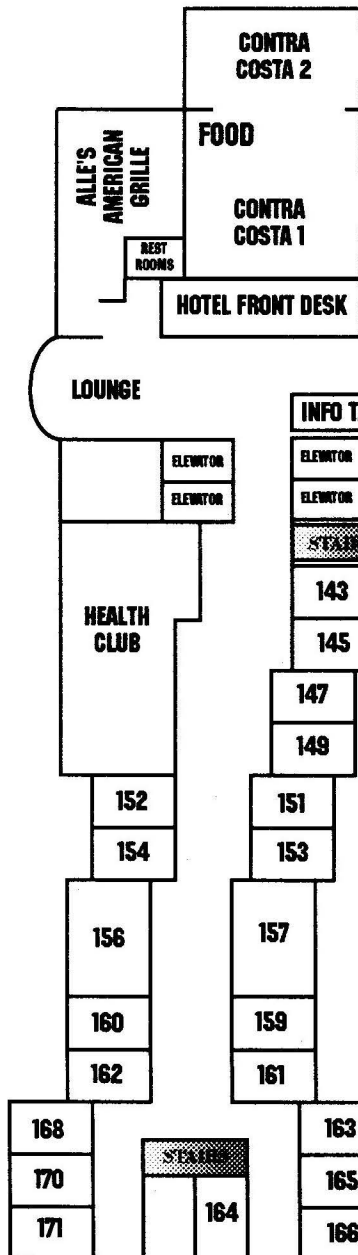




# Welcome to DUNDRACON 19

SALON A MAGIC	SALON D DEALERS ROOM	SALON E OPEN GAMING	SALON H
SALON B			SALON G
SALON C ANIME			SALON F

PLEAS- ANTON
DAN- VILLE
SAN RAMON ARCADE

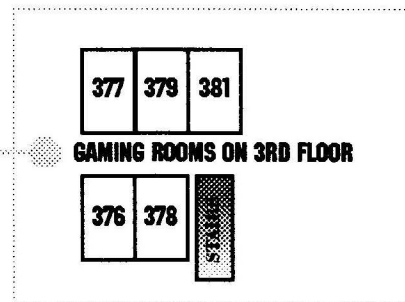


CON REGISTRATION

GAMES REG

*No Smoking  
in any DunDraCon  
public area!*

REST  
ROOMS



## READ THIS FIRST! Questions about DunDraCon?

The people at the Information Table in the Hotel Lobby have all the most popular answers, and can tell you where to get any others you may need. Please check there first - Games Registration and Con Registration Staff are usually too busy to answer general questions. Thanks!

**San Ramon Marriott**  
2600 Bishop Drive  
San Ramon, CA 94583  
(510) 867-9200

## MEET THE COMMITTEE

Chairman	Art Pruyn
Hotel Liaison	Hilary Powers
Treasurer	Pamela Kramer
Registration	Hal Heydt Dorothy Heydt
Seminars & Tournaments	Tony Hughes
Official Games	Roderick Robertson Ellen Robertson
Program Book	Gordon Monson
SCA Liaison	Hilary Powers
Volunteers	Bill Keyes Mike Nebeker
Dealer Liaison	Steve Perrin Pamela Kramer
Miniatures Contest	Nick Tompkins
Flea Market	Mike Nebeker

## CONVENTION REGISTRATION

### Convention Center Lobby

Friday	4 PM — 10 PM
Saturday	9 AM — 8 PM
Sunday	9 AM — 8 PM
Monday	9 AM — 12 PM

**FULL MEMBERSHIP IS \$35**  
**ONE-DAY MEMBERSHIP IS \$15**

### Keep Your Badge!

If we decide to replace your lost badge, you'll have to show ID and pay a fee.

## DEALERS ROOM

You must have your own badge to get into the Dealers Room.

You MAY NOT smoke, eat, or drink inside.

Security will be firm on both points.

### SALON D

Friday	Setup only
Saturday	9:30 AM — 5:30 PM
Sunday	9:30 AM — 5:30 PM
Monday	9:30 AM — 2:00 PM

## OPEN GAMING

Signup sheets are available at the Information Table if you want to plan ahead. Post them on the Open Gaming doors so people can join you in your game.

**Salons E & Contra Costra 1** - non-stop, 4 pm Friday to 5 pm Monday - some tables may be reserved for demos.

**Salons F, G & H** - Friday night to Saturday 8am, Saturday midnight to Sunday 8am, Sunday midnight to end of the Con.

**Salon B** - Friday night - 8 AM Saturday  
Saturday Midnight - Sunday 7 AM  
Monday 8 AM - 5 PM Monday

We ask you to be courteous to others in the Open Gaming Areas and to pay attention to any announcements. Please put trash in the trash containers.

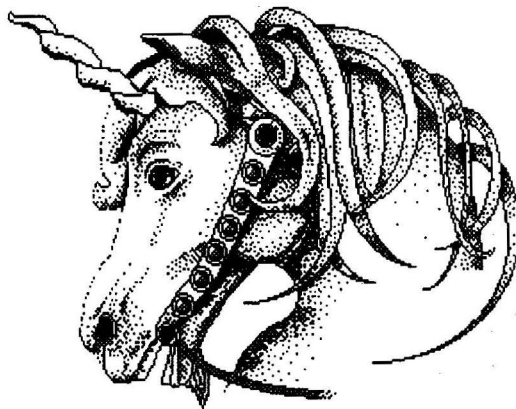
## FOOD SERVICE

The Marriott will be serving food in Contra Costa 1. Try there for quick meals or soft drinks at good prices.

A more sustaining (and expensive) meal can be had in Alle's American Grille, the Marriott's excellent restaurant.

## ARCADE ROOM

The oft-requested Arcade video games are in the San Ramon Boardroom, under the aegis of OUTER LIMITS.



## FLEA MARKET

Salons F, G & H

Sunday Schedule

Sign up: 2:00 - 4:00 PM at Con Reg

Set up: 5:00 - 7:00 PM

Sales: 7:00 - 9:00 PM

NOTE: Personal sales only - no retail sales

Fee per 3'x3' table: \$25.00

## BAY AREA ANIMATION SOCIETY

The Bay Area Animation Society will host a Convention-long festival of animation features in Salon C.

## VOLUNTEERS

### THERE'S STILL A CHANCE TO SIGN UP AND HELP!

Get an inside view of the Con and get a chance to register for a game with *priority* by working for four hours, or put in eight hours with the volunteer crew and get your membership refunded as well as a game priority. Talk to Bill Keyes, Volunteers Coordinator, at the Info Table if you'd like to sign up.

## In Memoriam Clint Bigglestone

great friend,  
gamesmaster, and  
co-founder of  
DunDraCon

## SOCIETY FOR CREATIVE ANACHRONISM

The SCA will be in the MT. DIABLO ROOM throughout the convention, and will take over SALON B for special programs on Saturday afternoon and evening. The traditional SCA-style and gaming combat demos will probably be on one of the patios outside the ballroom foyer -- the sheltered end, if it's raining -- and in Salon B if it's raining sideways. They'll have a constant display of armor, weapons (real and SCA legal), and medieval-style artifacts, with people there to help you try things out and argue about the effects on your favorite game system whenever there's no seminar in progress.

### SCA Program schedule (subject to change):

#### Friday

3 pm setup and open discussion

#### Saturday

9 am room opens

10 am Seminar: Things That Cut and Smash - detailed tour of the steel-  
weapons collection.

11 am Seminar: European Arms & Armor -  
history, development, and construction.

1 pm **Combat Demo (Outside)**

3:30 pm Seminar/Demo (Salon B): Oriental  
Weapons and Hand-to-Hand Combat

7:30 pm Audience participation (Salon B):  
Boffer knives and bucklers

#### Sunday

9 am room opens

10 am Seminar: Asian Arms & Armor

11 am Seminar: Archery - what arrows do  
for you (and to you) in games and the  
real world.

1 pm **Combat Demo (Outside)**

3:30 pm To be Scheduled: see sign at Mt.  
Diablo Room.

4:45 pm Seminar: Traveling with Music -  
what your bard needs to know about  
the care and feeding of Medieval and  
Renaissance instruments on the  
road.

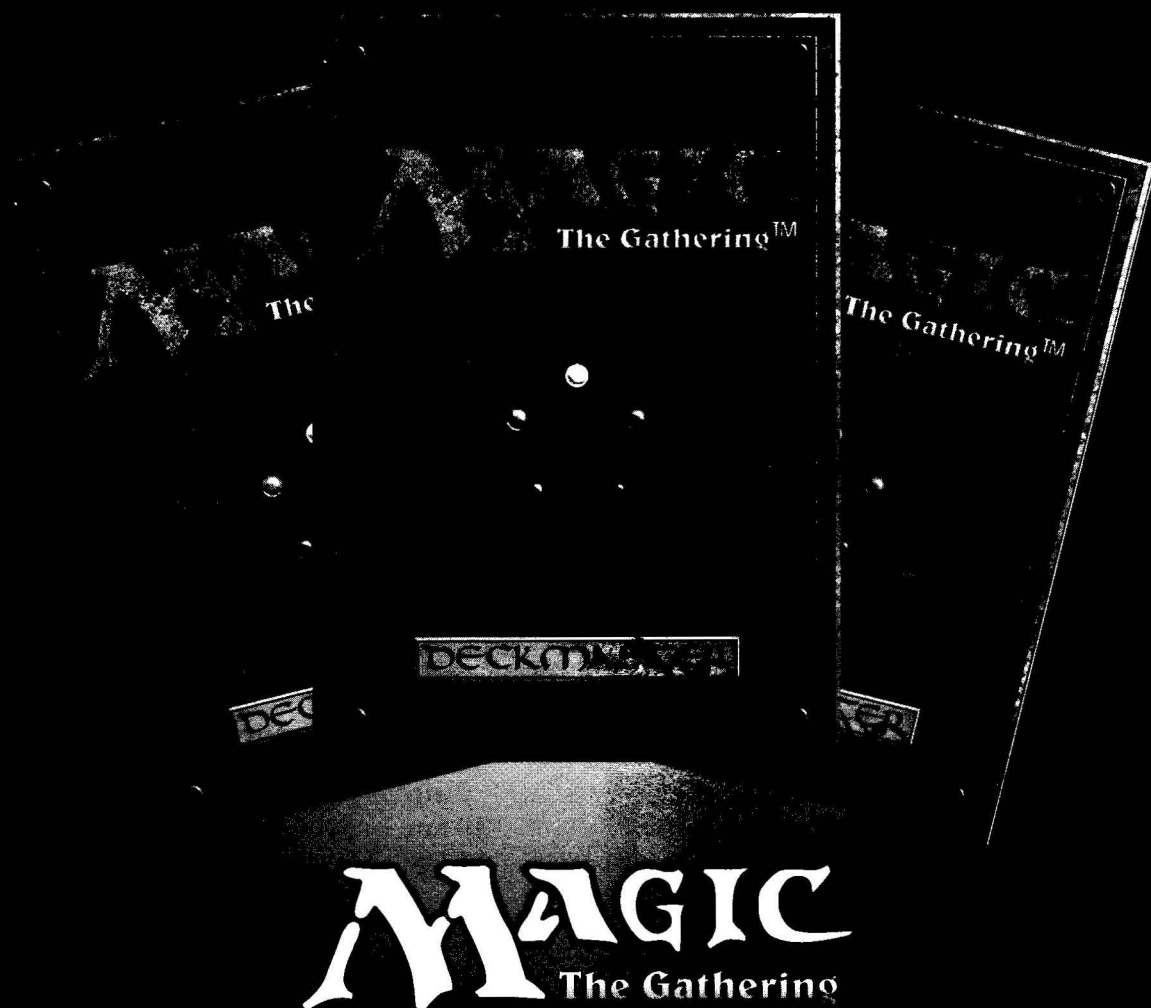
7 pm To be Scheduled: see sign at Mt.  
Diablo Room.

