

**Proteus** – Sun 10 am

Played on a standard chessboard, each side gets eight unique, custom dice, with a different piece on each face. You start with eight pawns, and each turn you get to change one of your dice to a more powerful piece. (30 minute games for 2 players)

**The Drawing!!!!** – Sun 4 pm

If you played in a game, whether checking it out of the Play to Win library or participating in a demo, your name is entered to win that game! Winners or their agents must be present.

**WizWar** – Sat 3 pm

The classic game of wizard warfare returns! Wizards clash in a magical dungeon, zapping each other to be the last one standing! Get the treasure and Fireball your friends!



## Miniatures Painting Contest

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

### Categories

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

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

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

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

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

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

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

### Rules

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

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

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

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

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

## Our sponsors include:

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

## Shopping

### Dealer Room

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

Hours:

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

Individuals found selling wares at 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 2024 Dealer Room Vendors:

Arcknight	Cobblestone Games
Area 88	Crazy Bob's Dream Emporium
As seen on Happy Jacks	Critical Hit Games
BGE's Tabletop	Dark Attic Games
Blue Panther	Devir Games
Blue Rondo Games	Dice Envy
Board Game Promos	DM Dunn
Change My Mind	Farrshire Games
Christopher Grey	Fire & Dice
Clyde Jones & Son	Forgeborne Games

Frog Knight Games  
 Game Nights  
 Ghost Brush  
 GoodDays Games  
 Good Newsed Euros  
 Goodman Games  
 Huck & Puck Books  
 Janken Deck  
 John Wick Presents  
 Killroy's 3D Printing & Design  
 Laughing Moon  
 Loscon  
 Lost Planet Games  
 Mimsy Fair  
 Ninja Star Games  
 Numbskull Games  
 Odyssey Games  
 Party Penguins  
 Party Wanted

Penderwydd Productions  
 Pique Games  
 Play 5  
 Ramen Sandwich Press  
 Ratmaster's House of Anime  
 and Stuff  
 Reality Simulations, Inc  
 RosaleenDhu Designs  
 Save vs Death Ray  
 Strategicon Market  
 Super Dimension Convention  
 The Collector's Corner  
 The Game Chest  
 The Goods Merchant  
 The Guild House  
 The Weekend Warrior  
 Tiny Shiny Squids, Inc  
 Yu-Gi-Holics  
 Zander's Game House

## The Grid Game!

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

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

## Flea Market

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

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

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

## Convention Seller Rules

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

## Buyer Guidelines

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

## Participation Procedures

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

## Product Policy

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

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

## Notice from the State of California

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

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

## Game Auction

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

## Auction Registration Rules

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals

only please; no copies). This includes magazines, variants, and spare components.

## A Note About Lots

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

## Auction Seller rules

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

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

## Auction Buyer rules

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

## Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!

2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game to go around. If you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.
- 4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.
5. Single day badges gain you admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All Live-Action Role-Playing Games (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with said LARPs are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, except at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.
11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

## Hilton Hotel Rules

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

## Gateway 2023 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Blunders	Lumin Sperling	Michael Deni	Michael Swinson
7 Wonders	Michael Deni	Lumin Sperling	T.J. Wallace
7 Wonders: Armada	Jeremy Frost	Kyle Greenwood	Michael Swinson
7 Wonders: Leaders	Alan Wood	Kenneth Osborne	Kyle Greenwood
A Study in Emerald	Richard Potthoff,	Christine Marciniak	David Cohen
	Denise Dumars		
Acquire: David Woolcott Memorial	Pearl Newton-Brinkley	Jonathan Nowak	Kyle Greenwood
Agricola	Lumin Sperling	Mike Munson	Reid Barkell
Alien Frontiers	Denise Dumars, Julie Rinehart		Richard Potthoff
Anachrony	Steven Rodriguez		
Antike II	Jonathan Crespin		
Ark Nova Final	Nicolo Guevarra	Derek La	Kenneth Osborne
Azul	Angela York	Vikram Kirby	Darrell Stark
Battlestar Galactica	Braulio Buquiaz, John Spence	Andrew Yao, Nicholas Benedict	
Blood Rage	Harry Berry	Jon Archer	Jake The Snake
Blue Moon City	Jack Holland	Darrell Stark	Jenn Van Persaud
Bonfire	Jenn Van Persaud	Bret O'Connor	Billy Guisto
Boom-o	James Aldrich	Leland Koontz	Oliver Koontz
Brass: Birmingham	Peter Kim	Evan Sarafian	Jonathan Swartz
Can't Stop	Reagan Duerner	Stevie Wegrzyn	J. R.
Cartographers Heroes	Jay Spowart	Brian Wallis	
Catacombs	Heroes		
Catan	Justin Noormand	Reagan Duerner, Douglas	
Catan: Cities and Knights	Mike Munson	Mann, Lisa King	
Category 5	Robert Neff	John Cuthbertson	John Byun
Coloretto	Peter Kim	Michelle Gott	Nancy Berk
Cosmic Frog	Chris Green	Lance Sullivan	Brad Cohen
Dominant Species: Marine	Ken Lee	Heather Adams	Erika Hansen
Dominion	Kenneth Phuong	Stephen Ebrey	Karen Haugland
Don't L.L.A.M.A.	James Aldrich	Luca Carnevale	Todd Hannan
Dream Factory	Michael Swinson	Leo Hyman	Tanya Aldrich
Dune Imperium	Darren Eskandari	Michael J Pinedo	Michelle Gott
Dungeon Petz	Olga Pedroza	Leo Guiala	Rodney Altman
Dungeons & Dragons:	Nico Carnevale, Todd Hannan,	Andrew Yao	David Cohen
	Kathleen Carnevale	Luca Carnevale, Jon Reilly,	
Trials of Tempus	David Whiting	Chris Buskirk	
Eclipse: 2nd Dawn for the Galaxy	Chris Buskirk	Jonathan Zev	Jozi Mckiernan
Encyclopedia	Jenn Van Persaud	Jonathan Zev	Jamie Bussio
Everdell	Zaxxon Rehm	Bill Persaud	Lauren Finnerty
Fireball Island	David Mines		
Francis Drake	James Aldrich	J Manuel Duran Jr	Jeff Gray
Ghost Blitz	Lumin Sperling	Paisley Lamarre	Tanya Aldrich
Great Western Trail	James Aldrich	Heather Adams	Lisa King
Icecool + Icecool 2	Kyle Greenwood	Keith Aldrich	Siven Prasad
Ingenious	Steven Ross	David Parayre	Darrell Stark
King of Tokyo	Jay Spowart	Darrell Stark	Steve Estrella
Kingdom Builder	Jay Spowart	Alex Georges	Steve Estrella
Kingsburg	Eric Valoff	Mike Parra	Sean Rich
Last Days of Athobrae	Eric Valoff	Kris Freeman	Qi Cai
Last Days of Athobrae	Lisa Burolo	David Mohajer-Rahbari	
Liar's Dice	Tracy Ashizawa	Robert Neff	Kyle Greenwood
Lords of Waterdeep	Lance Sullivan	Scott Kelly	Lacey Pitino
Machi Koro	Players		
Massive Darkness 2: Hellscape	Travis Grady	David Mines	Ophelia Lee
Meadow	Oliver Koontz	James Aldrich	Rose Brinkley
Monster Factory	Players		
Nemesis	Evil		
Nemesis: Aftermath	Darrell Stark		
Nexus Ops	Bill Gallagher	Cosmo Diener	David Parayre
No Thanks!	Zachary Alvarado	Steve Estrella	Robert Neff
Nuclear War	Jenn Van Persaud	John Spence	Rocie Carrillo
Oath: Chronicles of Empire [...]	Michael Swinson	Bill Persaud	Dustin Yu
OrlA@ans	J. R.	Pierce Oeflein	Kyle Greenwood
Perpetual Motion Machine	Kyle Minnis	Toni Johnson	Travis Grady
Phase 10	Yan Yan	James Aldrich	
Photosynthesis	J Manuel Duran Jr	Kyle Greenwood	
Point Salad	Mike Fryer	Lucas Takao-Haun	Michelle Estrella
Poker: Texas Hold-Em	Michelle Mills	Winton Lemoine	
Power Grid	Bill Harris, Bruce Schlickbernd,	Chris Mills	Steve Estrella
	John Cuthbertson, Scott	Chris Mills, Gilbert Quinonez,	Christine Marciniak, Reid
	Samarel	John Byun, Bill Gallagher	Barkell, Rocco Garcia, Steve
			Estrella