#### Monday

9 am room opens

11:30 **Combat Demo (Outside, if anyone  
has the strength left...)**

# Play the World's Most Popular Trading Card Game



Wizards  
OF THE COAST

## SUPPORTING CONVENTIONS WORLDWIDE

Magic, Magic: The Gathering and Deckmaster are registered trademarks of Wizards of the Coast, Inc. Wizards of the Coast is a registered trademark. All rights reserved.

## Miniatures

### Combat!

Brad Carlson

This epic scale battle will use GW Space Marine figures (mostly) but with rules from the upcoming Seventh Street Games release "Combat!". The Imperials are falling back to a stronghold with the Eldar in hot pursuit! Titans (i.e. Mecha!) will be in attendance! 8 players. 6 hours.

Fri 6 pm - midnight Pleasanton

### Leave No Witnesses!

#### Warhammer 40k

Jason Moore

You have been ordered to join in the hunt for a holy psi item. Two person teams chosen at random. Be creative in building your armies. Few Limitations.

Fri midnight - Sat 8 am Pleasanton

### Battle for Orion IV

#### Star Wars Miniatures Battle

George Gardea

Alliance and Empire battle for control of the system. Will the rebels get away? Will the imperials stop the evacuation? Show up to play and find out!

Fri midnight- Sat 8 am Salon F

### Warhammer 40k Titans Light

Tim DuPertuis, Mike Biasi

Can your infantry troops take out a Titan? Regular 40K game with only a few Titans, using both vehicles and infantry. If you want to use infantry, bring a 1500 point force (including a complete points breakdown listing!)

Sat 11 am - 7 pm Suite 157

### Warhammer 40,000 Titans

Tim DuPertuis, Alan Carey

Come and play with the big boys! 40K scale Imperial and Eldar Titans and ground forces battle the traitorous forces of the Warmaster Horus. Bring Titans and vehicles!

Sun 10 am - 6 pm Pleasanton

### Pirates! The West Pygman Shipping Company Runs the Gauntlet!

Brad Carlson

A poorly (?) protected merchant fleet races for the protection of the shore battery while pirates close in! Surprises (and new rules) guaranteed! 8 to 10 players, plus up to 10 more if you have your own ship and crew!. As usual, this one plays until it's over.

Sun 6 pm - Mon 2 am Pleasanton

### Bring and Battle

#### Warhammer 40K

Nick Tompkins

of Epicast hosts this huge 40K Battle. All terrain is provided as well as four 1500 point armies for new players. Bring your own 1500 point army and fight to the finish! Games Workshop sponsored event.

Sun 8 am - 2 pm Suite 157

## Tournaments & Demos

### Quest for the Gems of Daanten

Khalsa-Brain Games sponsors a Magic: the Gathering tournament. Begin the quest with five "gems" and battle other wizards for their gems. Small prizes awarded Monday morning to the wizard with the most gems. This is an informal, honor-regulated contest that will run all weekend. Rules and signups are available outside Salon H Friday evening from 8 pm to 10 pm and Saturday morning from 10 am - noon.

### Battle Bridge Demo

E. Alexander

Battle Bridge is an introductory space combat game utilizing actual control panel style boards and hex star map. The game designer will be conducting a playtest of the system to get user feedback. Battle Bridge can accommodate 4-6 players and each game takes about two hours to play.

Fri 6 pm - 11 pm Salon F

### Outpost Tournament & Fast Food Tournament

Randy Kreidt

Try these TimJim board games, easy to pick up.

Fri 8 pm - Sat 8 am Suite 157

### Star Trek Trivia Tournament

Zoran Kovacich

Have you tried Classic's Star Trek Trivia Game? It stinks, but we've modified it and the result is a game of luck, skill, and knowledge, which resembles a cross between Trivial Pursuit, Star Fleet Battles, and Nuclear War. It's a lot of fun for Trek fans who take their trivia seriously. 2-6 players, prizes awarded.

Fri 8 pm - 12 midnight Contra Costa 2

### Magic Tournament - 256 players

#### Duelists Convocation Sanctioned, Type I

Gordon Monson - Salons F, G, & H

This is a best two-of-three match, single elimination tourney with four 64-player flights. The winner of each flight will play in a special match Sunday at 3 pm in Room 157 to determine the final four places in the tournament. This is a Type I tournament, with the usual banned and restricted list in force. All applicable rules will be posted in Salon H. Prizes have been supplied by Wizards of the Coast.

All rounds of play are scheduled for 1 hour with a fifteen minute reset period. Due to the probable demand for seats in this tournament, you must signup at the special Magic Tourney desk outside Salon H for a lottery-chosen seat to any particular match. Sign-up times and match times are as follows:

**Blue Flight** - signup Friday night 8 pm - 10 pm and Saturday morning 8 am - 8:45 am. Play will last from 9 am until 5 pm with a 90 minute lunch break.

**Red Flight** - signup Saturday 9 am - 10 am. Play will be from 10:45 am to 6 pm with an hour break for lunch.

**Green Flight** - signup Saturday 1 pm - 2 pm. Play will be from 2:30 pm to 10:30 pm with a dinner break of 90 minutes.

**Gold Flight** - signup Saturday 3 pm - 4 pm. Play will be from 4:15 pm to 11:30 pm with an hour break for dinner.

## Warhammer Fantasy Battle Tournament

Curtis Wright

Warhammer Fantasy Battle (WFB) tournament using new rules. Armies will be 2500 points, 50% must be rank and file (regular, allies or minor demons.) Maximum of two fliers per army. Army list must be submitted to GM and approved prior to start of tournament. There will be three four hour rounds, everyone gets to play in each round.

Sat 9 am - 10 pm Pleasanton

## Superworld Tournament

Joost Revis

An intergalactic crime boss is looking for some worthy recruits, in an effort to expand his territory. Earth's most powerful villains are assembled on a battlefield, and it's everyone for themselves.

Sat 6 pm - Sun 2 am Contra Costa 2

## Titan Tournament

Randy Kreidt

Your favorite monster slugathon. No plot to get in the way of titanic struggles. A cult classic!

Sat 8 pm - Sun 8 am Suite 157

## Voodoo Island

Hero Games Justice Inc.

Jack Murphy

Dreaming Dragon Productions presents a "Weird Tales" pulp adventure. Captain Teach & the Voodoo Priests of the Carribean. Multimedia. Computer graphics, sounds 3-D sets.

Sun 9 am - 4 pm Contra Costa 2

## Atomic Submarine

Hero Games Danger International

Stephan Breen

Dreaming Dragon Productions presents a 1960's pulp style adventure. Crew of submarine investigates mystery in the Arctic. Multimedia. Computer graphics, sound, 3-D Sets

Sat 9 am - 4 pm Contra Costa 2

## Magic Tournament - 32 players

### No Restricted or Banned cards

Gordon Monson - Salons G & H

For those without those "fancy" cards, or who can design a winning deck without them! All cards that are banned or restricted under Type I rules are banned from this tournament. Otherwise DC rules as usual, fifteen card sideboards are allowed. Prizes supplied by DunDraCon.

Signups will be Sunday morning, 8 am to 8:45 am, play will last from 9 am to 4 pm with a 90 minute lunch break.

## Magic Tournament - 32 players

### Rainbow deck

Gordon Monson - Salons G & H

Can you put together a winning deck with severe limitations? This tournament requires a sixty card deck with exactly 12 cards of each color (where basic lands are, for deck construction purposes only, considered to be colored as their mana). Only basic lands can be used, all other DC rules will be in force (restrictions, bans, etc.) No sideboards. Note that artifacts and multi-colored cards (Legends) are excluded. Prizes supplied by DunDraCon.

Sign ups will be Sunday morning, 9:30 am - 10:30 am. Play will last from 10:45 am to 5 pm with an hour lunch break.

## Monster Smash

Christopher Allen

Build monsters with Play-Doh, then pound your opponents into mush. A smashing good time!

Sun noon - 3 pm Salon F

## Crisis on Skywatch One

### Champions Mega Scenario

David Berge, Andrew Robinson

Heroes are sought who will do a service for PRIMUS on short notice. Bring your hero for this 30 player game.

Sun 6 pm - Mon 2 am Contra Costa 2

## Live Castle Falkenstein Adventure

Jan and Chaz Engan

"Diplomat's Decision" is a live adventure set in the world of Castle Falkenstein during the year 1883. Participants will portray diplomats or other members attached to an official representative party. The event offers intrigue, puzzle solving and high adventure in the steam-driven, Victorian age. The Event is open to 20 -30 participants, and will take place Sunday 7pm - Monday 4 pm. Knowledge of the Castle Falkenstein world and mechanics is helpful, but not required. Advance sign up is needed - check at information table for last minute availability if you have not registered through your pre-registration packet.

Sun 7 pm - midnight Salon B, followed by

Mon 9 am - 4 pm Suite 157

## Seminars

### Martial Arts Demo

Tom Landers

Come see demonstrations of a Shaolin Form, melees against unarmed and armed attacker, unarmed and armed multi-attackers, Chinese weapons, pressure points and Ch'i na disarming. Lectures on Combat Strategy & Theory including attack angles, ranges, environment, and Ch'i development (rarely shown in public) and Awareness. This workshop will be conducted by Tom Landers, a 15 year practitioner of the Martial Arts.

Sat 10 am - noon Salon B

### To Be a Roleplayer

Ken Moscardini

Discussion on how to create the perfect player character and how not to run it into the ground. Focusing on character creation per system, developing personality and attitude as well as basic role-playing skills.

Sat 10 am - 11 am Suite 156

### To Be a Gamemaster

Ken Moscardini

Lively discussion on the art of gamemastering. Emphasis on scenario creation, role-playing NPCs, creating exciting encounters and getting the most from your players

Sat 11 am - Noon Suite 156

### Magic: the Gathering Q & A

Official WOTC representatives will be on hand to answer your questions about the popular trading card game. Come get your rules arguments resolved from the highest authority!