Power Grid World Tour: Europe	Mike Munson	Chris Mills	Gilbert Quinonez
Power Grid World Tour: Korea	Chris Mills, Michelle Mills,	Bruce Schlickbernd, Lisa Burola,	Bill Harris, Bill Gallagher,
Power Grid World Tour: North America	Georgios Mallas, David Whiting, Gilbert Quinonez	Drew Kitty, Reid Barkell,	Ozgun Turner, Christine Marciniak, Rebecca Murphy
Puerto Rico	Mike Munson, John Byun, Bill Gallagher, Brian Alvarado,	Maggie Alvarado	Bill Harris / Gilbert Quinonez,
Quirkle	Lance Sullivan	Reid Barkell, John Cuthbertson,	Mark Sanfilipino, Drew Kitty,
Ra	Michael Swinson	David Whiting, Manuel Herrera,	Mark Tweedt, Lisa Burola
Raccoon Tycoon	Michelle Estrella	Michelle Mills	
Res Arcana	Hector Vortac	Darrell Stark, Corey Flynn	Rose Brinkley
Roll for the Galaxy	Spencer Grey	Bridget Landry	Nicholas Adams
Roll for the Galaxy: Rivalry	Jenn Van Persaud	Joellen Shendy	Scarlett Witch
Root	Nick Cascone	Evan Sarafian	Chris Lawrence
Root	Nick Cascone	Bill Persaud	Andrew Yao
Root	Scott Rinehart	Dwight Stone	Brent Wallace
Sabateur	David Mohajer-Rahbari	Winton Lemoine	Julie Rinehart
Sabika	Kyle Moreno	Larry Davidson	Kyle Moreno
Small World	Bret O'Connor	Mark Dierking	Jon Getty
Sorcerer City	Joellen Shendy	Colin Moreno	Austin Tran
Space Base	Zachary Alvarado	Jefferson Tinus	
Splendor	Darrell Stark	Sage Garver	Maggie Alvarado
Squarrels	Scott Kelly	Emily Alvarado	George Taray
Star Trek: Ascendancy	Barbara Newton	Andre Chautard	Darrell Stark, John Clair
Stone Age	Tanya Aldrich	J. R.	Kyle Greenwood
Super Mega Lucky Box	Michael Gardner	Andre Chautard	Fona Kitty
Talisman	Angela York	James Aldrich	Delwayne Arakaki
Teotihuacan: City of Gods	Lisa Burola	Ted Blegen	Gilbert Quinonez
Terraforming Mars	Hailey Genova	J. R.	Bill Harris
Terraforming Mars: Ares Exp.	Olga Pedroza	Steve Estrella	Jonathan Schrepfer
The Castles of Burgundy	Lisa King	David Sanches	
The Gallerist	Zach Zeeman	Jonathan Swartz	Alan Wood
The Gauntlet: 7 Wonders	Mark Nadeski	James Creech	Mary Lowerre
The Gauntlet: Ark Nova	Evan Sarafian	Mark Dierking	David Mines
The Gauntlet: Azul	Lance Sullivan	Bradley Hampton	
The Gauntlet: Azul	Alvin Kim	Jenn Van Persaud	Bill Persaud
The Gauntlet: Catan	Chaowei Wu	Jeremy Estrella	Joseph Beck
The Gauntlet: Catan	Lance Sullivan	Shane Sauby	T.J. Wallace
The Gauntlet: Dune: Imperium	Courtney Holland	Courtney Holland	John Byun
The Gauntlet: Final	Zachary Alvarado	John Cuthbertson	Daniel Cramer