Sat noon - 1 pm Suite 156

## Secrets of the Universe Revealed!

Jeff Grubb

Well, secrets of TSR, anyway. Join TSR designer and creative maniac Jeff Grubb for an amusing cruise through the future of TSR and its upcoming product line.

Sat 1 pm - 2 pm Suite 156

## You Know What I Hate?!!!

Larry DiTillio leads an interactive discussion on what we absolutely hate about gaming. Magic nerks? Revised editions? Stupid rules! Come and vent your rage, it will be very healthy.

Sat 2 pm - 3 pm Suite 156

## Miniatures Painting/Terrain

Nick Tompkins

Get painting tips, learn about conversions, dioramas, scenery and army building. Award winner Nick Tompkins offers basic start up techniques and advanced modelling tips.

Sat 3 pm - 5 pm Suite 156

## Speed Painting Contest

Nick Tompkins

Sponsored by Games Workshop. All contestants are given an identical Games Workshop miniature. Paints and brushes are provided. (You can bring your own.) You have 90 minutes to paint your miniature. Judging occurs when time expires. You keep the miniature. Games Workshop prizes.

Sat 5 pm - 7 pm Suite 156

## Painting Judges' Seminar

View the winners of the miniature painting contest, and hear the judges critique the entries. Learn what it takes to paint an award winner!

Sun 10am -12 noon Salon F

## To Places Unknown

Ken Moscardini

How to create worlds for all role-playing systems. Creation of a role-playing environment and how to use it. Focus on mapping, outdoor effects, cultures and of course adventures.

Sun 10 am - 11 am Suite 156

## Hero Software Seminar

Ken Zarifes and Steve Peterson

Come find out what's going on at Hero Software. Find out about the latest version of HeroMaker and get all of your questions answered.

Sun 11 am - noon Suite 156

## What's New at HERO Games

Bruce Harlick, Steve Peterson, Ray Greer and George MacDonald Stop by and hear the latest news from the Hero Games Line Editor and owners. Meet some of the authors; Steve Long, author of THE ULTIMATE MARTIAL ARTIST, DARK CHAMPIONS and other Hero product will be in attendance as will Mark Arsenault and Geoff Berman, authors of CORPORATIONS.

Sun noon - 1 pm Suite 156

## Star of the Guardian CCG

Jeff Grubb

There's a new collectible card game arriving on the scene, based on the science-fiction novels of Margaret (DRAGONLANCE). Come hear about the Star of the Guardians, new plans for Margaret's universe, and the newest and most playable entry into the collector card derby!

Sun 4 pm Suite 156

## The Story Telling Seminar

Larry DiTillio

In this audience participation extravaganza TV writer and game designer Larry DiTillio outlines the key elements of story-telling then with audience help improvises a fantasy storyline for roleplay gaming.

Sun 1 pm - 3 pm Suite 156

## Inkspot Magic

Scott Hungerford and JD Wiker

Handlebar mustache on your Lord of the Pit? Benalish Villain? Mauve mana batteries? Inkspot Magic, also known as Grey-variation Magic, is best played with the aid of a large permanent marker. Both combatants use standard tournament decks, and do their best to change and corrupt each others decks (as well as their own) with the aid of a good black pen.

Sun 2 pm Salon A

## City Building

Anders Swenson

The ever-popular city building seminar with Anders Swenson discussing the building of realistic fantasy cities.

Sun 3 pm - 4 pm Suite 156

# PAINTING CONTEST

There will be a painting contest again this year, so start those brushes flying. After the prizes have been awarded, the judges will hold a seminar explaining their reasons for the awards. Rules and entry guidelines will be mailed to you with your membership acknowledgement.

## Rules

### ENTRY FEE is \$2 per entry.

**NOVICE class:** If there are sufficient entries, there will be a novice judging for the categories Player-Character and Monster. To qualify as a novice you must not have placed first, second or third in any previous DDC painting contest.

All categories require 5 entries to provide a contest before prizes will be awarded in that category. If there are fewer, entries will be reclassified (if possible) or entry fees will be refunded.

Figures must be applicable to the category they are entered in. All entries should be in 25mm scale.

Judging is based on the quality of the painting and visual impact of the figure(s) in an entry, as well as other considerations as noted within a category.

**PRIZES:** Ribbons and certificates are given for 1st, 2nd and 3rd places in each category (ribbons only for character sketches). Honorable mention certificates may be given out for close-to-thirds. Cash prizes are awarded for each category based on the number of entries and cash available; no cash is awarded for character sketches.

## Entering the Painting Contest

The Miniatures Painting contest display and officials can be found in the Dealer's Room (Salon D).

**Enter your figures on  
Saturday from 12 noon - 2 pm**

**Pick up your figures on  
Sunday from 2 pm - 4 pm**

If you miss this time period, you must go to the Information Table and contact Nick Tompkins, who will have personal custody of any unclaimed entries. Unclaimed entries may be mailed back to entrants, but DDC will *not* be responsible for damage in the process.

## Painting Contest Categories

- 1) Fantasy player character: a single fantasy figure mounted or unmounted on a plain or sculpted base.
- 2) S-F player character: as above.
- 3) Monster: a single fantasy or s-f monster as above.
- 4) Modifications: An original unmodified figure presented along with the modification is preferred for side-by-side comparison. A description of what was done to the figure must accompany the entry. Judging is based on how well done the modification was: ie, how closely it resembles the original cast figure, smooth transition of added features to original figures, etc.
- 5) Dragon: a single or multiple dragon figure on a plain or sculpted base.
- 6) Diorama: a scene on a landscaped base, entry size is a 12" cube. A diorama should tell an actual story that is easily understood. Visual focus of the scene is an important factor, as is quality of scenery and attention to detail and painting. Judging is based on story, scenery and painting in that order.
- 7) Warhammer 40K squad: a group of 5-15 figures comprising a rules-allowed squad in the Games Workshop 40K game. Only Citadel Games figures allowed. Uniformity of insignia and uniform are judging points, detailing and battlefield 'look' are also important.
- 8) Vehicles: Fantasy or s-f machinery or vehicles are in this category. Accurate painting of material (wood, steel) is emphasised.
- 9) Regiment: a group of 10-20 figures comprising a fantasy, science-fiction or historic regiment. Uniformity of insignia and ability to recognise group cohesiveness are important in this category.
- 10) Standard-Bearer: a single mounted or unmounted fantasy or science-fiction figure holding a standard. The standard should be scratch-built (not a decal or cut-out), aptness of the figure as a standard bearer and depiction of standard material are judging points.
- 11) Character sketches: judging in this category is wholly objective in regards to artwork. If there are enough entries, categories will be split into colored and b&w.
- 12) Best of Show: An optional category to be awarded to an outstanding entry.



# Official Games

DunDraCon will attempt to get every member into at least one game. Due to chance, popularity of certain games and other factors, we cannot guarantee that any particular member will get into a game; still less that you will get into the game you want!

If you do not get into a game that you really want, show up for it anyway, as there may be an opening. This is up to the individual GM and the other players assigned to the game. If you really, *really* want to get into a particular game, volunteer for the Con. Volunteers get in free and they get one priority game assignment.

We are using a computer program that supplies a different random number to each member for each sign-up session, but it remembers who has been assigned a game already and gives priority to those who haven't.

All DunDraCon games will have 6-8 players.

There will be NO SMOKING in any rooms.

## TO SIGN UP FOR A GAME:

- 1) **READ** this booklet for the sign-up session, time, and room of the game that you want.
- 2) **SIGN UP** for the game at the proper time as listed below. Watch for special postings at the Con that may alter these times.
- 3) **USE** the proper sign-up form - remember to write clearly and put your member number and name on the form.
- 4) **DO NOT** submit multiple forms - it will not improve your chances, as each member can only have one form in for each session. The computer knows if you have signed up, and you may be penalized for putting us through the extra input effort....
- 5) **LIST** each game only once on the forms - if you don't get the game as your first choice, you can't get it as your second!

We try to assign game numbers by the sign-up session, with the games numbered 100-199 in the first signup session, games 200-299 in the second sign-up session, etc. Sometimes, due to emergencies, we have to move a game to a different session. Check at Games Registration for any changes, or new games.

## Signup Session 1

Fri 5 pm - 7 pm

### 101 *Robbing the Clubfoot King*

System: Mage: the Ascension

Fri at 8:00 PM in room 143

Hours: 6-8 Char/Player: 1

GM: John Lamming Level: starting

A cabal of Mages goes Quintessence-raiding in the Mayan ruins of the Yucatan peninsula.

### 102 *15 Minutes or it's Free!*

System: Paranoia

Fri at 8:00 PM in room 145

Hours: 8 Char/Player: 1

GM: Kyle Brink Level: Red Clearance

Variations: As needed for Humor value

Congratulations, Citizen! It is your easy yet glorious mission to deliver this hot food disk while the Taste-E-Cheeze topping is still stable. Don't be late!

### 103 *That's not enough Time!*

System: AD&D

Fri at 8:00 PM in room 147

Hours: 8 Char/Player: 1

GM: Todd Thompson Level: 10-15

Variations: Some 2nd Ed. variants

First to go, last to know. Please no power-gamers. What! "I said" just how good are you at closing a gate!

### 104 *It's a Dirty Job...*

System: Amber Diceless Roleplaying

Fri at 8:00 PM in room 149

Hours: 12 Char/Player: 1

GM: Jeff Krogh Level: generated on-site

Random needs a vacation. Four Amberites seek a secure resort shadow. Four Chaosites seek to compromise it. Attribute auction to be held. Beginners welcome.

### 105 *Crisis on Earth X*

System: Champions

Fri at 8:00 PM in room 151

Hours: 10 Char/Player: 1

GM: Eric Burnham Level: 300+ pts

Variations: Petty variants, no Power Pools

The entire Multiverse is in extreme peril from the most extraordinary menace ever!! Can your Hero save all that is and ever will be?! I kinda doubt it!

### 106 *EVIL RULES!*

System: Fantasy Hero

Fri at 8:00 PM in room 154

Hours: 8 Char/Player: 1

GM: Sean Sturgeon Level: 225 pts

Variations: Characters provided

Double-secret backgrounds, back-stabbing, murder, betrayal, and high villainy will decide who wins the Scepter o'Doom and presides over the Feast of Ravens. Experienced FH players please.

### 107 *The Black Tower*

System: AD&D

Fri at 8:00 PM in room 159

Hours: 8 Char/Player: 1

GM: John Gillette Level: 8-12

Variations: Good-aligned Characters

The Black Tower: Once the home of the evil Blackthorn II. Once a powerful necromancer, long since dead. Now rumors are spreading of great evils gathering.

### 108 *The Long Journey*

System: Call of Cthulhu

Fri at 8:00 PM in room 160

Hours: 8

Char/Player:

GM: Kevin Glazner

Level:

Variations: 1990's

Investigators are enlisted to determine the reason for an associate's insanity. In doing so they face a horror from the jungles of Brazil.

### 109 *Schwarzberg Ruin*

System: AD&D 2nd ed.

Fri at 8:00 PM in room 161

Hours: 8

Char/Player: 1

GM: Ronald Joyce

Level: 4-5th Level

Variations: minor

Unleash the secrets of Schwarzberg Ruin! An interesting mixture of roleplaying, riddle, puzzle and ACTION set to a dark magical medieval backdrop.

### 110 *Is It Supposed to Smoke Like That!?!*

System: TGS/SF2045

Fri at 8:00 PM in room 162

Hours: 8

Char/Player: 1

GM: Christopher Mills

Level: Gm Supplied

Your team has been hired to steal a prototype device from a reclusive inventor's private research facility. 60/40 Combat/Puzzles.

### 111 *A Return of Evil*

System: AD&D 1st & 2nd ed.

Fri at 8:00 PM in room 163

Hours: 6-8

Char/Player: 1-2

GM: Dwayne Fox

Level: 6-8th level

Variations: No characters from handbooks, dragons, psionics or pets. Low magic, mod. combat.

Garduf Glen has a dark secret, an evil is returning and only the courage of brave heroes can prevent the death of the many innocents.

### 112 *The Mystery of the Balm of Knight*

System: AD&D 2nd ed.

Fri at 8:00 PM in room 164

Hours: 12

Char/Player: 1

GM: Henry Perkins

Level: 5-8

Variations: some modified magic; Role-play bonuses

Escape the stressful light and enjoy a nice, dark adventure. Puzzle Solving emphasis; balanced role-playing/ combat. Evil characters welcome; no chaotics.

### 113 *ATTACK OF THE FOOGLE BIRDS!!*

System: TOON

Fri at 8:00 PM in room 165

Hours: 4

Char/Player: 1

GM: Doc Cross Level: N/A

Variations: Extreme Wackiness!!!

Toonville has been invaded by hundreds of Foogle Birds! It's up to you and your friends to round up the feathered troublemakers before Toonville is destroyed!

### 114 *Revenge on the Titan*

System: Warhammer 40K

Fri at 8:00 PM in room 166

Hours: 6

Char/Player:

GM: David Garton

Level: GM Supplied

Variations: Inquisitor Titan Rules; All miniatures provided

The Space Marines take first strike on renegade Reaver Titan. Imperial forces assist Combat Engineers assault a rebel titan repair base. Destroy the titan before it joins the forces of Chaos.

115 *Curse of the Mummy's Tomb*

System: Pulp Era

Fri at 8:00 PM in room 168

Hours: 10

Char/Player: 1

GM: James Carpio Level: GM Supplied

Variations: New Game playtest; 1930's pulp serials

1936 San Francisco. What strange alliance could the Nazi's have with an ancient Chinese wizard clan? Any way, What does this have to do with the reunion of six pals?

116 *Out of the Blue, Covered with Blood*

System: Vampire

Fri at 8:00 PM in room 171

Hours: 8

Char/Player: 1

GM: John Oliver Level: GM Supplied

Variations: Sabbat Troupe

6 months since creation rites and Unlife on the road has gone well...until last night. The rest of your pack is ashes, and what killed them is hunting you.

117 *Temple of the Mists*

System: AD&D 2nd ed.

Fri at 8:00 PM in room 376

Hours: 8

Char/Player: 1

GM: Michael Beaver Level: 8-12th Level

Variations: Some 1st ed.

A once-harmless temple is now over-running the local countryside with evil abominations from below. The local government has sent out word that help is needed to discover the source and stop the evil. Are you qualified?

118 *Citadel of Lyarza*

System: AD&D 2nd ed.

Fri at 8:00 PM in room 377

Hours: 8

Char/Player: 1

GM: David Gay Level: 6th level

Every 50 years a stone platform appears in the countryside—a gate to Lyarza's citadel? The elven sorceress vanished centuries ago; can you claim her magic?

119 *Twisted Fire*

System: Earthdawn

Fri at 8:00 PM in room 378

Hours: 8

Char/Player: 1

GM: Walter Manbeck Level: 4-6th circle

Variations: most optional rules

Your travels have brought you to the town of Jerris. The latest victim of random caravan burnings is seeking heros to bring the culprits to justice.

120 *Anarchy in the RLA*

System: Twilight 2000

Fri at 8:00 PM in room 379

Hours: 8

Char/Player: 1

GM: Jesse Staunton Level:

Variations: No weak stomachs, please

The troops of the 101st Airborne thought Korea's battlefield was Hell... Welcome to the People's Republic of Los Angeles...

121 *Where Fighters' Dare*

System: AD&D - Greyhawk

Fri at 10:00 PM in room 152

Hours: 8

Char/Player: 1

GM: Bruce Mattos Level: 8-11

Variations: 1st & 2nd Ed.

A mountain fortress is overrun with evil forces. The borders are threatened. Your mission is to eradicate the occupants of the fortress, or send them away. Easy HUH!

122 *Mountain Trip*

System: AD&D 2nd Ed.

Fri at 10:00 PM in room 156

Hours: 10

Char/Player: 1

GM: David Camp Level: 5-7th Level

The town of Condor is calling for great fighters to help recover the Gem of Heat. They have taken it to the mountains.

123 *Dimension of Extraordinary Magnitude*

System: AD&D 2nd ed.

Fri at 10:00 PM in room 170

Hours: 12

Char/Player: 1

GM: Steve Huntsberry Level: 10-15th level

Variations: House rules

Wizard-lord Borsh has discovered a new dimension. His court wizard Zylathon is lost in this dimension. Borsh seeks brave adventurers to rescue Zylathon

124 *Blood in Fog Town*

System: Hero - Justice Inc. and Horror

Fri at 10:00 PM in room 381

Hours: 8

Char/Player: 1

GM: Randy Greer Level: GM Supplied

Variations: Bring 30's attitude...

Damn! what da... Everyone okay? Right doc, pack it in, we're off to Frisco. Fog Town may have more questions than answers, but hot lead ain't stopping it. Maybe Worlock...

125 *Asgard Jailbreak*

System: AD&D 1st/2nd ed.

Fri at 12:00 Mid in room 165

Hours: 8

Char/Player: 1

GM: Samuel Pence Level: 10-16th level

Variations: No weapon specialization

Surtur, lord of the Fire Giants, is enraged that his brother is held prisoner in the fastness of Tyr. All brave adventurers assault One-hand's dungeon!

126 *Snurre's Vengeance*

System: AD&D

Sat at 6:00 AM in room 143

Hours: 8

Char/Player: 1

GM: Dan Graber Level: 9-11

Variations: 1st & 2nd ed., No weapon specialization

An artifact of terrible power has given Unlife to the long-dead Fire Giant King. He is building a fortress of human bone! Good aligned Clerics and Fighters only.

127 *Beverly Hells, 90666*

System: Last Great Empire

Sat at 6:00 AM in room 145

Hours: 8

Char/Player: 1

GM: Les Child Level: Beginning

Variations: DOOM

The hordes of Hell have taken over most of Beverly Hills! One unit has been sent to eliminate this ghastly menace. Guess where you're currently assigned? KFA!

128 *The Root of Darkness*

System: AD&D 2nd ed.

Sat at 6:00 AM in room 147

Hours: 12

Char/Player: 1

GM: Andrew Hartwell & Kevin Thurber

Level: 5-7th level; 75,000xp

Variations: Proficiency & Weapon Speeds;

GM can provide characters

Save the Order of St. Jude from unknown enemy destroying it. High-stakes adventure, unusual twists. Storyline, Roleplay and problem solving equal to combat.

129 **Dark Hood Trilogy**

System: AD&D 2nd ed.

Sat at 6:00 AM in room 152

Hours: 8

Char/Player: 1

GM: Chris D'Angelo Level: 8-12th level

Variations: World of Long Glass

Dark Hood Trig, Pt1. Could THE most powerful city in Long Glass really be threatened by Red Lake, and what is the source of its power? It is up to you to find out, if you survive.

130 **Destruction of Time, or How to Become a God**

System: AD&D 1st or 2nd ed.

Sat at 6:00 AM in room 159

Hours: 8

Char/Player: 1

GM: Mark Frankis Level: 20-30th Level

Variations: Minor

Evil mage threatens mass destruction. Fortress of Time survivors welcome. Experienced only. Bring your character. Come Prepared!

131 **Escape from BuReloc**

System: Cybergeneration

Sat at 6:00 AM in room 160

Hours: 6

Char/Player: 1

GM: Lori Methany Level: GM Supplied

Variations: minor

You've got the Carbon Plague all right, and are stuck in a BuReloc camp in the middle of nowhere. Escaping is only the beginning of your problems.

132 **The Covenant of Stonering**

System: Fantasy Hero

Sat at 6:00 AM in room 162

Hours: 8

Char/Player: 1

GM: Garry Cohen Level: GM Supplied

The Covenant of Stonering seeks heroes of the realm to "Escort" four magi to the Tablerock to stop the meeting of the Kings...and an assassination.

133 **The Guardian Crystal**

System: AD&D (2nd Ed.)

Sat at 6:00 AM in room 171

Hours: 12

Char/Player:

GM: Armando Martinez Level: GM Provided

The Skywalker family's power heirloom has been stolen. The Grand Wizard is the first to fall to the ancient power. Who will be next? No-one is safe

134 **Gamma World**

System: Gamma World

Sat at 6:00 AM in room 376

Hours: 4-5

Char/Player: 1

GM: Gregory Pater Level: Entry

Post-apocalyptic USA; humanoids, Pure Strain humans and mutated animals vie for survival using technology, magic/psi powers and their wits. Bring Character stats.

135 **A Hero Takes a Fall**

System: AD&D 2nd ed.

Sat at 6:00 AM in room 378

Hours: 6

Char/Player: 1

GM: Chris McGuigan Level: Varies

Variations: Living City Campaign

A contract has been put out on a prominent citizen of Raven's Bluff! Can you save her? Living City characters welcome! RPGA Network points awarded

136 **The Rescue**

System: Call of Cthulhu

Sat at 8:00 AM in room 149

Hours: 8

Char/Player: 1

GM: Jennifer Allen & Andrew Fritz Level: Intermediate

As a member of a secret society known as the Preservers, you have dedicated your life to protecting Humanity...but can you save it from this newest threat?

137 **The Lost School of the Magi**

System: AD&D

Sat at 8:00 AM in room 151

Hours: 12

Char/Player: 1

GM: Wayne Martin Level: 9-11th level

Variations: GM Approved

You have put together a map that tells the location of a forgotten school. Are you brave enough to face the horrors within?

138 **Immortals Unite**

System: White Wolf (World of Darkness)

Sat at 8:00 AM in room 154

Hours: 8

Char/Player: 1

GM: Matthew Gaston Level: immortal

Variations: "Highlander" Immortals

"Highlander"-style Immortals work together in a role-playing murder mystery. Design your immortal at the game.