The Gauntlet: Great Western Trails	Chris Nelson	Rachel Adams	Daniel Cramer
The Gauntlet: Power Grid	Michael Deni	Billy Guisto	Rj Zamberlan
The Gauntlet: Ra	T.J. Wallace	Winton Lemoine	Zachary Alvarado
The Gauntlet: Splendor	Lisa Burola	Ben Paolicelli	Jennifer Fah-Vayhinger
The Gauntlet: Stone Age	Michael Deni	John Byun	Jon Archer
The Gauntlet: Stone Age	Hailey Genova	T.J. Wallace	Lisa Burola
The Gauntlet: Terraforming Mars	Ben Paolicelli	Jeremy Estrella, Stevie Wegrzyn	
The Gauntlet: The Castles of Burg.	Winton Lemoine	Yan Yan	Alan Wood
The Gauntlet: Ticket to Ride	Zachary Alvarado	Ted Marshall	Hailey Genova
The Gauntlet: Wingspan	Mike Munson	Evan Sarafian	Dominic Sanqui
The Guild of Merchant Explorers	Maggie Alvarado	Michael Deni	Bill Gallagher
The Princes of Florence	Winton Lemoine	Emily Alvarado	Richard Potthoff
Thurn and Taxis	Paul Kankowski	Stevie Wegrzyn	Brandon Muller
Ticket to Ride: Africa	Jamie Bussio	Nicole Pynes	Zachary Pynes
Ticket to Ride: India	Mike Munson	Robert Neff	Susan Finland
Ticket to Ride: Mega Europe	Kyle Greenwood	Gilbert Quinonez	Winton Lemoine
Ticket to Ride: Mega USA	Kyle Greenwood	Yan Yan	Danielle Mancini
Ticket to Ride: Mini Games	David Koontz	Gilbert Quinonez	Ozgun Tumer
Ticket to Ride: Rails and Sails	Michelle Olson	Mary Ann Canfield	Scott Samarel
Ticket to Ride: Team Asia	Nola Dodd	Benjamin Lesel	Keira Estrella
Titan	Rei Holland	Danielle Mancini	Michael Deni
Transeuropa / Transamerica	Terry Ash, Gerald Delker	Michelle Gott	Gerald Delker
Uno	Tall Paul	Danielle Mancini, Jon Reilly	
Uno	Barbara Newton	Gordon Schick	Richard Potthoff
Vegas Showdown	Vincent Langston	J. R.	James Aldrich
Vindication	Ann (Duongchai) Brown	Lisa Burola	James Aldrich
War of the Ring: The Card Game	Winton Lemoine	Lisa Burola	Lucasvol Schrepfer
Welcome to...	Paul Kankowski	Darrell Stark	Bob West
Zoo Vadis	Larry Ross, Charon Choi	Steven Rodriguez	Lisa Gray
<b>Collectible Card &amp; Minis</b>	Sage Garver	Domnic Sanqui, Brent Wallace	
Ascension - #1	Mong Yang	Mark Nadeski	Gilbert Quinonez
Ascension - #2	<b>1st Place</b>	Bill Persaud	Cosmo Diener
Cascadia	Ted Blegen	<b>2nd Place</b>	<b>3rd Place</b>
Clank Catacombs with [...]	Mark Sanfilippo	Douglas Mann	Ephraim Silverman
Clank Catacombs with [...]	Michael Deni	Ephraim Silverman	Andres Perez
	Tevin Bishop	Nola Dodd	Leo Guiala
	Lisa Gray	John Borders	Bryan Jovel
		Jeff Gray	Pierce Oeflein

Dice Masters - Casual Draft	Dave Intner	Valerie Lake	Allesandra Henze
Isle of Cats with Late Arrivals	Angela York		
Lord of the Rings LCG	Players Win		
Lost Ruins of Aranak with [...]	Scott Kelly	Helaina Hannan	Todd Hannan
MtG - Planechase Capture the Flag	Max Meyers	Michael Arsollon	Erik Hodges
MtG - Chaos Draft	Beckett Cary-Green	Erik Hodges	Onnik Islikaplan
MtG- Co-op Play: Horde	Players Win		
MtG - Commander Open #2	Aric Kuschinsky	Ken Lee	
MtG - Commander Open #3	Liam Quintero	Weston Perry	
MtG - Commander: Pods	Alex Mo		
MtG - Commander: Pods	Gary Godman		
MtG - Commander: Pods	Gary Godman		
MtG - K&J Pauper Tournament	Jon Brown	Perrin Weiss	Tanya Aldrich
MtG - Wilds of Eldraine Prerelease	Vincent Langston	Andrew Kuhn	George Taray
MtG - Wilds of Eldraine Prerelease	Vincent Langston		
MtG - Wilds of Eldraine Prerelease	Robert Mardis	Kai Bunyak	
Marvel Champions	Players Win		
Star Wars Miniatures - Sealed [...]	Bryann Givens	Andre Bashay	
Takenoko	Bill Harris	Toni Johnson	
Terraforming Mars Ares [...]	Jay Peter Rich	Dominic Sanqui	Jonathan Flagg
The Quest for El Dorado	Darrell Stark	David Parayre	Lucia Gonzalez
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Battletech Alpha Strike 350	Darren Eskandari	Chris Pribanick	Brett Moser
Circus Maximus	Mark Sanfilippo	Stephanie Ward	Crashivs Maximvs
D&D 5e - PvP Challenge	Benjamin Lesel		
Formula De Long Beach Gran Prix	Rocco Garcia	Short Fritzie	Mike Parra
Rubik Speed Cubing	Dwight Stone	Prince Aj Of House Aj	
Star Wars Legion	Frank Vassaillo	Donald Tseng	Cecil Cares Less
Warhammer 40K 9e - Ironman	Willie Malone, Christian Ramirez		Dave Parker
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Judges' Choice	Stuart Fields	Ernest Daniel	Charles Mendez
Teens	Ike Eliot	John Adams	Gavin Fields
Fantasy Large	Dave Parker	Kevin Hill	August Hagman
Fantasy Single	Veero Derkarabetian	David	Ernest Daniel
Fantasy Unit	Blake Livesay	Kevin Hill	Veero Derkarabetian
Historical Large	Kevin Hill	Hyato Tukakosi	
Historical Single	Olga Pedroza		
Historical Unit	Olga Pedroza		
Open	August Hagman	Brandon Parker	Charles Mendez
Sci Fi Large	August Hagman	Brandon Parker	Veero Derkarabetian
Sci Fi Single	David	Veero Derkarabetian	Quinn Ziegert
Sci Fi Unit	Kevin Hill	Joseph Delgado	Veero Derkarabetian
Modern Pulp Single	Kevin Hill		
<b>Party Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Cash 'n Guns Live	Team 4	Zebra	Team Locks
Cash 'n Guns Live	KnockKnock_Banana	Lotus	Team Vacay
Funemployed	Chris Green		
Ninja: Playground Game	Ruby Intner	Jasmine Baker	Dalya Goldstein
Wits and Wagers	Rachel Adams	Kyle Minnis	Michelle Estrella
You Can't Be Sirious!	Rachel Adams, Michelle Estrella	Evan V, Quan Vuong, Evelyn V	
You Can't Be Sirious!	Charles Allen, Andrew Allen	Dea Abruzzo, Aliyah Silverstein	
<b>RPGs</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Fuzzy Heroes	Everyone Won		
Savage Rifts - Pursuit of Pazuzu	David Schwarm	Alex Slizza	Andrew Berk
<b>Stragicon Football League</b>	<b>Champion</b>		
	Hipsters (JR Addisson)		
<b>Video Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Baldur's Gate 3 Character Design	Joseph Guerin, Michael Schrepfer		
Injustice 2 #2 - Blackout - PS4	Sterling Backman	Edythe Rutledge	Jaime Estrada
Mario Kart 8 Deluxe - Switch	Zachary Alvarado	James Aldrich	Maggie Alvarado
Starcraft 2 - Windows PC	Steven Artle	Albrecht Grimm	Kyle Moreno
Street Fighter 6 Open - PS4	Alvin Kim	Frank Rojas	Cedric
Sunday Street Fighter 6 - PS4	Bryann Givens	Michael Schrepfer	
Super Smash Bros Ultimate			
Blackout - Switch	Robbie Martin	Roger Reese	Leo Hyman
Super Smash Brothers 2v2 - Switch	David Beck, Aaron Carrasco	Colin Moreno, Kyle Moreno	Leo Hyman, Alastair Valyocsik
TMNT Pinball Adults - Pinball	Robert Lamarre	Rich Pizor	Jose Orozco
TMNT Pinball General - Pinball	Reagan Duerner	Aleczaider Mardis	Robert Lamarre
<b>War Games</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
1775: Rebellion	Emilie Coroner / Craig Caven		
1812 The Invasion of Canada	Roger S Ritchie	Craig Caven	
878 Vikings: Invasions of England	Ruth Rodrigues	Ian Rodrigues	
Axis and Allies: Europe 1940 2e	Charles Bantum		
Battle Cry	Ryan Voznick	David Beck	
Churchill	Roger S Ritchie	Ian Rodrigues	
Command & Colors: Medieval	Ian Rodrigues	Gene Massimo	