139 **Night of the Living Donohue**

System: Bureau 13

Sat at 8:00 AM in room 159

Hours: 8

Char/Player: 1

GM: Charles Keith-Stanley Level: GM Supplied

Do the Living Dead walk among us? Does a secret government agency stalk them? Is there a plot to make Donohue one of them? Or are the too late? Find out on the next Donohue! Sponsored by Tri-Tac games

140 **The First Stone**

System: AD&D

Sat at 8:00 AM in room 161

Hours: 8

Char/Player: 1

GM: Bruce Cummins Level: GM supplied

Variations: Renaissance technology

An ancient artifact drew you to a shabby port town. Beyond the horizon lies the island that holds the destiny of nations. Puzzles, Combat, Roleplaying

141 **Demongate**

System: AD&D 2nd ed., Planescape

Sat at 8:00 AM in room 163

Hours: 8

Char/Player: 1

GM: Bernardino Durando Level: 9-13th level

Variations: Non-standard Combat system

The son of luz now holds the key to unlocking your world. Action packed co-GM game! Developed Planar & F.R. char. best. Get us on the net at masegian@netcom.com

142 **Making a Name for Yourself**

System: Star Wars Miniatures battle

Sat at 8:00 AM in room 166

Hours: 8 (6)

Char/Player:

GM: Russell Thompson Level:

Variations: Few, rules taught

A young Darth Vader commanding an elite group "contacts" an unknown alien unit and decides to extend Imperial control to this sector of Space.

143 **Heretic Plague**

System: AD&D 2nd ed.  
Sat at 8:00 AM in room 379

Hours: 8 Char/Player: 1  
GM: Carl Tuttle Level: 9-12th

Variations: Critical Hits and Fumbles, no Psionics

An evil plague sweeps the realms. You may be the only hope for salvation. The Kingdom of Cormyr is depending on you to stop the Heretic Plague!

144 **Elizabethan Cthulhu?**

System: Call of Cthulhu  
Sat at 8:00 AM in room 381

Hours: 12 Char/Player: 1  
GM: Whitney Preston Level: n/a

Variations: Slight, for game balance; Characters supplied

Oh such a plight! Murder most Foul! And what be that howling in yon woods? Judge others not lest thine own Dark Secrets be exposed to Light! Roleplay a must!

145 **Quest for the Loggenheim**

System: RuneQuest 3rd ed.  
Sat at 10:00 AM in room 164

Hours: 6 Char/Player: 1  
GM: Michael Derry Level: GM Supplied

Variations: Some house rules

An Orlanthi Scholar finds an obscure reference to a holy relic with great powers and the high priest orders the players to find it. Questers must first complete a minor heroquest in order to learn the location of the relic.

146 **Retaking of Mars Base Delta**

System: Hero System/Star Hero  
Sat at 10:00 AM in room 165

Hours: 6 Char/Player: 1  
GM: Mark Mensch Level: 150 pts

The Fuzzies have taken Earth and the moon, but your squad will be damned if they think they can have the entire Solar System. Characters can be provided.

147 **Gringold, the Haunting of Annik**

System: AD&D 2nd Ed., Ravenloft Overtones  
Sat at 10:00 AM in room 170

Hours: 8 Char/Player: 1  
GM: Kevin Gross Level: 1-8

Variations: Spell points, Problem solving, Good/neutral only

Undead destroyed the mining town of Annik 4 years ago. The Queen of Anvil wants Annik's mines. The problem: Annik is haunted. Or is it? Mystery/Roleplaying

148 **Wyrm of the Earth**

System: AD&D  
Sat at 10:00 AM in room 376

Hours: 8 Char/Player: 1  
GM: Michael Clark Level: 6-10th level

Variations: some Planescape

The sphere is collapsing, its inhabitants fleeing like ants. But something's not right - this is no foretold Apocalypse. What is it then?

149 **Dreams of the Conquistadors**

System: Call of Cthulhu  
Sat at 10:00 AM in room 377

Hours: 8 Char/Player: 1  
GM: Sam Wallis Level: GM Supplied

Variations: Meso-american supplement

Cortes dreamed of glory and gold; will you share the dream? Or, the nightmare. Roleplaying, problem solving, SAN loss, H/S NNA

## Signup Session 2

Sat 9 am - 11 am

201 **Tommy Knows Something**

System: Cyberpunk 2020  
Sat at 12:00 Noon in room 159

Hours: 12 Char/Player: 1  
GM: Joel Garrett Level: 50 Character Points

Variations: Nights Edge/Cybergeneration elements

PC's are members of year 2027 yogangs. Adventure is based in S.F. Bay Area. Emphasis on problem solving, investigative skills and player co-operation

202 **The Secret of the Stone**

System: AD&D 2nd ed.  
Sat at 12:00 Noon in room 160

Hours: 8 Char/Player: 1  
GM: Jim Smidl Level: Skilled Players

With the evil bloodthirsty army only days away, you set out on a last-hope mission to find the lost artifact of legends told, the Stone of Power.

203 **Against the Masters of Darkness**

System: AD&D 1st ed.  
Sat at 12:00 Noon in room 378

Hours: 8 Char/Player: 1  
GM: Jamie Grimes Level: 10-15th level

The wizard-king Charon sends his forces of night in search of the True King. Are you the True King? Charon knows!

204 **Interface from Hell - The Next Generation**

System: Cybergeneration  
Sat at 2:00 PM in room 143

Hours: 8 Char/Player: 1  
GM: Steve Sabram Level: -

Variations: 4 Wizards, 1 Tinman min!

The ISA has BuRELOC raid your high school prom. Ladies Special this evening! You need to counter with your special talents and save the prom king and queen in exchange for a date!

205 **Cogito Ergo Boom**

System: Hero/Champions  
Sat at 2:00 PM in room 145

Hours: 8 Char/Player: 1  
GM: Joe Dilellio Level: 8-14 DCs/CVs

Variations: minor

"People explode - Natural Causes"... or do they?  
Experienced characters preferred. More DCs? lower CVs.

206 **Atomic Submarine**

System: Hero Games  
Sat at 2:00 PM in room 152

Hours: 8 Char/Player: 1  
GM: Stephen Breen Level: 100 pts

Variations: Danger International

Dreaming Dragon Prod. presents a 1960's Pulp-style adventure. Crew of Submarine investigates mystery in the Arctic. Multimedia, Comp. Graphics, Sound, 3d Sets

207 **The Web Between the Stars**

System: Traveller  
Sat at 2:00 PM in room 162

Hours: 8 Char/Player: 1  
GM: Michael Siverling Level: n/a

The crew of the Starship Vesta are the first humans to reach Beta Aquilae. But humans were not the first to arrive...

208 **Visit to Cloud City**

System: Space 1889

Sat at 4:00 PM in room 149

Hours: 4

Char/Player: 1

GM: Raymond Nelson Level: Beginning

A nostalgic game of Space 1889 with possible ship battle.

Limited Roleplay

209 **To Rail against Heaven!**

System: Marvel Super Heros

Sat at 4:00 PM in room 161

Hours: 8

Char/Player: 1

GM: Anthony Dawson O'Con

Level: Medium

Variations: Advanced

A serious visitor from a future day begs your aid. Based loosely on the works of Roger Zelazny, not for the faint of heart, but beginners welcome.

210 **Demongate II, the Revenge of Graz'zt**

System: AD&D 2nd ed.

Sat at 4:00 PM in room 163

Hours: 8

Char/Player: 1

GM: John Masegian Level: 12-16th level

Variations: Planescape; non-standard combat system

The exciting continuation of the Demongate Saga. The stakes are raised as Graz'zt returns for revenge. Get us on the net at Masegian@netcom.com

211 **Temple of Gak**

System: Runequest 3rd ed.

Sat at 4:00 PM in room 164

Hours: 4

Char/Player: 1

GM: Eric Rowe

Level: Initiate

Bendrath is hiring. Trollkin were seen in the small quarry. Are the trolls going to invade again, or is something more evil lurking beneath the Rubble of Pavis?

212 **Mind Games**

System: Gurps Horror

Sat at 4:00 PM in room 165

Hours: 8

Char/Player:

GM: Donna Bashaw

Level: Gm Supplied

Variations: Modern Day

A missing child holds the key to a series of brutal murders. Find her before the murderer.

213 **Long Day's Journey into Fright**

System: Arduin

Sat at 4:00 PM in room 166

Hours: 12 (8)

Char/Player: 2 max

GM: David Shearer

Level: 5-15

The Bishop of St. Michaels' seeks adventurers of good character to escort a precious relic to a distant land - Good pay; Benefits

214 **The Miracle of St. Stephanie**

System: Theatrix

Sat at 4:00 PM in room 168

Hours: 8

Char/Player: 1

GM: Andrew Finch

Level:

The town of St. Stephanie has been having a few minor Basilisk problems, some walking dead, a haunted church, an ancient curse and one moving violation

215 **Target: Assassination**

System: Cyberpunk 2020

Sat at 4:00 PM in room 376

Hours: 8

Char/Player: 1

GM: Tim Innes

Level: High

Variations: Some Psionics, limited Cybertech

A Columbian dictator and rumored Cartel kingpin will, in 21 days, control 90% of South America's exported trade. Your Mission: Liquidate with extreme prejudice!

216 **Right the Reich**

System: Theatrix

Sat at 4:00 PM in room 379

Hours: 8

Char/Player: 1

GM: Anthony Gallela

Variations: Pulp

The Nazis want the Shroud of Turin. We're going to git it first...we hope. It may mean a confrontation with "The Colonel" or maybe even a moving violation.

217 **The Dying Lands**

System: AD&D Variant

Sat at 6:00 PM in room 147

Hours: 8

Char/Player: 1

GM: Tanith Tyrr

Level: Moderate

Variations: Homebrew-Storytelling system

From the depth of nightmares to the height of romance, live the new fantasy from World of Terath. Roleplaying intensive, emphasis on character and plot development.

218 **Yes, Anastasia**

System: Vampire: the Masquerade

Sat at 6:00 PM in room 170

Hours: 10-12

Char/Player: 1

GM: Lon White

Level: Reasonable

Variations: Other White Wolf games

At the first embrace, the birthing death, does the heart die? Or does it die centuries later, with the death of a soul? Modern/Historic Vamp with heavy roleplaying

219 **Tomorrow's Child**

System: Freestyle

Sat at 6:00 PM in room 171

Hours: 8

Char/Player: 1

GM: Christopher Muoio

Variations: Live Action Roleplaying

Darkness again returns this year, but its newest form is the most sinister yet. Intrigue abounds as the newest heirs vie not only for a kingdom but their lives.

220 **Murderer's Row**

System: Call of Cthulhu 5th ed.

Sat at 6:00 PM in room 377

Hours: 6

Char/Player: 1

GM: Marianne Biskup

Level: N/A

Variations: No characters with spells

New York City, 1927. The Round Table is holding court at the Algonquin. The Yankees are in 1st. And there's this cult in town...