Diplomacy  
Kriegsspiel: Star Wars - Dead [...]  
Sails of Glory: Frigates  
Sails of Glory: Ships of the Line  
Shores of Tripoli  
Twilight Struggle  
Virgin Queen

Daniel Halloran  
Joshua Wyner  
Richard Brown  
Christopher Buckley  
Fona Kitty  
Benjamin Ou  
Jon Getty

Braden Boe  
Erez Kabaker  
Terry Newton  
Benjamin Lesel  
Richard Cordero  
Roger S Ritchie  
Kurt Keckley

Georgios Mallas

Marshall Neal



## Strategicon Mask and Vaccine Policy

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

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

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

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

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

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

### Strategicon Doxxing and Social Media Harassment Policy

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

Strategicon will not tolerate:

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

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

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

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

## In Memoriam

### David Holt



Strategicon lost one of our most devoted members last October. David Holt, our Game Librarian from 2015 into 2023 and the founder of the Gameology Game Store, passed away after suffering a brain aneurysm. He was just 56 years old.

Dave was a smart gamer with a broad taste in games and he was a welcome addition to any table. His background as a teacher and scientist influenced his approach to organizing the library. The giant helpful lists on the walls were his work and he delighted in teaching a new game to attendees. At the memorial celebrating his life last month, it was clear that his kindness, ingenuity, and generosity extended to all aspects of his life.

The time in the hospital has put a financial strain on his family. There's a GoFundMe to help them. If you appreciated the wonderful job he did with the Strategicon Library, please consider a donation. A QR code is just below.



Rest in Peace, Dave. Thank you so much for your service to our community and the conventions.

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## A Word (or two) from the Con Man

### Welcome to Orcon 2024!

Football season is over so it must be Game Convention Season! Welcome to Orcon 2024, Strategicon's first show of the year. Glad you could make it. Hopefully you were able to stay dry.

### Another year and more progress

We're still rebuilding, but we are almost certain this will be our largest show since the apocalypse. Gateway was just shy of 2100 (2080-ish) and we think this show will hit about 2200. Still have a ways to go to recover, and the weather is doing us no favors, but I'll take 90 percent at this point. Pre reg is up, vendors are up, volunteers are up — so far so good.

### 800 Events!

It speaks for itself. For the first time since 2020 we're over 800 events, and while we're still short of where we were, things are on the upside here too.

### On schedule (for once)!

We've got the 2023 Annual Awards already determined! Trophies (in theory) done too! Hasn't happened on time in a while.

### ... or maybe not

Normally at Orcon we put out the annual shirt for the year (2024 in this case). This year it didn't happen, but for an odd reason — our shirt vendor had a manufacturer

discontinue the color they were supposed to be and we didn't have time to figure out a replacement and get them printed before the con. Since the art is actually done, the 2024 shirts will be at Gamex. So the 2023 annual shirt is still on the back of the con book — for now.

### An unreserved success!

Last con we eliminated reserve prices for the auction, and it worked really well. Pretty much everything sold, energy was high, and fun was had. So we're sticking with it.

### Maps are an ongoing thing

I swore the old ones were going away, but we ran into some issues. But we got it to a presentable state, so it's in. They look so much better than what we had, but there will need to be a few tweaks.

### But it might get complicated

The hotel is supposed to be undergoing renovation soon™. Not sure what the actual schedule of this is, but eventually they will be getting to the convention space, so the maps might need another overhaul.

### On with the show!

Thank you for being here. Everyone, be they staff, vendors, volunteers, or attendees makes this show possible. I have the privilege of helping to host a party for 2000+ gamers and friends three times year. What a way to retire. Thanks all.



Come by my Indie  
Publisher table in  
the Dealer Room to  
get your copy of:



And other minor  
nerdy items

(also available  
on DriveThru RPG  
and Amazon)



### De-Dicify Your Games:

Put the roleplaying back into RPG's by reducing time  
spent rolling dice, doing mental math, and looking  
through tomes of complicated rules.

Play Dice Free Dungeons if you want games that:

- Optimize Player Agency: Characters can't take extra time and effort to get better results
- Streamline Skill Use: Characters automatically get relevant info based on passive skill scores
- Maximize Combat simplicity: Maneuvers are based on the weapon held in hand
- Improve Spell Customization: Spells crafted from a list of 62 spell tags

A Pencil or Pen,  
And a pad of small paper  
No dice to throw round  
No rolls to be faker'd

A game to play quick  
And a ruleset quite simple  
You'll learn in a flash  
With ease to cause dimples

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## Historical Miniature Gamers Society - Pacific Southwest

PRESENTS

ARIZONA'S PREMIER SPRING

**GAMING CONVENTION**

**SAND WARS  
2024**

**MAY 18-19, 2024**



**HMGS-PSW**

Mesa Community College - T.J. Heap Gym

**Doors open at 8:00 AM - Games Start at 9:00 AM**

Potential Games Include (partial unconfirmed list): Bolt Action, Flames of War, Team Yankee, Black Powder, Pike and Shotte, SPQR, Pikeman's Lament, SAGA, Black Seas, Blood Red Skies, Victory at Sea, Starguard, Battletech, Warhammer, Star Wars Legion and Shatterpoint, A Song of Ice and Fire.

Open to all Tabletop games, Board games and Roleplaying games.

Other games TBD.

To sign up as a Game Master or to obtain a badge as an attendee, use the weblink below.

For any questions contact: Harmon Ward, Convention Director at [hjw@pacbell.net](mailto:hjw@pacbell.net)

<https://tabletop.events/conventions/sand-wars-2024>



**Sand Wars**

# T-Shirts!

Design 1



Design 2  
(last year)

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