## Signup Session 3 Sat 4:30 pm - 6:30 pm

### 301 *A Visit to Milwaukee*

System: Story Teller - Werewolf  
Sat at 8:00 PM in room 149

Hours: 6-8 Char/Player: 1  
GM: Peter Willis Level: Rank 2 or 3

A group of Garou are called together from across the country by the leaders of the Lake Michigan Protectorate to go into the city of Milwaukee. The word is out that the Leeches have discovered two powerful Fetishes stolen centuries before from the Wendigo and Uktena.

### 302 *Dark Hood War Part 2*

System: AD&D 2nd ed.  
Sat at 8:00 PM in room 151

Hours: 8 Char/Player: 1  
GM: William Rumley Jr. Level: 9-12th level  
Variations: Optional Crit. system

The Baron of North Coast needs you. While the Armies of two great cities war, you will determine victory with stealth and skill. If you're up to the task, that is.

### 303 *Prey*

System: Storyteller/Cyberpunk 2020  
Sat at 8:00 PM in room 156

Hours: 10 Char/Player: 1  
GM: Jerry Lewis & Sean Shaledan Level: GM Supplied  
It's time for predator to become prey. Pure Wetwork!

### 304 *The Sins of God*

System: AD&D 2nd ed.  
Sat at 8:00 PM in room 160

Hours: 8 Char/Player: 1  
GM: Bud Chomnart Level: 1.5-3,000,000 Xp

A beloved priest has been foully murdered by the Cult of Azareal. His dark temple must be destroyed!

### 305 *When the Ancient Awakens*

System: Call of Cthulhu  
Sat at 8:00 PM in room 164

Hours: 12 Char/Player: 1  
GM: T. Scott Nordstrom Level: Beginning-Intermediate  
Variations: Beginners Welcome

The Sudan: 1929. A French archaeological team has been working in the south. Two days ago the team sent one final radio message: "Hell Walks!"

### 306 *Super Toons!*

System: Champions  
Sat at 8:00 PM in room 378

Hours: 8 Char/Player: 1  
GM: James Kay Level: 100pt Active cost  
Are you tired of playing serious Four-Color Heros? Then take a load off and zot your next Bad Guys. Make your characters Tough, Cool and Hilarious!

### 307 *Cold Feet*

System: Gurps Fantasy  
Sat at 8:00 PM in room 381

Hours: 8 Char/Player: 1  
GM: Nathan Hanner Level: GM Supplied  
Variations: Gurps Magic and Grimoire

One morning, you can't find your slippers, shoes and boots. You soon discover all your friends have also had their shoes stolen. What's afoot here?

### 308 *The Wrath of Cartel*

System: Amazing Engine: Metamorphosis Alpha to Omega  
Sat at 10:00 PM in room 143

Hours: 8 Char/Player: 1  
GM: Larry Adams Level: Beginning-Intermediate  
Variations: Characters GM supplied or approved

The sky has gone black and the rumblings of the land grow frequent. Elders fear that if the Cartel is not pleased all is lost. Can you save your world from Doom?

### 309 *It's Second Period, Where are You?*

System: Teenagers From Outer Space  
Sat at 10:00 PM in room 145

Hours: 6 Char/Player: 1  
GM: Shannon McGuire  
It's an ordinary day, at an ordinary High School. What could go wrong? (Evil laughter...)

### 310 *Crimson Idol*

System: AD&D 1st & 2nd ed.  
Sat at 10:00 PM in room 152

Hours: 8 Char/Player: 6  
GM: Todd Westerlund Level: 3-6th level  
Variations: all evil alignment

Blood of a hundred, rushing past thee, crimson river set me free. I grant wishes and treasure to those who succeed.

### 311 *A Race for Life*

System: Call of Cthulhu  
Sat at 10:00 PM in room 162

Hours: 8 Char/Player: 1  
GM: Rob Montanaro Level: GM Supplied  
Variations: 1001, or as many as I set down in writing

The investigators are invited to dinner by a prominent collector. An offer is made that is too good to be refused... 1924 - Low mythos focus

### 312 *Shadows in the Surf*

System: Starwars  
Sat at 12:00 Mid in room 154

Hours: 4 Char/Player: 1  
GM: Erik Benson Level: GM Supplied

Six heros hurtle through Hyperspace on a secret errand. The Rebel High Command knows your mission, but you don't. RPGA Network Points awarded.

### 313 *Earth for Sale*

System: Champions 4th ed.  
Sat at 12:00 Mid in room 159

Hours: 6-8 Char/Player: 1  
GM: Michael Smith Level: 250-300 points  
Variations: 75 active points/power max

World leaders abducted by aliens! Robots conquer the world, military helpless! Only <insert your character's name> can save the us now! Film at 11!

### 314 *Waiting out the Storm*

System: Freeform Fantasy  
Sat at 12:00 Mid in room 161

Hours: 8 Char/Player: 1  
GM: Patrick Riley Level: Competent  
Variations: Bring any Fantasy character; Diceless

A driving rain, howling wind and hail of glowing embers? Luckily, shelter, adventure and mystery await. Warning: magic items will be schrooched.

315 *The God Box*

System: Abantey (Original System)

Sat at 12:00 Mid in room 163

Hours: 6-8

Char/Player: 1

GM: Becky Thomas Level: GM Supplied

Midnight in Tabur, Sakeet hunting dogs howl over the God Wall, coming your way. Woman, black silks and chameleon cloak, runs towards you, box in her hands...

316 *St. Bernard Crusaders*

System: Werewolf

Sat at 12:00 Mid in room 165

Hours: 6

Char/Player: 1

GM: Sophie Legace Level: GM Supplied

Dead or Alive, those poor, misguided White Howlers are going to Erebus, Lake of Silver. It's for their own good, and the good of Gaia. Someone must help them.

317 *The Society for Mekton Anachronism*

System: Mekton Zeta/Mekton Tech Book

Sat at 12:00 Mid in room 168

Hours: 8

Char/Player: 1

GM: Stephen Douglas Level: Modest

Variations: 3-D rules, roleplaying

The SMA is re-creating the One Year War. Historical Mektons and their pilots are choosing sides even now, Don't Be Late! Characters/Mektons will be provided.

318 *Metaphase: Probable Causality*

System: New Game Playtest

Sat at 12:00 Mid in room 377

Hours: 8

Char/Player: 1

GM: Headgames

Variations: Make Characters at game

2257. The evolutionary future of Mankind is now. Excitement awaits as one of the New Flesh in a RPG blending science, terra corporate conflict and Humanity's future.

319 *Incarnations of the Avatar*

System: Mage/Vampire/Werewolf

Sat at 12:00 Mid in room 379

Hours: 12

Char/Player: 1

GM: Brian Johnson Level: GM Supplied

An old mage dies with the promise that he will one day be reborn. For years later, Doissetep is still awaiting his return, as are the Nephandi.

320 *Paradox*

System: Shadowrun 1st ed.

Sun at 6:00 AM in room 151

Hours: 8

Char/Player: 1

GM: Tim Vogel Level: mid

You know something big is going down when Mr. Johnson himself calls. He needs a unique crew for an unusual job, pay is good, maybe too good. Mages not advised.

321 *Tempus Lupus*

System: AD&D 2nd ed.

Sun at 6:00 AM in room 160

Hours: 8

Char/Player: 1

GM: Brian Sullivan Level: 7-9th level

The Wall: a testament to the seclusion demanded by the Gods of Wales. Now Rumors abound concerning a dire threat from behind the Wall, and a young king has asked for help

322 *Death in the Shire*

System: AD&D 2nd ed.

Sun at 6:00 AM in room 165

Hours: 6

Char/Player: 1

GM: Mike Thulander Level: Varies

Variations: Living City campaign

A village of Halflings has asked YOU to help them with several murders! Is it bandits or something more sinister? Living City characters welcomed! RPGA Network points awarded!

323 *Where's the Back Door?*

System: AD&D 2nd ed.

Sun at 6:00 AM in room 171

Hours: 12

Char/Player: 1

GM: Jason Windham Level: 6-8th level

Variations: House Rules

Needed: eight brave souls to serve King and country, for a daring attack on enemy castle. All may not survive, but those that don't will die with honor.

324 *Patternfell*

System: Amber Diceless Roleplaying

Sun at 6:00 AM in room 378

Hours: 12

Char/Player: 1

GM: Matt Miller

What is going on here? Is the Universe finally being destroyed? Has Chaos won? How can the younger generation save all of Shadow from: Patternfell?

325 *The Black Castle*

System: Fantasy Hero

Sun at 8:00 AM in room 143

Hours: 12

Char/Player: 1

GM: Matthew Buynoski Level: 150 pt Char's

Variations: minor, Heroic, but not Super-Heroic CV's should be 10 or less

Rumors of a great gem on the caravan trails. The Dark Ones may be after it, for it may control the gate to Perdition at the Black Castle. Every freebooter you know is heading that way.

326 *Recipe for Disaster*

System: Compleat Arduin

Sun at 8:00 AM in room 145

Hours: 12

Char/Player: 1

GM: Mark Schynert Level: 5-14

Variations: Most optional variations

Seventh Annual Dave Hargrave Memorial Run. Cook someone's goose with this riddle, or maybe get riddled yourself. Psychics OK, dry roasted, lightly salted.

327 *Champions of Freedom!*

System: Hero System/Champions Hardcover

Sun at 8:00 AM in room 147

Hours: 7

Char/Player: 1

GM: Kevin Ryan Level: 250 pts, 10-12DC

Variations: No Ninja Hero/Dark Champs/Ulimate Martial Arts

Calling all Heros! Get ready to defend American lives and stomp some modern-day Nazi villains into the Highway of Democracy. Silver-age slam- bang action n' fun!

328 *Stop the Adventurers!*

System: AD&D

Sun at 8:00 AM in room 149

Hours: 8

Char/Player: 1

GM: Allen Cohn Level: 4-6

Your party is feared and respected throughout the land. But can you flush out an equally feared and motivated party from its fortress?! In Part II, you switch positions and try to defend the same fortress. Lots of strategic planning.

329 *The Wolves of St. Austell*

System: AD&D

Sun at 8:00 AM in room 152

Hours: 6-8

Char/Player: 1

GM: James Tucker Level: 2-5th level

Wolves howl at night, a sound not heard on the moors in years. Why are they leaving a wake of carnage in their passing... No evil characters

330 *Into the Zone*

System: Hero

Sun at 8:00 AM in room 154

Hours: 6

Char/Player: 1

GM: Andrew Lovett Level: 100 pts

Join a crack team of explorers on a mission into an eerie land hidden in the jungles of New Guinea! Roleplaying and teamwork emphasized. Characters Provided

331 *The City of Night*

System: Pulp Adventure (Formerly Crimefighters)

Sun at 8:00 AM in room 161

Hours: 12

Char/Player: 1

GM: Jeff Hatch Level: GM Supplied

In the Old West, Stormclouds cover the sky over the Golden City. They bid ill-omen to the dark events soon to come! Can our heroes fight an ancient evil?

332 *The Arcane Phantasmagoric Alphabet Game*

System: Dream Park

Sun at 8:00 AM in room 162

Hours: 8

Char/Player: 1

GM: Leon Glover III Level: 100 pts/ 18 BSP

Variations: No Superpowers; IFGS difficulty 7 of 10

IFGS Tournament of Players. No superpowers or Future Tech. Characters will be provided if needed. If you wish to be the Loremaster, show up 10 minutes early.

333 *For God and Country pt. I*

System: Shadow Saga (New System)

Sun at 8:00 AM in room 163

Hours: 6

Char/Player: 1

GM: David Mullin Level: GM Supplied

Variations: Playtest

You have volunteered for a special program to help save the Citadel from its enemies. Great powers have been given to you by the Director and he has sent you after your predecessor, his first errant creation.

334 *Search for the Perforated Cup*

System: Paranoia

Sun at 8:00 AM in room 164

Hours: 6

Char/Player: 1

GM: Robert Boyd Level: GM Supplied

Verily, the Computer, Dread Sovereign of Alphashire, sayeth unto its Doughty Troubleshooters, "Goeth ye from hence Sector and findeth yon Holy Grail"

335 *Sounds Like a Job for... somebody else*

System: Warhammer Fantasy Roleplay and Battle

Sun at 8:00 AM in room 166

Hours: 12

Char/Player: 1

GM: Erik Jones Level: GM supplied

Variations: Role-play and Table-top battles combined

Da Boss is dead and da Holy banner is in da mits of da enemy, da stinkin' gits. We gotta get it back before Gork comes back for it. Any Volunteers?

336 *Three Rings of Chaos*

System: AD&D 2nd ed.

Sun at 8:00 AM in room 168

Hours: 8

Char/Player: 8

GM: Jim Butler

Level: 8-10

Variations: Planescape

Lord Batos is going to unleash his Baatezu minions on Pandemonium. Only the Three Rings of Chaos can halt his vile plan

337 *To Stop the Baron*

System: Champions

Sun at 8:00 AM in room 168

Hours: 9

Char/Player: 1

GM: Brian Stoffey Level: 250-300 pts

Variations: 5spd=60 Active; 6spd=75 Active

The Baron of Crime has been defeated. Now you must chase him through the city battling an army of agents and super-powered thugs. He Must Be Stopped. 17+ older

338 *Dorak's Commission #1*

System: AD&D

Sun at 8:00 AM in room 170

Hours: 4-6

Char/Player: 1

GM: Brian Megel Level: 6-10th level

Greatest gp/xp available for any number of thieves, clerics and fighters willing to obtain spell components. Current owners are reluctant to give them up. -Dorak

339 *Save the Shoemaker-Levy 9!*

System: Shatterzone

Sun at 8:00 AM in room 376

Hours: 6

Char/Player: 1

GM: Carl Rigney Level: GM Supplied

Variations: Modern Earth

Hard-rocking scientists race against time with the fate of an entire world in the balance. Two-fisted roleplaying for the quick-thinking. Bring 2D10 and your wits.

340 *Mystara*

System: AD&D 2nd ed.

Sun at 8:00 AM in room 377

Hours: 6

Char/Player: 1

GM: Dawn Lee Level: 1st or GM Supplied

Introduction to AD&D 2nd ed. using the Mystara setting. Audio-cd assisted, Characters should reach level 4-6 by the end of the game.

341 *Temple of Pocharngo*

System: Runequest 3rd ed.

Sun at 8:00 AM in room 381

Hours: 6

Char/Player: 1

GM: Eric Rowe Level: Initiate

Who dares defile the temple of the Gorp-god? Who dares face the dark knight? Who will live to accept the blessing of Pocharngo the Mutator, the god of change?

## Signup Session 4

Sun 9 am - 11 am

401 *Return of the Dragon*

System: Cyberpunk

Sun at 12:00 Noon in room 165

Hours: 7

Char/Player: 1

GM: Philip Cobert Level: GM Supplied

Variations: PC assisted, combat streamlined

Bruce Lee lives! Is he an Immortal? You must seek the truth, Grasshopper. Kung-fu, Cyber-fu, severed heads... Joe-Bob says check it out.

**402     *Battle for Orion IV***

System: Star Wars Miniatures Battles

Sun at 12:00 Noon in room 170

Hours: 8                                      Char/Player:

GM: George Gardea

Variations: Some

Alliance and Empire battle for control of the system. Will the rebels get away? Will the Imperials stop the evacuation? Sign up to play and find out!

**403     *The First Prize***

System: AD&D 2nd ed.

Sun at 12:00 Noon in room 379

Hours: 8                                      Char/Player: 1

GM: Frank Vicari                      Level: 1-3 (GM Supplied)

This game is for people who are new to AD&D. Learn AD&D the way it was meant to be learned...by experiencing it! Explore Waterdeep and learn its mysteries!

**404     *Magic's Tomb***

System: Magic the Gathering Roleplay

Sun at 2:00 PM in room 151

Hours: 10                                      Char/Player:

GM: Ken Moscardini                      Level: Bring Tournament Deck

Variations: GM Special

Before the final hour is struck, a small band of heroes must sound the Horn of Remembrance to gain another 1000 years of peace.

**405     *Curse of the Jade Star Amulet***

System: Theatrix

Sun at 2:00 PM in room 152

Hours: 8                                      Char/Player: 1

GM: David Berkman                      Level: n/a

Variations: Embrace Tiger - Return to Mountain

What's the destruction of the Shaolin temple and the Resurrection of the Ming dynasty got to do with floods, gods and wild martial arts? Pearls before swine.

**406     *Return of the Voyager***

System: Hero

Sun at 2:00 PM in room 154

Hours: 6-8                                      Char/Player: 1

GM: Michael Harris                      Level: Heroic

Variations: CyberHero; Pre-gen characters

An ancient probe returns to the Solar system. 8 space jockeys hatch a bold scheme to get this priceless collectable first. Lots of roleplaying

**407     *Voodoo Island***

System: Hero Games

Sun at 2:00 PM in room 160

Hours: 8                                      Char/Player: 1

GM: Jock Murphy                      Level: 100 pts

Variations: Justice, Inc.

Dreaming Dragon Prod. presents a "Weird Tales" Pulp adventure. Captain Teach and the Voodoo Priests of the Caribbean. Multimedia. Graphics, Sounds, 3d sets.

**408     *A Corrupted Temple***

System: Dangerous Journeys - Mythus

Sun at 2:00 PM in room 163

Hours: 6 (8)                                      Char/Player: 1

GM: Daniel Turner                      Level: 50 Steep per skill Max.

You have discovered a corrupted Aegyptian temple. Gather information and remove the evil. GM and/or player created characters. No Mythus experience needed.

**409     *Of Death...***

System: Werewolf/Mage

Sun at 2:00 PM in room 164

Hours: 6                                      Char/Player: 1

GM: Evan Wynns                      Level: 0-2nd rank/Adept

The face of the Wyrms is coming, with a more fiendish plot than ever. What can you do to hinder the master of night? Say your prayers...

**410     *An Arrival at Verrik***

System: ALBEDO: the Roleplaying Game

Sun at 2:00 PM in room 376

Hours: 6                                      Char/Player: 1

GM: Hubert Bartels                      Level: Beginning

Variations: Modified Injuries, Fatigue

In the Verrik system as ConFed customs agents, PCs find themselves involved with smugglers and murder. Based on S. Gallacci's anthropomorphic comic series.

**411     *Kistal - Quest for the Staff of Six parts, Part 1***

System: Fourth Age

Sun at 2:00 PM in room 377

Hours: 8-12                                      Char/Player: 1 or 2

GM: Bob Lacey                      Level: GM Supplied

Legends come to life in this desperate search for ultimate power. Fourth Age is a new game system with both Fantasy and Science Fiction in a unique world and Universe

**412     *Welcome to Ars Magica***

System: Ars Magica

Sun at 2:00 PM in room 381

Hours: 6                                      Char/Player: 1

GM: JD Wiker                      Level: GM Supplied

Fantasy Roleplay in Mythic Europe. An introductory adventure.

**413     *Conquest of the Surreal in the Citadel of Dreams***

System: AD&D

Sun at 4:00 PM in room 147

Hours: 8                                      Char/Player: 1

GM: David Matthes                      Level: 4-6

Variations: Good-aligned characters only

What lurks within the swirling snow on Mount Solus? Icy ruins and wary goblins? Or the blackest nightmare ever dreamt? Delve to the heart and you enter the mind

**414     *Altar of Fire***

System: AD&D 2nd ed.

Sun at 4:00 PM in room 149

Hours: 8                                      Char/Player: 1

GM: Thomas Gardner                      Level: 5-10th level

Variations: World of Dragon-web

An Artifact has been stolen from the Church of Dragon-Web. Your job: find it and the thief. This is an adventure for Good-aligned characters

**415     *Sentinel in the Tall Grass***

System: Champions

Sun at 4:00 PM in room 154

Hours: 8                                      Char/Player: 1

GM: David Rakonitz                      Level: 10-12D6 attk, Max 30 Def

Variations: minimal

Paranormals have kidnapped U.S. agent Sentinel. Unmask the plot, and bring Sentinel home, if you can. But be warned, danger waits in the tall grass.

416 **BH Adventures presents:**  
**Black Horizons: Part I Flight into Night**

System: AD&D 1st Ed.

Sun at 4:00 PM in room 159

Hours: 8

Char/Player: 1

GM: Brian Hancock & Sherry O'Neal

Level: 1st (GM Provided)

A Group of unwitting heros are forced on the road to adventure where they learn of the rise of an ancient evil with plots spanning centuries. Mature Gamers only. No hack and slash.

417 **Santa Inc. is Coming to Town**

System: Cyberpunk 2020

Sun at 4:00 PM in room 162

Hours: 8

Char/Player: 1

GM: Tom Johnson

Variations: W/Cybercarols

It's X-mas time, and you are a little short on cash. Good thing Santa Inc. is looking for a few good solos. Will you ever live down that costume?

418 **Flesh, Like Steel**

System: Anime

Sun at 6:00 PM in room 168

Hours: 4-6

Char/Player: 1

GM: Cody Hudson Level: Beginning

Variations: System Premier

Welcome to Anime! A world of powerful megacorporations, huge Mecha fighting titanic battles, strange supersciences, and ominous aliens. It can be yours.

419 **Denver - Too Bad We Can't Stay**

System: Shadowrun 2nd ed.

Sun at 6:00 PM in room 171

Hours: 8

Char/Player: 1

GM: Dan Randall

Level: 20-40 Karma

Variations: No PC Decking

Welcome to the Free Zone, chummer. Is this your first visit? Well, here's a bit of advice: bring a gun! Otherwise, just relax and enjoy (yeah, right).

420 **The Deceivers**

System: AD&D

Sun at 6:00 PM in room 378

Hours: 10

Char/Player: 1

GM: Dan Brown

Level: 5-8th level

Variations: 1st and some 2nd ed.

Strangers are gathered to perform a secret mission, and must survive danger and intrigue when least expected. Hack and Roleplay characters provided.

## Signup Session 5 Sun 4:30 pm - 6:30 pm

501 **Send in the Klowns**

System: Cyberpunk 2020

Sun at 8:00 PM in room 143

Hours: 8

Char/Player: 1

GM: Steve Kani

Level: GM Approved

Them: Killergreen, a bunch of cut-rate ecoterrorists in the Amazon, enjoying a sudden string of success. You: new "Employees" of Kosmic Clown Burgers, Inc.

502 **What price for a Crystal Rose?**

System: Vampire

Sun at 8:00 PM in room 145

Hours: 10

Char/Player: 1

GM: Glenn Thain

Level: Begining to medium

A perfect rose, a blue white gem/Kindred it calls, toward what end?/Eastward it lies, around the bend/darkness it brings, misery it sends. Experienced players preferred

503 **Seance in a Graveyard**

System: Original murder mystery

Sun at 8:00 PM in room 156

Hours: 3-5

Char/Player: -

GM: Richard Silver

Level: Gm Provided

Variations: 100% roleplay, Diceless

Be it known that you are requested to attend a reading of Harrey Scarey's Last Will and Testament at Gertie's Graveyard and All Night Foodstop.

504 **Rite or Wrong**

System: Mage, the Ascension

Sun at 8:00 PM in room 161

Hours: 10-12

Char/Player: 1

GM: Patricia Vogel

Level: Low-mid

Variations: Other White Wolf systems used

Reality has been rent! Ether pours from the heavens. Mr. Wrinkle, the friendly time spirit has paid you a visit. Can you right the wrong before it becomes rite?

505 **Book Quest**

System: Palladium RPG

Sun at 8:00 PM in room 164

Hours: 8

Char/Player: 1

GM: Randy Heinrich

Level: 2-5 level

A wizard is searching for a rare book that is located in a tower which is occupied by a bandit lord. He pays well.

506 **The Terror of Raven Mountain**

System: DragonQuest

Sun at 8:00 PM in room 165

Hours: 6

Char/Player: 1

GM: Erik Benson

Level: GM Supplied

Travel through the land can be dangerous, even if you know the land, but doubly so if you don't. Can you face the terror and rescue a traveler, reuniting a friendship? RPGA Network Points awarded.

507 **War of the Eibrab**

System: BRP-Miniatures

Sun at 8:00 PM in room 166

Hours: 4

Char/Player: 1

GM: Lisa Cohn, Kerie Campbell

Level: Ultimate

Variations: Yes

Unique, unusual miniatures-role-playing game. Sense of humor required. For Mature Adults.

508 **Death Stalks with a Fiery Blade**

System: Gamma World, 4th ed.

Sun at 8:00 PM in room 170

Hours: 8

Char/Player: 1

GM: Bryan Aho

Level: 3-4th Level

The streets of Sak Tormento are a tough beat for any Restorationist guard, but when dead bodies start showing up, you better hope that you aren't next. Ongoing.

509 **The Elves are Coming!!! The Elves are Coming!!!**

System: AD&D 2nd ed.

Sun at 8:00 PM in room 376

Hours: 4-8

Char/Player: 1

GM: Dovi Anderson

Level: 4-5th Level

Elves, your most hated enemies, dare to threaten your family and home. At Chief Nekkbriker's command, you have been assigned to one of the glorious Blood Rune tribe's most powerful war parties!

510 *From the Pits*

System: Skyrealms of Jorune, 3rd ed.

Sun at 8:00 PM in room 379

Hours: 6 Char/Player: 1

GM: Joseph Coleman Level: n/a

Variations: Information from Sholari Companion

In the frontier town of Auklin the bloodsport of Thike fighting has attracted a group of "Business" men who will profit if your party doesn't leave town alive. BYO Character or use one of the pregenerated characters.

511 *That's not my Luggage*

System: Megatraveller

Sun at 8:00 PM in room 381

Hours: 8 Char/Player: 1

GM: Jim Kelleher Level: Gm Provided

You arrive at a hotel and you open your cases... and it's not your luggage. Now you must recover your own!

512 *Shade of a Hero*

System: Variant Original D&D

Sun at 12:00 Mid in room 162

Hours: 12 Char/Player: 1

GM: Mark Kramer Level: ~6

Variations: Spell Points; Hit Locations; Gunpowder; PSI; Non-std. Monsters

Its Wolderkhan's festival of the 7 Moons and you can't sleep, so why not spend your loot there? But what does that title mean? Highly cerebral, role-playing intensive game.

513 *Invasion*

System: Heros Unlimited

Sun at 12:00 Mid in room 376

Hours: 8 Char/Player: 1

GM: Randy Heinrich Level: 4-9 level

Something strange is going on and we need an experienced team to investigate. Guess what - you're it.

514 *Comstar vs. the Clans*

System: Battletech

Mon at 6:00 AM in room 166

Hours: 10 Char/Player:

GM: S. Terry Horton

You are Comstar, and Clan mechs are heading your way. Can your company hold off, or even stop them? Bring your own designed mechs, or mechs can be provided.

515 *A Hunter's Moon*

System: Cthulhu by Torchlight

Mon at 8:00 AM in room 143

Hours: 8 Char/Player:

GM: Donna Bashaw Level: GM Supplied

Havoc rules the countryside. Disappearances, villages left empty or burning, and strange lights in the night sky. Your King calls for your help

516 *The Broken Caravan*

System: Gurps Fantasy

Mon at 8:00 AM in room 145

Hours: 8 Char/Player: 1

GM: Mark Vargus Level: 100 pts

A local merchant is hiring caravan guards for unusually high wages. Why? And where is the caravan going? Come join and see.

517 *Death in DisneyNet*

System: Theatrix

Mon at 8:00 AM in room 147

Hours: 8 Char/Player: 1

GM: Travis Eneix

Variations: Cyberpunk

There's a madman in the DisneyNet killing the nice consumers. Disney wants you to take care of it, or they'll tell the authorities about that moving violation.

518 *The Gauntlet of Chaos*

System: AD&D 2nd ed.

Mon at 8:00 AM in room 151

Hours: 8 Char/Player: 1

GM: Brian Farmer Level: 6-8th Level

Variations: N to G alignment only

The Warlord Kora plans to unleash the terrors so long ago imprisoned. He has stolen the Gauntlet of Chaos to do this. All heros of the realm are summoned.

519 *When Dark Gods Wake*

System: Vampire

Mon at 8:00 AM in room 154

Hours: 8 Char/Player: 1

GM: Charles Keith-Stanley Level: GM Supplied

Variations: 2nd Ed.

The Prince is missing under suspicious circumstances, but the rivals who want to control your city are the least of your problems. Intensive, adult roleplaying.

520 *Star Trek Tall Ships*

System: Hero

Mon at 8:00 AM in room 159

Hours: 8 Char/Player: 1

GM: Edmund Metheny Level: GM Supplied

The HMS Enterprise is engulfed in a hydrostatic rift. Join Jean- Luc Picard and the crew and coolies of the Steam Frigate Enterprise...

521 *Mars Needs Ladies*

System: Hero System

Mon at 8:00 AM in room 160

Hours: 8 Char/Player: 1

GM: Dennis O'Brien Level: 50 + Disads

Variations: Space 1889 Background

Englishwomen are being kidnapped from Syrtis Major. Brave adventurers are needed to find them. Characters are available for new players.

522 *For God and Country, Part II*

System: Shadow Saga (New System)

Mon at 10:00 AM in room 149

Hours: 6 Char/Player: 1

GM: David Mullin Level: GM Supplied

Variations: Playtest

You volunteered to save your land, but perhaps they didn't tell you everything. Now you've joined forces with your supposed adversary to return to demand the truth. But which truth...

523 *Rage Against the Serpent's Endgame*

System: Werewolf the Apocalypse

Mon at 10:00 AM in room 152

Hours: 6 Char/Player: 1

GM: Dave Jones Level: 1st & 2nd Rank

Once again the Wyrms has reared it's ugly head - this time in the form of a game, a card game. The pack must trace this evil to the source and destroy it.

# **SURVIVAL TIPS**

## **DunDraCon 19**

**Read all this stuff.** You really do want to know most of what's in it.

**Follow the few rules we've got.** Chaos is no fun when you can't leave the table.

**Health Club and Pool** are for the use of registered Hotel Guests only.

**Sleep some of the time.** Your body needs rest, even with non-stop distractions. If you start another run at 2 in the morning, you'll probably be too wasted to play in your Official game at 8 AM next day.

**Eat something besides potato chips and candy.** Your endurance and concentration will improve amazingly. (And remember - it's hard to buy food after the snack bar closes, so lay in supplies.)

**Drink a lot.** Hotel air is very dry; try to avoid sugar and alcohol as much as you can. (Alcohol is allowed only in the bar and in private rooms, and only for those of age. Ignore this rule, and you will be asked to leave the convention.)

**Tell people where you are.** Make sure your family and anyone else who might need to reach you know you're at the Marriott, and what your room number is. Give us a number where we can reach your family or friends.

**Check the hotel desk** and the DunDraCon bulletin board for messages a few times a day - it's a nightmare to try to find one person among the mob filling the hotel.

**Keep your temper.** The committee is trying to make the Con run as smoothly as possible. If something goes wrong, we'll get it fixed faster if we can just work on the cure - without stopping to swear that we didn't foul things up on purpose.

**Watch your step.** Don't run in the halls, slide down the bannisters, or otherwise endanger yourself or others. It's hard to move figures when you're in traction.

**Use the trash cans.** Garbage left for someone else to pick up is a major social blunder.

**Smoke only where allowed** - that is, in the hotel front lobby, private rooms, and outside. Do not smoke in the Dealers Room, Seminar rooms, or any other DunDraCon area.

**Leave weapons and masks in your room,** if you've brought 'em. (A weapon is, by definition, anything the Committee thinks is a weapon - please don't argue.) This is for your safety (any weapon, real or fake, may startle someone into taking action against you) and the safety of your companions. You may mean no harm, but most things that look like weapons are a real hazard in crowded halls. Even the SCA people keep everything in their room except en route to and from scheduled demos.

**Masks** are a safety hazard too. We want to keep everyone recognizable and responsible for their own acts.

**Lazertag** and paintball guns and equipment are included in this; you will probably be considered to be a Killer player if you're wearing this stuff.

**No Walkie-Talkies.** Security requires this.

**Stay out of Killer games!** Killer players get bounced from the Con.

**Don't cook in your rooms!** It's a hazard that might set off extinguishers, cause fires, or just get you thrown out of the hotel...

**If you choose to go out and get food** (or have it delivered) **please** don't leave the carcasses lying around - it annoys the Hotel staff, which makes it harder for us to work with them next year.

**We cannot page people at the Con,** nor can we guarantee to reach/find anyone. You CAN leave a note on the message board.

**Please keep your rooms relatively neat.** Especially, keep sleeping bags, iceboxes, etc. safely stowed away in closets/drawers.

**No gaming in the restaurant...** and tips are expected by the staff there!

**Enjoy your stay at  
DunDraCon 19!**